

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**CLAY:** Now recording.

**CLAY:** OK. No, **story** time before we do **summary** last time, because I said I would tell a **story**.

**JOE:** OK, **summary** of what happened last time.

**CLAY:** Sorry about not getting the recording and session notes up.

**KILI:** **That's fine.**

**CLAY:** Yeah, so I'm a computer guy, which means I never do anything the **simple** way, so everything has to be complicated.

**SAM:** Yeah.

**CLAY:** And I got a bill since the last time we played for the provider who gives me the service.

**CLAY:** And it **jumped** from like \$7 a month, which I was doing, to like \$60.

**ERIK:** No

**CLAY:** And I was like, what?

**CLAY:** Turns out that the software that they use to do the transcriptions is **billed** by the minute.

**CLAY:** And it's like a quarter of a cent per minute.

**JOE:** By the minute, good lord.

**CLAY:** which is not a big deal generally, right?

**CLAY:** It's like two or three cents for a six or seven minute video.

**SAM:** Thanks.

**CLAY:** But when you take five people's four hour long audio streams and then you transcribe them **twice** because you're trying to figure out the process, I build myself into a little bit of a hole for that.

**KILI:** Don't worry

**ERIK:** Oh, no.

**CLAY:** So this is already the most expensive D&D session or campaign I've ever run.

**CLAY:** No, I'm not **trying** to cast guilt, just that's why that was delayed.

**JOE:** Oh, that's, uh, you gotta read that fine print.

**CLAY:** In true nerd form, I have found an alternative solution.

**CLAY:** I'm building a large language model locally on my machine and transcribing them on my computer for free.

**CLAY:** But that's why the recordings and transcriptions are delayed.

**CLAY:** Sorry about that.

**ERIK:** The.

**CLAY:** random like nerd news that you guys should know of this resource.

**CLAY:** I don't know if I'm going to be posting the notes and things in Discord anymore.

**JOE:** I told you you're a fucking nerd.

**CLAY:** And the the resource that I use or I was using to do the transcriptions of these audio recordings is one that I'd used before for some like personal projects and For those personal projects like the videos that I was transcribing.

**ERIK:** It.

**JOE:** Oh

**CLAY:** There's only like now six or seven minutes long at the most and It was really cheap to transcribe them and

**KILI:** Hmm.

**CLAY:** Not that I don't love Discord and their new policies of age verification.

**CLAY:** I don't know if anyone's been hit by that yet.

**SAM:** Okay.

**CLAY:** But instead, I started a wiki because I am a true computer nerd.

**ERIK:** Really?

**CLAY:** Yeah.

**JOE:** I do remember that.

**KILI:** Thank you.

**CLAY:** Yeah, it was in my wife's wedding vows.

**JOE:** I was there for those.

**SAM:** I.

**CLAY:** So, if somebody wants to try it out, I'm pretty sure I got it working.

**JOE:** Hey Clay, it just took me to a porn site.

**CLAY:** My internet service probably was a little goofy, but if you just type ClaytonCondy.com, or ClaytonCondy.com, my name, first and last name, which I guess only some people here know, so I guess I'll post.

**ERIK:** Wait, how do you spell your last name?

**CLAY:** I'll just type it in general.

**CLAY:** You should be able to get

**SAM:** Go.

**CLAY:** Oh, ooh, you found my only friends.

**CLAY:** You guys aren't allowed to be there.

**CLAY:** None of you are named Franny.

**JOE:** Oh.

**JOE:** Hey Clay, you might want to get that thing checked out over there on your left side.

**ERIK:** It's here.

**JOE:** The tramp stamp is a bold choice.

**ERIK:** Ariacore has a logo.

**CLAY:** Yep, the bulbous red growth on my testicles is what really gets the women hot for me.

**KILI:** Oh my god.

**CLAY:** The only way to talk to Joe is to

**CLAY:** Yeah, oh, so you can see it, cool.

**CLAY:** It is, I've only had this up for like a day, so it's very much empty right now, but in the future, I plan to

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

like post, **admittedly**, AI-generated photos of how I envision a lot of **the NPCs you guys** meet.

**ERIK:** Hit it in.

**CLAY:** **There's Victor Julian** on there.

**KILI:** Gasp.

**CLAY:** **Hey, I mean**, if **you guys** want to draw **these** characters for me,

**KILI:** **Wait**, I could just draw them for **you**.

**JOE:** **We could** just draw **them** for you.

**KILI:** **Yeah**, we **could** just draw them for you.

**CLAY:** Yeah, the characters you don't know about yet.

**CLAY:** You can **just** draw them for me.

**CLAY:** I am not an artist with the time to be doing drawings and things.

**KILI:** Why not?

**CLAY:** **And** time, but **neither** of those things exist much in my **life** anymore.

**JOE:** Once upon a time you had ambitions, **Blake**.

**SAM:** **Yeah**.

**CLAY:** I just **want** to stay alive.

**CLAY:** But there will be a section **for** session notes, and the transcriptions, and probably links to the recordings will be **just** posted there in the future.

**CLAY:** **And** I don't think I **gave** just normals edit privileges.

**CLAY:** But if **you guys** want to **edit** the wiki to take notes in **a** shared fashion, I can **definitely** do that.

**CLAY:** **Just** let me know if there's any interest there.

**CLAY:** I **have** to figure out **how** to do the access controls for it.

**CLAY:** But it's doable.

**CLAY:** **Admittedly**, this was **a** very fun project to set up.

**CLAY:** **And** because **you guys** can see that, it also probably **means** that **you guys** will, I almost had **Foundry** set up to do some like virtual tabletop stuff today.

**CLAY:** I don't think that I'm **gonna** try to mess around with it for now.

**CLAY:** Joe and I was poking at it **last night** and it's a little bit of a steep learning curve **and** I really **wanna** get into things.

**JOE:** It does **a** lot of things, but **none** of them particularly well.

**CLAY:** So just,

**CLAY:** It **does** **a** lot of things and some of them do it **do** well But **they** do it in **a** complicated fashion that you **just** I need more **time** to play with it **before** I want to bring **other** people in so **Let** me thanks **anything** else **new** wiki the **recording** delay

**CLAY:** **Awesome** that everybody's here.

**CLAY:** Everybody should be level four.

**CLAY:** I think that has old **news**.

**CLAY:** **And** cool.

**CLAY:** **Yeah**, **does** anyone **wanna** summarize **what** happened last time?

**CLAY:** I **know** it's **been** a while.

**ERIK:** I've got my notes.

**KILI:** **We** pet dogs.

**JOE:** After spending a good two hours figuring out how we want to forge the ledger, we planted **it** and only discovered

**CLAY:** **You** pet dogs.

**KILI:** We did.

**KILI:** We pet dogs at **the** end.

**KILI:** That's in my notes.

**KILI:** **It's** a whole bullet point.

**CLAY:** **That's** right, Joe was at work and we took the time doing clerical work instead of **playing** without him.

**SAM:** **Thanks**.

**CLAY:** We were very gracious.

**JOE:** **We** discovered **that** **the** guy we already hated was the guy behind **ordering** the ledges.

**ERIK:** him.

**JOE:** **So**, **you** know, not a lot of new animosity there, just **kind** of same old, **same** old.

**KILI:** But it looks like **we've** screwed- it looks like we've screwed him over, **though**, so you know.

**JOE:** Then we went **to**, then we went to breakfast with the King where **we** found out he's **kind** of **a** shitty father.

**ERIK:** Benjamin Morris.

**KILI:** **We** drew it.

**CLAY:** As most kings are.

**JOE:** That's it.

**ERIK:** Yes, he.

**CLAY:** I **would** guess in terms of...

**JOE:** Then we, **then** we, **then** we pet some dogs.

**KILI:** We pet some dogs.

**JOE:** That was a **highlight** of **the** session.

**ERIK:** So **to** fill in **some** gap.

**CLAY:** I'll head **that** down.

**JOE:** **We** cut some dogs.

**CLAY:** **Hey** Joe, your audio is really reverb-y.

**CLAY:** **Are** you **standing** far away from **your** mic?

**JOE:** **Oh**.

**CLAY:** **Does** anyone else feel like **Joe's** audio is just a little loose?

**JOE:** No.

**ERIK:** **Yeah**, I hear it a little bit.

**SAM:** **Yeah**.

**KILI:** **Yeah**.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**SAM:** Yeah.

**JOE:** Let me see if the voice mod is just making things weird.

**KILI:** Also.

**ERIK:** To fill in some gaps, we did get 500 gold from that drop we did with giving Benjamin DeMorse the fake ledger.

**CLAY:** Taskbar didn't get any of that.

**ERIK:** No.

**JOE:** No, melee is holding on to all the money because we can't trust Tashbar with money.

**KILI:** No.

**KILI:** Yep.

**ERIK:** Look.

**KILI:** Not even allowed to look at it.

**JOE:** Nope.

**ERIK:** The King also did warn us that the bodies we stowed in the trash compactor were found, so we need to be better at hiding any bodies on this ship.

**KILI:** Yep.

**JOE:** And that's when we discovered that there are no windows on this ship, so we cannot defenestrate anybody.

**CLAY:** All right, I'm actually, I'm going to step in.

**CLAY:** I don't know if it's a retcon or just what started out as a joke is I need to just clarify.

**CLAY:** There is exterior access on the ship, much like you would see on a cruise liner.

**CLAY:** But it's not so much windows that you could throw stuff out of, or even decks that you could throw stuff off of.

**JOE:** You know, when we started, I thought it was like a treasure planet ass ship, but apparently it's just some tube.

**CLAY:** Maybe you could.

**CLAY:** ways to access the exterior of the ship.

**SAM:** you

**CLAY:** You just haven't found them yet, is what we'll say.

**KILI:** I wanna draw the ship so bad.

**ERIK:** It's one of those balloons.

**CLAY:** Do it.

**CLAY:** Post it on the wiki.

**CLAY:** I have.

**CLAY:** I mean, it's like a ocean liner.

**KILI:** I love a good tube.

**CLAY:** You guys have spent

**ERIK:** What are they called?

**ERIK:** Zeppelins?

**CLAY:** Zeppelin is probably the closest thing that not a dirigible at something else.

**JOE:** a dirigible, a catamaran,

**CLAY:** But yeah That's a sailing ship Jennifer

**SAM:** That's a, yeah.

**KILI:** I was gonna be like, pardon?

**ERIK:** And yes, let's see, the king's daughter named Jennifer is missing.

**ERIK:** She seems to be very sneaky and is good at dodging.

**ERIK:** And yeah, we found out pretty much up until two weeks ago when he retired, the king did not really have a relationship with her, only his late wife did.

**JOE:** And then I asked him a lot of questions and it made him feel real bad about himself.

**KILI:** They're super sad.

**ERIK:** But he would love.

**KILI:** Yeah, he's really sad right now.

**CLAY:** Yeah, it's a dick move.

**ERIK:** Yeah, but they were good questions to ask.

**JOE:** I was just like, does she have any friends?

**CLAY:** For sure.

**JOE:** What does she like to do?

**JOE:** What's her favorite food?

**JOE:** How old is she?

**KILI:** When's her birthday?

**KILI:** Do you know?

**SAM:** Hahahaha!

**CLAY:** Man, I'm not even encompassing the king right now, and my heart hurts a little bit because he doesn't know the answers.

**CLAY:** OK, yeah, I think that's all a very concise summary of everything that happened.

**CLAY:** I'm going to start this session on the next day actually These compile us you guys wake up just like you have Can I ask

**JOE:** another day another day went by one second gotta check the list i'm compiling i i i'm gonna need some money from uh maley i'm gonna need an investiture of money all right i already made the veterans king

**SAM:** Well done, Victor.

**KILI:** Huh?

**KILI:** Oh, OK. How much?

**ERIK:** Your sin does have the 500, I believe.

**ERIK:** Is what we decided on.

**CLAY:** Uh...

**ERIK:** Yes.

**ERIK:** He turned my sword into a veteran's king, which is rad.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

CLAY: The...

KILI: And I also have a cane.

CLAY: The human... Oh, hey!

KILI: That's a sword.

ERIK: Yes.

CLAY: David Humanman has unsheathed himself!

CLAY: In D&D Beyond, his character sheet actually reflects his actual character now.

SAM: Ha ha ha.

CLAY: Everybody go and peek at David Humanman.

KILI: I see nothing, he's simply a human fighter.

CLAY: Um... Yeah.

JOE: I use my artificer ability, the right tool for the job to create a loom.

JOE: And I take apart all my blankets and I create a cloak of billowing.

ERIK: Really Nonsense Really huh, I'll take a book ability.

JOE: Common magic item.

CLAY: don't think there's technically a way that I can stop you from doing that and it's a a nonsense item and so I will allow that and say that you did that all it built all it does is billow right like it doesn't impose any sort of advantage

JOE: And I give, and I get,

JOE: And I give the cloak to Tashbar.

KILI: yeah let it below look at him yeah i feel like it should add like points to intimidation i'm just kidding

SAM: That's fantastic Yeah, that's very fair

ERIK: Hey, thank you

CLAY: Let me just make sure that this is, in fact, yep.

CLAY: While wearing this cloak, you can use a bonus action to make it billow dramatically.

ERIK: Amazing.

CLAY: Nope.

CLAY: Nope, it adds.

