

# Session Notes

Session 19 - April 4th, 2023 - Day 14 - 15

## Title: The Low Morale Circus

- The party then decide to attempt another Elementtal bout to gain more of their essence.
- Choosing the Earth element they walk in after a difficult long rest ready to fight. The Guardian unveils her scimitars, summons her helpers, and tells the party "With that weapon in your hands I can go all out!" as she begins to charge.
- The party, thinking about their foe, discern their vulnerabilities and use it against them. Wyrin runs in front of all the enemies and Thunderwaves them doing massive damage across the board and wiping out the Mephits immediately before they even had a chance to attack.
- After that powerful strike, the elemental in a blind rage immediately attacks Wyrin knocking her unconscious just as fast.
- Then Wolfe ruins up to defend Wyrins body from the elemental. The guardian clearly not aiming to kill the party attacks Wolfe and is here to test the party.
- Hydra, seeing her fellow teammate fall in battle, grabs her Fallen Moonlight Greatsword and attacks the Elemental in retaliation and annihilates them.
- After winning the bout they gain more essence and then they return back to the Inn and calls it for the night. Loerli contacting her mother about her adventure, Wyrin and Kelnora talking to Bellum, previously known as Kugrak changing names due to the old name being their slave name, about adding spells to their new ring of spell storing.
- The next morning they are contacted by the Knights of the town that Collin asks for their audience. The party goes and are told about what they found in their investigation and grants the party a financial reward from Collin personal reserve.
- They then go to the Circus which is still here after being told they were going to leave 2 days prior. Antinua tells the party that they were asked to perform another Circus act for free to raise the morale of the city.
- Afterwards they go to the Magical Merchant and Blacksmith to use their new gold for new items as well as getting the air elemental leg prosthetic to be made and will be available the next day for pick up.
- The party split up there to have Hydrangea and Desparia go to the Nishi Waters as their are intrigued by the unknown that the Waters provide.
- Later that night the party reunite and join the circus and have a really fun experience similar to their first encounter. However later when Eke and Antinua do their final dance and song, Eke does not show up and Adrik announces that she has gone missing!

## Session 18 - March 25th, 2023 - Day 13

### Title: Talos the God of the Elementals

- The party play some rounds of gambling to possibly win some more money, after some wins and some losses they decide to leave early for the docks to not be late again.
- Due to the party arriving early they seem to have some fun alongside the water where some dive for treasure others look around and the rest try to improve their cooking skills with some new found powers that they have acquired.
- Not long after the sun sets one of the priests from the Church of Talos join them by the lake side and ask them to prepare to travel to the cavern.
- Once they arrive they walk through some dark areas only lit by a torch and find themselves on a big stone wall with some text on it. The priest explains that they have never been able to bring mercenaries past this point but wonder if that this party is an exception.
- Once Wolfe grabs the stone handle to the wall, colors of red, orange, blue and green come out and make cracks in the stone that then have the door slide open by his hand.
- The entrance is a hallway only lit by torches the party brings with beautiful marble flooring and walls surrounding the party, once they reach a room it begins to light up in a calm and warm white light. Then in the middle are four pillars from which 3 elemental mephits appear from and begin to attack the party.
- Once they have been defeated they then see that these four smaller pillars in the center of the room have some symbolism on them, and after awhile present each pillar with their respective element and larger doors in this room open when the pillar is presented with the correct element.
- Once they open all the rooms they decide to go into the air room first after taking a short rest in the center room, this is where they meet Aura the Wind Guardian who challenges the party to see if the party is prepared for the future and if Wolfe is worthy of the weapon he carries.
- The Guardian summons an elemental and some mephitis and the battle begins with him creating a big tornado of slashes from his great curved sword striking the party with tons of damage.
- They retaliate back with attacking the actual elemental and slowly withering him to nothing. The party are slowly collapsing one by one but eventually, after a long fought battle, they are able to complete the test with no real damage caused to the party.
- They are rewarded with some gold, a new ring of spell storing, an air elemental essence, and an upgrade to Earth Piercer the Elemental Divider.

