

JOURNEY TO HARTSVALE



✧ THE EXECUTION ✧

This transcript covers **Journey to Hartsvale - Session 77**, where the players are finalizing plans for a major deception and outlining their next mission.

Here's a summary of the key discussions and decisions:

I. Session Setup & Character Updates:

- **Time Elapsed:** Five in-game days have passed since the last session, marking the beginning of a new calendar month (Marpenoth). It is the 3rd day of Marpenoth.
- **Mushin's Castle Mission:** **Kalee Krothend**, an NPC Dwarf Cleric (Trickery Domain), has been chosen to command **Lord Mushin's*** scouting mission northward to **Cuthbert Castle****, due to her high wisdom and useful spells (Turn Undead, Invoke Duplicity/Illusionary Duplicate, Etc.). Other NPCs on the mission include a Dragonborn Sorcerer (named **Riluwyrm**), and a Goliath Fighter (**Balthrak the Farmer**).
- **Nock Knock's Mask Upgrade:** Recently, **Nock Knock** and **Sigurd** traveled to **Silverymoon**. Sigurd helped Nock Knock modify his Darkvision mask to incorporate True Seeing, sacrificing 30ft of Darkvision range (150ft to 120ft) for the enhanced abilities of Truesight (seeing through darkness, invisibility, illusions, and transformations). This upgrade cost 500 gold.

II. The Fake Execution of Sid:

- **The Deception:** The central plan is to publicly "execute" the captured and

- turned, Aboleth (Sid), using a guillotine and illusion magic to make it appear real.
- **Guillotine Construction:** A real wooden guillotine structure was built, but the blade itself will be an illusion created by Sigurd using the "Major Image" spell.
 - **Execution Mechanics:**
 - Sigurd will cast Major Image (a level 3 illusion, capable of indefinite duration if upcast) to create the illusion of the blade dropping, the head being severed, and falling into a basket. Sigurd upcast the spell several levels.
 - Sid will cooperate by dipping his head into a specially engineered drop-pit at the moment the illusionary blade descends.
 - Sigurd will also use the Major Image spell to create the illusion of a headless body on the platform.
 - **Public Address:** Lander delivers a rousing speech to the gathered crowd, blaming Sid for recent attacks and destruction, and declaring the execution a display of power to ensure their safety. Following that, the "execution" is completed successfully.
DM awards Lander (Andrew) two inspiration for his RP speech.
 - **Post-Execution Illusion:** A carefully vetted executioner (under Sigurd's direct control to maintain the illusion), performs the act of lifting the "severed head" from the basket to show the crowd, and later a vetted mortician removes the "headless" body.
 - **Protecting Sid Aftermath:**
 - Once the crowd disperses and the area is secured, Sid will be given an "Amulet of Proof Against Detection and Location" to prevent any magical scrying or divination from tracking him.
 - Sid will use his shape-shifter abilities to transform into a new human persona.
 - Sigurd will teleport Sid to a remote location within the **Morillion** fief.
 - Sid will then walk back into the Morillion area under his new persona (e.g., a mercenary soldier) to establish a new, legitimate identity.
 - **Geas Spell Consideration:** The players discuss potentially casting the "Geas" spell on Sid to magically compel his loyalty to the Queen and prevent betrayal, especially given Merrill's prior warning about his untrustworthiness.

III. Planning the Assassin Hideout Raid:

- **Target:** An assassin hideout in **Sulssey Village**, located in southwest

corner of the Morillion fief, near the **House of Worship**. (Nailo Sub-fief)

- **Intel from Sid:** Sid provided the exact location and warned that it contains five human thugs (veteran soldiers) and 1-3 assassins. He also indicated the presence of frequently changing traps and documents detailing local operations, possibly including the location of Provost Arcanum, **Inaxx Varo's** kidnapped husband (**Balfour**).
- **Force Composition:** The players decide to bring a platoon-level force (approximately 30 Marillion guards, plus the player characters), predominantly archers.
- **Strategic Approach:**
 - A rapid, "SWAT-like" daytime assault (around 7 AM) to surround the building and cordon off the block.
 - Archers will be positioned to cover escape routes, including a bridge leading to the **Cemetery of the Fallen**.
 - Lookout positions will be established, including the tower of the House of Worship and the steep roof of a neighboring row house (using crossbowmen).
 - **Objective:** The primary goal is to capture the occupants for interrogation and gather the documents, not to kill them, prioritizing the safety of their soldiers.
- **Sid's Role:** Sid will provide a map of the hideout but will not participate in the raid due to trust concerns.
- **Session Conclusion:** Planning for the raid is complete; the actual mission will begin in the next session.

** Mushin, a former PC, is currently an NPC.*

*** Since Castle Hartwick was destroyed in previous campaign canon, Queen Brianna wants to use Cuthbert Castle as an alternate, while Castle Hartwick is being rebuilt. There are rumors that Cuthbert Castle is infested with ghosts.*

Transcription services by:

