

# Session 16: Leave the Tunnel to Fate

**Date:** May 13th, 2025

## Summary

The tale began at the Black Ivory Inn as reality shifted and a magical time loop finally broke. The abomination dissolved into goo as the Inn returned to its true current state - a ruined building destroyed by a meteorite fifteen years ago. As the dust settled, several survivors emerged from the time loop including Osiric the wizard, Grint the Hooded Lantern member, a priest named Balthazar, and a gnome called Fate. The former innkeeper Miss Charlotte, who had become the abomination due to the meteorite's effects, did not survive the loop's breaking. In the ruins, the party discovered several magical treasures. Using detect magic, they found a remarkable cookbook that could turn any ingredients into delicious meals, potentially rivaling the effects of a heroes' feast. Balthazar, grateful for his freedom from the loop, gifted them an alchemy jug capable of producing various liquids. Syndle found and donned a set of self-mending clothes from a deceased patron named Open Mike, which made him notably more robust. The party learned they had been trapped in the loop for about five weeks, though for some like Osiric, it had been much longer. After gathering their findings, they made their way back to Emberwood Village, carefully avoiding a towering 25-foot haze husk they spotted in the distance. At the village, they reunited with River, a tiefling mage who was stunned to see them alive, especially Osiric who had been missing for a year. After collecting their commissioned items, including an enchanted whip dagger from Aldor the blacksmith, the party returned to investigate a smuggler's tunnel they had discovered in the inn's ruins. They found Fate attempting to pick the lock, claiming Blackjack Mel had sent him to verify the tunnel's existence. Despite tensions and a failed magical suggestion attempt, they allowed him to join their exploration when Syndle revealed he had Open Mike's key. The tunnel exploration led them through dark passages where they found scrolls of Dancing Lights and Knock, along with a warning note in Thieves' Cant about avoiding Slaughterhouse Square. After thirty minutes of walking, they reached a room with contaminated sewer water where they encountered a fearsome roper. The monster grabbed several party members with its tentacles and dunked them in the contaminated water, but the group fought back fiercely. Through combined attacks, including powerful Toll the Dead spells and precise firebolts, they defeated the creature, though both Tark and Fate suffered contamination from the sewer water.

# Scenes

## Breaking Free from Time Loop

The party emerges from a time loop as the Black Ivory Inn dissolves into goo and returns to its destroyed state from 15 years ago.

- The inn returns to its destroyed state, revealing it was obliterated by a meteorite 15 years ago
- Several survivors emerge from the time loop including Osiric, Grince, a priest, and a gnome named Fate
- The entrance to a smuggler's tunnel is discovered still intact in the ruins
- The party finds remnants of a magical piano in the basement
- Miss Charlotte, who became 'the illumination', did not survive

## Searching the Ruins

The party searches the ruins and discovers magical items while questioning the survivors.

- Detect magic reveals several magical items in the kitchen and on survivors
- The party finds a magical recipe book that can turn anything into food
- They learn Osiric came to the inn a year ago following rumors of a wish-granting musician
- Balthazar Adamas gifts the party an alchemy jug
- Syndle finds and dons magical self-mending clothes that make him more robust
- The party discovers they were trapped in the loop for about five weeks

## Return to Emberwood Village

The party returns to Emberwood Village to check on their belongings and commissioned items.

- The group encounters a 25-foot tall haze husk in the distance while traveling
- Fate separates from the group to head to Buckledown Row
- Aldor delivers the enchanted whip dagger to Tark

- River is stunned to see Osiric alive after a year
- The party shares drinks and stories about their time loop experience
- River attempts to introduce them to Arch Wizard Eldrick Runeweaver but he is unavailable

## Return to the Smuggler's Tunnel

The party returns to the Black Ivory Inn ruins to find Fate attempting to access the smuggler's tunnel.

- Found Fate trying to pick the lock to the smuggler's tunnel
- Fate reveals Blackjack Mel sent him to verify the tunnel's existence
- After tense discussion and a failed Suggestion spell, the party allows Fate to join them
- Syndle reveals he has Open Mike's key and opens the door

## Exploring the Smuggler's Tunnel

The party explores the tunnel beneath the Black Ivory Inn, encountering dangers in the sewer area.

