

Zeitgeist

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Session 3: Heating Up

Date: Feb 6th, 2025

Summary

The party found themselves in the midst of a dire crisis aboard a ship, where saboteurs had orchestrated a sinister plot to cause a catastrophic boiler explosion. The situation quickly escalated as they discovered tied up engineers and evidence of sabotage in the Duchess's Room, indicating a well-planned operation. The gravity of the situation became apparent as they realized they were dealing with a coordinated attack by multiple saboteurs. Deep in the bowels of the ship, the party engaged in an intense confrontation in the Boiler Room, facing off against a Halfling Saboteur and a menacing fire elemental. Reggie proved his worth by successfully subduing the halfling assailant and, crucially, recovering two fire ward medallions that were vital for protecting the ship's Magazine Rooms from fire. The rest of the party focused their efforts on the dangerous fire elemental, with Fredriche employing acid and magic stones while Archie unleashed his Toll the Dead spell. The situation in the Boiler Room remained critical as temperatures continued to rise to dangerous levels. Geoff's quick thinking saved the day when he produced a scroll of Cone of Cold, which Fredriche skillfully utilized to cool down the overheating boiler. Through their combined efforts and quick thinking, the party successfully prevented what could have been a devastating explosion. In the aftermath of the intense encounter, they had managed to capture one of the four saboteurs alive, though one saboteur named Kana met their end during the conflict.

Scenes

Combat with Halfling Saboteur

Reggie engages in hand-to-hand combat with a halfling saboteur who had stolen protective fire ward medallions

- Reggie punches the halfling multiple times using sneak attack and moxie abilities
- The halfling attempts to fight back with a short sword but misses
- Reggie subdues the halfling non-lethally
- Reggie recovers two fire ward medallions from the halfling

Boiler Room Crisis and Battle

The party battles a fire elemental in the ship's Boiler Room while trying to prevent an explosion

- Fire elemental dives into the boiler, intensifying the flames
- Archie hits the elemental with Toll the Dead for significant damage
- Friedrich uses acid and magic stones against the elemental
- Friedrich casts a scroll of Cone of Cold to help cool the boiler
- Geoff helps shovel out hot coals
- The party successfully prevents the boiler from exploding
- Discovery of tied up engineers behind the boiler

Securing the Magazine Rooms

Reggie works to restore the protective fire wards to the ship's Magazine Rooms

- Reggie hangs the first fire ward medallion, activating magical protection
- Reggie places the second medallion, fully restoring the fire wards
- A magical alarm announces the fire wards' reactivation
- Reggie restrains the halfling prisoner to the stairs

Evidence of Sabotage

The party investigates the Duchess's Room and discovers evidence of a larger sabotage plot

- Investigation of the Duchess's Room reveals evidence of sabotage
- Finding of arcane scrawlings and communication holes
- Learning that four saboteurs were involved in the plot

Npcs

Stover

An authority figure on the ship who investigates the duchess's room for evidence of sabotage and gives orders to maintain order on the ship.

Geoff

A ship's officer who assists the party during the boiler room crisis by providing a scroll of Cone of Cold to help cool down the overheating boiler.

Halfling Saboteur

A thief who stole the fire ward medallions and participated in the attempt to destroy the ship. Subdued and captured by Reggie.

Kana

A sorcerer and one of the saboteurs who was killed, found with her throat slit.

Locations

Boiler Room

The ship's main boiler room where the saboteurs attempted to cause an explosion. Contains shovels, relief valves, and a large boiler that was tampered with.

Magazine Rooms

Storage rooms for ship's powder and munitions, protected by magical fire wards mounted on ornamental hooks.

Gun Deck

Upper deck of the ship containing ladders leading to other levels.

Duchess's Room

A room showing signs of sabotage with holes cut for communication and arcane scrawlings on the floor.

Spells

Toll the Dead

A cantrip used by Archie that dealt significant damage to the fire elemental after wisdom saves.

Magic Stone

A spell used by Fredriche to enhance stones for throwing at the fire elemental.

Caustic Brew

An acid-based spell that dealt ongoing damage to targets that failed their saving throws.