# Session 17 - March 21st, 2023 - Day 12 and 13

## **Title: Rebounding**

- The party, recovering from the previous long bout, begin to tie up the Changling to begin interrogation.
- They begin asking the changeling where Loreli are and why they did what they did.
- After asking and getting no meaningful response due to her pride the party begin getting annoyed and threaten her life with no real response still.
- After some more intimidation and threats her pridefulness begins to crack and show as she explains that she needs her hands to bring Loreli back.
- After the party surround all around her ready to pounce if she escapes, she uses her hands and brings her back from a summoned light, with the sequester spell.
- After getting Loreli back, they kill the changeling. Once they do that she begins to turn to ash with little red sparks coming from the ash.
- They then bring the Lawmaker out on the bridge where the leader of the guards is delegating work to the others.
- After letting them know of the situation they take Colin to his house where they rest there for the night.
- Once they awaken, they go to the Town Hall where they are asked about what happened the night before, detailing how all the prisoners were let loose and about the Changling and her shadow.
- Once afterwards they go to the bar to drink and prepare for the job they got from the Church going to the Elemental Cavern.

# Session 16 - March 7th, 2023 - Day 12

## Title: Jailbreak

- The party walks up the spiral staircase they found at the end of the Justice Bringer Labyrinth, and finds themselves in an abandoned jail room with no other exits.
- Looking around they find that the only jail cell in use is being held by the Lawmaker of Basinhold, Colin Tallstag, who looks malnourished.
- The party saves him and he tells them that those who captured them never went through the spiral staircase the party takes some time and discovers that one of the walls feels like some gelatinous substance.
- When walking through there is another hidden staircase leading up to a working jail cell of Basinhold where the party decides to carefully gauge their surroundings.
- After getting out of the cell they travel to the end of the long corridor where they find a door leading to a middle room where there are 5 guards waiting on the other side.
- The party decides to take the incarcerated and free them by making a hole in the side of the wall and tie ropes leading down to the river and setting them free as a distraction for the guards.
- Once those who wanted to leave go, the guards are no longer there and the party is able to make it to the Courtroom where they find Colin Tallstag in the center of the room standing there alone talking to himself.
- The party, to their knowledge, sneak around him to surround him on his blindsides, but when a psychic dagger is thrown his way it is blocked by his shadow, as he slowly turns around.
- Colin asks to have a conversation with the party first but they decline his offer and began attacking. This is when Colin's skin began to morph along with their voice and transformed into a changeling and their shadow came apart them into a form of their own.
- This fight was made in a field of dark surrounding the fighting area making it difficult for the party to see them as they came around the party's supernatural instincts kicked in and even though they could not see them they were able to dodge their attacks consistently.
- Wyrin in the center of the room used attacks of sound that did not need sight to hurt the Shadowy figure, the team tossing their weapons nailing hits again and again. The fight nearing its close the changeling left out one large blast of cold and had half the party fall but with other members, standing was able to knock the changeling unconscious, and when the shadowy figure fell he dissolved in the light.

## Session 15 - February 28th, 2023 - Day 12

### **Title: An Eye for an Eye**

- The party, running after Lorelei, finds themselves on the bridge leading to the castle. They then decide to wait for Lorelei's direction with the psychic link the Kug placed on her earlier in the night.
- After waiting a little time Kug hears a slight call for help and then a sudden silence and they find that the connection is gone. They then decide that it is time to run in.
- The party investigates all around the bridge where they find an indent in the wall that seems to perfectly fit the Justice Bringer Medallion that they hold. Once they place that in there the wall begins to show a slight door crease and the door opens leading to a spiraling staircase leading downwards.
- Once they get down into the dungeon they find that this place is a labyrinth with multiple hallways and water covering the entirety of the floor due to it being under the river.
- The party moving forward has Wolfe tracing the walls with a knife that is tracking their progress to not lose their way.
- They begin to make their way through the labyrinth coming into contact with 2 Minotaurs, and they begin to fight, with Wyrin starting with a Silence spell to make sure reinforcements don't come.
- This fight was landing critical hits on both sides with one critical slash coming straight toward Hydrangea this attack hit right in the face and knocks her conscience and has her left eye slashed, making it unusable.
- They win the fight and then take refugees for a minute healing back up and after a little, more traversal make it to the end of the labyrinth seeing a spiral staircase leading upward.

