

Helped marle

Took extra coin and didnt give it back
Ate the food but put some back?
Helped cat kid

Millennium Fair.

-Music: Peaceful days

** marks something I read to players

**You wake up to the sound of a bell ringing loudly in the distance.

**As you make your way from the town to the fairgrounds, you hear seagulls in the eastern horizon and the smell of sea salt is in the air.

**You get closer and begin entering the fair. There are lots of people enjoying themselves. As you look around, you see a fountain right in front of you as you walk in, made of marble and softly trickling water down it's many ledges.

**Scattered around the fair are a lot of carnival booths with games.

**A greeter comes up to your group and says "Welcome to the Millennium Fair! As a worker, your entry fees are waived. Everyone is given 2 silver coins which can be used to play games and earn raffle tickets. Have fun!"

Hands everyone 2 silver coins, except randomly gives someone a 3rd silver coin.

As far as games, you notice the following booths.

Betting on a foot race *Just random, 1d4*

Hammer smash game (athletics)

Cup cover up game (perception)

Balance beam course (acrobatics)

Chugging mead (con save)

You also see an older man selling some weapons and armor. If they go here, he will introduce himself.

**As you are making your way to the next event, you aren't exactly paying attention to where you are going and accidentally run straight into a 20 year old female.

**You both stumble to the ground.

*Everyone else notices that her silver necklace had become unclasped and fell to the ground a few feet from her.

**She is a young human with long blonde hair pulled back in to a ponytail. Her outfit is a strapless white top and very baggy white pants. She introduces herself. "By the way, I'm Marle."

First thing is she has to get that amulet back. After, Marle asks if she can hang out with you since none of her friends could make it, and it's the least you could do after knocking her senseless.

Trial traps- Player actions will be later used against them for a trial.

Mark down if the players Checked if marle was ok before retrieving her amulet true

Melchior: wants to buy amulet off of Marle vs. telling him no.

Vendor: Gives two silver coins to a player early, do they keep the extra one?

and maybe see if they help a Lost child (which could bolster the marle kidnapping case) depending on time.

**The bell north of where you are in the fair grounds begins sounding and you hear an announcement.

**It is now time for the raffle and to see Lucca's next great invention.

**As you make your way, you hand in your raffle tickets and then line up in the crowd to see two platforms, a bunch of wires and a older woman in a lab coat with thick glasses.

Lucca will have a german accent.

-Cut music

"Welcome everyone and have we got a show for you. First up the raffle will determine who will be the lucky winners to try out my latest invention!"

A drum roll begins and I'll roll dice to randomize who is also picked other than marle. (Using odds of the raffle tickets submitted)

"The lucky winners are Marle and *****"

**She positions both of you on each of the different pads that are wired up and whispers "Don't be scared, I've tested this countless times!"

**Loudly she proclaims. "Behold as these two will instantly change places when I flip the switch".

**She flips the switch

**Sparks and bright light begin emanating from Marle's amulet and something goes wrong. A flash of white light is followed by growing darkness and random streaks of neon colors. This dissipates and both are people are gone.

I then take the player that vanished to another room and tell them that they are now in at the base of some mountains and as soon as you realize what is happening, 5 fully suited knights grab Marle saying thank goodness we've found you. They all run off and leave you there stunned with what just happened.

Go back to the table.

Lucca explains that the amulet must have interfered. She is asking for volunteers to follow where they went to ensure they are safe until Lucca can get everyone back here. If people are being dumb, the few that volunteered somehow also have the timegate pull in the people that refused.

-Music: Wind Scene

Once in the new area, they can travel from the base of the mountain to the town. Which has an inn and a shop with some residential homes.

When heading towards the castle, they come across some goblins (Either in the mountains or forest)

-Music: Battle Theme

goblin fights/forest fight

I'll probably make this pretty challenging. Specifically have goblins ambush from all sides while using the tree models I purchased.

After party continues travelling through the forest. I'll make some more rolls to pretend like there is more danger lurking.

-Music: Secret of the Forest

Arrive at the castle

-Music: Guardia Castle

Once at the castle, they meet Marle and she explains that they think she's queen Leanne. They talk to King Guardia about it and he says thankfully she was found. All the knights have been out looking for her since she went missing, some of his finest haven't even made it back from checking out the cathedral.

The group begins to hang out with Marle in the Queen's chambers and then she begins fading away in to nothingness, while having a crazy existential crisis.

At this time, Lucca shows up and says

***"I've figured out how to make a key to the portal with this amulet and to bring everyone back home."

Once the players tell her what happened, she explains that they are certainly in the year 600 AD when Queen Leanne and King Guardia existed... and if Marle wasn't the queen, then it must have created a paradox preventing Marle from ever being born since they never saved Leanna.

She urges the players to go save Leanna to ensure that Marle comes back to existence.

If they get in trouble at the Castle with the Queen vanishing, Lucca can explain and give herself up as a hostage until the party finds the queen.