Cone of Cold

A powerful cold-based spell from a scroll that was used to cool down the overheating boiler.

Items

Fire Ward Medallions

Large amulet-like protective charms about the size of dinner plates that grant fire resistance and prevent fire dust from detonating in the ship's magazines.

Scroll of Cone of Cold

A wizard scroll provided by Geoff that was used to cool down the overheating boiler.

Fire Wards

Large amulet-like protective charms about the size of dinner plates that grant resistance to fire damage, designed to prevent fire dust from detonating in the magazine rooms.

Session 4: Axis Island

Date: Feb 19th, 2025

Summary

The tale began aboard the Coal Tongue ship, where the party assisted Geoff Messard in stabilizing a dangerous boiler system. Through a complex array of levers and switches resembling a pipe organ, they managed to vent excess heat through the ship's figurehead, resulting in a spectacular 200-yard flame blast. Most of the crowd believed this display was part of the festivities, unaware of the near-disaster they had just averted. In the aftermath, Delft Stover discovered a ritual circle hidden under a rug in the Duchess's room, complete with diamond-pattern holes cut into the floor for inter-deck communication. Principal Minister Harkover conducted a thorough debriefing with the party, followed by a surprise visit from King Aodhan himself. The elderly but still powerful king personally thanked them for saving his life, sharing poignant thoughts about family and loyalty. King Aodhan later addressed thousands in Flint, announcing his plans for peace with Danor and his intention to marry a Danoran. The Duchess's failed assassination attempt actually helped garner public support for peace, though some nobles who defended her actions were forced to flee to Shale. During this period, the party was assigned to paperwork and grunt work as the investigation continued. The story took a new turn when Constable Langford summoned the party to meet with Lya Jierre, Danor's Minister of Outsiders. A beautiful tiefling woman in her late twenties, Lya tested the party with a magical puzzle involving ivory towers and colored rings. She revealed that the Duchess had captured Axis Island, a strategic Danoran territory housing important military and industrial facilities. Aboard the RNS Impossible, the fastest ship in the Risuri fleet, the party journeyed 500 miles in under two days with the aid of a sky seer and druid. They met their infiltration team: Tanya, Letmus, Seven Foot Dan, and Burton. However, disaster struck during the underwater cave infiltration when a strange wave and flash of light resulted in the deaths of most team members, leaving only Burton alive with a crushed leg. The party rescued Burton from beneath fallen rocks while fending off a shark attracted by the blood. They proceeded into a complex sea cave system featuring multiple wooden platforms and docks. There, they encountered a white-haired Danoran who accused them of killing his men and attacked with an air elemental and shadow creature. The confrontation escalated as Fredriche created an eldritch cannon and Archie employed various spells including Light and Spiritual Weapon. An earth elemental joined the fray, hurling oil barrels at Reggie. The situation reached a crucial moment when Reggie attempted to negotiate with the miner, explaining their true mission and connection to Lya Jierre. The combat paused as both sides considered their next moves.

Scenes

Debriefing with Officials

The party is debriefed by Principal Minister Harkover and receives a surprise visit from King Aodhan.

- Delft Stover discovers ritual circle and diamond-pattern holes in Duchess's room
- Principal Minister Harkover interviews the party about events
- King Aodhan personally thanks the party members
- King discusses family and loyalty with the party
- Harkover tells Delft Stover to use the constables wisely

Aftermath of the Boiler Crisis

The party helps Geoff Messard stabilize the ship's boiler system after defeating the fire elemental.

- Geoff Messard has the party help operate complex machinery to vent excess heat
- Blue and white electricity crackles through glass pipes
- A massive gout of flames shoots from the ship's figurehead, vaporizing water 200 yards out
- The boiler is successfully stabilized
- Most of crowd believes it was part of festivities

King's Peace Speech

King Aodhan announces plans for peace with Danor to a crowd of thousands in Flint.

