Session Notes

Past Sessions

Session 0 (5/2/26)

Audio

A few notes about the audio

- Justin's mic was peaking and was way louder than the other people. A salvage attempt was made, but the audio can be grating at times (especially near the beginning). Efforts will be make to rectify this before session 1.
- The audio ocassionally cuts out for a moment. This will also be rectified before session 1.
- Justin repeatedly clears his throat through-out the recording. It is gross and he will be dealt with severely. This will be rectified in future recordings.
- The bulk of the important information can be found between 9 mins & 1 hour 17 mins in the recording.

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Notes

General Notes

- DM will be recording each session and will try to ensure that the recording along with a summary is provided each week. It may take a few days after a session for the session notes to appear on the wiki.
- This will be a sandbox campaign that will develop into a story over time.
- Players will start at level 3.
- DM requested copies of everyone's character sheets and will need any updated information on characters whenever they level up.
- Listen when other players are having character moments. Even when you are not talking, you are still playing. Enjoy and be excited for each other's moments, even if they go on for a bit too long before it's “your turn” again.
- Adult themes and general unpleasantness may happen when the story/world demand it, but it will not be excessive. While there will be moments of darkness, the overall tone of the world is not meant to be upsetting.
- Players have free reign to cause as much chaos as they want, but there will be consequences.
- Player death will be a possibility, but it will not be done on purpose. In universe signposting will be provided. Out of game warnings may be given if no in universe signposting is feasible for whatever reason.
- Some mysteries/intrigue plots will take longer to solve, but the DM will do their best to signpost when a mystery can be quickly solved vs being a long, slow burn.

Safety

- Red flags (Lines to never cross): Just the obvious (Don't be weird with X-rated fetishy things)
- Yellow flags: Be mature around “mature topics”, No excessive NPC-PC flirting (Feel free to flirt with NPCs, but don't let it drag on).

Player Requests

- High roleplay
- Mystery
- Defending villages
- Intrigue
- Interaction as options around combat
- Dungeons
- Side-quests
- “What you didn't see was...” moments

Current Party Makeup

- Druid
- Barbarian
- Fighter
- Unkown 4th character (Possibly Cleric)

Homebrew & House Rules

- Dying State
- Exhaustion
- Extra action
- Hidden Death Saves
- Hidden Roles
- Gunslinger
- ammo crafting system (Not yet implemented)
- druid equipment crafting system (Not yet implemented)

Session 1 (Trouble at the Festival) (5/9/26)

Audio

- Session proper starts at 9 minutes and ends at 3 hours 19 minutes.

session02.mp3

Notes

- Takes place on the evening of The 23rd day of the 3rd moon, during the Festival of Spring Rejuvenation.
- Sylas is in a pig pen, pretending to be a pig for a festival game where contestants must select the druid from among the pigs.
- Sylas spies an elf with a strange cage and investigates, while Rue begins investigating Sylas.
- Faerie dragons escape from the elf's cage and start interfering with the festival.
- Sylas and Rue enlist a group of kids to help them capture the faerie dragons.
- The group participated in several festival games in order to lure out the faerie dragons:
    1. Tug-of-war
    2. Eating contest
    3. Spot the fey
    4. Shoot the prize
    5. Barbarian wrestling
    6. Find the druid
- As punishment for not winning any games, the kids write on Sylas' face

Session 2 (Fast Friends & Immediate Investigation) (5/16/26)

Audio

- Session starts at 35 minutes
- Character introductions end at 54 minutes
- Session ends at 2 hours 58 minutes

session03.mp3

Notes

- Victor gained an inspiration die at the end of the session for his dedication to voicing his character
- Takes place on the 3rd day of the 4th month.
- The party meets at the adventurers' guild and discusses Hrothgar's disappearance.
- The party decides to go into the poison forest to investigate Hrothgar's disappearance, but first heads to the Temple of Protection to investigate Brecca's stolen shield.
- In investigating the stolen shield, the party found out:
    - Nothing else was stolen.
    - Scratch marks were found on the wall and on Brecca's sword and one of the mounting fixtures was damaged, indicating a struggle to remove the shield.
    - There is an inscription on the shield in Brecca's mother tongue.
    - The door was unlocked the morning after the shield was stolen & the lock was damaged.
    - The lock had scratch marks and dents, indicating that someone struggled to get it unlocked.
    - Runa did not seem to be intoxicated, drugged, or otherwise impaired the night of the incident.
    - Runa saw someone through one of the stained-glass windows that night.
    - It seems that for the past few years Brecca's Sword has not been polished as well as you would expect for a holy relic.
    - Sylas, as a cat, managed to pick up the scents of: Rue, Harbard, Runa, an old person, and