## Session 14 - January 31st, 2023 - Day 12

### Title: The Murder Trial

- The party wakes up for the day and waits around until the same Guards as yesterday comes with a horse wagon to take them to the Town Hall, stopping them along the way with asking what happened at certain points like the outskirts of town where the bodies were found and the end of the bridge where the previous wagon is found destroyed.
- Afterward are taken inside the beautifully done castle and led into a Court Room, but with the dangers they know are lurking about they remain vigilant.
- Once a minute or two rolls by the Lawmaker enters the Court Room and the trial begins.
- They bring up Wolfe, Wyrin, Kug, Desparia, and Hydragea to ask them questions learning a few things about them, their journey, and their motives. But most importantly who the Justice Bringers are to them.
- Afterward, they decide on what to do next either following up on the Elemental Quest or attempting to go around town and learn more about the Justice Bringers and their grip on the city's underside.
- They choose to go to the church and set up a date tomorrow morning at 8 am to be taken to their cavern which no mercenaries in the past have even been able to enter.
- Later they go to the biggest bar all of the party have ever seen in their lives, getting food, drinking, and gambling all happening at once.
- They go to the gambling area where they meet the casino dealers who all seem to be the same person and confuse the party they also meet a rich older gentleman and attempt to pry knowledge off of him.
- Loreli and Desparia attempt to seduce him to get information. He tests their luck by playing a few rounds next to them seeing that Desparia is not as fortunate he demands she leaves and Loreli stay. When they take a table he falls flat on his face due to his shoelaces being tied busting his lip, no one knowing who did it.
- At the table, the gentleman explains who he is, his name is Redd and him being a "high-ranking" city guard. Loreli continues to seduce him to gain the information she tells him her story saying that she despises her mother for making her look the way she is, and he promptly tells her about a way to get to her mother and finish her off.
- He grabs her hand and takes her and tells her to follow him, Kug then uses his telepathy to follow her with the party until they reach the bridge. He asks her to stay put and goes under the bridge then grabs her again and begins to take her under where she sees a door-like hole in the underside of the bridge.

## Session 13 - January 17th, 2023 - Day 11

### **Title: Recovery and New Magic**

- The party awakens from a long night of sleeping and rest from their arduous adventure the night before.
- After they leave the Inn to go look out around the shops they are stopped by a group of guards asking them what happened the night before. After telling them what they know they asked if they can escort them to the Town Hall tomorrow for a trial to act as witnesses, to which they agreed.
- The party then split up and goes around town looking for individual items, Wolfe and Desparia look for a prosthetic leg to replace her old one that was lost in the fight, Loreli and Penguin go find special jewelry to wear, and everyone else goes to the Magic Item shop.
- When arriving they are met with a young and energetic boy named Tanzim who is the owner's son and thinks that the team looks really cool and strong and shows them the magic items they hold, one of which catches the eye of Wyrin, the Dalla Melodica, for which she purchases. When Desparia arrives later the owner tells her about an essence of an elemental and that he could make a magical prosthetic for her and to go to the Church if they want a chance of getting one.
- They meet the owner of the magical shop owner and show them the orb of magic he asks them if they have seen another of a similar kind and to put them together, he wishes to be there when they agree to do it later that night.
- The rest of the party after their shopping meet up and go to the blacksmith where Wolfe requests an upgrade to his Armor and Hydrangea sees a new weapon, the Fallen Moonlight Sword that powers up the more souls it collects. She purchases it with happiness and the rest of the party meets up to find Arveene and combine the orbs together.
- Once they find her they slowly push the orbs together causing them to begin to swirl more and more like magnets barely causing them to merge but then suddenly with a large wave of force the 2 Blue Wild Magic Orbs are gone and all that is left is a single Green Wild Magic Orb.
- Afterward, they take their long day of walking and purchasing and go to rest for the night.