Hopefully they know to check out the Cathedral, the only other place they can go is south to a bridge where a battle is happening on a broken bridge where they won't find anything useful. There is also a minor sidequest where the head cook can send food to the troops on the bridge if the players explore and talk to him in the castle. I'll roll for a random reward on the lowest magic item table in the DMG.

“As you follow a path through some trees, it opens up and a large building appears in front of you. The beautiful architecture and stained glass windows fills you with a sense of reverence.

Do you walk inside?

As you go inside, you see this (makes things visible).

It looks like a church, there are nuns scattered around the room in various pews praying.

Roll perception/investigation

Guardia brooch on the ground. Looks fancy.

Play music to get through.

-Music: Manoria Cathedral

Cathedral, initial encounter of nuns praying, when communicated with, they shed disguises and become low tier monsters,

-Music: Battle Theme

After battle:

-Music: Manoria Cathedral

As you make your way through the winding corridors and search through empty rooms, you notice something that catches your eye.

Religion check

There is a statue of a knight with his sword raised between his two hands.

There is a saying in celestial near the base of the statue.

The knight can find a truer path when his sword is lowered.

They can do an investigation check on the organ which if they play a specific chord will open up a hidden passage which is a boss fight to save Le ann + Chancellor + soldiers and the head priest.

He says, Oh please let me thank you. Ah you with the holy symbol to Kelemvor, might I see that amulet of yours?

Probably some more lower tier monster with 1 harder dude.

-Music: Boss Battle

After that, return her to the castle and then Marle comes back to existence.

You make your way out of the portal and you are back at the millennial fair.
There are multiple knight's around

As soon as the guilty verdict gets passed, you are all bound, gagged and brought out to the right side by knights.

You traverse a very high walkway going from the main castle towards a tower, which you assume to be the prison.

Once you make your way inside the prison, you arrive in a room with more stairs leading down.
You see a half elf man at a desk.

The dwarf (hand of the king) speaks up: "Split these prisoners up and mark them for execution in 2 days. I'll teach them to try and kidnap royalty."

The half elf responds: "I don't see any verdicts work for their executions."

The dwarf pipes up: "Nevermind that, I'll get it to you tomorrow."

You are then brought down the winding stairs and are split up in pairs of 2.
You are locked up inside with nothing but hay on the ground and a stone opening creating a window.

The guards walk away and leave you to rot. Your loot/stuff is outside of the cells.

(If the players didn't actually have reason to be arrested, they will get sympathizer packages of loot)

Casey = 30 Bullets. -Note from Lucca- Consider your favor paid in full, I'm going to try and bust you out but you will probably need these in the mean time.

Therin, it is I Melchior. I think you are in trouble. This might give you some edge in the trials you will soon face.

-attached is a finely crafted metal shield.

Katie = 2x Mana potion restoring a level 1 spell slot. -Note from Marle- "I'm sorry you got wrapped up in to this. Lucca told me how you helped save my life, and now you are in trouble for something you didn't do. I hope this can help with the situation."

Russel = Sharpened Short sword. (+1 damage, but not +1 to attack). -Note from Melchior- "I heard about the trial and how unfair it was. Hopefully this blade I was working on can help."

<Allow them to investigate and escape the prison cells>

DM Notes:After that, they fight there way up, I'll let them choose a few different ways to go.

They can B line out of the dungeon back to where they came from or explore a bit.

They can encounter a man (named piette) bound in a guillotine, if they save him, he tells them that he is a merchant that lives to the south and to come visit him.

More fights with guards/knights, planning on 2-3 encounters total with possibly 1 short rest.

Finally, they get back to the half elf and he screams and runs out the door and across the bridge. (He is really fast).

The players then make their way to the bridge and there is a dragon tank ready to obliterate them.

You see a bronze vehicle, with 4 metal wheels, caged in bronze and leading up to a mechanical dragon's head.

The vehicle will have multiple things players can attack. The body will heal the wheels and the head.

The wheels will make the entire dragon charge into people, and the head will breath fire at people as an attack.

It's effectively 3 monsters, and I'll probably give each component a 1 time use hard hitting or healing ability, and then small "at will" style abilities.

On the other side of the dragon is the hand of the king trash talking and saying that the dragon tank will make quick work of you.

First round of combat, the dragon tank seems to be reducing all damage. If a player makes a high enough perception check, they notice Marle above on a balcony looking down with Lucca. After the first round, Lucca calls out that the body heals the head and wheels, activates a remote control and a tiny explosion happens inside of the tank (disabling the damage resistance).

Once this is defeated, The hand of the king runs up to it and starts kicking it for not working. As that happens, it blows up and he gets knocked off the bridge. (If they stick around, they figure out that he is hanging on to the side of the bridge and isn't dead, hoping to hide out until discovered.

As the players get back in to the castle, Lucca and Marle meet up and say that things don't seem right and they need to leave.

As they are making their way out of the front of the castle, tons of knights circle them, leaving them the only exist to leave the castle. The king calls out that rules are rules and that he can't lose the princess after the tragic loss of the queen.