    a faint whiff of someone else.
    - The area where the shield was, and was stolen from, is desecrated.
    - Harbard identified chrome as a possibility of what Brecca's sword is made from, but was not completely sure.
    - Sylas was able to tell that Brecca's sword seemed to be made of ordinary material with no obvious tell that it was made of anything unusual, such as uncommon metals.
    - A couple of weeks before the theft a teen or young adult showed up asking about the temple's artifacts.
    - The man was a human of average height with dark hair and a dirty face and dirty clothes.
    - The man did not seem to be a local to Brecca's Landing and his dirty clothes fit the stereotype of people from Ulfr.
- The party took the lock with them and decided to investigate rumors of Ulfr's Shadow and a thieves' guild supposedly located in Ulfr.

Session 3 (A Not So Warm Welcome to Ulfr) (5/13/26)

Audio

- Audio has an awful echo for the first 4 minutes.
- Session starts at 20 minutes.
- Session ends at 3 hours 28 minutes.

session03_.mp3

Notes

- Takes place on the 3rd day of the 4th month.
- After some discussion, the party goes to Ulfr to investigate Brecca's stolen shield.
- Guards attempted to trip Harbard and Rue after they insulted Ulfr. Harbard managed to avoid the trip.
- Someone was following the party and the party split up to see who they followed.
- Harbard was almost given a cursed Alembic by an annoyed shopkeep.
- Someone else was seen tailing Rue.
- Sylas jumped down behind the second tail and was attacked by 2 people that he did not see.
- Everyone jumped into battle.
- After Rue intimidated the enemies, 2 more enemies jumped into the battle as well.
- Rue shot out an enemy's (“Patches”) eye.
- Bernd sliced up an enemy (“Slashes”) with his sword.
- Harbard smashed an enemy (“Smashes”) with his hammer, completely eviscerating their head.
- An enemy steals Rue's gun from her hand and proceeds to get killed by Bernd who chops his arm off.
- The first person to bring up this note during the next session will recieve inspiration.
- The final enemy (Doug) tries to run, but is stopped by Bernd.
- After interrogating Doug, the party finds out that the black market changes location frequently and they can find people running it inside the Temple of Heroes during this night.
- Rue seemingly gave Doug a ball-tapping fetish.
- The party begins a long rest/downtime as they wait for the black market to open at night.

Session 4 (The Man with the Purple Eyes) (5/30/26)

Audio

- Session starts at 44 minutes
- Session ends at 3 hours 46 minutes

session04.mp3

Notes

- Takes place on the 4th day of the 4th month.
- Before the events of the session Bernd went back to the adventurers' guild and officially accepted the quest to find Brecca's Shield.
- Bernd and Sylas are beckoned into an alley by a purple-eyed man
- The man offers Bernd the ability to resist poison and Sylas the ability to see the unseen, but they both decline.
- The man turned into a sludge of viscera on the ground & Bernd takes a sample in a vial.
- The duo made their way to the Temple of Heroes to get aid from the clerics/priests.
- Bernd handed over the vial of viscera, but it was empty with no traces left behind.
- The duo was ushered into a side room where they were offered some tea while they talked.
- The duo was temporarily stricken with the inability to feel emotion as the calming tea that a cleric provided them was made too strong.
- After questioning the clerics on the temple's security, the duo was confronted with armed guards and a senior cleric.
- The senior cleric casted cone of truth on the duo and asked them questions about why they were at the temple and what interest they had in the temple's security.
- The duo went to buy potions.
- The duo sought out a blink dog and asked them for information on Brecca's Shield.
- A thief stole gold from Sylas and Bernd from a distance with a wave of their hand, accompanied by a purple mist.
- The duo chased the thief down, restrained him, and took him out of town to question him.
- The thief admitted that he just gained new power from someone which allowed him to steal items from a distance.
- The purple-eyed man appeared in the background, slitting his own throat.
- The purple-eyed man suddenly healed and the thief's throat was slit in his place.
- The man offered a deal to the duo again, to which they responded by knocking him out.
- With some guards, the duo took the purple-eyed man to Vargrson, hoping that he can help deal with the man.
- Vargrson trapped the purple-eyed man.
- One of Vargrson's apprentices struck a deal with Sylas where Sylas puts up seeing eyes in the poison forest & the apprentice supplies aid for the journey