# Session 12 - January 10th, 2023 - Day 10

## Title: Escape

- The party begins to fight back the guards, with some complications. Once the three are down more begin to come.
- The party then quickly kills them before they have a chance to run away and get more.
- Afterward, Kug begins another telekinetic link to Wolfe and Penguin using his Psychic Whispers.
- Cleaning up the scene they begin to dispatch a plan to continue to investigate. After some time they decide to send Wolfe and Penguin out to go get Wyrin who still lies deep in the Private Traveler Inn knowing not what is going on, while the rest remain underneath the tarp and Myev is in a Major Illusion on the side hidden from the rest.
- As they are running out of town a group of guards, commanders, and Minotaurs begin to chase after them. As Wolfe and Penguin breach the edge of town after running down the forest path, the group reaches the town but stays in the shadows and decides to head back to the Castle.
- As the group makes their way back they check underneath the cart's tarp again, this time the majority attempt to deceive them to just take them in, ultimately failing and some getting under the Hold Person spell again although something is different.
- Desparia with her anger of the Justice Bringers filling inside her after following the group's plan she's had enough. She grips her sword hard and critically strikes the commander she sees in front of her causing the whole team to follow in her footsteps, but not being at full strength this may be a difficulty so they all choose to make their escape.
- The fight then starts with many blows knocking some unconscious but gaining consciousness again.
- Then Myev uses her powers learned from the circus to cause smoke to appear from underneath and around the cart to make it easier for the party to stealthily escape.
- The enemy group focuses their attacks on Desparia but she, in a state of rage, is defending the attacks, but the sword she wields, Athoria, is somehow moving on its own and helping to defend her.
- Each member one by one break free of the Hold Person and then individually beings to run away. As the whole party makes their way out Desparia is the last to run, as she runs away she gets knocked out by a sword slash that also slashes her leg off from the frustrations of the commanders attempting to attack her previously with no avail.
- The party makes an effort to help and ends up barely getting away with the help of 2 guards halting the minotaur for a turn before getting killed so the party can make their way back to town, stop the leg from bleeding, and make their way to a bed to sleep for the night.



# Session 11 - January 3rd, 2023 - Day 10

## Title: Entering Basinhold Undercover

- The party awakens from a sleep that felt like months. They then decide on what the next move should be to ensure they can figure out what Justice Bringers are in the town ahead.
- They decided to move ahead about an hour in front of the Tiefling Family, Flatcoat Circus, and Bethany to not be connected with them upon arrival. They also have Myev from the Circus tag along with them due to her magical power.
- After leaving they come across a Traveling Merchant, they get a Map of Minaria, a book of fairy tales, an Awakened Shrub, and a Flying Snake.
- Once they arrive outside of Basinhold, Wyrin then Disguises themselves as the man they met on the way there who had the Tiefling family hostage. With the rest of the party in the cart.
- After being let into the town Wyrin rides the cart around town until noticing a figure whos on the top of a building. The two of them make eye contact and then follow the figure to the outskirts of town.
- Once they arrive at the destination the figure hops down the building, then looks at Wyrin and gives her 5 gold, and asks her to go to the nearby Inn. Wyrin leaves but is Held with a spell and is asked why there are more people than what was requested. With a convincing lie, the figure believes them and leaves.
- After around 20 min of traveling the rest of the party finds themselves heading up the path to the main castle next to a small alcove, being left in the cart alone for quite some time and they then derive a plan to have the few that were unseen, Wolfe and Penguin being in a barrel, and Myev holding onto the bottom of the cart, to go get Wyrin and come back.
- As those party members begin to leave Wolfe stumbles out of the cart with the barrel as well causing a large amount of noise. Penguin and Myev hide behind a major image and Wolfe running down the empty path. The party in the cart is then caught.
- Those in the cart then fail to deceive them of all being asleep, half the party being put into a Hold Person the rest of the party needs to act quickly to save those being paralyzed.