- King describes history of conflict with Danor
- Announces plans for peace summit in one year
- Reveals intention to marry someone from Danor
- Public largely supports peace after Duchess's failed assassination attempt
- Duchess officially branded a traitor
- Party assigned to paperwork and grunt work during investigation

- Some nobles flee to Shale after defending Duchess

Meeting with Minister Lya Jierre

The party meets with Danor's Minister of Outsiders Lya Jierre in Delft's office to discuss a mission to Access Island.

- Constable Langford summons party to meet tiefling woman
- Minister Lya Jierre tests party with magical puzzle
- Delft Stover reveals Duchess has captured Axis Island
- Lya explains island's strategic importance to Danor
- Party assigned to assist in removing Duchess
- Lya requests help finding her cousin Nathan
- Party receives mission supplies and 1000 gold stipend each

Journey to Axis Island

The party travels aboard RNS Impossible with help from magical aids.

- Sky seer and druid aid ship's journey
- Travel 500 miles in under 2 days
- Meet infiltration team: Tanya, Letmus, Seven Foot Dan, and Burton
- Receive detailed briefing about cave infiltration plan
- Captain Rutter Smith recognizes party from Coaltongue

Underwater Cave Disaster

The infiltration team meets disaster in the underwater cave tunnel.

- Team enters with water breathing and guide rope
- Strange wave and flash of light occurs after 2 minutes
- Burton survives with crushed leg, describes strange swamp vision
- Seven-foot Dan found dead under rocks
- Evidence suggests Tanya also killed
- Shark appears and takes bite from Dan's corpse
- Party rescues Burton and continues mission

Cave Combat

The party encounters resistance in the mine's sea cave system.

- Party discovers multi-level wooden platforms and docks
- White-haired Danoran shoots at party, accusing them of killing his men
- Air elemental and shadow creature attack party
- Fredriche creates eldritch cannon
- Archie casts Light and Spiritual Weapon
- Earth elemental throws oil barrel at Reggie
- Reggie attempts negotiation with miner
- Combat pauses during negotiation attempt

Npcs

King Aodhan

The elderly but still powerful king of Risur, in his seventies. Despite his age, maintains a strong presence. Pushing for peace with Danor and plans to marry a Danoran. Personally thanked the party for saving his life from his sister's assassination attempt.

Principal Minister Harkover

A high-ranking official who debriefs the party about the ship incident. Takes a calm and methodical approach to gathering information. Created special scrolls for the Axis Island mission.

Geoff Messard

A Danoran engineer who helps stabilize the ship's boiler system using complex machinery and controls. Demonstrates technical expertise with the ship's systems.

The Duchess

The King's sister who attempted assassination and opposed peace with Danor. Against industrial revolution and modernization. Branded a traitor and has now captured Axis Island with her forces.

Lya Jierre

Danor's Minister of Outsiders, a beautiful tiefling woman in her late twenties. Niece of Danor's sovereign and graduate of the Denorin Academy of War. Wears a fencer's coat and carries a

modified rapier. Concerned about her cousin Nathan's safety.

Constable Langford

Head of another RHC cell called Poor Episcus. A Urasol veteran swordsman who wears half plate armor and is close to Chief Inspector Saxby. Helped recognize the party's achievements.

Delft Stover

RHC superior officer who briefs the party on their mission to Axis Island. Provides mission supplies and coordinates with Minister Jierre.

Nathan Jierre

Cousin of Lya Jierre and nephew of Danor's sovereign. A tiefling teenager who was on Axis Island when the duchess attacked. His status unknown.

Captain Rutter Smith

Captain of the RNS Impossible who previously engaged in philosophical debates about dwarven defeatism and elven elitism on the Coaltongue.

Infiltration Team Members

Tanya (half-elf druid leader, deceased), Letmus (accent-faking mage, missing), Seven Foot Dan (gladiator, deceased), and Burton (goblin spy, survived with crushed leg). Elite team from Slate tasked with infiltrating Axis Island.

White-haired Danoran

Hostile mine worker encountered in the sea cave, armed with a crossbow. Initially mistook the party for enemies who killed his men. Commands an earth elemental and has access to oil barrels.

Locations

Coal Tongue Ship

A large vessel where the initial crisis took place, featuring multiple decks including engineering and gunnery decks, with a complex boiler system and ritual circle found in the Duchess's room.