CLAY: There's no mechanical benefit whatsoever.

CLAY: The second I let Joe do things without permission that give mechanical benefit, it will run afoul quickly.

JOE: Now anybody who wants dumb common magical items, just let me know and I'll put it on the list.

SAM: I think so that last I know I did

ERIK: Quick reminder, actually.

ERIK: Sorry, point of order.

ERIK: The Sending Stone pair, I have one.

CLAY: Nope.

ERIK: Does Sam's character have the other one?

CLAY: Hey, David Human Man, can you whip up a couple of more Sending Stones so that I can mechanically excuse everyone talking to each other?

JOE: No, no, no, those are uncommon magical items.

JOE: I need a week to work on those.

CLAY: DM's sitting here trying to give you more things, and you say no?

CLAY: OK. No, that's a fair point.

JOE: I'm sorry, we also have to adhere to the rules and like uncommon needs like needs needs a week Does the uh Um does mainly want anything maybe like a cloak of many fashions while the loom is still set up

KILI: First note of the night, Taspar has bellowing cape.

CLAY: Needs a week.

ERIK: world.

CLAY: Billowing.

CLAY: A bellowing cape is used by blacksmiths to make their forges get hotter.

KILI: That would be sick.

KILI: I probably already have a very extensive wardrobe with enough

KILI: But maybe I'll need it later, I don't know.

JOE: all right craig anything arbitrary and generally not useful all right dread helm or

SAM: Uh, I don't, I don't know.

SAM: I can't think of anything.

SAM: So.

CLAY: Why do you know about all of these things, Joe?

CLAY: While wearing the cloak, you can use bonus action to change the style, color, and appearance.

CLAY: Oh, there's probably some value to cloak in wedding fashion.

KILI: Really?

CLAY: Yeah, I mean, let's see.

CLAY: You can use the action to change the style, color, and apparent quality of the garment.

CLAY: Cloak's weight doesn't change regardless of its appearance.

CLAY: A cloak can't be anything but a cloak.

KILI: I would...

CLAY: Although it can duplicate the appearance of other magical cloaks, it does not get into their magical properties.

KILI: I would like...

KILI: I would like the cloak.

CLAY: I will allow the cloak just because while it doesn't impart any, like, hard numerical advantages, it's a cool storytelling mechanic that if you used it properly, um...

JOE: All right, each of these magical items cost like \$100, 100 gold pieces of materials, by the way, so.

CLAY: I would.

KILI: I will donate the hundred.

SAM: I don't know if I even have that much.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**KILI:** I can do it for you.

**CLAY:** I mean, you guys got 500 gold last time.

**JOE:** Oh, no, we have money.

**SAM:** Yes, but Craig does not have any of that 500, so.

**JOE:** Oh, no, of course, yeah, you do.

**JOE:** Well, it's technically Tashbar's money, but yeah, you do.

**ERIK:** Technically all of you are holding 50 pieces of my gold.

**JOE:** Yeah, you'll be fine.

**CLAY:** What's the official cost on this process, Joe?

**CLAY:** Let me see.

**JOE:** Let me pull up the actual table.

**CLAY:** What's the actual action that you're using?

**CLAY:** Right, tool for the job.

**JOE:** So that just lets me fill in the blank for any tools I need.

**CLAY:** Tools of the trade.

**CLAY:** Yeah, no, I see that.

**JOE:** And I already have a lot of them.

**CLAY:** Uh, class features.

**CLAY:** I'm just going to tinker.

**CLAY:** It's just one of those guys that's got to just play the most complicated character.

**JOE:** Artificer's gonna artifice.

**CLAY:** Yeah, they will.

**CLAY:** You can figure that out, unless you guys want to discuss more about inventory management before the day starts.

**KILI:** Okay.

**ERIK:** Now let's get into the day.

**CLAY:** I want to get into the day.

**CLAY:** The day starts.

**CLAY:** You guys wake in your beds in your cabin, eight a.m.

**CLAY:** Clock on the wall reads.

**CLAY:** And you awake.

**CLAY:** And the day begins.

**CLAY:** I'm gonna let you guys take it from here, but this is where you're starting.

**CLAY:** What would you like to do?

**JOE:** I break open the side panel of the room.

**JOE:** I try to wire myself into the PA system so I can just ask for Jenny.

**CLAY:** If that's a serious request, you'll have to make a roll.

**JOE:** All right, what am I rolling?

**CLAY:** To break into the side panel of the room is probably going to be some sort of strength check.

**JOE:** Okay, I need somebody with strength to do this for me.

**CLAY:** Unless you want to make a case for one of your artificer skills.

**ERIK:** Yeah, I'll make a... Taskbar will help out.

**ERIK:** I mean, it seems like a straightforward enough idea.

**JOE:** I look for the PA system in our room and I ascertain... All right, I look for the nearest PA system in our hall.

**CLAY:** There is no PA system in your room.

**ERIK:** Can I make an athletics check to carefully open the wall without doing too much damage?

**CLAY:** If you wanted to carefully open the door, would it be an athletics check?

**SAM:** Go ahead.

**CLAY:** I don't know if it would be an athletics check.

**CLAY:** It probably would just be a raw

**CLAY:** Well, if you would like...

**CLAY:** Yes, go ahead and make an athletics check to see if you can remove the side panel of the wall of your cabin on this cruise ship.

**ERIK:** Thank you, Dungeon Master.

**CLAY:** This is normal behavior.

**CLAY:** Sure, no one's gonna see it, that's for sure.

**ERIK:** Well, it's in our private cabin that we share.

**ERIK:** Right.

**ERIK:** And I'm trying to do minimal cosmetic damage.

**CLAY:** Okay, here we'll say, 22?

**ERIK:** 22.

**CLAY:** Yeah, okay, taskbar.

**ERIK:** Yeah.

**CLAY:** You peel back, you find the panels were expertly put together.

**CLAY:** They do not use any hardware screws or nails or the like.

**CLAY:** They're just pinned together using tongue and groove.

**CLAY:** And you're able to shimmy your dagger or kitchen knife that you have, because this is a rental and you don't care about the utensils.

**ERIK:** Of course.

**CLAY:** And you shimmy the panel off of the wall.

**CLAY:** And behind the wall is

**CLAY:** A mini collection of pipes and wires.

**JOE:** All right.

**ERIK:** All right.

**ERIK:** It's all you, David Humanman.

**SAM:** Okay.

**JOE:** Well, I identify the wires for the PA system.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**CLAY:** I will be straight with you guys.

**CLAY:** The PA system, it is not wired anywhere near your guys' cabin.

**JOE:** What am I wiring into?

**CLAY:** That's a great question.

**KILI:** Probably the lights right?

**KILI:** Sorry.

**CLAY:** Yeah, the lights to the ship.

**CLAY:** You see pipes that you see ether flux moving through.

**JOE:** I see that there is no PA system to wire into here, so I just wire into the lights and I just set it to seizure procedure.

**CLAY:** You see water flowing.

**CLAY:** OK. Make a tinkering check with your artist's tools.

**SAM:** Love that.

**JOE:** Uh, it's gonna be intelligence plus proficiency for Tinkerous Tools.

**KILI:** um um

**CLAY:** I would guess you have proficiency with tinkering tools being an artisan, so yeah.

**JOE:** Ten.

**JOE:** Oh, wait, wait, wait, wait, wait, I forget.

**CLAY:** All right, let's see, you go to manipulate the lights and you suffer.

**JOE:** I have, uh, I have, uh, guided.

**SAM:** Hahahaha!

**JOE:** Oh, somebody down the hall.

**JOE:** Somebody down the hall just gave them something.

**JOE:** It's a nasty shock.

**CLAY:** You shock yourself to the tune of three... What?

**JOE:** That's unfortunate.

**JOE:** Uh, 12.

**JOE:** It's a 12.

**JOE:** I forgot to give myself guidance.

**JOE:** It's a 12.

**CLAY:** I'm sorry, but time is linear and you tried to hack the wires before you rolled for guidance.

**CLAY:** So the 10 stands and you take three electric damage and you shock yourself on the light switch to your cabin.

**JOE:** That's fine.

**KILI:** Oh my.

**JOE:** Combat's not a thing in this game.

**JOE:** Huh.

**JOE:** Well, I tried.

**KILI:** We fight half the ship this round.

**CLAY:** All right, I recommend you get out of the cabin.

**CLAY:** I will say, last session we left off, I don't think it's been three weeks,

**ERIK:** Yeah, um, I think that was a noble effort, but perhaps we could succeed as a team of four if we go around the ship and try to more discreetly find this Jennifer.

**ERIK:** Who knows what else we find?

**ERIK:** Oh, that's right!

**CLAY:** you guys said you had plans to go and investigate the special cargo that you had isolated from the cargo manifests.

**JOE:** Thank you.

**CLAY:** And in my notes, I have you wanted to check out lot 504, 405, and 105, I believe.

**SAM:** Yes.

**ERIK:** Yes, we wanted to look at the special stuff we found in the ledger, see what it actually was.

**ERIK:** Ten minutes.

**KILI:** Yeah!

**CLAY:** Yes, 504, 405, and 105 were the things that you wanted to go and look at.

**KILI:** Wait, what was it?

**SAM:** Hey, DM.

**CLAY:** Yep.

**SAM:** Sorry, I'm kind of interrupting.

**SAM:** How long does a ritual spell take to cast?

**SAM:** I'm forgetting.

**CLAY:** Anybody know?

**CLAY:** 10 minutes?

**ERIK:** It's ten minutes.

**SAM:** 10 minutes.

**ERIK:** Yeah.

**SAM:** Before we leave, I'd like to ritual cast find familiar.

**CLAY:** Sure.

**SAM:** 10.

**KILI:** Ooh!

**CLAY:** Ooh, OK.

**JOE:** Yeah, that one does have a monetary component though.

**JOE:** He does need 10 gold pieces worth of charcoal.

**CLAY:** David human if you begin to interject with the DM's rulings on the players actions While I appreciate it There will be consequences I'm going to waive the material component on this this instance and go ahead and ritual cast that I

**ERIK:** So real quick, did we say lot 105?

**SAM:** This instance, okay.

**KILI:** There is conveniently a bag of charcoal in every room.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**SAM:** Hahahaha!

**JOE:** Look, we can just make charcoal.

**JOE:** That's easy.

**JOE:** I start lighting things on fire.

**ERIK:** Did we say lot 105?

**CLAY:** Quick, Joe, describe to me how you make charcoal.

**JOE:** Okay, so I take the wood from the door I made from forever ago.

**CLAY:** Nope, not David Heumann.

**JOE:** Okay, so I make a kiln and I carefully lattice fire into it and I

**CLAY:** I want Joe, I want Joe the man to explain how charcoal is made.

**JOE:** I don't know, fire, uh, wood into it and then I light fire at the bottom so it can carefully steep the wood and heat it for, eh, we might need three or four days.

**CLAY:** That is an incorrect way of making charcoal, but good attempt.

**JOE:** Oh, maybe your charcoal.

**CLAY:** Taskbar, I heard your voice amongst the audio.

**SAM:** really nice smart

**CLAY:** What do you have to say?

**ERIK:** I'm verifying you lot 504.

**CLAY:** The PEC was lot 504.

**ERIK:** I think is correct.

**ERIK:** That's the special PE seeds.

**ERIK:** You said lot 505 Yeah lot 405 Yes

**CLAY:** 405, I believe you guys had isolated.

**JOE:** Well.

**CLAY:** The lots should still be on the cargo in the in-game notes.

**CLAY:** 405 was the weapons system, and then 105 was mechanical components.

**KILI:** And 105.

**CLAY:** David Heumann expressed interest in the mechanical components.

**KILI:** Yeah, okay.

**ERIK:** Do you guys want to go look at those three lots before we do any hunting for Jennifer?

**SAM:** That sounds good to me.

**KILI:** Unless it looks super crowded.

**JOE:** I mean, she's already lost, so it's just like, what's another few more hours?

**KILI:** And then we should do it later.

**CLAY:** It's a big ship.

**ERIK:** All right, let's do it.

**CLAY:** She'll maybe turn up.

**ERIK:** Who knows?

**CLAY:** OK, where do you guys want to go first?

**CLAY:** And I guess, how do you suppose you would go about finding these pieces of cargo?

**KILI:** We know what bays they're in based on the number, right?

**CLAY:** Within a degree, yes.

**KILI:** Okay.

**KILI:** First we have to see or convince them.

**SAM:** Which one are, yeah, which one are we going to go to first?

**ERIK:** Lot 105 is just one crate.

**ERIK:** It's 500 pounds.

**ERIK:** It's a big crate.

**ERIK:** So that might not be too hard to find, right?

**JOE:** Alright.

**KILI:** Probably not, yeah.

**KILI:** We could start there.

**CLAY:** Start with.

**ERIK:** And the weapons...

**ERIK:** The weapons are five huge crates.

**SAM:** Yeah.

**SAM:** Those ones might be harder to get to, just because of, yeah, versus some of the less possibly guarded stuff.

**ERIK:** Right.

**ERIK:** The PE seeds are one 50-pound crate.

**ERIK:** They're probably smaller and easier to, I don't know, hide amongst other crates.

**CLAY:** I hear some good points.

**KILI:** Do we want to start with the seeds in 504?

**CLAY:** Where would you like to start?

**SAM:** I think we should leave the weapons for last.

**SAM:** So let's start with something, one of the other things, just because I don't wanna, I wanna find everything and that one might be the hardest to get to.

