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

Most Recent Session

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
- 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.

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