

# Session 9: High-Elf Dreadnaught

**Date:** Jun 6th, 2025

## Summary

The party successfully defended the lighthouse and seagate of Axis Fortress for ten crucial minutes, allowing allied Risuri ships to enter the harbor. Military doctors and druidic healers restored the party to full health as hundreds of allied soldiers poured into the fortress. The Duchess's forces, numbering only about 200, retreated to the outer fort walls in the face of overwhelming numbers. Captain Rutger Smith of the ship Impossible congratulated the party, sharing special Nicodemus leaf cigars that calmed nerves and sharpened perception. He revealed that the party was now the highest non-military authority following the death of a previous infiltration team killed by a Fae Wild incursion. Only Burton, a goblin from the original team, had survived and was left with local villagers. The celebration was interrupted by the appearance of a powerful warrior on a Rizuri ship, wielding a transforming flame sword. This figure, identified as Azrabate, a legendary high elf Vakeshi mystic and ambassador of the On-Scene Court of Fae, demonstrated incredible abilities including immunity to attacks and transformation into black smoke. After causing destruction on the ship, he breached the fortress defenses with supernatural agility. The party investigated a makeshift prison in converted stables, where they met Colonel Hazar Masernin, a wounded Denoran officer. Among the hundred prisoners were twelve Tieflings, and they learned that Nathan Jair, their rescue target and nephew to Denor's king, spent time in the fortress's astronomy tower. The Colonel revealed that a teleportation circle had been used in the Duchess's initial assault, suggesting inside help. A dramatic scene unfolded as a mysterious entity used a glowing orb to create dimensional rifts, temporarily transforming the fortress landscape into a surreal mix of jungle, rockslide, and swamp terrain. Iron objects floated and walls vanished as reality shifted, creating a path through the inner defenses. The entity cut down guards with its flaming whip-sword before disappearing toward the central tower. In pursuit, the party encountered Gilly Dahu, a Fae creature magically bonded to a hedge maze surrounding the central tower. Though initially hostile with entangling vines, they gained his alliance by helping extinguish fires in his maze. The maze itself stood eight feet tall with three-foot-thick hedges, through which Gilly could mysteriously merge and travel. The party ascended the sixty-foot central tower, finding charred bodies and signs of devastating combat. Upon reaching the third floor, they overheard a conversation about portals and betrayal before being confronted by the legendary high-elf warrior Aserbey. In a tense moment, they discovered their shared opposition to the Duchess, setting the stage for an uncertain alliance.

# Scenes

## Lighthouse Defense

The party held the lighthouse and seagate for 10 minutes allowing allied ships to enter the harbor

- Party successfully defended lighthouse from attackers
- Allied ships entered harbor through opened seagate
- Military doctors and druidic healers restored party to full health
- Rizuri warships fired on Duchess's forces
- Duchess's forces retreated to outer fort walls
- Hundreds of allied soldiers poured into fortress

## Meeting with Captain Smith

Captain Rutger Smith congratulates the party and discusses next steps

- Captain Smith shared Nicodemus leaf cigars with party
- Discussed fate of previous infiltration team killed by Fae Wild incursion
- Learned party is now highest non-military authority
- Captain outlined battle plan to capture fortress with 1000 troops
- Sergeant Glassman assigned as party escort
- Party shared intelligence about island situation and Fae presence

## Mysterious Warrior Attack

A powerful warrior, likely Azrabate, appears on a Razurian ship causing destruction before breaching fortress defenses

- Warrior with flaming sword attacks Resurrect ship in harbor
- Demonstrates ability to transform sword between blade and whip forms
- Shatters gas lamps and leaps 30-50 feet to seawall
- Transforms into black smoke to vanish
- Party learns this may be Azrabate, legendary high elf Vakeshi mystic

- Warrior shows immunity to attacks and powerful magical abilities

## Prison Investigation

The party investigates a makeshift prison holding Denoran captives while searching for Nathan Jair

- Archie heals wounded guard Infantryman Woodham
- Discover about 100 Denoran prisoners including 12 Tieflings
- Meet Colonel Hazar Masernin, wounded Denoran officer
- Learn Nathan Jair spends time in astronomy tower
- Colonel reveals teleportation circle was used in Duchess's assault
- Party decides to release prisoners and return Masernin's weapons

## Dimensional Breach

A mysterious entity creates a dimensional rift to breach the inner fortress defenses

- Entity uses glowing orb to transform area into mixed landscapes
- Reality shifts between jungle, rockslide, and swamp terrain
- Iron objects float and walls temporarily vanish
- Entity kills guards with flaming whip-sword
- Party pursues through rift before it collapses
- Find themselves at entrance to hedge maze

## Hedge Maze Alliance

The party encounters and befriends Gilly Dahu while pursuing the mysterious entity through a burning hedge maze

- Meet Gilly Dahu, Fae hedge guardian
- Initial hostile encounter with entangling vines
- Party helps extinguish fires using sickles and cloaks
- Gilly becomes friendly after they help save his maze
- Clear path through maze to central tower
- Learn 'demon' ran through maze toward tower

# Tower Confrontation

The party reaches the central tower in pursuit of the mysterious entity

- Find dead and charred bodies along tower approach
- Discover burning entrance door
- Ascend three floors finding more dead guards
- Overhear conversation about portals and betrayal
- Entity senses party's presence and confronts them
- Entity reveals shared opposition to Duchess

## The Conversation (Asrabey, Duchess and Nathan)

The Duchess, injured and on the ground, her advisors and guards dead, is confronted by Asrabey, a limping high elf also wounded but powerful, with Nathan Jierre cowering nearby.