- Found a satchel containing scrolls of Dancing Lights and Knock
- Discovered a warning note in Thieves' Cant about avoiding Slaughterhouse Square
- Walked for about 30 minutes through the tunnel
- Reached a room with flowing contaminated sewer water
- Encountered and battled a roper monster
- Roper grabbed multiple party members and dunked them in contaminated water
- Party defeated the roper through combined attacks
- Tark and Fate gained levels of contamination from the sewer water

## Npcs

### Osiric

A wizard from the Amethyst Academy who came to the inn a year ago following rumors of a wish-granting musician. Known for casting powerful scorching ring spells as an Eldritch Mage. Initially skeptical about the time loop until seeing River confirms the time passage.

### Grint

A Hooded Lantern member in his 50s who thought he was 15 years younger while trapped in the time loop.

## Miss Charlotte

Former innkeeper who became 'the illumination' due to the meteorite's effects. Did not survive the breaking of the time loop.

## Balthazar Adamas

A priest of the Falling Fire who maintained his memory through several time loops. Gifted the party an alchemy jug after being freed.

## Fate

A gnome rogue working for Blackjack Mel, initially trapped briefly in the time loop. Later found attempting to investigate the smuggler's tunnel, joins the party's exploration despite tension. Can cast invisibility and shows suspicious behavior.

## Aldor the Immense

A merchant who won bets on the party's survival and crafts magical items for them. Works with meteor metal and can enhance items with delirium.

## River

A tiefling mage of the Amethyst Academy who is shocked to see the party alive, especially Osiric who had been missing for a year. She attempts to introduce them to Arch Wizard Eldrick Runeweaver.

## Open Mike

A deceased former patron of the Black Ivory Inn whose clothes were found and taken by Syndle. Had a key to the smuggler's tunnel padlock.

# Locations

## Black Ivory Inn Ruins

The remains of an inn destroyed by a meteorite 15 years ago, now open to the sky with its basement exposed. Contains a smuggler's tunnel entrance and remnants of a magical piano.

## Emberwood Village

The party's home base containing various establishments including the Red Lion Inn, Aldor's smithy, and the Amethyst Academy where River works.

## Buckledown Row

A location Fate claims to be returning to, suggesting connections to Blackjack Mel and other potential plot elements.

## Smuggler's Tunnel

A long underground passage beneath the Black Ivory Inn with burnt-out torch sconces, leading to sewer areas with walkways and contaminated water flowing through. Contains hidden treasures and dangers.

# Spells

## Detect Magic

Used to reveal magical items in the ruins, including items in the kitchen and on some of the survivors. Can detect magic within 60 feet and identify schools of magic.

## Invisibility

A spell Fate is known to have cast recently, making the party wary of his potential escape.

## Suggestion

Cast by Yazzy on Fate in an attempt to make him serve as their guide through the tunnel, but failed.

## Firebolt

Used effectively against the roper, with one cast dealing 28 points of damage.

## Toll the Dead

A necromancy spell used multiple times against the roper, dealing significant damage including a final blow of 22 damage when the target was already wounded.

## Poison Spray

Cast against the roper, creating a green cloud of poison damage.

# Items

## Magical Recipe Book

A spellbound cookbook found in the kitchen that rewrites itself, anticipates the reader's desires, and can turn any ingredients into delicious meals. With proper ingredients, it can potentially create effects similar to Heroes' Feast.

## Alchemy Jug

A magical jug that can produce various liquids including beer, honey, mayonnaise, oil, soy sauce, vinegar, fresh water, salt water, and wine. Gifted by Balthazar Adamas.

## Clothes of Mending

An elegant outfit taken from Open Mike that keeps itself clean and in repair. Can change fabrics and colors, and causes the wearer to become more robust when worn, adding about 12 pounds of weight.

## Enchanted Whip Dagger

A magical weapon crafted by Aldor with +1 to hit, +2 to damage. Can create black tendrils in the air when spun, providing concealment. Allows giving the help action at range.

## Goggles of Night

Magical goggles that grant darkvision, Xakarium purchased for 1500 gold.

## Ioun Stone of Protection

A magical protective stone Syndle purchased for 1200 gold.

## Scroll of Dancing Lights

A magical scroll found in a satchel in the smuggler's tunnel.

## Scroll of Knock

A magical scroll found in a satchel in the smuggler's tunnel.

## Warning Note

A note written in Thieves' Cant warning about avoiding Slaughterhouse Square and a spiral staircase.

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