Flint

The city where King Aodhan delivers his peace speech to thousands of citizens, and location of the RHC headquarters where the party meets with officials.

Axis Island

A strategic Danoran island featuring mines, shipyards, steelworks and a coastal fort. Located near a wild magic zone causing strange effects. Currently occupied by the duchess and her forces. Site of a battle 9 years ago where troops reported supernatural occurrences.

RNS Impossible

A 220-foot long clipper, the fastest ship in the Risuri fleet, used to transport the party to Axis Island. Aided by sky seer and druid for navigation.

Sea Cave Complex

An 80-foot diameter, 60-foot high cave system with a 200-foot underwater entrance tunnel. Features wooden platforms at various heights, ladders, and a central pillar with ancient marble carvings and pictograms. Contains both submerged and dry areas.

Spells

Water Breathing

Spell allowing underwater breathing and speech for one hour, used via potions by the party and cast directly by Letmus for the infiltration team.

Sending

3rd level evocation spell allowing 25-word messages with replies, used through sending stones for communication attempts with the infiltration team.

Cure Wounds

Healing spell cast by Archie to stabilize Burton's crushed leg, healing 8+3 damage.

Light

Cantrip cast by Archie on a copper coin to illuminate the dark platforms in the cave, creating 20 feet of bright light and 20 feet of dim light.

Spiritual Weapon

Cast by Archie, manifesting as a massive spectral book that can make melee attacks against enemies. Lasts for one minute.

Speak with Dead

Mentioned as backup interrogation method if duchess doesn't survive, to be performed by Kaia the ghost talker.

Prestidigitation

Continuous cleaning effect from Burton's amulet, keeping him perpetually clean after his traumatic latrine experience.

Inflict Wounds

Attempted by Archie against the shadow creature but missed.

Items

Ship's Boiler System

A complex contraption resembling a pipe organ built with glass and brass, featuring numerous levers and switches. Capable of venting excess heat through the ship's figurehead in a 200-yard flame blast.

Ritual Circle

A magical circle discovered under a rug in the Duchess's room, with diamond-pattern holes cut into the floor for communication between decks.

Puzzle Towers

Three ivory towers with steel bases, accompanied by three stone rings (red, green, blue) with magnetic threads, used by Lya to test the party.

Modified Rapier

Lya Jierre's weapon, wider than a typical rapier with some sort of mechanical device attached to the hilt.

Mission Equipment

Standard issue supplies including manacles, mage cuffs, potions of water breathing, greater healing potions (4d4+4 healing), sun rods (30ft bright light for 6 hours), and specially prepared scrolls of fairy fire, silence, and pass wall usable by non-spellcasters.

Sending Stones

Magical communication devices that allow casting the sending spell once per day between paired stones, with 25-word messages and replies.

Guide Rope

500-foot length of rope used by infiltration team to mark safe passage through underwater cave, found severed after incident.

Ancient Pillar

A large pillar in the sea cave with a dramatic 5-foot wide white marble splinter containing ancient pictogram carvings, rising 17 feet above the water.

Oil Barrels

Multiple barrels of oil stored on the upper platforms of the cave system, used as weapons by the earth elemental.