## Session 10 - November 15th, 2022 - Day 8 and 9

### **Title: The Journey to Basinhold**

- The party awakening from their nice meal with their newfound adventurers they get some Boffee to wake up early in the day to complete the last few things they need before leaving Helmfield.
- They go around and say goodbye to their friends hoping to meet them again along the road.
- Desparia then requests that Bethany follows along with her journey and she agrees to complete the new party of adventurers and have the Order of the Orb members grow.
- They then begin their journey first seeing a very rare occurrence in the weather known as “Fey Weather” with pink bubbles covering the sky and drizzling on the party.
- They were then attacked by 2 Red Wyverns who they swiftly took down.
- The next afternoon they come across an older gentleman driving a tarped wagon who notices the Tieflings in the party and begins to dash past them.
- The party noticed that he had a shiny new medallion in his pocket and some see that there are tied-up tieflings in the back of this covered wagon.
- Swiftly they take action, Honk uses her immovable rod to halt the cart and the rest of the party split up from saving those behind the cart and dealing with the driver.
- The family is saved from being tied up and captured, nearly being brought up as slaves, while the other gentlemen are not so lucky.
- Round 1 of the interrogation shows that he is under a great frightening spell causing him to not want to spill any details, which causes the beginning interrogation to fail.
- After an hour they attempt again by knocking him out and bringing him back to life with Loreli’s power, Honk causing him to be frightened of her, Loreli, and Desparia.
- He explains what he knows, coming from a nearby city, Payburn, he was ordered to deliver this family to Basinhold and await further instructions. He got all this information from the man in black.
- After gaining this information, Desparia amputates his arms and legs and covers him up, and places him on the side of the road. But without learning his name what is their next move when they arrive in Basinhold the next day?

## Session 9 - November 8th, 2022 - Day 6 and 7

### **Title: The Flatcoat Circus comes to Town**

- Once the fight ended, the party, exhausted from their recent venture, decide to go and take a rest even though it was early evening due to their lack of strength remaining for the day.
- Waking up the next morning, the party decides to the Aroma Pig and eat a nice full meal as a reward for their big fight.
- Afterward, the party split and go about so personal activities before all meeting back up later at the bar.
- After some time Honk decides to leave the bar and go toward the Circus tent, as she leaves she is hunted down by a great Pteranodon that is diving from circling the town. She then begins to be licked all over by eh great beast as this is her old pet and friend Floop who then picks her up and flies her over to the circus tent where she meets her mom.
- The party then asks her if they can tag along and adventure to the next town over with them, to which Antinua agrees.
- The party then begins to follow suit seeing what just happened, eventually reaching them and meeting up with the whole Circus. Learning Honk's name is Wyrin and that she is from this Circus.
- Next, the party then goes to the town where they, plus some visitors, are eating, drinking, and playing some games. They see a bunch of new faces crowding around the games so they go play.
- Afterward, the party then goes towards the main event buying some fun magical candies and drinks with some funny effects.
- Then the main event begins, and with that, the start presents with a Magical Pie Eating contest. Some wacky effects took place and one had Loreli magically teleported away but is then retrieved, with Wolfe winning the whole contest.
- After the whole Circus ends, the party then goes around by saying goodbye. One of them was Loreli to Penguin, but Loreli asks if he can tag along with them, to which he firstly disagrees but after then pouring her heart out to him he agrees to find who or what happened to his brother and end him.
- After that, she brings him back to the party where they then eat the Perfect Blueberry pie they were awarded for winning the contest earlier they then sleep the night away waiting for a new day and a new chapter in this party's life.

## Session 8 - October 11th, 2022 - Day 6

### **Title: A Giant Arachnid Fight**

- The Order of the Orb has hurt Zonqa, one of the Majors of Verrona to the point where she had to bring in reinforcements.
- She then begins to bring in some of her Drow Foot Soldiers
- As more come the party begins to fear what Zonqa is capable of with her massive swings of strength and her tactics.
- She then realizes she is losing her life force faster than initially thought she begins to fight on the ceiling seemingly out of reach of the party.
- The party eventually brings her down as she then binds together half the party with a web cage ability keeping them out of the fight for a while.
- Wolfe begins losing health and dropping unconscious quickly as the party furiously brings him back to be the front line.
- She then slowly loses more and more health. She then continues to use her Thread Infusion, and with some rotten luck most of the players get struck by the ability.
- Eventually, the party brings her down, bringing them back to the house they were in before, now fully furnished and clean. Alongside them is a great cocoon of webs.
- Unveiling the innards of the cocoon finds Bethany unharmed, she then awakens and presents the party and item she was able to obtain while being detained, a Ring of the Phantasmal Arachnid.