Assuming the heroes don't want to fight the most one sided battle ever, they will get backed in to a gate and basically be forced to travel through time again.

And that should end the session.

Bangor Dome- "Where you would expect to see a sky, you instead see a gray, rusted shell hanging perilously above you, completely obstructing any vision beyond. Shattered glass litters the ground, and the abundant dust hinders your breathing. The air is briskly cold and oddly quiet. To the north you see an ebony door adorned with an angel, and to the south is the dome's exit."

Lucca - "It appearz that Ze time gate haz moved. Zat cannot be good."
"Hopefully we can find sumzing zat will allow me to track down Ze time gate"

Overworld - I'll hand them a map so they know south is another dome, and city ruins to the north.
"Outside, the sky is blanketed in thick clouds of dust which makes the world darker and it's hard to get your bearings on the time of day. The ground is barren with nothing but dirt and dust. "

♪ Ruined world

Trann Dome- “You go inside and it looks like Bangor Dome, except you see people. The few women and men here look destitute. They are wearing nothing but rags and what appears to be old packaging.

NPCs: Surprised to see anyone, they are confused and don't really understand the time travel thing. Tell them this is trann dome, answer questions about the world map. Show them how they survive using enertron machine, but they are all starving and only barely surviving with that machine. Warns the party of mutants in the city ruins.

♪People without hope

City ruins - “Looking around you see skyscrapers, mangled and half buried. The dust, metal, and rust make you feel as if bright colors could not exist in a place like this. The terrain is rough as you navigate through the wreckage. You hear small creatures scurrying and metal clanging against metal, blown by the wind. It's still chilly without the warmth of direct sunlight, and it seems like it never gets brighter than the dusky appearance in the sky right now.

♪Lab 16 ruins

Fight something (mutants)x2

Traps, unsteady ground, check to see if they lose their footing and hurt themselves.

Arris Dome - After making your way through the city ruins, arrive at another derelict dome. When you walk in, the 20 or so people approach. An old half elf approaches and asks: “Where did you come from? Did you make it through the city ruins?”

♪people without hope

He introduces himself as Doan.

Voice: Medium Speed, Low pitch, Raspy

Knows the following information

- 1.) Proto dome is to the west, but there are more city ruins and a long stretch of highway.
- 2.) He is the descendant of the man who ran this welcome center back before calamity.
- 3.) There are food stores below guarded by a robot, but no one that has attempted has ever been seen again.
- 4.) There is a computer which could possibly be used to track temporal anomalies.

Other NPCs.

Human female with daughter. Her husband left to go try and get food 3 days ago and hasn't returned.

Dwarf male, talks about how there are sewers to the east which can take you Keeper's dome and death peak. The man at keeper's dome is insane, and death peak is aptly named. The sewers also have gotten more dangerous and no one has gone through it recently.

Arris Dome dungeon -

"The lower levels of this dome are mostly the same as one another. The big metal beams that once supported the floor of this structure are exposed, providing pathways that keep you above the debris and uneven ground ten feet below. "

- must make acrobatics check to make your way across the mangled debris using the cross beams.-

"You see a room with a door at the other end, as you approach, sirens start blaring. In front of you stands a robot the size of a small shack, flanked on either side by a small, floating robot.

"Exterminate, exterminate".

Bit 1

Bit 2

AC = 14

Hp = 10

+4, 1d6+2

Main CPU

Revives pods

Ac = 12

Hp 60

Roll for initiative.

Robot boss encounter

After that door is two other doors. One labeled food storage, and the other information center.

Food Storage

"As you open the door to the food storage, rot and mold overtake your senses. You see steel containers which appear to hold decaying grains."

"A male humanoid body lies face down, arms and legs splayed out to each side. It has been crushed by something heavy."

-Everything is rotten, they can find some seeds on the dead body.

Information Center

Lucca - "Zis must be ze supercomputer"

"Good, it's still operational! If Ve run a search on temporal distortions, Ve might be able to find our Vay home."

"Found it!"

*The monitor lights up and displays a map of the world. It zooms in east of your location highlighting "proto dome".

Marle - "Wow, your a genius... hey what does this do?"

pull out laptop and play video of lavos destroying the planet in 1999

♪ Lavos' Theme

Sewer -

Stealth checks, if failed, random encounter.

Leads to Keeper's dome and death peak.

Keeper's Dome

♪ Sealed door

Balthasar -

Voice - Old unhinged man.

"YOU MUST NOT CLIMB DEATH PEAK! No, it must be at the right time AND THEY MUST SHOW YOU THE WAY."

-He mentions that his name is Balthasar, and introduces his Nu (robot in the form of an ancient creature).

-He will also asks if the party has seen the Black bird or the Ocean Palace, he designed and built them both!

After that, he starts talking to his robot like an insane person, about work he has not yet finished.

Death Peak -

If the players attempt it, they will get blown off the mountain, but also have to do a constitution check and if they fail, they lose a hit die. If they have no more hit dice to lose, they will take damage.