

Session 7: Enter the Fortress

Date: Apr 14th, 2025

Summary

The party discovered an ancient ruin with impressive masonry work where they encountered threatening dryads. Through diplomatic negotiation, they convinced the dryads they were allied with the Duchess's forces, learning that the dryads viewed the Duchess as their liberator from the Dinorans. This peaceful resolution marked their third successful non-violent encounter of the session, and they connected these dryads to previous murders of Dinoran soldiers near a mine. After traveling for several hours, they reached a mountain peak overlooking their target - a star-shaped fortress. The impressive structure featured 40-foot outer and inner walls, a 60-foot central keep topped with an astronomical observatory, and a hedge maze. The fortress operated with a skeleton crew of 50-60 men, and included a lighthouse that would be crucial to their mission. The party spent over twenty minutes observing guard patrol patterns from their vantage point. They noted regular 20-minute circuits by the guards and identified various lighting patterns throughout the fortress. They formulated a plan using their Pass Wall scrolls to breach the outer wall, and discussed using Hey Hey, Fredriche's mechanical chicken construct, for reconnaissance. Archie used an invisibility potion to scout the lighthouse area, discovering multiple guard patrols and an investigator smoking nicodemus leaf on a boat. The walls contained magical defenses against teleportation and pass wall spells, though certain weak points existed. The party successfully infiltrated using disguises and Reggie's exceptional deception skills, bluffing past multiple guards. Inside the lighthouse, they found a control room and subdued a guard named Tommy. Archie cast a Silence spell to prevent any alerts from being raised. They discovered a wizard named Ethanol stationed at the top of the lighthouse with two pseudo dragons, leading them to decide to deal with these threats before attempting to open the sea gate. The party remembered Tina's warning that they would need to defend the lighthouse for ten minutes after opening the gate, giving them time to prepare for the coming conflict.

Scenes

Ancient Ruins and Dryads

The party encounters dryads at ancient ruins and successfully negotiates passage using their Duchess's fortress uniforms.

- Found ancient ruins with fancy masonry work
- Encountered threatening dryads
- Successfully convinced dryads they were with Duchess's forces
- Learned dryads see Duchess as liberator from Dinorans
- Connected dryad attacks to previous murders near mine
- Reggie collected a crossbow and bolts
- Peacefully resolved encounter without combat

Journey to the Fortress

The party travels to and observes the fortress from a mountain vantage point at sunset.

- Traveled peacefully for couple hours along road
- Reached mountain peak overlooking fortress
- Observed fortress layout including walls, keep, hedge maze and lighthouse
- Learned about guard patrol patterns
- Discussed infiltration plan using Pass Wall scroll
- Confirmed mission deadline extended by 24 hours

Fortress Infiltration Planning

The party observes guard patterns and plans their infiltration of the fortress lighthouse from a vantage point.

- Party spends 20+ minutes observing guard patrol patterns
- Discovered guards make regular 20-minute circuits around the walls
- Discussed using Hey Hey for reconnaissance
- Planned to use Pass Wall scroll to breach the outer wall
- Confirmed they have multiple scrolls including Pass Wall and Fairy Fire
- Observed lighting patterns and guard positions

Lighthouse Infiltration

The party infiltrates the lighthouse area using stealth and deception.

- Archie used invisibility potion to scout the lighthouse area
- Discovered multiple guard patrols and an investigator smoking on a boat
- Identified magical defenses in fortress walls
- Reggie successfully bluffed past multiple guards using deception
- Party entered lighthouse control room
- Subdued guard Tommy in control room
- Cast Silence spell to prevent noise
- Decided to deal with wizard and pseudo-dragons before opening sea gate

Npcs

Captain Rutger

Military officer who provided extended deadline for the party's mission.

Dryads

Forest spirits who view the Duchess as liberator from Dinorans, responsible for killing Dinoran soldiers.

Lie G Air

Provided intelligence about weakness in fortress wall where Pass Wall scroll would be effective.

Seven Foot Dan

Member of the infiltration team who briefed the party that holding the gate open would be the hardest part, requiring about 10 minutes of defense.

Tommy

A guard in the lighthouse control room fascinated with his newly acquired musket. Was subdued by the party during their infiltration.

Ethanol

A wizard stationed at the top of the lighthouse with two pseudo dragons, responsible for watching for ships.

Investigator

A druid-type guard found smoking nicodemus leaf on a boat near the lighthouse docks.

Tina

Member of infiltration team who warned the party they would need to defend the lighthouse for 10 minutes after opening the sea gate.

Locations

Ancient Ruins

Well-preserved ruins with fancy masonry work, occupied by dryads who are aligned with the Duchess against Dinorans.

Star-Shaped Fortress

A military research facility with 40-foot outer and inner walls, 60-foot central keep topped with astronomical observatory, hedge maze, and lighthouse. Currently occupied by skeleton crew of 50-60 men.

Lighthouse Fortress

A fortified lighthouse with 40-foot walls, magical defenses against teleportation and pass wall spells, and gravel-covered walkways. Features a control room for sea gates, multiple levels including a base facility and tower chamber, switchback ramps, and guard posts. The circular tower is about 25 feet in diameter.

Spells

Pass Wall

Creates a passage through walls that lasts for one hour. Effectiveness limited by magical protections except at specific weak points in fortress wall.

Catapult

A spell that can launch objects weighing 1-5 pounds up to 90 feet.

Silence

Creates a 20-foot radius sphere of magical silence, used to prevent guards from raising alarms during infiltration.

Disguise Self

Used to magically alter appearance to look like an intimidating guard.

Inflict Wounds

A spell used by Archie that dealt necrotic damage, killing a guard and shriveling his body into a blackened form.

Magic Stone

Used by Fredriche as a bonus action to create magical stones for throwing, though the attempt failed.

Items

Pass Wall Scrolls

Multiple magical scrolls that can create passage through walls, specifically needed to breach fortress at designated weak point.

Duchess's Fortress Uniforms

Military uniforms that allow the party to pose as forces aligned with the Duchess.

Hey Hey

A mechanical chicken familiar/construct created by Fredriche that weighs 5 pounds and can perform basic actions within 120 feet of its creator. Can be used for reconnaissance.

Potion of Heroism

Grants 10 temporary hit points and bless spell effects for an hour without concentration. Currently possessed by Reggie.

Muskets

Norian firearms captured and now used by the fortress guards, who seem fascinated with these newly acquired weapons.

Nicodemus Leaf

A smokeable substance being used by the investigator on the boat.

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