Session 5 - Mysteries of Axis Island

Date: Mar 12th, 2025

Summary

The party found themselves at the top of a sea cave mine entrance, facing off against elementals controlled by Nicholas DuPree, the mine foreman. Fredriche attempted to shoot a shadow creature with his force ballista but missed, then used a healing potion to restore 20 hit points. While an air elemental attacked Fredriche, Reggie attempted diplomacy with DuPree, who eventually used magical coins to dismiss his elemental guardians. Under a Zone of Truth spell, the party negotiated with DuPree, explaining their mission to capture a rebel noble. DuPree revealed the history of attacks on the island and his discovery of magical icons, explaining how he fled to the mine with two of them when the fighting began. Through persuasion and an offer of 50 gold, DuPree agreed to lend them the shadow icon, and the party agreed to leave their injured companion Burton in his care. The party traveled through two miles of winding mine shafts, guided by DuPree and observing Danoran mining machinery along the way. Upon exiting into a forested area with a mining camp, DuPree pointed out the path to the fortress before returning to hide with Burton. Archie used a scroll of sending to contact Captain Rutger Smith about their delays, and the party took a short rest to recover. Near the mining camp, they discovered signs of combat and a mass grave containing about a dozen dead Danorans. Investigation revealed the victims died from blunt trauma several days prior. They encountered a headless iron golem patrolling the area, leaking black oil containing motes of white light, but successfully avoided confrontation by waiting for it to pass. While traveling through the forest, the party experienced a strange reality fluctuation, briefly shifting to a jungle marsh with yellow frogs under a purple sky and blue sun. Their shoes and pants became wet from the marsh plane, and an arcana check revealed it was a genuine planar shift rather than an illusion. This aligned with the island's reputation for magical anomalies. After triggering a landslide that caused the party minor injuries, they found themselves outside an apparently abandoned village with traces of smoke. Choosing to skirt around this village, they continued their journey only to encounter a second village with six buildings. There, they discovered Resurian soldiers harassing a Tiefling woman. The encounter quickly escalated when Archie's attempted deception critically failed, and Fredriche's disguise as the Duchess proved unconvincing due to his unchanged German accent. A fierce battle ensued with a Resurian investigator and his patrolmen. The investigator's powerful Thunder Wave spells nearly killed several party members, but the tide turned when the freed Tiefling woman and another Dinoran joined the fight with bow and dagger. The battle concluded with most Resurian soldiers defeated.

and one surrendering, marking a victory for the party despite their initial attempts to avoid conflict.

Scenes

Parlay at the Mine

The party negotiates with Nicholas DuPree at the top of a sea cave mine entrance while dealing with elementals.

- Fredriche attempts to shoot shadow creature with force ballista but misses
- Fredriche uses healing potion for 20 points
- Air elemental attacks Fredriche
- Reggie attempts diplomacy with mine foreman
- Nicholas DuPre uses magical coins to dismiss his elemental creatures
- Party negotiates under Zone of Truth about their mission

Negotiation with Nicholas DuPree

The party negotiates with Nicholas DuPree to gain information and magical items.

- Party explains their mission to capture a rebel noble under Zone of Truth
- Nicholas reveals history of attacks on the island and discovery of magical icons
- Nicholas explains he fled to the mine with two icons when fighting began
- Party attempts to negotiate borrowing magical icons from Nicholas
- Through persuasion and offering 50 gold, Nicholas agrees to lend shadow icon
- Party agrees to leave injured Burton with Nicholas

Journey Through the Mine

The party travels through the mine tunnels guided by Nicholas DuPree

- Walk through 2 miles of winding mine shafts
- Observe Danoran mining machinery and equipment
- Exit mine into forested area with mining camp

- Nicholas points out path to fortress and returns to hide with Burton
- Archie uses scroll of sending to contact Captain Rutger Smith about delays
- Party takes short rest to recover

Mass Grave Discovery

The party discovers signs of combat and a mass grave near the mining camp

- Found bullet holes and sword slashes in trees
- Discovered mass grave containing about a dozen dead Danorins
- Investigation reveals victims died from blunt trauma several days ago
- Encountered headless iron golem patrolling the area
- Successfully avoided confrontation by waiting for golem to pass
- A mysterious pillar of flame is seen in the forest - party avoids

Strange Planar Shift

The party experiences a brief reality fluctuation while traveling through the forest.

- Party experiences vertigo and briefly shifts to another plane
- See jungle marsh with yellow frogs under purple sky and blue sun
- Party's shoes and pants become wet from marsh plane
- Arcana check reveals it was a reality fluctuation rather than illusion
- Learn about island's reputation for magical anomalies

Landslide and Village Discovery

The party triggers a landslide and finds themselves outside an apparently abandoned village with traces of smoke.

- Failed strength/survival checks cause landslide
- Each party member takes 5 points of damage
- Discover seemingly abandoned village with small smoke trails
- Party decides to skirt around village

Combat in the Village

The party encounters Resurian soldiers harassing a Tiefling woman in a small village.

