

Session 13: A Hitch Inn Time

Date: Apr 16th, 2025

Summary

The party began their journey by making preparations in town. Tark arranged to have his whip dagger enchanted, debating between the services of River and Elder. The group purchased quality healing potions at 100 gold each, specifically avoiding Oscar Yoren's questionable wares. Before departing, they discussed payment terms for the enchantment work. As they traveled along Champions Way, the party conducted two successful searches for delirium in the mist. Each search yielded 11 pieces worth 10 gold apiece, though they debated the varying difficulty between the outer city (DC 15) and inner city (DC 20). The group carefully weighed the risks of random encounters while searching, but their efforts proved worthwhile. Their journey led them to an impossibly well-maintained establishment - the Black Ivory Inn. The two-story building with its wraparound porch stood pristine among the ruins, with the sound of beautiful piano music drawing them in. They were greeted by Kai, a tall host in matching vest and pants, who offered them a booth. The party ordered drinks, including a special green concoction called Goblin Goo, and a dish of catoblepas prepared three ways. Inside, Ned identified Osiric Theramus, an Amethyst Academy member wearing six rings and various badges of office, who had recently been featured in 'Wizard Beat' magazine. A detect magic spell revealed two magical sources at the bar - a mysterious wrist device and Osiric himself. The party split up to investigate, with some members discovering a well-stocked wine cellar containing expensive elvish wine and exceptional dwarven brandy. The true nature of the inn revealed itself when a large meteor appeared in the sky. Multiple fireballs destroyed the building, killing everyone inside, only for time to reset and return them to the inn's entrance. The party retained their memories between loops and began testing different approaches to break the cycle. They noticed that patrons would mysteriously disappear when followed outside. The situation escalated into combat both upstairs and in the basement. Oiroa confronted Charlotte, the willowy pianist whose supernatural playing entranced listeners, while others encountered the synchronized fighters Hall and Oats in the basement. Yazzy became magically entangled in a musical performance with Anika Patel, a Silver Order knight sworn to protect Charlotte. The chaos increased as a mysterious spellcaster appeared in the basement, attacking with scorching rays, while Mike Conley, known as 'Open Mike,' attempted to maintain order upstairs.

Scenes

Preparing to Leave Town

The party prepares to leave town, discussing enchanting a whip dagger and buying healing potions.

- Tark arranges to have his whip dagger enchanted
- Party purchases healing potions at 100 gold each
- Discussion about payment terms for enchanting
- Party debates between River and Elder for enchanting services

Hunting for Delirium

The party conducts two successful searches for delirium while traveling through the mist.

- Party makes skill checks using Arcana, Investigation, or Survival
- First search yields 11 pieces of delirium worth 10 gold each
- Second search also yields 11 pieces worth 10 gold each
- Discussion about DC difficulty varying between outer city (15) and inner city (20)
- Party debates risks of random encounters while searching

Arrival at Black Ivory Inn

The party discovers an impossibly well-maintained inn in the ruins, with music and revelry coming from within.

- Party follows the sound of beautiful piano music to find the Black Ivory Inn
- Inn appears pristine and populated despite being in ruins
- Greeted by Kai, a well-dressed host who offers them a booth
- Party orders drinks and the special (catoblepas prepared three ways)
- Cast detect magic reveals two magical sources at the bar

Exploring the Inn

The party splits up to investigate different areas of the mysterious inn.

- Ned identifies and converses with Osiric Theramus, an Amethyst Academy member
- Party discovers wine cellar and storage rooms in basement
- Oiroa attempts to confront Charlotte about the nature of the establishment
- Yazy becomes entranced by Charlotte's supernatural piano performance
- Party notices patrons disappearing when followed outside

The Time Loop Reveals Itself

The party experiences the inn's destruction and subsequent reset, revealing they're trapped in a time loop.

- Large meteor appears in the sky
- Multiple fireballs destroy the inn, killing everyone inside
- Time resets, returning everyone to the inn's entrance
- Party realizes they retain memories between loops
- Group begins testing different approaches to break the cycle

Combat Erupts

Simultaneous battles break out upstairs and in the basement as the party tries to disrupt the inn's magic.