**ERIK:** Okay.

**ERIK:** Yeah, let's start with the seeds.

**ERIK:** And then if we have a hard time finding that, then the assorted mechanical parts should be much easier to find, right?

**JOE:** Thank you.

**CLAY:** Okay, so lot 504 the PEC down the cargo manifest Make your way down to cargo bay 5 where you were just the day before So where you guys want to start looking okay?

**ERIK:** Mm-hmm.

**KILI:** Yeah.

**CLAY:** You guys depart your cabin, and you make your way to the central pillar, and you make your way down to the lower deck The atmosphere on the lower deck is

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

a little bit different from the previous times that you had been here and

**CLAY:** There are, actually, why don't someone, just one person, you guys can decide who, make a perception check.

**KILI:** I'm trying to remember everyone's perception.

**KILI:** Mine's a plus three.

**KILI:** Okay, I'll roll.

**ERIK:** Mine's a plus two.

**SAM:** Mine's not.

**ERIK:** All right, it's Yurtsun.

**SAM:** Mine's a zero.

**JOE:** I got a plus one.

**CLAY:** I got a rock.

**CLAY:** All right, Yurtsun.

**JOE:** Somebody could provide you the help action and I give you a thumbs up and I give you guidance.

**KILI:** I feel so motivated.

**CLAY:** So take an extra d4.

**ERIK:** Taskbar will work with Yurtsun if that gives him the help action.

**CLAY:** Yeah, I guess.

**CLAY:** All right.

**CLAY:** Take advantage and give yourself one d4 on top.

**CLAY:** You guys got time to plan this.

**ERIK:** I will say the help action is one of the best things about 5e.

**SAM:** Thank you.

**ERIK:** I don't think previous editions had this.

**KILI:** So like, how do I add stuff?

**CLAY:** Yeah, I think in previous editions you had to like justify it a little bit harder.

**CLAY:** I should just type one forward slash roll space one or what is it 2d20 this is such a complicated way of doing things or

**JOE:** 2D20K1 plus 1D4 plus whatever your modifiers.

**SAM:** What?

**SAM:** No.

**JOE:** There we go.

**CLAY:** Nice, okay, so 14, 19.

**KILI:** 19.

**CLAY:** Is that how that number adds up?

**CLAY:** 14 plus two.

**KILI:** Because I do plus three.

**JOE:** Oh look, there's Jennifer.

**JOE:** Hi Jennifer, your dad's looking for you.

**CLAY:** Six, seven, eight, 19.

**CLAY:** Okay, yeah, okay, so with the 19, you see Jennifer, she's just walking by, no.

**CLAY:** With the 19, you get the sense that it's very quiet.

**SAM:** Okay.

**CLAY:** There are not as many people moving around down here as there were on previous days.

**CLAY:** For a couple of entrepreneur-ing adventurers looking to steal things, maybe this is gonna serve you well.

**CLAY:** You notice a lack of obvious guards in the common areas of the ship.

**SAM:** Yeah.

**CLAY:** And you see 19 and that's all that you notice So yeah, there's there's less activity than there are in previous days, and there are not a Large amount of guards around to be seen in the common areas

**CLAY:** Cool, you guys make your way to cargo bay five, which if you'll remember housed all of the animals from before.

**JOE:** Thank you.

**CLAY:** Okay, for this next part, I'm actually going to throw us into a type of initiative, which you guys are all gonna start on initiative 20, so there's not a whole lot for you to do.

**SAM:** I think.

**CLAY:** But I have some external things that will be happening in the background on different initiative orders.

**SAM:** Well.

**ERIK:** Okay.

**KILI:** It's like it's like environmental initiative.

**CLAY:** And you guys... Kind of, yeah.

**CLAY:** There's things like, just because I want you to fully grasp the mechanics here, any guard patrols that exists, they will be acting on a particular order.

**ERIK:** Yeah.

**CLAY:** on the initiative order.

**CLAY:** Basically, I just need a way to control the flow of time.

**CLAY:** When it comes to doing things while we're in this, not combat initiative, but initiative order, your action, I'm trying to give you guys an action economy for non-combat scenarios.

**CLAY:** So if there's something that needs to be done and you want to spend your action to help someone,

**SAM:** Mm-hm.

**CLAY:** that is going to take your slot into the initiative order.

**CLAY:** If there's something really important and you think everybody should make perception checks, everybody's gonna make the perception check and

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

that's gonna be your action for that particular run through the initiative order.

JOE: Thank you.

CLAY: Movement is going to be a little bit loosey goosey because I'm not gonna like track you guys having to move.

CLAY: But I wanna not have us

CLAY: saying that we're doing five things at a time just to get everything done before the guards show up.

CLAY: Does that make sense?

ERIK: Right.

KILI: Mm-hm.

SAM: Yes.

CLAY: So with that in mind, you guys are now at the large bay door opening up to cargo bay five.

JOE: All.

CLAY: You hear the sound of animals

CLAY: Dogs, chickens, horses, and that's where you are.

CLAY: What would you guys like to do?

KILI: Do you guys want me to stay watched?

KILI: That way I can- because I have the highest perception.

KILI: So I'd be able to tell first if someone's coming and I'd be able to deceive them because I have pretty high deception.

SAM: Can I ask a question of Clay first?

ERIK: Sure.

SAM: Just on the fine familiar spell, if I left my cat, he's a cat, at the door, would he be able to keep his... No, he is the fattest cat you have ever seen.

CLAY: Okay.

CLAY: Is he a kitty cat?

CLAY: Does he dance dance dance dance dance dance dance?

CLAY: Ding?

CLAY: Cat?

JOE: I think the book is up.

CLAY: No.

CLAY: Awesome.

JOE: Oh.

KILI: Aww!

SAM: His name is Balthazar and he has a little wizard hat.

SAM: If I left him by the door would like, cause I can communicate with him telepathically, but I'm not sure if he can like keep watch for me.

CLAY: Okay.

CLAY: Find familiar.

SAM: I'm yeah.

JOE: So they do have their own initiative or you could tell it to

CLAY: Is anyone more familiar?

SAM: Cause I can see through its eyes or something like that.

ERIK: If I was to say, I'm familiar with the spell.

SAM: Like that's an action that I can do, but I'm not sure if I can just have him.

KILI: But.

SAM: Just warn me if somebody's coming.

CLAY: Go ahead, Tespar.

ERIK: I believe if he's within 100 feet of you, you guys can share.

ERIK: As long as Craig goes blind and deaf, he can use his familiar senses.

CLAY: Sure.

CLAY: And I will.

JOE: You could set the cat to have a prepared action where if he sees somebody, he can like meow or give you an alert.

CLAY: Well, yeah, I guess the question is, if if you leave.

CLAY: He'll alert you.

JOE: So that'd just be a prepared action.

CLAY: Yeah, I guess.

CLAY: Can can a familiar push information to their host, the technical jargon?

JOE: No.

SAM: Um, let me Okay, so I would have to

CLAY: Or it's all triggered you so like.

CLAY: On the player's action, on Craig's action, he could use his turn to use his familiar to scout at a different part where he is not.

CLAY: But it wouldn't get an extra action that Sam could control.

CLAY: Well, he

SAM: use the action to see through his eyes because the spell does say the spell does say while you're familiar is within 100 feet of you you can communicate it with with it telepathically it does not say the other way around

KILI: So I guess you'd be on watch, right?

JOE: Bye.

CLAY: Yeah, I would say, yeah, I would say, I'm gonna play this a little bit loose and say that you can on the player's turn in this sequence, you can take actions on behalf of your familiar

CLAY: like move them around or or have have them Be your eyes and ears and I would even probably say that wouldn't necessarily require your full action action Like probably you guys do have action or bonus actions and

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

reactions with within reason for this this portion But I don't think you're familiar is going to be able to do a search action on top of your search action if that makes sense

**KILI:** But.

**SAM:** Okay.

**JOE:** Thank you, Ben.

**SAM:** Okay.

**SAM:** So to mainly, I will just say like, I can leave my cat here if you wanna,

**KILI:** Mm-hmm.

**SAM:** if you don't wanna sit outside the cargo hold.

**CLAY:** I need to clarify, have they met your cat before?

**CLAY:** Because otherwise that's a bizarre thing to say.

**CLAY:** Daniel Ocean is getting into the vault of the casino.

**SAM:** Oh no.

**SAM:** I have a cat and you turn around and I've been walking at the back of the group and just in my arms is just the largest cat you've ever seen.

**CLAY:** He's like, all right guys, we're gonna get in there and get all the gold.

**CLAY:** We need someone to stand by.

**CLAY:** Well, I have this cat.

**JOE:** I point my gun at it.

**ERIK:** Amazing Where did we find we did you bring that in a suitcase?

**JOE:** I don't trust cats.

**SAM:** Oh no, this is Balthasar.

**ERIK:** Oh

**JOE:** Sir Craig, where did you get that cat?

**SAM:** He's my cat.

**JOE:** That cat did not come with us onto the boat.

**CLAY:** Everyone needs to remember that David Heumann is extra cautious about random cats just appearing.

**SAM:** When I leveled up, I learned the Find Familiar spell.

**JOE:** Excuse, what is leveling up?

**KILI:** Okay.

**CLAY:** They might be agents of the unmade.

**SAM:** I don't know.

**JOE:** Why does it look like that?

**CLAY:** Okay, leaving the cat at the entrance.

**ERIK:** I'm fine with it.

**CLAY:** Leaving Euryth's Inn at the entrance?

**ERIK:** I'm fine with either.

**ERIK:** I think yours is going to be a good lookout.

**CLAY:** I think everybody should just take agency for their characters.

**CLAY:** Communicate if you need to.

**KILI:** So with the cat, can it do anything besides warn us?

**JOE:** No, I got something.

**KILI:** Like, is it easy to see from the entrance, like, if we're looking around?

**KILI:** Because my worry is the patrol comes by and they'll catch us in the act instead of, like,

**SAM:** Yeah, perhaps the cat's a bad idea.

**JOE:** I take out a bunch of random mechanical detritus from my pocket.

**JOE:** and I fashion it together into a collar with a singular button on it.

**CLAY:** You You

**JOE:** And I'm using my magical tinkering to create an item that can create a sound or a set of words of 25 or less.

**KILI:** Won't that tell the guards that we are here?

**JOE:** And it'll just say, somebody's here.

**JOE:** Just really loud.

**JOE:** And I put it on the cap.

**JOE:** Do you have any better ideas on what it should say?

**KILI:** Yeah, I- No, I just think- I- It's better if there's a cat outside, they'll be like, oh, that's a cat.

**JOE:** That's a good point.

**ERIK:** Okay.

**KILI:** But if it clicks a button and it says, somebody's here, the guards will be like, oh, somebody's here, and this is their warding person.

**KILI:** Oh my gosh.

**JOE:** I changed the text to be like, there's nothing suspicious going on here.

**CLAY:** You change it to an advertisement.

**CLAY:** The princess is in a different castle.

**JOE:** Yeah, that better.

**CLAY:** My name's Commander Shepherd and this is the best cargo bay on the Citadel.

**KILI:** I love that game.

**CLAY:** It's a great game.

**KILI:** It's so good.

**KILI:** I'm replaying the second one again with a friend.

**ERIK:** I don't know what you're talking about.

**CLAY:** I've not played the third one because I was unavailable when it came out and now I think my expectation for it is so high and the time is like past that it's aged so much that I'm afraid to play it because like there I believe so in the legendary edition I hear is a very good faithful remake but I would want to

**KILI:** Well they've done um, they've done updates to it.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**KILI:** Yeah, me and my friend have been playing the legendary one.

**KILI:** If that's okay.

**CLAY:** Okay, I have so many games.

**CLAY:** It's honestly just good to forever be on my backlog, but I would love I would It just gets longer.

**SAM:** that backlog just gets longer.

**CLAY:** Yep anyways So far I have it that that David has made a tinkered toy and

**JOE:** Here, how about, okay, it just says a really loud meow sound, and then I take the sending stone we have off of a cash bar, and I also affix it to the caller, so that way when we hear from the other sending stone a really loud mechanical meow, we know that somebody's here.

**KILI:** Meow.

**ERIK:** Okay.

**ERIK:** Good plan.

**CLAY:** I think that's cool vibes.

**SAM:** You know, my cat can also meow.

**ERIK:** I will be.

**CLAY:** I like it.

**JOE:** Ah, fine.

**KILI:** I take the mechanical mouse and I put it on my shoulder Oh gosh

**CLAY:** So you could just give the cat the sending stone on its collar and... All right.

**JOE:** I take the met... You know what?

**JOE:** No, I take both sending stones.

**JOE:** I put one on the cat and I put one on my mechanical mouse.

**JOE:** Nobody gets a sending stone.

**JOE:** It's Whiskers Twitch with electrical energy that you are most familiar with.

**ERIK:** I'm gonna head in and start looking for the straight.

**SAM:** Thank you.

**CLAY:** We're gonna move forward.

**CLAY:** I'm just saying you guys this first action David and preg Coordinate on establishing the door guardian Taskbar, what are you gonna do for your first action?

**ERIK:** I'm looking for this crate.

**CLAY:** Okay

**ERIK:** Clean and simple.

**CLAY:** How are you looking this?

**KILI:** I'm gonna help.

**CLAY:** Okay, your it's gonna help you I want the two of you to describe how you go looking and that will let me set the difficulty for the search and then one of you Yep And Rose like so it's full of animals all of the cargo bays

you've seen so far have kind of looked like Costco's like rows and rows of shelves with You know boxes and goods off from the ground up all the way to the top

**JOE:** Silence.

**ERIK:** This cargo bay is full of animals, right?

**JOE:** Silence.

**CLAY:** You haven't looking very closely at that like the signage, but you would assume that there is some sort of flow to

**ERIK:** Silence.

**KILI:** I was gonna ask if it was in numerical order.

**CLAY:** I'll just give that one to you for free.

**CLAY:** Yes, each of the shelves has a two-digit number on them, starting with zero, zero one, zero two.

**JOE:** Actually, along that

**CLAY:** Some of the shelves skip multiple numbers, because they're packed more full with smaller items.

**CLAY:** Yes.

**KILI:** Sweet.

**ERIK:** Okay, then yeah, I have no magical abilities.

**SAM:** Bye.

**KILI:** We follow the numbers.

**ERIK:** I'm just gonna follow the numbers and be looking for a 50 pound looking crate.

**CLAY:** OK. You have already consumed your action for the turn.

**JOE:** Along that, I'm going to ritual cast Detect Magic.

**CLAY:** But if you want to do that on the next run, I will let you do that.

**CLAY:** I will allow that under my, I have a general vibe of,

**JOE:** To ritual cast, I need 10 minutes, so I'll come back after like 60 rounds.

**SAM:** Yeah.

**CLAY:** outside of combat if you have a magic skill that you can utilize, I would allow that under that kind of rule.

**CLAY:** I don't know if you guys remember that, but I want you magic players to use your magic and not worry about spell slots for this exact reason because this is a situation where someone would cast detect magic or find item or whatever.

**CLAY:** Okay.

**CLAY:** I'm looking for that

**CLAY:** What would be perception I always get confused still about the difference between perception investigation This isn't economics Joe, what are you talking about?

**JOE:** Macro versus micro.

**ERIK:** I think pers- yeah, yeah.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**CLAY:** Perception is wide investigation is Specific right now perception is noticing the things that you aren't looking for investigation is looking for the things that you are make an investigation check

**JOE:** Yeah.

**ERIK:** If it helps, it helps me remember like, elves are proficient with perception because they have sharp senses like hearing.

**SAM:** Yes.

**ERIK:** Like, it's like, right, but investigation

**CLAY:** yes spider-man has high perception because of his spidey sense sherlock holmes has high investigation because he's sherlock holmes because of his autism yes his awesometism i mean he says he's a high functioning sociopath in the bbc versions and that's basically autism with less kind feelings what's wrong with the bbc version

**ERIK:** Exactly, exactly.

**JOE:** because of his autism.

**SAM:** Correct.

**KILI:** Why are we gonna- Why are we gonna talk about the BBC version?

**SAM:** Which is probably accurate.

**KILI:** Why are we gonna- First season was good.

**JOE:** They actually make fun of the BBC version and the movie version.

**CLAY:** First season was good.

**CLAY:** They did take some wild turns there.

**CLAY:** Oh, OK. Stop this.

**SAM:** We're off track.

**CLAY:** We all have ADHD and autism, and we can't get to the interesting stuff.

**CLAY:** We are an hour into the session, and we've set up a ring camera and not looked at anything yet.

**SAM:** We've done nothing.

**SAM:** And Balthasar isn't going to report to the government like Ring will.

**KILI:** Hey, hey, give- give David some credit, he shocked himself!

**JOE:** That sounds about right.

**CLAY:** He did shock himself.

**JOE:** Yeah, I'm making progress here.

**CLAY:** Waiting on that investigation check there, Taskbar.

**KILI:** So, so can I- would it be better if I also wrote an investigation or if I helped TASBAR?

**CLAY:** I believe...

**CLAY:** So this, in the way the order works, you can either choose to help with your action, and that would give them advantage, or you can just look for it yourself.

**CLAY:** As a team, the meta would be, everybody looks, but if one of you has a higher investigation, and you want to give the help action to do a mathematical, that's allowed too.

**JOE:** All right.

**SAM:** Hi.

**KILI:** What's your investigation?

**ERIK:** Uh, a two.

**ERIK:** I'm proficient.

**ERIK:** But like, if you want to use magic or do whatever, like, whatever Yerthston is best at.

**KILI:** I could give you Bardic Inspiration.

**ERIK:** Yeah, I'd be great.

**ERIK:** I'd be fine with that.

**CLAY:** This is really funny to me because the two people who are looking have the investigation scores of 2.

**CLAY:** And the two people who set the cat up have a plus 5.

**ERIK:** I'm proficient.

**KILI:** We're all trying our best.

**ERIK:** My intelligence is just low.

**SAM:** Just because we're smart doesn't mean we're intelligent.

**CLAY:** OK.

**KILI:** Yeah.

**CLAY:** I'll say this, with this ordering thing, if you don't find it on the first time, the DC will go down as you eliminate options and you can search again.

**CLAY:** Speed and power.

**ERIK:** So, am I just rolling a raw investigation?

**KILI:** Now I'm giving you, I'm giving you some, some help.

**ERIK:** Some bardspiration.

**CLAY:** My gosh, Sam, that's awesome.

**KILI:** Yeah.

**KILI:** I put my hand on your shoulder.

**ERIK:** Right.

**KILI:** I'm like, you've got this.

**CLAY:** You got this.

**ERIK:** Now, together you're saying we have this.

**KILI:** Yeah, we do.

**CLAY:** Heart!

**SAM:** I can't believe that came in my mouth.

**CLAY:** That did not roll with advantage so roll a second d20 I guess did you give sorry did your sin give advantage or bardic inspiration?

**ERIK:** Well.

**JOE:** they did not have this oh okay there we go

**KILI:** Oh!

**CLAY:** Oh, okay I mean

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**ERIK:** Well, why not both?

**KILI:** That one, I gave that one.

**KILI:** Whatever gets that one!

**ERIK:** Why not both?

**CLAY:** I'll say for Eurython's bonus action, Eurython gave Taskbar Bardic Inspiration.

**KILI:** Porque no las dos?

**CLAY:** And then for their action, they gave the help action.

**ERIK:** Cause we're a team.

**SAM:** Brain.

**CLAY:** And so there's your advantage.

**KILI:** All of the help and advantage.

**CLAY:** All right.

**CLAY:** Yeah, so Yurtsun and Taspar meticulously make their way down the section three, four on the shelves, and they work their way down, and you can see, just like if anyone's ever been in a hardware store, they've got little tags indicating all the different bays that things are stored in.

**JOE:** Thank you.

**KILI:** Yeah!

**CLAY:** And you find bay 501, and you find bay 502, and you find bay 503,

**SAM:** Other thing.

**CLAY:** And then, on a 20, it skips immediately to Bay 505.

**KILI:** So it's not in this cargo bay.

**CLAY:** And on a 20, I will tell you, Bay 504 is not in Cargo Bay 5's general, like, general vicinity.

**ERIK:** We, like, we get to a spot and find nothing.

**CLAY:** You get to its spot and you find nothing, and on a 20, I am just gonna let you say you thoroughly investigate the entirety of Cargo Bay 5.

**JOE:** Thank you.

**SAM:** I have a.

**ERIK:** They at all.

**CLAY:** The box that you are looking for is not in this cargo bay.

**ERIK:** Oh.

**CLAY:** And I would point to on the cargo manifest for 504.

**CLAY:** Yeah, so 504.

**ERIK:** It belongs to Bolton.

**ERIK:** Wait, the NAFI04, sorry, that's someone else.

**CLAY:** It has some special designations on it.

**CLAY:** Here, this'll top off the 20 because 20s deserve rewarding.

**CLAY:** The special handling note on the cargo manifest, you dig into it, and it's got an R51 designation.

**SAM:** that

**CLAY:** And every piece of cargo on the manifest that was designated with R51 appears valuable in a way that it needed special handling, which means that it would not be kept with the general cargo in this instance, I'll say specifically.

**JOE:** Okay.

**ERIK:** That same note weapons.

**CLAY:** I don't want to mislead you guys I Took a jump before actually looking at the cargo manifest, and I thought that I had keyed the lot 504 as Vault some of them do have the vault or the valuable designation I

**SAM:** Yeah, I was just, yeah.

**ERIK:** And the mechanical weapons.

**ERIK:** It's on all three of them.

**ERIK:** I see.

**SAM:** So they're all in the same place.

**ERIK:** I mean, a lot of other four does say access key.

**CLAY:** So the designation R-51 is a special designation.

**KILI:** Okay, so we gotta look somewhere else.

**CLAY:** You guys found everything that was designated R-51 anyways.

**CLAY:** With the NAT-20, take from it that the crate is not stored in Cargo Bay 5.

**JOE:** That was the code word.

**CLAY:** There was special loading procedures for this particular piece of cargo.

**CLAY:** Your princess is in another castle.

**SAM:** I would assume that it's I would assume that if it's valuable like that it might be in a like a bank vault type of situation Which I don't know if we know where the bank vault is

**JOE:** Guys, we've got to leave.

**SAM:** I assume that a ship of this size would have a locked vault to store valuables.

**CLAY:** You would probably assume correctly.

**KILI:** And.

**CLAY:** I will tell you just on your own instincts that you believe that would be the case, that there would be a more secure cargo section of the ship.

**CLAY:** The other actions have been taken, it is your turn again.

**CLAY:** What would you guys like to do?

**JOE:** Silence.

**CLAY:** Taking a time to like, purview the ship or to go and ask someone would be a valid action.

**SAM:** should we go look for one of the other cargos and then hit the vault afterwards or should we go look for the vault?

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**ERIK:** Dungeon Master would it be a bad idea to split the party if like while this interactions like if it's gonna remain in the same initiative Could we split the party initiative without too much problem?

**KILI:** Well, there's the cargo bays that are labeled.

**CLAY:** I would say, let's not split the party, but let's just act.

**CLAY:** Let's take more actions, and you can quickly rip through as much or as little as you want.

**ERIK:** Okay

**KILI:** So I'm looking at the map.

**SAM:** Uh-huh.

**KILI:** I'm trying to read what is in passenger cargo bay two?

**ERIK:** Bye.

**KILI:** What's that box?

**CLAY:** Passenger cargo bay 2.

**CLAY:** Yeah, so the boxcar the the little tavern built into the cargo is in passenger bay 2 Cargo bay 5 is where cargo bay 5 was I will say to the observant person when I designed the map of the ship There are three vaults that have thicker walls and a vault door on one of them

**JOE:** Okay, but we wouldn't know that.

**KILI:** Okay.

**SAM:** Oh, there's the vault Yeah

**ERIK:** What?

**CLAY:** Yeah, I mean you guys would I gave you guys the the maps and the I want you guys to play with enough meta I want you guys to play with enough meta that if I give you a piece a document or an in FIC map or something like that just assume that your players are aware of it

**ERIK:** I see the man.

**JOE:** Oh, they put that on the map for the general public?

**JOE:** Gentlemen, it has come to my attention, thanks to my detecting of magic, that there appears to be a wall that just turns straight black in my vision, because it's lead lined, and it looks like it's at the front of the ship.

**ERIK:** All right, let's head towards that vault looking door on the map at the front of the ship.

**JOE:** We should probably go there.

**KILI:** Oh, that's a- That's a full door!

**CLAY:** I don't think...

**SAM:** I thought you were a normal human.

**CLAY:** I also don't think that's how detect magic works.

**SAM:** How did you cast detect magic?

**JOE:** It is on, my glasses, my glasses have it.

**JOE:** Look at it, look through those, yeah.

**JOE:** Detect magic.

**KILI:** He's like Superman.

**CLAY:** That's technically the rear of the ship, but yeah.

**ERIK:** Oh, is it?

**CLAY:** Yeah.

**JOE:** There's no indication.

**JOE:** Also, the front of the ship is this one that's just absolutely flat.

**CLAY:** Uh...

**CLAY:** Yeah, because the front of the ship, the front of the ship has a large glass pavilion garden in front that overlooks the ocean as you guys travel.

**JOE:** That's not aerodynamic.

**CLAY:** It's not important.

**JOE:** I have major beef with how this ship was constructed, but that's another day.

**CLAY:** All right, I'll take it up, take it up with the Aria engineers.

**JOE:** I plant the bomb.

**SAM:** It makes sense for the cargo to be in the back of the ship though.

**KILI:** Oh, I will.

**KILI:** No bombs.

**CLAY:** Please no bombs, but,

**KILI:** I've played too much Helldivers this week.

**SAM:** No bombs.

**KILI:** No bombs.

**CLAY:** Oh, it's kind of good again.

**KILI:** It is kind of good.

**CLAY:** OK, David, did you still want to cast Detect Magic?

**JOE:** Yes!

**CLAY:** All right, there's nothing magical in this room.

**JOE:** This place sucks.

**CLAY:** This is where they keep the animal feed.

**CLAY:** Actually, let me double check the cargo manifest.

**JOE:** I pick up one of the dogs and I leave.

**KILI:** So, do we want to go to the vault first, or do we want to check the other two areas?

**JOE:** I have to imagine they're all in the same place.

**ERIK:** Let's head to the vault.

**SAM:** The vault's right around the corner.

**ERIK:** We're not far from it.

**KILI:** You all talked at the same time.

**KILI:** Sorry, could you repeat?

**KILI:** Okay.

**ERIK:** We're not far from the vault.

**ERIK:** Cargo Bay 5 on the map is right next to it.

**ERIK:** Let's head there.

**SAM:** I agree.

**CLAY:** All right, so you guys make your way out.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**CLAY:** I'm just going to treat all of your guys' actions for this turn as a movement.

