

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 hid 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

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