## Session 7 - October 4th, 2022 - Day 6

### **Title: Newcomers**

- The Order of the Orb are found laying on the ground traumatized from the previous experience.
- As the party begins to recoup they are met with the Clerics who healed them up as best they could but along with them were 2 new figures who were hired from Godvia to accompany them to help in Bethany's investigation.
- When they initially meet they are told to follow them to the bar to talk where everyone begins explaining who they are and what has happened till now.
- After the new team discusses what to do, they decide to go to Bethany's house to hear the new information the guards and investigator found.
- The investigator then reveals that the team has been using webs as they teleport and must be hiding in a nearby abandoned building, as they have not received news from other neighboring towns, and are then given a map with the possible buildings that they may be hiding in.
- Hearing this the party investigates the nearby bushes to find another big web.
- Honk then has Kelnora speak with Creep, the spider that she caught earlier, to see what other information they can find. Creep then tells the party that the ones in black outfits could use smaller webs but others have to have bigger webs.
- The party then begins slowly and sneakily investigating these houses and after a while, they find a house that is dark on the inside and has a guard.
- The party then begins to set up a way to sneak in with everyone hiding beside Honk ready to distract the guard and Kugrak ready to sneak in the window.
- Honk then knocks on the door and then does a dance the guard is then distracted as Kugrak gets in through the window, but then when Kugrak attempts to open the door where the guard was standing by. But the door creaks very loud getting the attention of the guard.
- Then when the guard attacks Honk with a poison dart, poisoning her, but then the party gets in a knock him out quickly.
- Once they realize that the building they were in was magical based they get seemingly teleported to a fully dark blocked room, with a spider web over the floor and with one of the Majors from Verrona showing that they have Bethany wrapped in a web cocoon.
- The party then fights her and after some time then she explains that enough is enough, and then the session ends.

## Session 6 - September 27th, 2022 - Day 6

### **Title: Meeting with a Higher Power**

- At the beginning of the day is investigating the Inn and discovers that the kidnappers are of Verrona and are using web teleportation to move around.
- The party then split to pack up at the hotel and the other picked up the new equipment and go back to Bethany's house to investigate further.
- When arriving they find that there is a set of lighter footprints and heavier footprints only exiting the house.
- Seeing this Wolfe suspects that their adventuring party friends, Whistle and Marble, have similar footprint types.
- Both Wolfe and Desparia meet back up with the party and then tell Whistle and Marble to relax and stay back on this one, after trying to deceive them, they reluctantly do it.
- They all go to Bethany's place to make it their home base as well as do some more investigating on the tracks. This then leads them to discover another giant spider web where Honk collects a small Black Widow and Loreli collects a small amount of a blue liquid.
- The party then discovers that Marble and Whistle are not to blame.
- Their next point is to visit the Library for some more information about their use of magic, which is illegal.
- They then decide to head toward the Town Hall. When they arrive they are told that more information has been discovered and is ready for them at their base.
- Next, they meet Rhino and Penguin and they see Rhino is alive just not breathing, this is when Desparia looks into Rhino's thoughts ... or so she thought.
- She is then met with a room of red blubbery-like walls, a throne of bones, and razor-sharp teeth with some moving tentacles behind it. Sitting on the throne is a maroon slender figure with no features other than a great big mouth.
- Desparia goes unconscious and begins to get greatly injured by this being by just being in its presence the party sees that she begins bleeding through the eyes.
- After being mocked as nothing but prey and playthings by this creature he begins to attempt to kill Desparia, as Loreli is healing her she then touches the eyes and slips to the same fate.
- With some quick thinking of Honk and Wolfe holding Penguin to the wall and throwing Earth Piercer into Rhino Desparia and Loreli reawaken and are fear-ridden.