- Discover second village with 6 buildings and smoke trails
- Two Resurian soldiers seen dragging a Tiefling woman
- Archie attempts deception but critically fails
- Fredriche disguises self as Duchess but fails to maintain deception
- Combat breaks out with Resurian investigator and patrolmen
- Investigator uses Thunder Wave multiple times, nearly killing party members
- Tiefling woman and another Danoran join fight with bow and dagger
- Party defeats Resurian soldiers, with one surrendering

Npcs

Nicholas DuPree

The Danorin mine foreman in his fifties who controls elementals using magical icons. Initially hostile but willing to negotiate under Zone of Truth. Speaks with mixed French/Russian accent. Agrees to lend shadow icon to party and care for injured Burton while hiding in mines.

Captain Rutger Smith

Commander of the ship 'Impossible' who has joined the fleet waiting for party's signal. Known for quoting pacifist philosopher William Miller. Communicates with party via magical message about extended mission timeline.

Burton

An injured ally left in Nicholas DuPree's care, unable to walk due to severe injuries sustained when rock fell on his leg.

Headless Iron Golem

A massive construct twice the size of a man, carrying a huge spear. Patrols forest path in set circuit. Missing head apparently from magical rust or explosion, leaking black oil containing motes of white light.

Tiefling Woman

A local Danoran villager initially captured by Resurian soldiers. After being freed by party, returns with shortbow to help fight against her captors.

Resurian Investigator

A senior druidic officer leading patrol in village. Wore robes distinguishing him from regular patrolmen. Capable of casting powerful Thunder Wave spells that nearly defeated the party.

Resurian Patrolmen

Several uniformed Resurian soldiers harassing locals in village. Armed with spears and followed investigator's commands.

Locations

Sea Cave Mine

A large mine with multiple levels accessed through a sea cave. Contains magical icons and serves as a passage through the mountain. Features docks going up levels and is currently occupied by Nicholas DuPre and his elemental guardians.

Mine Tunnels

Two miles of winding mine shafts with directional signs posted by the Danorans, containing various mining machinery and equipment. Serves as passage to fortress.

Mining Camp

Small settlement at mine entrance with log cabins and water wheel powering mine machinery. Site contains evidence of recent violence, including bullet holes in trees and mass grave of Danoran miners. Surrounded by cleared forest on mountainside.

Mountain Forest Path

A rugged, forested area on the side of a mountain where the party descends. Notable for magical anomalies including reality fluctuations and a mysterious pillar of flame. Patrolled by headless iron golem.

Jungle Marsh Plane

A strange alternate plane briefly accessed through reality fluctuation. Features yellow frogs, purple sky, blue sun and marshy terrain.

First Village

An apparently abandoned village with traces of smoke but no visible activity, which the party chose to avoid.

Small Danoran Village

A small settlement with about half a dozen buildings, gardens, and a central cooking area. Located along a road with a small stream requiring a bridge to cross. Site of combat between party and Resurian forces.

Spells

Force Ballista

A ranged spell attack with 120 foot range used by Fredriche through their cannon.

Spiritual Weapon

Creates a floating spectral weapon (in this case a book) that can be moved and attack as a bonus action, dealing force damage.

Zone of Truth

Creates a 15-foot radius zone where creatures cannot speak deliberate lies. Caster knows if creatures fail their saving throw against the effect.

Sending

Used via scroll to communicate across any distance, allowing 25-word messages and responses.

Thunder Wave

Cast by Resurian Investigator, creating 15-foot cube of thunderous force dealing damage and knocking targets back 10 feet on failed saves.

Tasha's Caustic Brew

Cast by Fredriche, creating a 30-foot line of acid that enemies managed to dodge.

Toll the Dead

Cast by Archie, manifesting as the sound of a giant tome shutting to indicate the target's story ending.

Bless

Cast by Archie to give allies +1d4 bonus to attack rolls and saving throws. Required concentration and lasted until Archie was knocked unconscious.

