Session 004 - Fight Club

Upon waking, the adventurers learn that they all had the same strange dream about a man trudging through a swamp with friends before they stop and look towards the depths of the swamp where three distinct cackles can be heard. Upon hearing this, Thorn reveals that there is a swamp to the north that might be the same one as from the dream. She also warns them of more hooded figures appearing along the roads around Riverton. Reluctant to further involve themselves with the cultists, the group agrees to head directly north from the sanctuary.

As the sound of rushing water grows stronger, a river comes into view that they will need to cross to continue on their journey. They search along the southern shoreline, finding a group of pups the instruct to return to Thorn and bear traps that the trigger to prevent any of the pups from being caught in them. Finding nothing to aid in their crossing, they each prepare themselves for crossing the rapids. Thaniel and Athe easily swim across and begin wringing the excess water from their clothes. The Austere taps his boots and propels himself across the river with the blast of energy that spouts from his heels. Kat begins swimming across but cannot withstand the strength of the river and only just barely manages to cling to a boulder to prevent herself from being washed further downstream. With Thaniel's help, she makes it across and rejoins her companions.

A young boy approaches them and asks what was on the other side of the river. The boy seems satisfied enough with their answer of bear traps and goes about his day. Alone again, the group searches the bank for any supplies but continue on their way when they find little of note. After travelling through the forest for some time, they stumble upon a young man trying to wrangle his chickens back into their crates. The adventurers each run to help and after varying degrees of success, manage to corral the chickens into the crates. Grateful to his benefactors, the man reveals that the chickens will be used in a secret club he is a member of and marks the location for them on their maps. The man waves them farewell and resumes his journey.

Now on a proper road, the group looks through the map and decides to follow it east and north towards a settlement before going to the secret club they have learned about. On their way, the find a ruin along the side of the road that has a strange magical dome repelling anything from entering or leaving. Unable to find a way to lower the shield, the group begrudgingly continues to the nearby settlement. After some purchases and deals with a ratfolk and his questionably legitimate wares, the group begin asking the townsfolk about the ruin. They learn that the ruin has been there for a long time but it was only destroyed recently one night after a large explosion with the barrier already being there when they had gone to investigate. Some of the villagers mentioned seeing some large shadowy creature flying from the ruin to the general northeast on the same night. They also heard about an old woman and young girl that had recently traveled through the town but they had no indication of if they were related to the ruins.

Now on a proper road, the group looks through the map and decides to follow it east and north towards a settlement before going to the secret club they have learned about. On their way, the

find a ruin along the side of the road that has a strange magical dome repelling anything from entering or leaving. Unable to find a way to lower the shield, the group begrudgingly continues to the nearby settlement. After some purchases and deals with a ratfolk and his questionably legitimate wares, the group begin asking the townsfolk about the ruin. They learn that the ruin has been there for a long time but it was only destroyed recently one night after a large explosion with the barrier already being there when they had gone to investigate. Some of the villagers mentioned seeing some large shadowy creature flying from the ruin to the general northeast on the same night. They also heard about an old woman and young girl that had recently traveled through the town but they had no indication of if they were related to the ruins.

Registered, the group explores the area, finds items, and meets with some of the patrons and participants. The develop an immediate animosity for the *Thriving Thrifters*, a trio of mercenary brothers and crowd favorite to win. They find another group of pups locked in one of the rooms and help them to escape back to Thorn while the Austere catches up with `Severus`, another automaton from the same empire. The two converse for some time before the Auster rejoins his companions and they continue exploring the arena. Outside a food vendor's room, they meet `Ivan` and `Amoretta`, one a large red lizard folk and the other a diminutive woman. They learn that they are the companions that Opalneria had spoken about. They all introduce themselves and trade notes about the cultist activity they had discovered before the announcer calls for the next group of contestants which includes the *Dancing Queens*. The adventurers descend to the nearest corner of the arena while their new friends go off to prepare for their upcoming matches.

The wizard's voice booms from above as it announces the contents of the first match. The four competing teams, *Dancing Queens*, *Singing Orcs*, *Gobblin Goblins*, and *Bastard Bandits* will need to kill more chickens than any of the other teams to proceed to the semi-finals. The chickens are quickly reduced to no more than a fine red mist and piles of feathers with the *Dancing Queens* killing the most chickens and proceeding.

The other teams for the semi-final match were *Thriving Thrifters*, *Wealthy Winners*, and *Disciples of the Damned*, the team of Ivan and Amoretta. This match involved navigating a magical maze. The first two teams would continue to the finals. After much backtracking and fights between different teams and wild beasts, the adventurers become the second and only other team to leave the maze alive. Outside the maze, they stand in a stone cut room with Ivan and Amorretta as they wait for the final match between the two teams.

Severus enters from the opposite doorway and expresses his disappointment with the Austere and his choice in companions instead of aiding in restoring their empire. Hoping to sway the Austere one final time, he produces a small music box that begins to play a lovely tune. The Austere recognizes it as the first item he had created with his son. Still unwilling to assist him, Severus uses a device to trigger many distant explosions in the fortress above which inevitably causes the ground below them to collapse and sending the six into free fall. Amoretta is quick to cast a spell to slow the descent of everyone except herself.

When their fall ends upon a large metal disk, suspended above magma by thick chains, the group rushes to Amoretta to treat her and help her stand. They do not get much more time to think as a huge metal construct descends upon the center of the platform amid the enthusiasm of the wizard announcer. The Austere recognizes the construct as a revitalized artillery construct used by their

empire long ago. The two teams work together to fight off the towering war machine and manage to do so without taking any irreparable damage.

Revision #1
Created 2 February 2025 20:05:50 by Admin
Updated 2 February 2025 20:06:19 by Admin