**JOE:** Hey, Dungeon Master, I'm noticing on the map that Cargo Bay 5 doesn't have a door going in or out of it.

**CLAY:** You make your way out.

**KILI:** Divorced?

**CLAY:** Believe it or not, while I was taking care of my newborn child, I did not have the 800 hours it took to do a inch to inch blueprint of this aircraft.

**JOE:** I'm just saying, how do we leave?

**CLAY:** Osmosis yeah The door the door into general cargo bay 5 would be open into the vertical corridor that leads to the central the central staircase Thank you for using your imagination I appreciate it As a general movement you guys move out back into the corridor And again, it's not very densely populated

**KILI:** Oh wait, that's the wrong...

**SAM:** Moses.

**KILI:** That's where I assumed it was.

**CLAY:** and you guys make your way to the rear of the ship.

**CLAY:** And as you...hold on one second.

**CLAY:** Let me pull up my note that I had for this.

**CLAY:** Okay, as you pull up to the rear of the ship, past the cargo bays, you see a series of three large iron doors with cylindrical bolts running vertically from the floor to the ceiling integrated in, so like hefty iron doors.

**CLAY:** Smaller doors with vault style combination locking mechanisms are built into each of these wall sized doors You get the sense that during the loading and unloading procedure the whole wall would basically be opened up and the valuable cargo would be brought in on forklift equivalent magical forklift equivalent machines But you are faced with three doors

**JOE:** Okay.

**CLAY:** All three tightly locked.

**KILI:** My guess is it's in one of the two on the sides, because the middle one looks a little bit more intense.

**KILI:** And it doesn't have, like, it doesn't say, like, the vault on the thing, it just says, like, special handling.

**KILI:** Also, random question, do I know the color of the security's outfits?

**JOE:** You You

**SAM:** All right.

**CLAY:** Yes, so the two different types of staff that you've seen on the ship so far are the aether born the large appendage stretched out people And they wear gray jumpsuits with numbers on the back similarly the

non aether born guard patrols that you've seen also wear kind of gray kind of think like Civil War uniforms and

**CLAY:** would be the error appropriate dress, kind of double-breasted buttoned security guard looking.

**JOE:** And they're wearing the gray version?

**JOE:** Oh we're on the wrong side of history here.

**CLAY:** I mean, it's not the Civil War in this world.

**CLAY:** The gray is the color of the staff of the Twilight, to answer your question.

**KILI:** Alright, I'm gonna change my cloak so it's the same gray color and material.

**CLAY:** OK. Is that going to be your action for this part of the run?

**ERIK:** for that.

**KILI:** Uh, sure.

**CLAY:** Okay, Yurth's Inn disguises themselves in a gray cloak to approximate the appearance of a staff security member.

**CLAY:** Does the cloak, let me actually go back and read Cloak of Many Fashions, where the cloak, to change the style, color, and apparent quality of the garment.

**CLAY:** Yeah, you know what, and I'll even give you, I'll give it one more and say that the,

**CLAY:** The security staff would wear similar cloaks in the lower decks as it is colder and drafty.

**KILI:** Hey.

**CLAY:** And at a distance you could easily pass as a member of the security staff.

**KILI:** Sick.

**SAM:** Does the door look like it has a keyhole?

**CLAY:** David, Craig, test bar.

**SAM:** This is a long shot, but I'm looking for a keyhole that I can see through.

**SAM:** Okay.

**CLAY:** The doors do not appear to have any sort of keyhole, no.

**JOE:** My detect magic is still running.

**JOE:** Is there any kind of like magic I'm detecting from these doors?

**CLAY:** The doors themselves do not appear to be magic.

**CLAY:** Let's see, since I'm mentioning away a faint aura around invisible creatures or objects, does Detect Magic work through walls or do you have to see the thing?

**JOE:** The spell is blocked by one foot of stone, dirt or wood, or one inch of metal.

**SAM:** It's like a foot.

**SAM:** Yeah.

**CLAY:** Yeah, these are definitely in the threshold of one inch of metal doors and walls.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**CLAY:** No, you do not detect any sort of magics on these doors, so no wards or sigils.

**JOE:** Then we will do it the old-fashioned way.

**JOE:** Can I roll investigation to see what kind of security is on them?

**KILI:** Silence.

**CLAY:** Sure, I will treat your detect magic from before activating here as a bonus action.

**CLAY:** If you'd like to roll, what exactly are you trying to check?

**SAM:** Can I assist him?

**JOE:** security in the case of when we inevitably breach these doors.

**CLAY:** Okay.

**CLAY:** Sure.

**CLAY:** That'll be your action.

**SAM:** Yes

**CLAY:** Right 21 all right with a 21 You can understand the complete mechanics of these doors The large like vault style cylindrical locks that open up the whole wall are Tied to a access key card

**JOE:** Yeah.

**KILI:** The people.

**ERIK:** Ooh.

**CLAY:** that you see a control panel for on each of the walls.

**CLAY:** The physical mechanism is one of gears and ether-driven servos, so you get the sense that whatever controller exists in the access panel would open the bolts from these doors, and then the doors would have to be pushed open

**KILI:** Thank you.

**JOE:** Thank you.

**CLAY:** Seemingly by hand The the smaller style doors on each of the walls Just appear to be standard combination locked doors You would turn a dial to input a number to open the door and The the nature of the durability of which is that these are strong vault doors

**SAM:** Thank you.

**KILI:** Okay.

**CLAY:** that could be bypassed through mechanical means.

**JOE:** This all seems pretty mundane as I use my... Well, I know I'm gonna do it next time, but it involves creating an acetylene torch.

**CLAY:** OK. Taskbar, did I?

**CLAY:** Yes.

**CLAY:** Did you do something this run?

**ERIK:** Not yet.

**ERIK:** And you said there are no guards in this immediate area, right?

**CLAY:** OK.

**ERIK:** I can be ready to use my strength to open something if we need, but since right now I'm probably the least useful person, I can stand watch.

**CLAY:** There are currently no guards in this immediate area.

**CLAY:** No.

**KILI:** Where is standing watch?

**CLAY:** Okay.

**ERIK:** Unless you're already doing that.

**JOE:** You You

**ERIK:** I would probably be at the entrance to this general area.

**ERIK:** If this vault is at the end of a hallway kind of a thing.

**ERIK:** Yeah, so maybe just 20 feet away.

**CLAY:** Yeah, so like there's the long corridor that runs through the belly of the ship and at the end the very rear of the ship

**CLAY:** These three vault cargo bays are built into the Metal frame of the of the hall there we go Down the hall Okay, yeah, so they in the common areas.

**KILI:** Yeah, me and Taskbar are a team right now.

**ERIK:** Yeah.

**CLAY:** That's smart and your sins with you I guess can't control yours Mostly, I'm just trying to Okay got

**ERIK:** I don't know what you guys are doing.

**ERIK:** I know they changed their clothes.

**ERIK:** Can anyone in our group pick locks?

**CLAY:** I would say this approximates the level of picking a lock.

**KILI:** yeah i think it's more of a yeah i think we might need dave

**CLAY:** It's more like crack a safe.

**JOE:** I have used my ability right tool for the job and I have made an acetylene torch.

**CLAY:** On your next turn.

**CLAY:** Hold on one second.

**CLAY:** I got to roll for people.

**CLAY:** OK.

**JOE:** Sir Craig, would you mind lighting this for me?

**CLAY:** Okay, yeah, next run.

**CLAY:** Craig and David, you seem poised for the next action.

**JOE:** Mr. Ashville, would you use your fiery magics to light this?

**SAM:** I, uh, I, uh, snap my fingers.

**KILI:** Why did your accent change?

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**CLAY:** Actually, before we get to that, can David just describe what it looks like for him to acquire an acetylene torch out of the ether, pun intended?

**JOE:** I have tapped into the ether line to provide me the necessary materials I need along with my

**JOE:** Let's see, the ability says, with these tools or artisans tools in hand, you can magically create one set of non-magical artisans tool.

**KILI:** Silence.

**JOE:** I have tons of tools, like tons.

**CLAY:** You can magically create.

**CLAY:** Is this just like no checks, no anything?

**CLAY:** It just assumes that you have the right type of tools for the job?

**JOE:** So I need,

**CLAY:** Which in this case, are you creating thieves tools in the shape of an acetylene torch?

**CLAY:** I'll let the flavor.

**JOE:** To be fair, so here's the thing.

**JOE:** In my inventory, I already have a set of Smith's tools and Thieves' tools.

**JOE:** This is all flavor right now.

**CLAY:** OK.

**KILI:** Silence.

**CLAY:** So yeah, so the right tool of job is going to give you advantage on whatever tool based check you're going to do because you have the correct tools, right?

**KILI:** Silence.

**CLAY:** You have thieves tools already, you have blacksmiths tools already.

**JOE:** Yeah.

**CLAY:** This is just flavor because you're about to make an attempt at opening these doors.

**JOE:** So yeah, I've created an acetylene torch.

**JOE:** I'm just starting to go at the weakest connections of one of the smaller vaults.

**CLAY:** Okay.

**CLAY:** Back to my previous thing, just because I want to narrate it a little bit, because we can work together on this.

**CLAY:** So the ship is built with various forms of ether running down pipes through the core of the ship.

**CLAY:** You have seen the pillar at the central staircase where various glass tubes push electrical ethers and fire ethers and wind ethers to various portions of the ship.

**SAM:** Silence.

**CLAY:** And I just envisioned, David, in this case, like you find one of these lines that runs through the wall or the ceiling.

**JOE:** I just cracked into one of the fire ether tubes and I have like punched it straight into it.

**CLAY:** This is an appropriate time for this flavor.

**SAM:** Silence.

**CLAY:** And you just crack into the fire ether tube.

**CLAY:** with your tinkering tools, and you've made a little controllable fire torch.

**CLAY:** I won't say acetylene, but you have a fire cutting torch in this moment in your flavor tools.

**JOE:** Alright guys, now admittedly this might be a little loud.

**KILI:** Where did the accent come from?

**CLAY:** Still developing our accents.

**CLAY:** David Heumann is a ever shifting form.

**CLAY:** What door are you trying to open specifically?

**CLAY:** Looking at the map, are you looking at the one on the side of Cargo Bay 5, the one on the side of the third class dorms, or the one in the middle?

**JOE:** Ah, yeah.

**SAM:** Um.

**JOE:** Oh, we don't need to go to the one in the middle just yet.

**JOE:** We'll go for the one on the left right now.

**CLAY:** Okay.

**CLAY:** Make

**CLAY:** Well, yeah, I guess for your action and Craig, feel free to speak up if you wanna do something other than help.

**KILI:** Thank you.

**CLAY:** I'm not trying to control you here.

**CLAY:** Do you wanna do anything specific, Craig?

**SAM:** I believe I will just be helping.

**CLAY:** Okay.

**SAM:** I don't think I have any specific abilities useful right now, so.

**JOE:** Silence.

**CLAY:** Okay, I will I will say that in your capacity you you've worked with fire ether before Your magics that power your weapon You would not be unfamiliar with these and so you provide a adequate assistant to David who?

**SAM:** Yes.

**CLAY:** Also, David.

**CLAY:** How would you how would you say your character?

**CLAY:** Expresses himself with his familiarity with this type of technology and

**JOE:** He almost knows a little too well exactly where things are and where they're supposed to be.

**SAM:** Bye.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**KILI:** Okay.

**JOE:** And you'll notice every now and again, he catches himself and then plays damage.

**JOE:** He's like, oh, where's this supposed to be?

**JOE:** This one smells like burning.

**ERIK:** Hmm.

**CLAY:** One of these probably has fire essence in it okay, so This one feels like burning Okay Craig helps gives the help action to David human go ahead and make a Tool check with whatever provisions disease you need I will say that if you want to get through either of the doors on the left or right I

**JOE:** Let's use this one.

**KILI:** you

**CLAY:** It's gonna be a pretty high DC.

**CLAY:** I would probably put the ones on the left right at 20 and then the big vault door in the middle at 25.

**JOE:** Okay.

**JOE:** I use my action to create the tools.

**JOE:** So no, no guidance right now.

**JOE:** 18.

**CLAY:** All right, you spend your action wailing away at this door.

**SAM:** Oh.

**KILI:** Thank you.

**CLAY:** Someone's going to say something.

**CLAY:** Sorry.

**SAM:** No, I was just groaning at his roll.

**CLAY:** Man, I wish.

**CLAY:** How close?

**SAM:** Yeah.

**CLAY:** Yeah.

**CLAY:** You spend a little bit of time moving at this door.

**CLAY:** You begin cutting at the hinges that form the bolts that would cause the door to swing open.

**CLAY:** This is a dated, weird reference.

**CLAY:** Has anyone seen the movie Ever After?

**KILI:** Yes.

**ERIK:** Yes.

**CLAY:** that scene with Leonardo da Vinci at the very end where the princess is locked in the dungeon and the house servants are trying to get her out and they go to Leonardo da Vinci and he takes the pins out of the hinges and he opens the door from the other side and they're like, I don't go down in history as a man who opened the door!