Session 5 (The Kinky Bar and the Irish Dog) (6/6/26)

Audio

- Session starts at 57 minutes
- Session ends at 4 hours 2 minutes

session05.mp3

Notes

- Takes place on the 5th day of the 4th month.
- Sylas and Bernd had their memories of Deal-Makers wiped.
- Bernd wrote down a quick note before his mind was wiped, to remind himself about the Deal-Maker, and shared the information with the others
- It was established that the party is camping outside
- Sylas and Bernd went off to hunt a deer
- Rue and Harbard went to a shady, kinky bar for information
- Harbard accidentally purified a barrel of beer, turning it non-alcoholic
- Sylas found a family of deer and starts chasing after them when they run, attacked the largest male deer and chased them toward Bernd
- Rue accidentally ordered a male prostitute
- Rue and Harbard ran into a man that offered them some thoughtsbane in exchange for some help
- The man wanted to find the thief and wanted Brecca's Shield returned to the temple
- Bernd did a gender-swapped Bambi as he murdered the male deer in front of the deer family
- The party talked to Sylas' blink dog informant who mentioned that the black market was moved, someone's tongue was cut out, and Ulfr's Shadow is looking for someone

Session 6 (The Guard Captain & The Bar Owner) (6/13/26)

Audio

- Session starts at 19 minutes
- Session ends at 3 hours 32 minutes

session06.mp3

Notes

- Party split up
- Bernd and Harbard went to talk to the guards for information on the guard captain's missing son
- Rue and Sylas went to the shady bar to talk to the owner
- Bernd made his way inside the guard barracks by means of showing his guild seal and quest paper
- Bernd was escorted inside by a guard trainee
- Harbard slinked away to get rid of his illegal drugs before going in
- Placing the drugs on the ground in an alleyway, Bernard drew a rune, and prayed to his god. The thoughts-bane joint suddenly caught on fire.
- Guard captain's missing son looks like a younger version of the guard captain with short black hair

- Missing son's friends are mostly criminals that have since been arrested
- Bernd followed a smell in the air and finds guards investigating something that was burnt in an alleyway

- Sylas turned into a spider to sneak into the bar
- Rue openly walked into the bar
- Rue went to talk to the bar owner & Sylas spied on them
- Sylas dropped on the bar owner's hat in order to better spy on his paperwork
- The bar owner asked for the party's help in capturing the thief in exchange for helping them find the stolen artifact
- Rue signed a magical contract with the bar owner. Rue is obligated to hand over the thief. The bar owner is obligated to assist the party in any reasonable way in obtaining the thief & the artifact, and to give the thief a chance to repent & make things right and to allow the thief to say any needed goodbyes before any punishment is doled out.
- Anyone who breaks the contract dies
- The bar owner's name is “Othin”
- No weapons are allowed in the black market, but an exception will be made for Rue's pistol so long as she allows a binding spell to be put on the weapon
- The black market sale is occurring in the second basement of the bar's building
- Rue tries, and fails, to flirt with Othin's wife
- Othin's wife reveals that their marriage is open, but only to partners that the other approves of
- Othin approves of Rue for his wife
- Sylas and Rue meet Bernd and Harbard outside
- The group decides to go to Gwenborg and talk to Blodwen for assistance
- In Karvargr's Barrow the group finds a shop with expensive, fancy tools
- The party sits down to eat with Blodwen while the asking her for help getting out of Rue's contract
- Blodwen tells them “When a kitty does something wrong they get in trouble, but sometimes they get in more trouble than they should. And then it takes a sheep in wolf's clothing to scare off the real wolf.”
- When pressed for clarity, Blodwen says that the boy must be punished for his crimes. He could be protected for a time in Gwenborg, but the contract must be fulfilled.
- Rue hands Blodwen a silver coin as thanks for the meal.
- When handing over the coin, Rue and Blodwen's hands touch. Rue feels a rush of sanctified energy through her and feels the dark energy from the contract loosen, allowing her more leeway in the contract.
- Sylas asks Blodwen about Hrothgar. She says Gwendolyn says that Hrothgar was acting different before he left and tells him not to get his hopes up.
- Blodwen reminds the party to check the tunnels
- As they leave, Harbard calls Blodwen creepy & Rue gives him a death stare in response.
- Rue feels the strong presence of a sanctified being glaring at Harbard from beyond the physical world.
- The same sanctified presence presses into Rue with warmth and she can almost hear its voice from beyond the veil.
- Back in Karvargr's barrow, Harbard buys a tinder box for 5 silver & Bernd buys a wood carving kit for 1 gold
- Harbard & Bernd happen across a shop that sells ornate kits & tools at a high price.
- Christian asked for future perception rolls if there may be a neat piece of wood nearby.

