

JOURNEY TO HARTSVALE



✧ FIGHTING ORACTRILLOR (PART 6) ✧

Journey To Hartsvale - Session 86 focused on an intense pursuit of an ancient green dragon (**Oractrillor**) holding the Ice Queen (**Shayanaaka**) as hostage, a continued skirmish with a powerful arch-hag, and concluded with a critical shift in the party's mission.

Initial Situation:

- The party consists of **Eligor** (pursuing the dragon), **Julius**, **Lander**, **Nock Knock** (an NPC), and **Sigurd** (an NPC played by the DM).
- Lander is unconscious (on death saving throws), and Nock Knock has just been revived but is prone and hesitant to act.
- The hag remains a threat on the caldera rim.
- Eligor is flying, chasing Oractrillor who is approximately 120ft ahead and flying 20ft off the ground, away from the mountain.

Key Events and Actions:

1. Hag Encounter and Strategic Shift:

- **Oractrillor's Warning:** The dragon flies further away, warning Eligor to stop casting spells and leave him alone.
- **Sigurd's Counterspell:** The arch-hag attempts to cast a spell, but Sigurd successfully uses a 3rd-level *Counterspell* to negate it. The hag then moves further away.
- **Nock Knock's Dilemma:** Revived with 4 hit points, Nock Knock whispers

to Julius and Sigurd, expressing fear of moving due to a divine warning from **Quorlin the Filcher** (a deity, known for being lazy and deceitful) that he would be killed in his "very next combat."

- **Julius' Encouragement:** Julius, after a failed religion check on Quorlin, encourages Nock Knock to stand and fight. Nock Knock complies, deciding to get up.
- **Nock Knock's Attack:** Nock Knock fires two longbow attacks at the hag, dealing a total of 25 damage (including *Hunter's Mark*), but the hag remains formidable.
- **Lander's Recovery:** Julius uses *Aura of Vitality* to heal Lander (10 HP), bringing him back to consciousness. Lander then attempts to cast a 3rd-level *Shatter* spell on the hag, but she successfully saves against it.
- **Party Healing:** Julius heals himself with a potion (7 HP), and later uses *Aura of Vitality* to heal Nock Knock (5 HP). Lander uses *Cure Wounds* on himself (20 HP). Sigurd provides additional healing potions to Nock Knock (8 HP) and Lander (6 HP).
- **Abandoning the Hag:** Sigurd emphasizes the need to assist Eligor, who is alone against an ancient dragon, and suggests they disengage from the hag. The party agrees.
- **Teleportation:** Sigurd teleports himself, Julius, Nock Knock, and Lander to their Infernal War Machine, leaving the hag behind up on the rim of the caldera. That is the last they see of her.

2. Pursuit of the Dragon:

- **War Machine Deployed:** The party determines their Infernal War Machine is a "Demon Grinder" model, with a base speed of 80ft (160ft with a dash).
- **Chase Commences:** The War Machine quickly closes the distance, now 120ft behind Eligor and Oractrillor.
- **Eligor's Continued Attack:** Eligor, still flying 40ft behind Oractrillor, casts a 4th-level *Guiding Bolt*. Despite having advantage from a previous hit, the attack misses the ancient dragon.
- **Dragon's Counterattack:** Oractrillor turns and unleashes a noxious green breath weapon at Eligor. Eligor fails his Constitution saving throw and takes 84 poison damage, falling unconscious from 20ft in the air (suffering minimal fall damage).
- **Dragon's Escape:** After knocking out Eligor, Oractrillor dives into a nearby lake, disappearing beneath the surface with the delirious Ice Queen.

3. Aftermath and New Mission:

- **Eligor's Revival:** The War Machine reaches Eligor, and the party revives him (healing and a long rest are assumed).
- **Allies' Support:** The Treant, **King Father Barkbeard** and the Giant (**King Berrang Ike** of the **Ice Wolf Clan**) offer to help monitor the lake for the dragon's reappearance and aid in recovering anything from its lair.
- **Urgent Message from Merrill:** Julius receives two *sending* spells from Merrill.
 - **Message 1:** Merrill has taken responsibility for the "comet failure" to prevent the Queen's wrath, and must undertake a dangerous mission.
 - **Message 2:** Julius, Lander, and Eligor must accompany him immediately to "Phandalin again" (to kill **Count Vesic Yadraya**). Merrill will come get them.
- **Party's Decision:**
 - Nock Knock expresses his fear and decides to stay at the **Morillion** with Sigurd to oversee its rebuilding and maintain their Lordship.
 - Julius, Lander, and Eligor agree to Merrill's urgent mission to **Phandalin**, prioritizing dealing with Count Vesic Yadraya. They plan to meet Merrill at **Backaraht Castle**, a known teleportation circle location, after resting.
- **Session Conclusion:** The DM reveals Merrill's confrontation with **Queen Brianna*** regarding the comet failure in a separate Discord channel for the players to review. Players will level up (Eligor to 13, Lander and Julius to 12) before the next session, returning to **Phandalin** with full HP and spell slots. The DM awards inspiration for the party's tactical decisions and roleplaying.

**Queen Brianna Burdun of Hartwick*

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