**JOE:** All right.

**KILI:** Yes!

**KILI:** I will go down in history as the man who opened the door.

**KILI:** I love my quote.

**CLAY:** That's what's going on here You get through like three of the five bolts Within this action period but you do not successfully breach the door Watch outs do you want to change or anything that you're doing nothing has?

**ERIK:** Amazing.

**SAM:** And.

**CLAY:** Come your way yet, but I want to give you a chance to act if you'd like to take it I

**KILI:** Can I give Dave Bardic inspiration?

**JOE:** All right.

**CLAY:** Is there a range on that?

**CLAY:** You're like 20-30 feet away, right?

**KILI:** Yeah.

**CLAY:** I believe in you!

**CLAY:** They shout down the hall.

**CLAY:** I will allow Bardic for the next roll.

**CLAY:** For this one, I think I'm going to let it stand.

**KILI:** Okay.

**CLAY:** If you want to attempt the door a second time.

**CLAY:** Okay, going once, going twice, nothing you guys want to do specifically?

**ERIK:** Since I'm standing here, since no one's come to bother us, I'd like to actually spend this term, I guess make an active investigation check to see, is there evidence that actually anyone else has come here to do what we're doing?

**JOE:** Okay.

**CLAY:** Okay, it's a good thing to investigate.

**KILI:** Oh, that's a good- that's a good idea.

**KILI:** I got to change my cape.

**CLAY:** Go ahead and make an investigation check.

**CLAY:** Yurtsun, do you want to assist in this initiative?

**CLAY:** I want people to act.

**SAM:** Thank you.

**CLAY:** Bailey hasn't really gotten to do anything for this round.

**CLAY:** I guess that was the that was the round before that was a bonus action for for your Go ahead and take advantage on that.

**KILI:** That's fair.

**CLAY:** I'm gonna say that that your sin helps Eric helps you in the investigation of these vault ores Okay, yeah on an 18 I

**ERIK:** Yours in a help suit?

**ERIK:** Yeah.

**ERIK:** Rad.

**KILI:** Okay.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**CLAY:** You actually do detect that one of these doors was previously tampered with and it is in fact the door that David is currently working on.

**SAM:** Thank you.

**JOE:** Okay.

**KILI:** Okay.

**ERIK:** I feel like it's kind of like Taskbar just kind of wanders over, is looking over David's shoulder and he's like, wait a minute.

**CLAY:** You see that the control panel that opens it... No, the combination lock has a combination lock.

**CLAY:** Yeah, no, the control panel that was used to open the actual door appears to have been tampered with.

**CLAY:** It's like someone was trying to...

**KILI:** Oh, yeah.

**CLAY:** Yeah, yeah.

**ERIK:** And he points it out to David.

**CLAY:** You look for other ways maybe to get through this, and you investigate the control panel, and you see the door was in fact locked.

**SAM:** Please tell me the door was not locked the whole time.

**CLAY:** But there was evidence that someone has tampered with the door control mechanism.

**JOE:** But.

**CLAY:** Whether or not they were successful or not on 18, you can't tell.

**CLAY:** But yes, someone has been here.

**CLAY:** OK.

**ERIK:** All right.

**CLAY:** I have another talk about the others.

**CLAY:** OK.

**CLAY:** Down the hall you guys see a patrol of Guardsmen in gray cloaks They are maybe 50 60 feet away.

**ERIK:** So we're not.

**KILI:** You guys moved.

**JOE:** you

**CLAY:** You know they're coming down the hall Again movement speed and stuff time between turns.

**SAM:** Is it our initiative now again then or

**CLAY:** We're playing that fast and loose But you see them because you were looking for them

**KILI:** Gotcha.

**CLAY:** making their way down towards you guys.

**CLAY:** Just be aware of that.

**ERIK:** Okay.

**CLAY:** Okay.

**CLAY:** It is now your initiative.

**CLAY:** You suspect that from the distance, the patrol will make its way to this portion of the ship in this action, one more action, and then they will

**JOE:** Okay.

**SAM:** I I would like to cast the sky self on myself and Make me look like one of the Gollum automaton

**CLAY:** be in the room with you.

**CLAY:** So you've got one, safe action that you can do.

**KILI:** I think it's worth it.

**CLAY:** Two, maybe on the third, you'll either have to address them or you will be caught.

**CLAY:** What would you guys like to do?

**CLAY:** Okay.

**CLAY:** Okay.

**SAM:** creatures Let's go with 76 Because I don't yeah, I don't know have I seen any of these guys with like a tool belt or like anything like any maintenance workers that were like had anything

**CLAY:** Do you have a number in mind?

**CLAY:** 76, okay.

**KILI:** Thank you

**JOE:** Okay.

**CLAY:** Yeah, you would have seen these Aetherborn have multiple roles.

**JOE:** Okay.

**SAM:** Okay, so yeah, I would create like a tool belt as well, just to be like, hey, I'm working on something here, I'm fixing something here.

**CLAY:** Okay, so you are making yourself look like a staff of the ship

**SAM:** Or at least I'm helping.

**CLAY:** And that you are assisting in repairs of this door.

**SAM:** Correct.

**CLAY:** Okay, actually I like the way that this is going especially with the tampered control panel Cool okay for your action Craig you'd cast Disguise self and All right your sin and taskbar

**JOE:** Thank you.

**SAM:** Mm-hm.

**KILI:** So the guys aren't here yet?

**CLAY:** Yeah, no, they are down the hall making their way towards the secure cargo room.

**KILI:** Gotcha.

**KILI:** I don't know if there's, cause I was just preparing for this to happen.

**JOE:** It takes a special class of person to be able to inspire themselves

**KILI:** So I don't know if there's much I can do on this turn.

**ERIK:** we could begin approaching them.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**CLAY:** Can you think of something you can do to prepare for it?

**CLAY:** I'd give you advantage the next time.

**KILI:** I don't think I can bardic myself.

**SAM:** I found that the research studies that I saw at the workforce for the last day, they didn't even put my fucking name on it.

**CLAY:** You know, every man tries and finds it's not really quite possible.

**KILI:** I pull out a mirror and look into it.

**KILI:** You've got this.

**CLAY:** You've got this.

**CLAY:** To inspire yourself?

**CLAY:** Yeah.

**CLAY:** Yeah.

**CLAY:** Okay, I mean, you can just, what do you see yourself doing when they do arrive?

**KILI:** um i was just gonna pretend to be a guard and then explain uh the that like there's someone's tried to sneak in i was thinking of even maybe um sort of hinting what's that guy's name the guy we gave the false lizard yeah i was thinking of kind of like mentioning

**ERIK:** Benjamin Morris.

**KILI:** him maybe or being like yeah sort of like put the blame on him for why things are broken but not like outright say it what do you guys think of that i just want to ruin this guy's day

**CLAY:** Okay.

**ERIK:** I love that.

**ERIK:** I absolutely love it.

**CLAY:** Okay.

**ERIK:** Yes, we hate him.

**CLAY:** I will say, Taskbar, if there's nothing specific you wanna do, you and your Sin coordinate on your story that you're going to tell these guards, and you guys will have advantage.

**ERIK:** How many guards are there?

**CLAY:** Three.

**CLAY:** It's just a small squad of three guards.

**CLAY:** Nothing special.

**CLAY:** This is just like a patrol.

**ERIK:** Alright.

**CLAY:** They're not coming to arrest the people tampering with the vault.

**KILI:** Of course they're not, we're working here.

**ERIK:** Yeah.

**CLAY:** Yeah.

**CLAY:** Working over here.

**JOE:** Thank you.

**ERIK:** I put on my

**KILI:** I'm walking in.

**CLAY:** Hey buddy, you guys stay away.

**CLAY:** We're working with the fire essence over here.

**ERIK:** I make my cloak billow and put on my most intimidating, don't mess with me, I'm rich and important and angry face.

**KILI:** Exactly.

**CLAY:** You can pretend to be the witness or or you can be again as a DM I don't I don't totally like to change the path of things so take this with a grain of salt if you want, but it could be Taskbar's is the disgruntled rich person who's trying to access his valuables and the door is broken and for some end and

**KILI:** This is our witness here?

**KILI:** How about you pretend to be the witness that may have seen what was happening?

**ERIK:** Yes.

**KILI:** And I can be the guard.

**CLAY:** Everyone's trying to fix it, get the door open, and you're angry and obsessed.

**KILI:** Yeah, that could work.

**CLAY:** Why is the door not working?

**JOE:** Uh,

**ERIK:** Let's do it.

**CLAY:** Just an idea.

**KILI:** Yeah, reach down and...

**CLAY:** You guys have two rotations of the action before you have to deal with that.

**KILI:** I am emotionally preparing for this moment.

**CLAY:** Okay, Crag disguised himself.

**CLAY:** Taspar and Yerthesin are gearing up for the patrol.

**CLAY:** David, do you want to try to continue to crack the vault, or is there something else you'd like to do?

**JOE:** just as you guys like look look back down at Dave like he's suddenly wearing a high vis vest and a hard hat and he's just going to keep going he's just going to keep cracking at this thing no don't question the process uh let's see since uh

**KILI:** Man has a job.

**CLAY:** Okay, it really is an interesting look of like, yeah, okay, yeah.

**SAM:** I think that was my action, so I don't think I can.

**CLAY:** This door is broken, we gotta get it open.

**CLAY:** Okay, why are you using an acetylene torch?

**CLAY:** I don't know, don't know the combination.

**CLAY:** Okay.

**JOE:** Since Craig used his action, am I still getting help or am I just rolling raw now?

**CLAY:** I think you're rolling raw.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**JOE:** Alright, so I will... 19.

**CLAY:** DC was 20 last time.

**CLAY:** I'll jump it down too, since you've already made some progress.

**CLAY:** DC 18.

**CLAY:** Hey, okay.

**KILI:** Silence.

**CLAY:** All right, so on that, that concludes the player's actions.

**CLAY:** You crank up the ohms on your fire ether torch, and you blare through the final bolts holding the small vault door in place.

**ERIK:** Thank you.

**CLAY:** And you know that if you tried, you could peel this door away from the wall and open the door.

**KILI:** Silence.

**KILI:** Hello.

**CLAY:** One second.

**SAM:** Can I tell Dave to not open it yet?

**KILI:** Hello.

**CLAY:** Yeah, you guys discussed that out loud.

**JOE:** I'm about ready to cast Thunderwave to like just slam it right open Say what guards what guards?

**CLAY:** Talk as you need to.

**SAM:** Yeah.

**SAM:** Dave, don't... Dave, leave it closed for a second.

**SAM:** We're trying to look like we're fixing this here.

**SAM:** Wait till the guards go past.

**SAM:** Wait till the guards go...

**CLAY:** No one technically told anyone about the guards.

**KILI:** Man.

**KILI:** Man was focused.

**SAM:** Hold your horses for just a little bit

**CLAY:** Okay, let me roll what everyone else is doing.

**CLAY:** I'm just gonna reduce that.

**CLAY:** And ooh, you guys are lucky today.

**KILI:** Oh, that makes me feel safe.

**CLAY:** Okay, yeah, you

**CLAY:** the guard patrol on you have this turn and Then the turn after that the guard patrol will arrive if you guys would like we can just fast forward to that happening I Don't want to guys make you act.

**KILI:** I'm good with that.

**CLAY:** Okay.

**CLAY:** I am going to say you guys all kind of pass this next turn going to advance These Hey

**SAM:** Yeah.

**CLAY:** At the end of kind of the initiative, the guards see you, Yertheson and Taspar first, and they approach you and they say, what's going on here?

**CLAY:** I wasn't aware that there was supposed to be a crew working down here today.

**KILI:** oh you didn't hear?

**KILI:** I swear of course I swear it they've got to get these orders out faster we just had an incident with one of the doors it wasn't opening properly so we had to get a maintenance crew down here yeah

**CLAY:** I mean, my orders from Central says just nothing significant about the patrols for the day.

**CLAY:** Can you fill me in on what's going on?

**JOE:** Thank you.

**CLAY:** Ah, yeah, I mean, okay, I guess I'll take this and you can pull that out.

**CLAY:** I'll make a note and make sure that Central's, Central, you say Central's aware that this is going on?

**KILI:** Yes, they're the ones that sent us down.

**CLAY:** Okay, well I guess, okay.

**CLAY:** Go ahead and make a check of your choice.

**KILI:** Or deception.

**CLAY:** As a bard, you have plenty to work with.

**CLAY:** You're basically doing persuasion?

**CLAY:** Deceit?

**CLAY:** Deception?

**KILI:** Both are plus seven, so...

**CLAY:** Yeah.

**CLAY:** I would say this is a deception.

**CLAY:** You're pretending to be someone that you're not, and you're lying to these guards to get them to do something.

**CLAY:** Yes, go roll a deception check.

**KILI:** WHAT?!

**SAM:** Oh no.

**SAM:** Oh no.

**ERIK:** I guess this is where I step in to offer advantage, right?

**KILI:** NOOOOO!

**CLAY:** Don't you?

**CLAY:** may have some special skill as a bard for this exact situation.

**KILI:** I feel like I do, I just can't remember it because I'm panicking.

**CLAY:** Don't panic.

**CLAY:** Am I imagining things?

**CLAY:** Who's the class that can just basically take 10 on their rolls for charisma checks?

**ERIK:** That is the College of Eloquence Bard, which is, I think, Yersin's character.

**KILI:** Features and traits Oh, I do have it

**ERIK:** I don't know what level to hit that ability at.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**JOE:** Talking about the silver tongue ability, they get it pretty early.