Disguise Self

Cast by Fredriche to appear as the Duchess, though the deception ultimately failed due to unchanged German accent.

Items

Golden Icons

Three ancient magical artifacts that control elementals - Icon of Avilona (air), Icon of Urim (earth), and Icon of Nem (shadow). Each has additional magical properties and only works fully on Axis Island.

Icon of Avilona

Magical icon representing plane of air, allows control of air elementals and grants ability to fly once per day. Influences weather, notable deaths and animals.

Icon of Urim

Magical icon representing plane of earth, controls earth elementals and allows casting Wall of Stone once per day. Influences earth, fortunes and random meetings.

Icon of Nem

Magical icon representing plane of ruin, controls shadow creatures and grants incorporeal form once per day. Grants 60ft darkvision and attracts shadow creatures that obey the bearer. Influences secrets and the dead.

Planes

Avilona. The plane of air, where desolate islands of rock float amid the clouds, covered in long-abandoned ruins. Ancient myths claimed this world was a titanic eagle, constantly fleeing the ravenous Jiese. Influences weather, notable deaths, and animals.

Urim. The plane of earth, or rather a scattered, shattered belt of relatively tiny shards of metal,

which sometimes fall from the sky bearing precious ores and accursed worms. Influences the earth, the rise and fall of fortunes, and random meetings of strangers.

Nem. The plane of ruin, this planet is a myth among the skyseers, who say it sheds no light, and can only be seen as it glides silently through the heavens, devouring stars and leaving nothing but a hole in the night. Influences secrets and the dead.

Potion of Greater Healing

A healing potion that restores 4d4+4 hit points when consumed, or maximum healing (20 points) if used with a full action.

Lead Bullets

Ammunition found at combat scene, noted to be from Resurian muskets, less advanced than Dinorin smokeless powder weapons.

Scroll of Sending

Magical scroll allowing communication of 25-word messages across any distance, used by Archie to contact Captain Smith.

Session 6 - Critical Deception

Date: Mar 27th, 2025

Summary

The party began their journey after enjoying breakfast at Camile's home, where most Danorans had fled to the jungle during recent attacks. Before departing, they negotiated with their hosts to keep their captured soldier prisoner in exchange for platinum pieces. During interrogation, the prisoner revealed valuable intelligence about their destination - a force commanded by the Duchess with several hundred soldiers had arrived by ship, though their forces were spread thin across the island. As they traversed the mountain path, the group spotted an iron golem patrolling the switchback. They quickly took cover in the bushes and prepared ropes for descent. Though Fredriche accidentally knocked loose a stone during their careful climb down the cliff face, the party managed to avoid detection when the golem investigated the noise. Their disguises as Duchess's army soldiers proved invaluable when they encountered a patrol. They cleverly explained Fredriche's small size by pretending he was a captured thief. When questioned about their missing investigator, they successfully deceived the patrol by claiming to serve under Investigator Elmore and split from their main group who were pursuing villagers via a longer route. After the patrol passed, they investigated an overturned wagon containing weapons and supplies. However, this proved to be a trap - when Reggie examined it, he triggered magical runes that manifested ice chains and dealt cold damage. With Archie's help, Reggie broke free from the restraints, and the party hastily retreated from the trapped wagon. Their journey led them past several landmarks including a mine entrance, lighthouse, and small iron-working factory before reaching ancient stone ruins with primitive carvings. At the base was a modern research camp containing dead Danorans. Here they encountered dryads, nature spirits who revealed themselves from the trees and bushes. After successful negotiations for passage through their territory, Reggie retrieved a crossbow and quiver from one of the fallen Danorans before the party continued their journey toward the fortress visible across the water.