## Session 5 - September 20th, 2022 - Day 4 and 5

### **Title: Rampaging Rhino and Kidnappings**

- As the Enraged Rhino became even more upset he mysteriously became into a large rhino who seemed to want Kyle and everyone else dead.
- The party and some nearby friends worked tirelessly to defeat and incapacitate Rhino, which they did successfully.
- Afterward, the town was scattered, but they brought them back to enjoy the party in the town that was taking place before the commotion.
- Loreli and Wolfe then run after Kyle who got a Third Degree Burn on the side of his arm up the chin from the devastation Rampaging Rhino gave him and returned him home.
- During this, kids came up and asked the group what they wanted to name themselves and they settled on the Order of the Orb.
- Bethany then got up in front of everyone and began to play beautifully but then one by one the strings on her Viol broke off having her run away in shame.
- With some helpful words from Desparia asking her to return once the party was over to give them the private show for her, her party, and close friends.
- After having some conversations with friends and talking with some acquaintances the party then waits for the return of Bethany, waiting hour after hour with her not showing up.
- Some of the party then investigate to find her home ransacked and nothing left behind but a medallion of a spider with a splash of red behind it.
- Going back to the hotel the party then discusses what this means and decides what they need to do. They will keep watch tonight and tomorrow retrieve their new armor and weapons and go and investigate her disappearance.
- As they sleep soundly, everyone on the upper floor of the Inn Loreli wakes up to discover that there is a Veronnian Dagger placed near the head of Hydrangea who fell asleep on watch.

## Session 4 - September 13th, 2022 - Day 3 and 4

### Title: Return to Party

- After climbing the canyon walls the party makes their way back to the town of Helmfield to find the streets of town empty.
- Looking around and using their senses they figure out that the town has gone into hiding for the chaotic wild magic was causing mayhem in the town and being inside was one way to stay safe.
- After going around and telling the town of their accomplishments, the mayor tells the party that they have been gone for multiple days and were scared that they may never return.
- The party then tells Godvia of the party and to have Bethany be a lead in the show and have her play for the entire town, afterwards the party scatters into their hotel rooms and sleeps for the night.
- In the morning the party meets up at the town hall to acquire their hefty sum of money as thanks for saving the town!
- Then they have their own individual tasks, requesting new weapons and armor, meeting up with some friends, and other things.
- Talking to Beverly some of the party acquired some new weapons and armor with her giving a heavy discount about saving her life and also providing her sum of the reward money.
- Loreli meets with Rhino in the Bar where she sees him still sad, she tells him that he only lost to some drug and nothing more. Penguin comes in a little later to assure him and keep him calm and they all drink.
- Later before the party Desparia and Honk nearly rob an innocent halfling thinking him a gnome that is "holding" later leaving him with some money.
- At the same time, Loreli then goes along her way to the store to attempt to purchase some drugs, she then goes to the restaurant nearby and asks for the "salad extra green" of which she purchases 5oz mushrooms, 5oz weed, and a super steroid (the drug that Loreli told Rhino he lost too)
- Once the party starts, each party member begins to go and do what they please some making new relationships, some partaking in drugs along with friends.
- After Rhino is drunk and high he begins losing his exposure and begins to search for Kyle, no matter what the party attempted they could do nothing, not even Penguin. He then finds him and after a mysterious voice (Desparia Telepathy) tells him to eat the steroid Loreli gave him Rhino grows more enraged.



## Session 3 - September 6th, 2022 - Day 3

### Title: Foggy Mind Maze

- Arriving at the top of the canyon the party feels their first of many waves of wild magic.
- Then they slowly make their way down and with some help from the rope, they tied to the rock the party ended up at the bottom of the cave. Although with some collisions between the party took place throughout.
- Then the party slowly makes their way through the canyon while traversing the thick light blue fog that enshrouds the canyon.
- As they push forward they feel a dimensional hop of sorts and begin traversing the wild magic maze.
- Many wisps and pixies come in to hurt or aid the party, beginning with a lot of luck their luck begins to diminish as they reach back to where they started.
- The team then split up to try and discover the exit faster, but this may not have been the best decision.
- As they split half of the party does end up finding the exit faster but the other happens to get surrounded by these blue magical wisps that attempt to kill Loreli and Hydrangea.
- Hydrangea using her large battle axe is nearly unable to collide her weapon with the wisps, but with some heals from the two of them and some Words of Radiance they manage to escape the dangers of the dimensional hopping maze.
- Afterward taking a much-needed short rest, before discovering the source of the chaos. A blue wild magic orb casts light onto the battlefield.
- 5 magical bears emerge from the cave, but the party with some strong attacks and rolls manages to take the bears out and get the rewards.
- But they realize the wild magic blue orb was still going, learning that the 8 symbols laid amongst the surrounding area were the 8 symbols of magic, the party quickly send some magical energy into the symbols but then discovered that they did not harbor all schools.
- Discovering that the orb had all forms of magic locked away the party took damage as they received temporary energy and sent it into the sigils and the orb formed energy around it. The orb then rolled in front of the party's feet finally its power diminished.