- The Duchess pleads with Asrabey not to act, accusing him of being a murderer and questioning if her supposed failures to the Court warranted such violence.
- Asrabey dismisses her pleas, stating his actions are to "forestall war" and prevent their people from aligning with a "kingslayer" and someone who "consorts with devils," sneering at the tiefling.
- The tiefling attempts to reason with Asrabey. Asrabey responds by striking the tiefling's face with a magically morphing sword
- The Duchess tries to stall, claiming her brother won't execute her and there are "more important matters" concerning a threat to Risur and the Unseen, asserting Nathan is an ally.
- The tiefling's mention of "Kasvarina Varal" causes Asrabey to pause. The tiefling reveals Kasvarina was there months ago, with a Crisillyiri man and his cousin, suggesting she crafted a portal ring.
- The Duchess reiterates that Nathan is an ally and they are investigating a threat from Danor to both nations, but her brother and the Court wouldn't listen.

# Npcs

## Captain Rutger Smith

Captain of the ship 'Impossible' who brought party to fortress. Commands assault force of 1000 troops and coordinates with party as highest non-military authorities.

## The Duchess

Main antagonist who seized control of Axis Fortress. Allied with Fae forces and opposed to technology. Currently besieged in central tower.

## Burton

Goblin survivor from previous infiltration team that was killed by Fae Wild incursion. Left injured with local villagers.

## Aserbey

Legendary high elf Vakeshi mystic warrior, hundreds of years old. Ambassador of On-Scene Court of Fae known for incredible combat abilities and fire magic. Has aided Rizuri forces indirectly in past.

## Nathan Jair

Teenage Tiefling, cousin of Lya Jair (Denor's Minister of Outsiders) and nephew of Denor's king. Target of party's rescue mission, reportedly spends time in tower astronomy section.

## Colonel Hazar Masernin

Wounded Denoran military officer among prisoners, with severe eye injury from shrapnel. Despite history fighting Rizuri forces, willing to help against Duchess in exchange for return of his weapons.

## Gilly Dahu

Fae creature magically bonded to hedge maze who can merge with and move through hedges. Initially hostile but allies with party to save maze from fires.

## Sergeant Glassman

Rizuri soldier assigned to escort and protect party through fortress grounds.

## Infantryman Sander Woodham

Wounded Rizuri soldier managing prison records, healed by Archie to assist with prisoner processing.

# Locations

## Axis Fortress

A fortified stronghold recently taken by the Duchess, featuring outer walls, seagate, lighthouse, inner keep and central tower. Currently under assault by 1000 Rizuri troops against approximately 200 defenders.

## Lighthouse and Seagate

Strategic coastal position the party defended to allow allied ships entry into the harbor. Connected to fortress sea wall.

## Prison Stables

Large stable converted into makeshift prison with iron bars, located 200 feet from inner wall. Holds around 100 Denoran prisoners including 12 Tieflings.

## Hedge Maze

Magical maze surrounding central tower keep with 8-foot-tall, 3-foot-thick hedges. Protected by Fae guardian Gilly Dahu who can merge with and move through the hedges.

## Central Tower Keep

60-foot-tall fortified tower at center of hedge maze featuring arrow slits, multiple floors and astronomy section where Nathan Jair reportedly spends time. Current refuge of the Duchess.

# Spells

## Vakeshi Fire Magic

Powerful fire magic used by Azrabate that leaves distinctive scorch marks and creates tongues of flame in the shape of hands.

## Cure Light Wounds

Healing spell used by Archie to treat Infantryman Woodham's arrow wound.

## Zone of Truth

Cast by Archie during prisoner negotiations to ensure honest communication.

## Teleportation Circle

Portal magic used in Duchess's initial fortress takeover, required inside help to establish.

## Entangle

Spell used by Gilly Dahu creating grasping weeds and vines in 20-foot radius to restrain targets.

# Items

## Nicodemus Leaf Cigars

Special cigars shared by Captain Smith that act as a mild intoxicant, calming nerves and sharpening perception.

## Transforming Flame Sword

Magical weapon wielded by Azrabate that can shift between short blade and 15-foot whip of flame.

## Colonel Masernin's Weapons

Confiscated pistol, musket, and sword belonging to imprisoned Denoran officer Colonel Masernin.

## Dimensional Orb

Magical orb wielded by mysterious entity that glows with white light and can create rifts between dimensions, temporarily merging different landscapes.

---

Revision #1

Created 7 June 2025 16:55:24 by admin

Updated 7 June 2025 16:57:45 by admin