

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.

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