

Session 8: Hold the Lighthouse

Date: Apr 24th, 2025

Summary

The party began by securing their position in a lighthouse, using pitons and an unconscious guard's body to barricade a door. Reggie consumed a potion of heroism to boost his capabilities while the group discussed strategies for defending the various entry points. They carefully assessed the layout, noting windows over the seawall and multiple doorways they would need to monitor. In the storage room above, filled with old boats and lumber, they encountered a patrolman. Through quick thinking and deception, Reggie convinced the guard they were conducting a tour. The ruse worked perfectly, allowing them to ambush and subdue the guard, who was then tied up and secured with their other prisoner. The party continued upward where they met Ethanol, a wizard accompanied by his pseudo-dragon Snappy. Again employing their tour guide deception, they initially fooled the wizard but combat soon erupted. Despite the presence of a warning bell that could have alerted others, the party managed to defeat both Ethanol and his pseudo-dragons, including a second one named Snippy who arrived during the fight. The situation grew more intense as the party worked to open the sea gate while defending their position. Fredriche operated the controls while Archie signaled their allies with Faerie Fire. As enemies attempted to retake the lighthouse, Fredriche deployed dust of sneezing, incapacitating multiple attackers. Archie created a devastating pit trap using Pass Wall, which claimed several enemies who tried to breach their position. The battle reached a critical point when several party members were knocked unconscious by enemy druids wielding Thunder Wave spells. Through clever use of healing potions and spells, they managed to revive each other and maintain their defense. Fredriche sabotaged the gate controls to prevent enemies from closing it, while the party held out against waves of attackers including soldiers and shapeshifting druids. After ten grueling rounds of combat, the party's efforts were rewarded as allied Resouri ships sailed into the harbor. The final enemy, a persistent druid, was defeated just as reinforcements arrived. Military doctors and druidic healers tended to the party's wounds, restoring them to full health as they watched their allies secure the area. Their mission to capture and hold the lighthouse had succeeded, despite numerous close calls and tactical challenges.

Scenes

Securing the Lower Door

The party secures a door in the lighthouse by using pitons and a tied-up guard's body as a barricade.

- Used pitons to secure a door
- Placed an unconscious guard's body as additional barricade
- Reggie drinks a potion of heroism
- Discussed strategy for defending entry points

Confrontation in Storage Room

The party encounters and subdues a patrolman in a storage room filled with old boats and lumber.

- Reggie successfully deceives the patrolman with a story about touring
- Party ambushes and knocks out the patrolman
- Guard is tied up and moved to secure location

Meeting Ethanol

The party encounters Ethanol the wizard with his pseudo-dragons in the lighthouse tower.

- Found Ethanol with his pseudo-dragon Snappy
- Successfully deceived Ethanol about being tour guides
- Learned about warning bell and lighthouse defenses
- Combat breaks out with Ethanol and his pseudo-dragons
- Party defeats Ethanol and the pseudo-dragons

Opening and Defending the Sea Gate

The party activates the sea gate mechanism and defends the lighthouse while waiting for allied ships.

- Fredriche operates the sea gate controls

- Archie signals the reserve fleet with Faerie Fire
- Fredriche uses dust of sneezing to incapacitate multiple enemies
- Archie creates pit trap with Pass Wall spell
- Party members get knocked unconscious but revive each other
- Fredriche sabotages gate controls to prevent closure
- Allied Resouri ships arrive after 10 rounds
- Final druid enemy defeated

Npcs

Ethanol

A wizard stationed in the lighthouse's upper room, accompanied by two pseudo-dragons named Snappy and Snippy. Was deceived and knocked unconscious by the party early in the encounter.

Bob

A patrolman in the lighthouse who was knocked unconscious by the party after being deceived about giving a tour.

Enemy Druids

Multiple hostile spellcasters who could shapeshift into bird form and wielded Thunder Wave spells and magical shillelagh staves. Led the forces trying to retake the lighthouse.

Resouri Navy Forces

Allied naval forces that arrived through the sea gate to reinforce the lighthouse position after the party held it for 10 rounds.

Dinoran Guards

Enemy soldiers defending the lighthouse, equipped with leather armor and maces. Multiple guards were incapacitated by dust of sneezing and choking.

Locations

Lighthouse Storage Room

A large storage room containing old rowboats, lumber, sandbags, and other supplies. Features stairs along one wall leading upwards.

Upper Lighthouse Room

A room containing benches, featuring a large warning bell and serving as Ethanol's post. Located between the storage room and beacon room.

Lighthouse Beacon Room

Top room of the lighthouse containing a large rotating brazier light and vats of oil for fuel. Features open walls rather than windows, providing visibility of the surrounding area.

Sea Gate Control Room

Fortified room containing the controls for operating the sea gate. Has multiple defensible entry points that can be barred and secured with pitons. Located at the base of the lighthouse.

Spells

Healing Word

Bonus action healing spell used to restore hit points to fallen allies during combat.

Cure Wounds

Healing spell used to restore Fredriche's hit points during the final stages of battle.

Toll the Dead

Necromantic cantrip that manifests as the sound of bells and deals necrotic damage.

Silence

Cast from a scroll to create an area of magical silence lasting 10 minutes, used to prevent guards from hearing combat.

Faerie Fire

Used as a signal flare to alert allied forces by shooting a glowing bolt into the sky.

Pass Wall

Created a 20-foot deep pit trap in front of a door that multiple enemies fell into while trying to breach the lighthouse.

Thunder Wave

Spell used by enemy druids that dealt thunder damage and could knock targets back 10 feet. Nearly defeated the party multiple times.

Spiritual Weapon

Spell used by Archie that manifested as a magical book attacking enemies with force damage. Did not require concentration to maintain.

Items

Warning Bell

A large brass bell mounted on a pedestal with a rope hanging from the clanger, used to signal when intruders appear on the seawall.

Dust of Sneezing and Choking

A powerful magical powder used by Fredriche that forces creatures to make Constitution saves or become incapacitated and suffocating. Proved crucial in defending the lighthouse.

Sea Gate Controls

Mechanical system of valves, latches and levers that control the opening and closing of the massive sea gate. Fredriche was able to sabotage these to prevent enemies from closing the gate.

Pitons

Metal spikes used to secure and barricade doors within the lighthouse. The party had 10 total pitons to work with.

Potion of Greater Healing

Powerful healing potions carried by the party that could restore significant health when consumed. Used to revive fallen party members during the battle.

Necklace of Fireballs

Magical necklace with beads that could be thrown to create fireball explosions. Used by Reggie against groups of enemies.