

Session 17: Making Friends and Eating Lobster

Date: May 20th, 2025

Summary

The party had just emerged victorious from a battle with a roper that had attempted to drown several members. In the aftermath, two slimy humanoid creatures emerged from the pipes, expressing gratitude for killing the "tentacle." These beings, who called themselves Flippy and Gully, served a mysterious Duchess of the "underwet" and mentioned their preference for crystal gifts over shells. As the party searched the underwater bodies with mage hand, a large lobster-like creature called a Chull burst from a pipe, covered in seaweed, and plunged into the water racing northward. Flippy and Gully explained that Chulls were hunted for their Duchess, and the party agreed to help with the hunt. They followed the creatures north through the tunnels, with their companion Fate running ahead of the group. The journey led them down a spiral staircase into a vast reservoir room filled with dozens of waterlogged corpses, including members of the Hooded Lantern and Silver Order. The scene before them was chaotic - twelve to thirteen aquatic creatures engaged in combat with two Chulls. The party joined the fray, attacking from the walkway while Fate disappeared, presumably turning invisible. Tragedy struck when Fate tried to escape the party, but encountered the Executioner, a huge animated suit of armor wielding a guillotine blade, in Slaughterhouse Square above. Fate's body fell through the grating into the cistern below, where the party recovered his remains and possessions, including four distinctive cosmetic rings and a sack of valuables worth 500 gold. Among the spoils of battle, the party discovered several magical items: a Mace of Warning, an Ivory Goat Figurine that could transform into a giant riding goat, and a Potion of Growth. They also found eleven valuable Delirium Fragments worth 100 gold each. Flippy and Gully survived the encounter and offered to lead the party to their leaders - the Chamberlain, Cardinal, and Chancellor - who would determine if they could meet the mighty and benevolent Duchess.

Scenes

Roper Aftermath & Meeting Flippy and Gully

The party defeats a roper in the sewers and encounters strange aquatic creatures who serve a mysterious Duchess.

- Party defeats a roper that was trying to drown them
- Two slimy humanoid creatures emerge from pipes
- Flippy and Gully thank party for killing the 'tentacle'
- Flippy and Gully mention serving a Duchess of the 'underwet'
- Party searches underwater bodies with mage hand
- Creatures mention wanting crystals as gifts, not shells
- Discussion about meeting the Duchess

Chuul Hunt

The party observes and follows aquatic creatures hunting a large lobster-like monster called a Chuul.

- Large lobster-like creature (Chuul) emerges from pipe covered in seaweed
- Chuul plunges into water and races north
- Creatures explain Chuuls are hunted for the Duchess
- Party agrees to help hunt the Chuul
- Group follows creatures north through tunnels
- Fate runs ahead of the group

Reservoir Battle

The party enters a large reservoir room where aquatic creatures are fighting Chuuls while Fate meets his demise.

- Party descends spiral staircase into large reservoir room
- Room contains dozens of waterlogged corpses including members of Hooded Lantern and Silver Order
- 12-13 aquatic creatures fighting two Chuuls
- Combat begins with party members attacking from walkway
- Fate disappears, presumably turning invisible

- Fate is killed by the Executioner above
- Fate's body falls through grating into cistern
- Party recovers Fate's remains and possessions
- Party finds magical items including Mace of Warning, Ivory Goat Figurine, and Potion of Growth
- Flippy and Gully survive and offer to lead party to their leaders

Npcs

Flippy and Gully

Two slimy, fish-like aquatic dregs who serve the Duchess of the 'underwet'. They are medium-sized beings who help hunt Chuuls for their mistress and survive to offer leading the party to their leaders.

The Duchess

Unseen ruler of the 'underwet' who is served by the aquatic dregs. Described as mighty and benevolent, with servants called the Chamberlain, Cardinal and Chancellor who must approve audiences with her.

Chuuls

Large lobster-like aquatic creatures. Hunted by The Duchess servants. They are powerful combatants in water. Their carapaces are used as chairs and other thins.

The Executioner

A huge animated suit of armor wielding a guillotine blade as a weapon, possibly corrupted by delirium. Guards Slaughterhouse Square and executes intruders, responsible for killing Fate.

Fate

A gnome scoundrel of the Queensman who was killed by the Executioner while scouting ahead. Carried cosmetic rings, a money bag with 500 gold worth of valuables, and a dagger.

Locations

Underground Reservoir

A large chamber with an 8-foot deep water basin surrounded by walkways 2 feet above water level. Contains waterlogged corpses and equipment. Features a bridge above, multiple tunnel entrances, and connecting pipes where Chuul dwell.

Northern Tunnel

A dry, narrow tunnel path leading away from the cistern where the Chuul lead the party.

Slaughterhouse Square

A dangerous area above the cistern marked by blood squares and a drawing of a guillotine blade, containing the huge Executioner. Bodies are dropped through grating into the water below.

Spells

Firebolt

Cast multiple times during combat against the Chuul, dealing fire damage to the aquatic creatures.

Mage Hand

Used to search underwater for items, move bodies, and recover equipment including Syndle's javelins from the water.

Toll the Dead

A necromantic spell requiring wisdom saves, cast multiple times during combat against the Chuul.

Poison Spray

Cast by Yazzy against one of the Chuul during combat.

Detect Magic

Cast to identify magical items among the treasures and remains in the cistern.

Invisibility

Presumably used by Fate to disappear while scouting ahead before his death.

Items

Mace of Warning

A magical mace found among the loot in the cistern.

Ivory Goat Figurine

A magical figurine that can transform into a giant riding goat for 3 hours, usable once every 30 days. Given to Syndle.

Potion of Growth

A magical potion that causes the drinker to increase in size, gaining advantages to strength and adding 1d4 damage to weapon attacks.

Delirium Fragments

11 crystal fragments worth 100 gold each, found in a sack in the cistern. Potentially desired by the Duchess as gifts.

Fate's Possessions

Four distinctive cosmetic rings, a dagger, and a sack containing 500 gold worth of gems and valuables recovered from his body.

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