- Oiroa attempts to stop Charlotte's piano playing, triggering combat
- Party discovers and fights Hall, Oats and their companions in basement
- Ned uses Sleep spell to incapacitate multiple enemies
- Mysterious spellcaster appears and attacks with Scorching Ray
- Yazy and Anika engage in magical musical performance
- Mike physically removes Oiroa from stage

NPCs

Rogan

The bartender at the Black Ivory Inn who serves drinks at Osiric's request.

Charlotte

A willowy, slender woman in a simple green dress known as the greatest pianist in the river kingdoms. Her supernatural piano playing entrances listeners and she seems impervious to physical attacks. Appears central to the magical time loop affecting the inn.

Hall and Oats

Twin fighters encountered in the basement wielding scimitars and daggers. Work together using pack tactics in combat and demonstrate synchronized fighting abilities.

Osiric Theramus

An Amethyst Academy member wearing 6 rings and various badges denoting positions like 'chief laureate of the inner sanctum'. Recently featured in 'Wizard Beat' magazine and published research work.

Annika Patel

A Silver Order knight in full plate mail armor who claims to have sworn an oath to protect Charlotte. Initially confrontational but becomes magically compelled to sing along with the performance.

Mike Conley

Known as 'Open Mike', he claims to run amateur nights at the Gilded Lily in Emberwood Village. Identified as Blackjack Mel's uncle who knew about the smuggler's tunnel. Attempts to maintain order and protect Charlotte's performance.

Kai

A tall, bucktoothed host at the Black Ivory Inn wearing a vest and matching pants. Acts somewhat robotically and runs away when questioned too deeply about the establishment.

River

A magic item enchanter considered for enchanting Tark's whip dagger.

Oscar Yoren

An alchemist known for selling questionable healing potions that the party specifically avoids buying from.

Reginald Grimes

The chef at the Black Ivory Inn, known for being particular about his special dishes, including the catablepass prepared three ways.

Locations

Black Ivory Inn

A two-story building with wraparound porch standing impossibly pristine among the ruins. Features a main room with piano stage, bar, dining area, and wine cellar. The building appears completely normal despite being in the contaminated area and resets to perfect condition when destroyed. Known to have a smuggler's tunnel somewhere inside.

Champions Way

A major road the party travels along while searching for delirium deposits on their way to the Black Ivory Inn.

Spells

Detect Magic

Cast by Ned to investigate the inn, revealing two magical sources at the bar - a wrist device and Osiric Theramus.

Sleep

Cast by Ned during basement combat to incapacitate multiple enemies, affecting creatures with the lowest hit points first within a 20-foot radius and causing them to fall prone.

Suggestion

Cast by Yazzy on Anika to compel her to sing along with Charlotte's piano performance.

Scorching Ray

Cast by a mysterious spellcaster who appeared in the basement, firing three rays of fire at the party.

Firebolt

Cast by Xakaris at Hall during the basement combat.

Fireball

Cast by Xakaris in the basement, killing two enemies and damaging Hall and Oats.

Items

Whip Dagger

A weapon owned by Tark that is being prepared for enchantment, requiring discussion of payment terms and choice between enchanters.

Delirium

A valuable substance found in deposits throughout the city, worth 10 gold pieces per piece. The party successfully found 22 pieces total during their journey.

Healing Potions

Good quality healing potions purchased by the party for 100 gold each, specifically not from Oscar's questionable supply.

Piano

The centerpiece of the inn's main room, played masterfully by Charlotte. Appears to be central to the magical nature of the establishment and the time loop.

Dwarven Brandy

An exceptional bottle of brandy found in the inn's cellar, recommended by Osiric Theramus.

Elvish Wine

A very expensive wine worth hundreds of gold pieces found in the cellar storage.

Goblin Goo

A green-colored special drink served in a brandy snifter at the Black Ivory Inn.

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