Session 7 (Darkest Night, Blackest Market) (8/15/26)

Audio

- Session starts at 38 minutes
- Session ends at 3 hours 7 minutes

session07.mp3

Notes

- Bernd remembers that the adventurers' guild is willing to store items for a reasonable amount of time, so the party leaves their equipment there for the time being.
- At the bar that hides the entrance to the black market, Rue's gun in enchanted to prevent it from firing until it leaves the black market and bar.
- Rue test fires the gun at the man who enchanted hit, which he gets upset at and hits her for.
- Inside the bar area, Bernd saw someone who looked like the target entering the black market and lets the party know.
- Descending into the second basement, the party goes through a portal and emerge on the top floor of a castle tower a short distance away from the towns and villages of Heorot.
- The party see a couple of tables and some guards, including a tortle watching the stairs heading down.
- The party forms a drag net and descends the floors to search for the target.
- For 1 gold, Rue purchases a latched (but not locked) book with strange markings that was owned by a dead cult leader
- Bernd notices that something invisible is bumping into people and investigates
- For 0 gold, Sylas purchases a grey, goopy antidote that contains a vampire fang from a vampire that was poisoned when he was turned. As a favor, Sylas must test an untested revive potion on someone (anyone).
- For 3 gold and a future favor, Rue buys a pack of 6 potions, one of which has a note that says “this potion is not poisoned”. The label changes bottles every time it is out of eyeshot. The bottles refill at daily at dusk.
- In order to fulfill the favor, the stall owner hands Rue a rock that is imbued with message. At some point in the future she will be asked for a favor through the rock.
- Bernd manages to grapple the invisible man
- 2 guards walk over and use a dispelling scroll to counter the invisibility, revealing the invisible person to be the tortle from the top floor.
- Bernd grabs a greatclub from a nearby stall and attacks the tortle with it.
- The greatclub has the following effects:
    - When making an attack throw against a creature, roll a DC 10 constitution check. Upon success nothing happens. Upon failure, the user enters a blind rage, targeting which ever creature they were attacking. (If the user is a barbarian they enter rage without using a rage counter.) While in a blind rage, the user is unable to do anything except attack their target. The user will exit their blind rage when: (1) the target is dead or incapacitated or (2) the target is out of view and the user cannot reasonably chase them down.
    - The club is two handed and does 1d8 bludgeoning damage
    - When in a rage or a blind rage the club gains the versatile effect and its damage is 1d8 bludgeoning when 1-handed and 2d8 bludgeoning when 2-handed.
- Combat is initiated.

Most Recent Session

Session 8 (Am I not tortle-y enough for the fight club?) (08/29/26)

Audio

- Recording starts mid session, missing the first part of the first round of combat.
- Session ends at 1 hour 32 minutes

session08.mp3

Notes

- Harbard grapples a guard and is attacked by another guard
- Bernd enters a blind rage with the oni greatclub and attacks a guard, breaking their arm and their jaw.
- Sylas runs to a nearby stall and picks up a bag of rocks, throwing a violet stone at the injured guard, killing him as it enters his mouth and hits the back of his throat.
- The dead guard gets back up as a zombie under Sylas' control.
- With the guard being dead, Bernd leaves his blind rage and drops the oni greatclub.
- Bernd stabbed the tortle under the arm and Sylas, as a spider, bit him in the throat, nearly killing him.
- Harbard tears the arms of the guard, and pulling both arms out of their sockets, and ripping the tendons and muscles of the left arm but leaving the skin intact.
- The zombie slashes the tortle's throat, ending its life.
- Rue stabs the remaining guard in his torn up arm, ripping the skin and exposing the torn meat and viscera.
- Harbard chokes the guard out and sits on him once he is passed out.

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