Scenes

Interrogating the Prisoner

The party interrogates a captured soldier about the fortress they're heading to

- Party decides to leave prisoner with their hosts for safekeeping in exchange for platinum pieces
- Prisoner reveals there are a few hundred soldiers under Duchess command
- Prisoner indicates troops are spread thin across the island
- Learn the fortress is under Duchess's command
- Discover troops arrived by ship

Evading the Iron Golem

The party uses stealth and climbing to avoid an iron golem patrol on a mountain switchback

- Party spots iron golem coming up the switchback
- Group hides in bushes and prepares ropes
- Successfully climb down cliff face with ropes
- Fredriche accidentally knocks loose a stone while climbing
- Golem investigates noise but party manages to escape detection

Encounter with Patrol

The party, disguised in uniforms, successfully bluffs their way past a patrol

- Heard approaching patrol of soldiers and investigator
- Decided to disguise Fredriche as prisoner to explain his small size
- Successfully deceived the patrol with a critical deception roll about being under Elmore's command
- Claimed to be chasing villagers while main group took longer route
- Patrol questions but ultimately accepts their story

Trapped Wagon Investigation

The party investigates an overturned wagon containing weapons and supplies, triggering a magical ice trap

- Party discovers an overturned wagon with weapons, supplies and firearms
- Reggie triggers magical runes of warning
- Ice chains manifest and wrap around Reggie causing cold damage
- Archie helps Reggie break free from the ice chains
- Party flees from the trapped wagon

Ancient Ruins and Dryads

The party discovers ancient ruins and negotiates passage with territorial dryads

- Pass by mine entrance, lighthouse, and small iron-working factory
- Discover ancient stone architecture with primitive carvings
- Find modern research camp with dead Danorans at the waters edge
- Archie spots a face in a tree trunk
- Dryad reveals herself from bush
- Successfully negotiate passage through territory pretending to be Duchess forces
- Reggie retrieves crossbow and quiver from dead Dinorian
- Learn dryads killed the Danorans
- See boats near the camp

Another Fluctuation in Reality

The party experiences a brief reality fluctuation while traveling through the mountain pass.

- New key event Party experiences vertigo and briefly shifts to another plane
- See rocky desert with a reptilian dinosaur under purple sky and blue sun
- When shifting back, the rockface is misaligned and crumbles
- Freddy says "we should get off this island as fast as we can!"

Npcs

Iron Golem

A patrolling construct of the Duchess's forces walking the mountain switchback

Captured Soldier

A prisoner who reveals information about troop numbers, ship arrival, and command structure at the fortress

Camille and One

Hosts who served the party breakfast and reluctantly agreed to keep their prisoner in exchange for platinum pieces

Terry

Neighbor whose home was used to shelter the party while most Danorans hide in the jungle

Patrol Investigator

A suspicious officer of the Duchess's forces who questioned the party about their investigator and commander Elmore

Elmore

A commander in the Duchess's forces that the party claimed to serve under during their deception

Dryads

Nature spirits protecting their jungle territory, capable of moving between trees. Known to have fought against Danorans and made deals to protect their lands. Neutral good by nature.

Locations

Mountain Switchback

A winding mountain path with steep cliffs, bushes for cover, and multiple drop-off points that can be climbed down with ropes

Terry's Home

The neighbor's house where the party was given shelter and breakfast by Camille while other Danorans hid in the jungle

Trapped Supply Wagon

An overturned wagon containing weapons, supplies and magical ice trap runes, marked with the Duchess's insignia

Ancient Stone Ruins

Beautiful stone age architecture with primitive carvings of men and beasts, heavily overgrown and featuring a modern research camp at its base. Located near the water with boats nearby

Iron Factory

A small factory facility that refines iron and crafts gears and cogs, with ropey exhaust piping

Fortress

The party's destination, visible across the water rising on a peak, occupied by the Duchess's forces

Mine Entrance

A passageway spotted during the party's journey

Lighthouse

A structure seen in the distance during travel

Spells

Ice Chain Trap

A magical ward on the wagon that when triggered deals cold damage and attempts to restrain targets with magical ice chains while forcing a wisdom saving throw

Items

Duchess's Army Uniforms

Stolen uniforms the party is wearing to disguise themselves as members of the Duchess's forces

Climbing Ropes

Ropes used by the party to safely descend cliff faces while evading the iron golem

Crossbow and Quiver

A good crossbow and quiver of bolts found next to a dead Dinorian at the camp, picked up by Reggie

Platinum Pieces

Currency used to pay hosts for keeping the captured soldier