**CLAY:** Right?

**CLAY:** Oh, is it not a...

**ERIK:** Yeah, look at your character sheet real quick, at least.

**SAM:** It'll be on features and traits.

**CLAY:** Eloquence Bard, Silver Tongue, third level college of... at third level, yeah.

**CLAY:** You are a master of saying the right thing at the right time.

**CLAY:** When you make a Charisma,

**CLAY:** a persuasion or charisma deception check, you can treat a d20 roll of 9 or lower as a 10.

**JOE:** Yeah, it's busted.

**JOE:** It's such a busted ability.

**KILI:** Yes!

**KILI:** YES!

**CLAY:** So that's a 17, which is enough.

**CLAY:** Such a busted ability.

**KILI:** Let's go!

**KILI:** Guys, please, I just had a heart attack.

**JOE:** It really does just take mistakes right out of anything.

**CLAY:** It really does take the stakes out of low level persuasion checks.

**KILI:** Give me a second to calm down.

**CLAY:** But you did roll a natural one, so I feel like there should be some consequences.

**KILI:** There could be some consequences, but...

**CLAY:** I don't know what that is.

**JOE:** Does anybody else miss snake lawyerman?

**JOE:** I miss snake lawyerman.

**SAM:** Oh, snek lawyer man.

**KILI:** Who is that?

**ERIK:** That guy was a dick.

**ERIK:** He made my campaign.

**SAM:** Snek lawyer man couldn't roll below like what an 18 on deception.

**CLAY:** Oh, a different character.

**CLAY:** OK, sure.

**JOE:** He was chaotic waffle.

**CLAY:** I'm going to say, just for this, I think it's going to be inconsequential.

**CLAY:** Taskbar, for your part,

**CLAY:** I'm gonna take your action to mitigate the effects of this critical shit and let melee pull in their silver tongue ability.

**CLAY:** And and you you say what were you saying to the guards?

**CLAY:** I go oh, okay Well, I guess I guess let us know if you need anything.

**CLAY:** Do you need any more assistance down here?

**JOE:** one.

**CLAY:** I imagine looks like you got a couple crew crew workers We can we can go and sully up more more help if you'd like this this fine gentleman appears to be In distress sir, can I is there anything I could do to help you sir?

**KILI:** Yeah.

**CLAY:** He's talking to you taskbar

**ERIK:** Just ensure that I'm never delayed in accessing my personal valuables ever again.

**CLAY:** Well, we'll have to take that up with maintenance, but we'll see to it that you can get your things.

**SAM:** you

**CLAY:** All right, yeah, have a good day.

**CLAY:** And they turn around and... Oh, okay.

**KILI:** I'm gonna I'm gonna ask the guard real quick Do you want me to write a report for this or do you want to write the full report for this because I had some extra information I got Okay Right Now Thank you

**CLAY:** I mean, we're just on patrol.

**CLAY:** We'll make a note that we ran into you, but yeah, you should probably be real unresponsive

**JOE:** Thank you.

**CLAY:** Report on the maintenance request and I mean hopefully central gets this stuff straightened out We'll let the other patrols know what's going on down here.

**CLAY:** We'll just kind of keep the area clear for you, so Best of luck Yeah, and they and they leave you have successfully Nullified the patrol Okay Craig and David

**KILI:** And good luck with the rest of your Partulia!

**SAM:** You OK?

**CLAY:** You guys still have your actions.

**CLAY:** What would you like to do?

**JOE:** the earth are they gone all right here we go i have a strength of minus one yeah i realized thunder i was thinking of thunderclap and i don't have that spell thunderwave is a

**SAM:** I think we're good.

**SAM:** Go ahead.

**SAM:** Crack it open.

**KILI:** I was gonna say I got a plus zero on strength

**CLAY:** And this is where you cast Thunderwave and there's a loud explosion and the patrol comes running back.

**SAM:** I'm not sure I would be much help.

**SAM:** I also have a strength of eight.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

CLAY: Clap those cheeks.

JOE: And Thunder Wave is a level 1 spell and I don't want to use a spell slot, so we're just going to...

CLAY: Okay, yeah, do make a strength check.

JOE: So I'm going to just give it a firm push.

CLAY: It would be a pull.

CLAY: You can make a push if you want.

KILI: You don't have to start it.

JOE: I mean...

CLAY: I should have waited for a low roll and say that it was a push instead of a pull, but go ahead.

CLAY: Yeah, make a strength check.

CLAY: We'll say a door this size 15.

CLAY: We'll do it.

JOE: Yeah, as I go as I go to pull you'll notice the muscles underneath my shirt like ripple inorganically as I use my armor ability Armor of what's it called armor of magical strength to add use my intelligence instead of my shrink modifier to Yank this right open

JOE: Never mind.

JOE: Oh, right.

CLAY: Oh, what do we get?

SAM: It's actually a pull door Or a push door Um

CLAY: Okay, yeah, you try to gank it open.

JOE: Oh, shit.

KILI: How do we do that twice in a row?

CLAY: It is in fact a push.

CLAY: And so the door goes nowhere.

CLAY: Let me see.

CLAY: Okay.

CLAY: Yeah, no, you fail to open the door.

SAM: You know, I might as well make an attempt.

CLAY: Go for it.

KILI: Yeah!

SAM: I'm gonna try to get this door open.

SAM: Unfortunately, mine's probably gonna be even worse than Dave's because...

KILI: I don't think you can get worse.

JOE: I don't think that's possible.

JOE: You know?

CLAY: It's basically.

SAM: It's the exact same!

CLAY: All right, so let's just paint the scene here.

CLAY: You all rolled very poorly this run, but by magical silver tongue, the bard was able to get the patrol to leave without any sort of conflict.

ERIK: Thank you.

CLAY: The tinkerer and the soldier are incapable of opening the door.

CLAY: The door remains closed.

KILI: I can.

CLAY: I'm going to say that is the end of that turn.

CLAY: I'm going to see.

JOE: All right, we're going to have to go with the nuclear option.

CLAY: Oh my gosh, holy crap.

CLAY: You could try.

ERIK: Gosh, if only there was a strong barbarian in the party.

SAM: Perhaps Taskbar is the nuclear option here.

ERIK: About time.

CLAY: All right, you got it.

JOE: Say what?

JOE: You see me gearing up to cast Thunderwave?

CLAY: Action players.

SAM: Hey, Taskbar, come over here.

SAM: We need your muscles.

CLAY: Push really hard.

ERIK: Alright, that'll be my action.

ERIK: I'll come over and I'll try to push the door open.

ERIK: I'll try to do it carefully.

CLAY: OK.

ERIK: I'm not trying to push it so it falls.

ERIK: If it tries to fall, I'll catch it.

CLAY: Uh-huh.

CLAY: Good.

CLAY: I mean, that's a good point.

CLAY: All right.

SAM: Yeah!

CLAY: Yeah, that will clearly do it.

CLAY: Yeah, so after having cut the hinges off of this door, I'll say that the previous attempts by the other two, the three of you

KILI: Hello.

JOE: We loosened it up for you.

CLAY: with Taskbar doing most of the work managed to shimmy the door off of its mountings and push it to the side giving you access to the vault.

ERIK: I feel like you guys aren't lifting.

CLAY: Lift with your back.

CLAY: And then suddenly, coming running down the hall is a very stout man with a beard and he says, you have to lift with your knees, lad.

KILI: Do you want me to?

SAM: I have a zero.

CLAY: No, that doesn't happen.

JOE: I cast Magic Missile.

CLAY: Brock Durgan is busy in the merchant district.

CLAY: You crack the door open.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**CLAY:** I'm gonna give you a free action for any one of you, you guys disguised who, to make a perception check.

**ERIK:** Go for it.

**CLAY:** It would make more sense for one of the three opening the door to do since they are...

**JOE:** Yeah.

**KILI:** Oh, gotcha.

**ERIK:** I've got a plus 2.

**JOE:** I have a plus one.

**JOE:** Okay, Tashbar, go for it.

**KILI:** You got this, Taskbar.

**JOE:** I'll give you a pinch on the butt if you want guidance.

**CLAY:** Okay, good roll.

**JOE:** Boop.

**CLAY:** You get a... Yeah, you have the front row seat for this taskbar.

**ERIK:** Nah, save that pinch for when it's needed.

**CLAY:** Through the straining and struggling of getting this door off of its hinges, the second that the air seal cracks as you pull it off to the side, you immediately notice something is wrong.

**SAM:** Thanks very much.

**ERIK:** you

**CLAY:** From within this cargo bay emits a strong smell of death.

**JOE:** Yes.

**KILI:** Ah, I freaking knew it!

**CLAY:** There,

**KILI:** Sorry.

**CLAY:** Something has died in here the smell of blood is in the air and Has anyone ever actually been around like rotting flesh before I've been around rotting chicken flesh, so that's like I know and rotting animal meat is like the worst that is the smell that you get hit with like it is a

**KILI:** Not human.

**ERIK:** That's what I know.

**CLAY:** Gnarly in here something is clearly gone gone down And with that that's all that will get you, but you definitely yes, okay?

**SAM:** Silence.

**ERIK:** All right, I've set the door against the wall and I warn the group I say,

**ERIK:** I think someone's been here before us and they did not make it out alive.

**ERIK:** Everyone, uh, be ready.

**CLAY:** Okay, you're sin Craig and David

**JOE:** I send my mouse in.

**KILI:** Well that might be smart.

**CLAY:** Act fast, we got stories to tell.

**JOE:** Yeah.

**SAM:** Silence.

**CLAY:** Okay, David sends his mouse in.

**JOE:** Yeah, no, I send the mouse in.

**CLAY:** The mouse scurries around.

**JOE:** I'm realizing the homunculus servant has a fly speed, so he has like a little propeller cap and just kind of floats in.

**CLAY:** A little toque cap that floats around.

**JOE:** Yeah.

**CLAY:** Okay, David, go ahead and make a investigation check for your mouse.

**JOE:** Oh for the mouse using the mouse is that okay, let's see I gotta pull up instead Yeah, 24 Yeah

**CLAY:** Go ahead and use yours.

**CLAY:** I don't care if the mouse has a stat, but the mouse is the one doing the investigation, I assume.

**CLAY:** Technically, David, I guess you know you did warn him about it.

**CLAY:** OK. 24?

**CLAY:** OK. Yeah, so your homunculus flies around and can see a scene on the other side of this wall.

**KILI:** Silence.

**CLAY:** This vault held all of the high value cargo.

**CLAY:** The majority of the things listed on Cargo Manifest 2 would be found inside of this particular vault.

**CLAY:** Ornate chests of various sizes, behind the shelves, similar to the other cargo bays that you've seen, but many of them have been skewn about.

**CLAY:** They are

**CLAY:** fall into the floor.

**CLAY:** You see a perfume bottle has broken.

**CLAY:** You see various pieces of jewelry at the center of the room near the opening of the door.

**KILI:** Thank you.

**JOE:** Hey, wait a minute.

**JOE:** Isn't this the room we turned into a red herring for what's-his-name?

**CLAY:** Near the opening of the door, you see three large chests that had been pulled off of the shelf and into the kind of center of the room.

**CLAY:** And scattered askew around those three chests are the bodies of four lower class citizens.

**CLAY:** I guess 24.

**CLAY:** I will give you this for the 24.

**JOE:** Oh, I don't that's it's just the homunculus it's not like a familiar the homunculus is wholly independent

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

No, the homunculus just went in to make sure **we** wouldn't get shot on sight **Yeah**, send a cat

**ERIK:** You You

**CLAY:** You recognize some of them **through** your homunculus.

**CLAY:** I guess, how much of your homunculus?

**CLAY:** Do you share a telepathic link with the homunculus or is this just the homunculus?

**CLAY:** Well, then you don't know any of this.

**CLAY:** The homunculus is shocked because of everything he's just seen.

**CLAY:** Okay.

**KILI:** Send the cat in next!

**SAM:** I SEND A CAT HEAD!

**CLAY:** Because Craig hasn't acted, **we're gonna** say that this investigation check, **because** I probably should have caught that, **but we're gonna** treat this as the cat, and Craig and David, your action is this investigation check using your familiarity.

**ERIK:** Yeah.

**CLAY:** You see the scene that I just described.

**CLAY:** There are no traps waiting for you.

**CLAY:** There are no thugs waiting for you.

**CLAY:** But you see the scene.

**CLAY:** jewelry, **everything's screwed** about, chests that had just been pulled off of the shelf **near** the door, four dead bodies.

