

Session 013 - Queen Titania

The party is quick to escape the Griffons after leaving the nest on fire and the remaining eggs in danger of becoming a family sized breakfast.

Returning to solid ground with neither of the griffons in sight, the group collects themselves and begin travelling further into the forest and setting up camp when night falls.

Erastus 6th, 4724

They find a lake in the northern portion of the forest.

A platform extends from the path into the middle of the lake and a large metal grate protects a magical portal.

After scrounging together enough water breathing potions for the lot of them, they enter the portal and materialize within an underwater temple.

Three `Fuath` are already there and speak to them in excited gestures.

The party uses magic to allow them to understand the unknown language and find that the small creatures are beckoning to be followed so they can all offer themselves to awaken some great creature.

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The fey swim further into the temple and the group is left with the chance to explore the location. They quickly separate the party and engage in combat with multiple aquatic creatures that live there.

The path is eventually barred by two gargoyles who require them to answer their riddles before they are allowed to progress.

The fuath are waiting for them within the guarded room and motion for them to follow before they disappear into the stone maw of a carved fish.

The party follows after them as the environment around them begins to shift to a crimson glow.

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They finally arrive within a large circular room interspersed by ornate columns and decorative motifs.

The center of the room features a large chasm that falls into an abysmal darkness.

The fuath swim above the abyss and encourage the party to join them in throwing themselves down the pit.

Unwilling to do so, the party attacks and the corpse of the first slain fuath falls into the pit and brings forth a large and mutated eel with multiple heads.

When the battle ends and the foes are slain, the group take the heads from the eel as another gift to present to the Queen.

Erastus 7th, 4724

In the morning, follows more of the path and finds a magical spring monitored by a familiar face. They meet the small fey `Flora` who they had met briefly within the Dewdrop Distillery and try to make a trade to get some of the spring's water.

They reluctantly agree to a game of Leap Frog.

A game that results in them morphed into frogs and fleeing from the talons of one of the parent griffons.

The party manages to avoid the griffon long enough for the griffon to lose them and for polymorph to wear off.

Having won the game and received the waters as a prize, Flora quickly flies away as she senses the party's mood turn hostile.

Erastus 8th, 4724

The party finally return to Sprie's Heart and reunite with Cibella.

She tells them of basic etiquette to follow when before the queen before they depart to present their gifts and negotiate for Lulubelle's release.

Inside the court, the party approaches the monarch before kneeling and presenting their gifts with bowed heads.

`Queen Titania` is pleased with their gifts and ask why they are here.

They explain that Lulubelle was not assisting the cult that had stolen her flowers but was rather aiding the Pathfinder's Society.

They pledge to work against the cult in exchange for the release of Lulubelle and the other pathfinders that the queen has petrified within the chamber.

She agrees and the party, with their new unpetrified allies, return to Lulubelle's house.

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Inside, Lulubelle explains what she knows about the `Dreamlands` and how to travel there.

She offers them a single Desna's Flower and instructs them to brew it into a tea that will be potent enough for four people to travel the Dreamlands astrally.

With flower in hand and information in mind, the party begins the trip back to Chateau Calypso.

Erastus 11th, 4724

After multiple days of travel, the party finally emerges from the giant tree that led them into the fey's lands and are met with a familiar face.

Before them stands Ava, holding a wayfinder and smiling.

A tense conversation follows the impromptu reunion and reveals that Ava and her cult are sponsored by the Silverwing family.

Ava requests the flower in the party's possession be given to her, which they are quick to refuse after the efforts they have taken to receive it and be a step closer to recovering Amoretta and Ivan. Surprised by their refusal and unwilling to end their lives to claim the flower herself, Ava allows the party to pass by after a subtle threat against Chateau Calypso.

Erastus 17th, 4724

They have travelled for nearly a week after meeting Ava before finally returning to the fort as the sun sets.

They speak with Zahir, Zogla, and Brassdagger for a time before excusing themselves for the night in preparation for travelling to the Dreamlands.

As the tea is prepared, Opal offers to watch over them while the rest of the party readies themselves for a repeat journey into another plane.

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The tea takes effect quickly and the party finds themselves falling within the void once again.

As they are adjusting to their astral bodies, they enter one of the many microworlds and appear upon a familiar shore.

As they return to their feet, the elven woman who had rescued them originally comes to stand before them and introduces herself as `Lillith`.

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