## Session 2 - September 2nd, 2022 - Day 2

### **Title: Wild Dates**

- Coming back from the Helmfield Cave the party scatter to do their desired tasks.
- Wyrin goes around into different adventurers' rooms just to look around and figure out their names to get a party to take place, which Sunseer, the hotel owner and the new guests, think is an amazing idea!
- Wolfe goes to Beverly to relax and talk after the biggest dungeon of each party member's lives.
- After dressing up with roses nicely grown on Hydrangeas wing for Bethany a great conversation takes place, and needed questions were answered.
- After talking to a depressed Rhino, Lorelei finds and hits it off well with Penguin and they take it to the Hotel room.
- Next Bethany and Desparia meet up with Desparia having new nice clothes, an extravagant cloak, and a collection of roses for her.
- After talking and relaxing a cacophonous boom takes place not too far off the town and a wave of magic overcomes the town and players acting with different effects.
- Once the magical effects seem to dissipate the mayor tells everyone to go home and lock up and she will send scouts out to discover the root of all the chaos.
- The party members meet up at the hotel to discuss their day with Desparia bringing the surprising news.
- The party then decides to investigate the disturbance, after giving the money to the previous job they go around town purchasing what they need and preparing for the future, new armor, and new clothes.
- The party then departed to where the scouts believed the source of all the chaos originated, and when they arrived are hit with a wave of magical blue energy.

## Session 1 - August 16th, 2022 - Day 2

### **Title: Adventures of Helmfield Cave**

- Party awoke to Wolfe throwing rocks at the windows and apologizing for his actions the previous night.
- Party then went to walk to the library. Desparia learned about Athoria and Wolfe learned about Earth Piercer from Ramora.
- Hydrangea then went to Bethany and asked her for a date for drinks at the Thoughtful Baker Bar at 6 pm. Immediately afterward Desparia after a high Persuasion asked Bethany on a date as well for Live Music at the Town Square at 8 pm.
- After Beverly joined your party and was given some Torches and a Potion of Healing Godiva, the mayor of Helmfield, sent you onto the Helmfield Cave.
- When arriving the party discovered the secret arm at the statue at the beginning of the cave and found the history of the Cave.
- The party then walked down the cave and found the Goblin Horde. Attempted to sneak up on them and attacked. Ended with a somewhat close fight.
- Then solving the puzzle of the 9-digit door made their way farther down into the Cave and found the endpoint. Was able to figure out the secret puzzle of the three chests, but when sadly trying to loot the body of the corpse and set off the Suffocation Rugs.
- They fought valiantly and had some of the party fall to the Rugs but they ended up beating the rugs with the last bit of life still held.
- After collecting all the treasures of the cave they immediately left back into town because some of the arty had some dates and possible dates to attend to.

# Session 0 - August 9th, 2022 - Day 1

## **Title: The Beginning**

- When meeting the party together, some of the party found that Wolfe was abducting Wyrin (Honk) although it may have been the opposite.
- When going in for drinks met Swan and got their drinks after a long day of walking.
- Wyrin's Message to Rhino is to irritate them succeed and ended up hiding and causing another group of kids to be at fault. This leads to Kyle being forced to challenge the Rhino in Arm-Wrestling. Then Wyrin cast Sleep on Rhino and Loreli cast Thaumaturgy to have Kyle win and cause thunderous applause!
- Desparia then unfortunately a little tipsy began attempting to flirt with Penguin, Rhino's friend. Unfortunately began speaking but threw up a little bit in her mouth causing her to walk away immediately.
- Then in the Library, they met the owner who continuously caused them to hush and freeze if causing too much noise. Then meeting Bethany de Bolbec the nice half-elf who told you of Ramora being available tomorrow, the one who has great ideas and knowledge of the past, and may be able to help with some questions of interesting items.
- In the Library found the job available for a missing person from a nearby cave.
- Afterward wanting to get some special ink and paper for some spell materials, Wyrin then disguised as a shorter version of Wolfe and had some patrons act a bit off. Eventually, some of the group helpings got to get the special ink and paper and hide almost perfectly.
- Then had some fun at the Casino, went to the hotel and took a nice sleep!