

## Falling Stars - Session 12 - What's Mine is Yours

Date: ???, 1459

Last week we started with Goddart's League of Heroes split. Retribution riding a minecart pushed by Trixtie; Seraphine and Jack by the elevator; and the bulk of the group in a room below.

Trixtie and Retribution discovered a Redcap portal and prevented the first from coming through, escaping down. Seraphine and Jack discovered a group of Darklings trying to make their way up a trap door. They were able to prevent that incursion as well and headed down to join the party. They found the bulk of the group thanks to Seraphine remembering that, "Momma always said, when in doubt, turn left."

The bulk of the group engaged a group of Darklings who, in Sylvan, expressed their intent to kill the party. Alon used fire spells to slow the movement and Peaches smashed one's head in with a sledgehammer, kicking off the party laying into the oncoming Darklings, including a larger Darkling Elder.

On the other side of the mine, Trixtie and Retribution found Darklings in combat with spiders as a Redcap surprised them coming down the same ladder. Quickly they found themselves fighting a battle on two fronts, with Trixtie taking severe hits from a Darkling elder who managed to kill a few phase spiders.

Seraphine discovered two more Darkling Elders down another hallway and managed to get one attacking the other, but not without suffering wild magic effects. The Darkling Elder being attacked casted Darkness, covering the three Darkling Elders in magical darkness.

Trixtie healed himself and Retribution and the two start to fight back. Retribution took a hit and casted Hellish Rebuke, slapping the Redcap with a hand of flame that incinerated its head. Eventually the spiders began to overrun the Darklings and combat the Redcaps, but not before another one knocked Retribution over with a running, lead-footed kick. Trixtie wiped out the Darkling with an Eldritch blast, leaving only the boot behind.

The main party group continued to tear into the Darklings, fighting valiantly. Guiding bolts, arrows, flames, and blades flew. Peaches headbutted one and leapt into the darkness. They managed to kill all the Darklings and one of the three elders. The other two escaped down the elevator shaft, dispelling the darkness.

Seraphine managed to control her levitating, only to be face to face with the spiders seeking to kill the invading Darklings and redcaps. She quickly dispelled the disguise.

The party reconnected, deciding to leave the mine to rest. Seraphine, though, seems to have suffered a mental break and continued floating down the mine. Goddart tried to warn her, but her harsh response and repeated mistreatment prompted him to head back to the rest of the group. Trixtie headed down to follow Seraphine.

As the spiders and Redcaps continue to do battle, we start with the ascent...

<p>LOCATIONS:</p> <ul style="list-style-type: none"> <li>- Mine 1</li> <li>- Mine 2</li> <li>- Mine 3</li> <li>- Mine 4</li> </ul>	<p>WHO'S THERE:</p> <ul style="list-style-type: none"> <li>- Aureon (Couatl)</li> <li>- Redcaps</li> <li>- Darklings</li> <li>- Spiders</li> </ul>
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CLUES / SKILL CHECKS / Dialog

<p>Mine Floor 3</p> <ul style="list-style-type: none"> <li>- Periodic Redcap / Spider Battle - d20 - 1/2 Redcap breakthrough - 3to18 standstill - 19/20 spider advance <ul style="list-style-type: none"> <li>- Redcap breakthrough, 3 recaps, spiders in 2 rounds at rate of 1d6 spiders</li> </ul> </li> </ul> <p>Mine Floor 4 - Roll Initiative</p> <ul style="list-style-type: none"> <li>- Mental Break <ul style="list-style-type: none"> <li>- Describe the thought - DC 18 WIS 16, 14, 12, 10</li> <li>- Disadvantage on all while and d4 intersection - odd left or 1 left, 3 right, even straight</li> </ul> </li> <li>- Chase <ul style="list-style-type: none"> <li>- How do you try to find her?</li> <li>- Perception</li> </ul> </li> <li>- Redcaps - roll each round <ul style="list-style-type: none"> <li>- 1d4 - 2</li> <li>- Float over</li> </ul> </li> <li>- Spiders - roll on round after appears <ul style="list-style-type: none"> <li>- 1d4 - 2</li> </ul> </li> <li>- Small cave ins <ul style="list-style-type: none"> <li>- AC 17, 40 hit points</li> </ul> </li> <li>- Fey <ul style="list-style-type: none"> <li>-</li> </ul> </li> </ul>	<p>Mine Floor 2</p> <ul style="list-style-type: none"> <li>- Redcaps <ul style="list-style-type: none"> <li>- Breakthrough - 2 Recaps</li> <li>- Standstill - 3 Redcaps + roll d6 for more each round, 3 rolls of 3+ adds 1</li> <li>- Spider advance - 1 Redcap - spiders trying to close portal - Aracana 15 (Trixtie 12) clean blood</li> <li>- Spider added 1 roll of 5+ with new RC</li> <li>- Int 12 wedge weight (2-4 boulders), 15 Sand to clean</li> </ul> </li> <li>- Darkling - 1 <ul style="list-style-type: none"> <li>- 6d4 rounds to elevator (if not down)</li> <li>- DC 18 STR climb then DC 15 DEX</li> </ul> </li> </ul> <p>Mine Floor 1</p> <ul style="list-style-type: none"> <li>- If darkling escapes, no elevator</li> <li>- INT 12 bring up d20 <ul style="list-style-type: none"> <li>- 1 :: 1d4 darklings + 2 darkling elder</li> <li>- 2-5 :: 1d4 darklings + Elder B</li> <li>- &lt;10 :: 1d4 darklings</li> </ul> </li> </ul>
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## NPCs

Darklings <ul style="list-style-type: none"><li>- Darkling A - (14) - 13 /</li><li>- Darkling B - (14) - 13 /</li><li>- Darkling C - (14) - 13 /</li><li>- Darkling D - (14) - 13 /</li></ul>	Friendly Phase Spiders <ul style="list-style-type: none"><li>- 3 d15+ kills an enemy</li><li>- 1 d20 + kills an enemy</li></ul>	Wyverns <ul style="list-style-type: none"><li>- Wyvern A - (13) - 110 /</li><li>- Wyvern B - (13) - 110 /</li></ul>
Darkling Elder <ul style="list-style-type: none"><li>- Elder A - (15) - 54 /</li><li>- Elder B - (15) - 54 /</li><li>- Elder C - (15) - 54 /</li></ul>	Red Cap <ul style="list-style-type: none"><li>- Red Cap A - (14) - 45/</li><li>- Red Cap B - (14) - 45/</li><li>- Red Cap C - (14) - 45/</li></ul>	

[Magic Item Table](#) | [Treasure Hoard Table](#) | [Wild Magic Table](#)