**CLAY:** They appear to have been in a martial conflict prior to **their** death.

**CLAY:** They have many bruises **and** minor cuts and scratches before their lethal wounds were incurred.

**CLAY:** Blood is seeping all over the floor, **and** on the 24,

**CLAY:** I will give you that you recognize some of **these** people from **the** time you spent at the tavern two days prior.

**JOE:** Go.

**SAM:** Okay.

**ERIK:** is the brim.

**CLAY:** Yurtsun!

**KILI:** Yeah.

**CLAY:** Yes, Craig, you wanted to do something other than **me** stealing your action.

**CLAY:** Sorry about that.

**SAM:** Uh, I just have a question.

**SAM:** Well, possibly a couple of questions.

**SAM:** Um, am I familiar with mimics and do these look like mimics to bypass?

**CLAY:** Sure.

**CLAY:** I mean, **it's** the nature of mimics to be deceiving, isn't it?

**SAM:** Yes.

**CLAY:** I'll tell you now, **these** are **not** mimics.

**SAM:** Okay.

**JOE:** That's what a mimic would say.

**CLAY:** Sounds like something a mimic would say.

**SAM:** Hahahahaha!

**JOE:** I go up to a chest and I was like, hey, are you a mimic?

**CLAY:** And the chest says, nah, man, I'm cool.

**JOE:** You have to tell me if you're a mimic, otherwise it's entrapment.

**JOE:** All right, guys, it's cool.

**CLAY:** No, that doesn't happen.

**CLAY:** Don't worry, the chest says he's not a mimic.

**KILI:** Oh gosh I'm gonna get closer to the door so I can kind of peek in but I'm gonna stay near the hallway to make sure that It looks like we're doing stuff.

**CLAY:** Yurtsen, I'm gonna say you're the only one that's got action left for this round.

**KILI:** We're gonna have to start coming up with the awaited Tell everyone that there's bodies here without becoming incriminated

**SAM:** It's a very good point.

**SAM:** We gotta investigate first.

**CLAY:** Do you want to do anything specific?

**JOE:** Flipside, I put the door- I put the door back and I start casting Mending.

**KILI:** No, but we gotta...

**SAM:** We gotta investigate first.

**ERIK:** Yeah.

**KILI:** I'm good with that.

**JOE:** Alright.

**KILI:** That was my turn.

**CLAY:** Okay, nothing specific.

**CLAY:** Alright, there we go.

**CLAY:** Okay, melee, it's good that you waited where you were.

**KILI:** Ha ha ha.

**CLAY:** Because down the hall, you see more people making their way towards the vault rooms.

**KILI:** Gosh.

**CLAY:** When you first notice them, all you see is two figures.

**JOE:** Thank you.

**CLAY:** You can't really specify their race or anything yet, but they are not guardsmen.

**CLAY:** and they will be to the space not on this next action, but the action after, so.

**KILI:** Okay.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**CLAY:** They appear to be moving faster than the guard patrol was, I suppose, is what I'm gonna add.

**KILI:** Are they heading in this direction?

**CLAY:** Okay.

**CLAY:** They are headed in your direction at a speed faster than the guard patrol.

**ERIK:** Good.

**KILI:** Gotcha.

**KILI:** I'm going to get my key then.

**CLAY:** Action players, what would you guys like to do?

**JOE:** I'm gonna I'm gonna speak my stash bar and crazy now Isn't this the isn't this the vault and the crates that we specifically said?

**JOE:** but a red herring on or that That gentleman we don't like

**ERIK:** I believe so, which would have been silly since this is the one we wanted to look at as well.

**JOE:** Um, no, I believe we got the wrong one.

**CLAY:** DM, stepping in here.

**KILI:** No, we didn't want to look at it.

**CLAY:** You don't necessarily know that this is, yep.

**ERIK:** Oh, we got the wrong one?

**ERIK:** I see.

**ERIK:** Well, we should at least investigate their bodies, see what information they have on them.

**CLAY:** Just to, can I, let me step in for a second.

**JOE:** Aren't these the generic thugs from earlier?

**SAM:** Well, who's Who's to say?

**CLAY:** Just more flavor for what you guys are seeing.

**CLAY:** You can reference the manifest if you want, but this was the vault room that had the fine silks, the silver tableware, the vintage wine, the royal asset transfer, the spices, the musical instruments, the furs, the gemstones, the perfume oils, the jewelry, the tapestry, and the exotic feathers.

**KILI:** Well, there's

**JOE:** Yeah, the jewelry that we said were magical artifacts.

**ERIK:** Right.

**ERIK:** Okay.

**CLAY:** Do you suspect that's what they were looking to steal?

**ERIK:** Taskbar is going to step in to the room.

**SAM:** Okay.

**JOE:** I don't know how much jewelry is still here.

**CLAY:** Not much.

**CLAY:** You guys, I guess you could inspect for it.

**ERIK:** He's going to investigate the jewelry.

**ERIK:** He's also going to check on the Royal Asset Transfer and make sure that's okay.

**CLAY:** Okay, make an investigation check.

**ERIK:** Alrighty come on 13

**CLAY:** and this one can be a spectrum.

**CLAY:** I'll give you something.

**CLAY:** You'll get something regardless, but come on, bubba, come on.

**CLAY:** 13?

**CLAY:** Okay, yeah, looking around, you can't necessarily see the lot number of the jewelry that you guys, you set as the red herring, but you do notice, because it's the largest piece of cargo in the center of the room, the three chests that have been pulled off of the shelf

**SAM:** No.

**SAM:** Up.

**SAM:** Nice.

**SAM:** There.

**SAM:** Up.

**CLAY:** Were one or three of ten chests belonging to the royal assets transfer Inside of the like you you peek inside the chests and you can see that These four individuals appeared to have been trying to steal the crates of gold That King Turin brought with him on this voyage and

**SAM:** Sit.

**SAM:** No.

**SAM:** Good boy!

**SAM:** Okay, well fine.

**ERIK:** Those sons of bitches.

**JOE:** Looks like they were trying to... trying to bankrupt the old king.

**SAM:** Bye.

**JOE:** Oh well.

**CLAY:** Thank you.

**ERIK:** Then they got what they deserved.

**ERIK:** I'm gonna double check the golds all day.

**KILI:** Maybe don't say that when the gods show up.

**ERIK:** It makes me wonder, can I continue my investigation to see what actually killed these guys?

**KILI:** Anyways.

**ERIK:** Like was it a trap set around the money?

**ERIK:** Was it something else?

**CLAY:** Sure, with a 12.

**CLAY:** You don't know exactly what killed them, but it wasn't the traps.

**CLAY:** You suspect that these people were come upon by other individuals and were killed summarily by them and then their bodies were just left.

**JOE:** Okay.

**ERIK:** I see.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**CLAY:** If you guys would investigate more, there is more to be gleaned from that.

**CLAY:** But you probably could suss out some of it on your own.

**CLAY:** Yersin, Crag and David, actions.

**SAM:** Can I make an investigation check to see if there's anything from...

**SAM:** If this was just used for that page 2 of the cargo manifest or if there's anything else in here as well?

**CLAY:** Sure, go ahead and make an investigation check.

**ERIK:** Thank you.

**CLAY:** You look around, you notice that everything from the cargo manifest listed in page 2 of the cargo manifest appears to be here.

**CLAY:** But you don't you don't think you had enough time to Thoroughly look so maybe there's things in here not listed there Maybe some components of the page

to the cargo manifest aren't here You don't really glean anything from that so David and Yurtsen

**SAM:** Okay.

**JOE:** Okay, so we've established these guys came for the gold and whatnot, but the gold's still here?

**KILI:** What are you up to, David?

**ERIK:** Thank you.

**JOE:** Like they failed in their attempt?

**CLAY:** Yes.

**KILI:** And it wasn't magic that killed him.

**CLAY:** Yes.

**JOE:** All right.

**JOE:** Well, I want to see if I can identify anything that is missing.

**CLAY:** OK. Yeah, go ahead.

**CLAY:** Investigation check.

**JOE:** I will give myself guidance.

**CLAY:** OK. 23.

**KILI:** Yeah, guide yourself.

**JOE:** Mmm.

**JOE:** I know everything that happened here.

**CLAY:** OK.

**KILI:** Sherlock Holmes!

**JOE:** It's Batman Detective Vision.

**JOE:** I'm seeing what happened.

**KILI:** Let's go!

**CLAY:** You've seen the breakdown.

**CLAY:** Okay, so with the 23, you notice, or you get the sense that nothing is missing.

**CLAY:** the patterns of the blood on the floor and the patterns of the disruption of the goods off of the shelves.

**CLAY:** You suspect that the broken perfume vial and the spilled jewelry was all a side effect of the encounter that happened in this room.

**SAM:** All right.

**CLAY:** That whoever killed these four people came with the intention of just killing these four people

**JOE:** All right.

**CLAY:** And for the 23 you get the sense that their bodies were left here to send a message And that by looking at the blood paths and the blood trails You get the sense that some people Escaped the encounter there we go.

**CLAY:** Yeah But nothing is missing

**JOE:** Nothing of monetary value is gone.

**CLAY:** I mean, yeah, these people's lives.

**JOE:** These bodies were very... Well... All right, disembodied voice in my head.

**SAM:** Thank you.

**CLAY:** The bodies have hit the floor.

**ERIK:** Yeah.

**CLAY:** See, they would be proud.

**KILI:** Oh gosh, David is talking to himself again.

**JOE:** That gauges what I deem is and is not worth monetary value.

**JOE:** Thank you for your input.

**JOE:** Nothing of monetary value...

**JOE:** Nothing of monetary value was taken.

**JOE:** These bodies were left here to leave a message.

**JOE:** But by whom?

**JOE:** Also, it seems that not all who are involved in the scuffle perish.

**JOE:** You see, there are these bloody footprints that just kind of lead right out the door.

**JOE:** It's wild that we miss those.

**SAM:** Go get Jack.

**ERIK:** Thank you.

**CLAY:** The footprints leading out the door are not footprints, so to speak.

**CLAY:** There are footprints leaving, but you can see that there's a line trail being dragged through the blood.

**CLAY:** You get the sense that somebody was dragged out by another person.

**JOE:** A body was dragged out of here.

**JOE:** I take my UV light out and I just follow the line of blood.

**CLAY:** There's jizz everywhere.

**SAM:** hahahaha

**KILI:** Gosh why Those guys still coming this way I'm gonna see if they notice I'm gonna kind of like put myself in front of the thing with my cane kind of out like

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

looking like kind of looking at them to show that I see them and I'm

**CLAY:** Oh, no.

**JOE:** Oh god!

**JOE:** It's like a Jackson Pollock painting.

**CLAY:** Black lights!

**CLAY:** It's a Jackson Pollock in here.

**CLAY:** K, Yurtzin.

**CLAY:** They're still coming down the hall at speed.

**KILI:** kind of blocking this area.

**SAM:** Okay.

**KILI:** I'm gearing up, I'm gearing up to intimidate them, yes.

**CLAY:** Okay, so you're like prepping an intimidation check Okay, sounds good all right The people running down the two people running down the corridor to you guys Approach at speed you see Some interesting things about them They are not human

**JOE:** Okay.

**CLAY:** They are well dressed for the races that they are.

**SAM:** Thank you very much.

**CLAY:** One of them is a stout dwarf.

**ERIK:** Good-bye.

**JOE:** Okay.

**CLAY:** The other one is a short goblin.

**CLAY:** And as they make their way to you,

**CLAY:** You can hear them yelling at each other and they're like what what what's what do you think this guy's doing here?

**KILI:** Wonderful.

**CLAY:** We're supposed to have control over this region of the lower decks.

**CLAY:** It's like I don't know We should go see it's no big deal.

**CLAY:** You want me to go tell the boss?

**CLAY:** No, we just go figure out what's going on.

**CLAY:** It's just no big deal.

**CLAY:** They Run up to you and I'm going to say at this point they have arrived

**CLAY:** Um, at least into, to Yorth's Inn.

**CLAY:** They probably would not be able to encounter those in the vault door, but, um, they are here.

**SAM:** Thank you.

**CLAY:** And one of them speaks to you and says, What, what are you doing here?

**KILI:** Alright, I'm gonna say gentlemen.

**KILI:** Oh, you first, go ahead.

**JOE:** Thank you.

**CLAY:** Where's, where's your, what are you, you're not supposed to be down here.

**CLAY:** The, the dwarf says to you.

**KILI:** Gotcha.

**KILI:** You're since kinda gonna lean on the cane casually and be like, gentlemen, we seem to have had an incident down here.

**KILI:** We were just... And I was sent down, I'm trying to think of what to say.

**ERIK:** Okay.

**CLAY:** Okay, I'm actually, so I'll take a break with what you have said.

**KILI:** Ugh.

**SAM:** I don't know.

**CLAY:** I am, it's good thing you sent your action previously to kind of prep this.

**JOE:** Thank you.

**CLAY:** So that was gonna give you an advantage on this check.

**CLAY:** With what you just said to them, I would impart disadvantage to you.

**CLAY:** So go ahead and make your intimidation check with a neutral advantage.

**KILI:** Okay.

**CLAY:** I guess it's gonna be a high DC and I'm not just saying that because I know that your minimum is 17 actually does that apply for intimidation hold on let's see I Don't think it does either Silver tongue persuasion and deception okay, yeah, so make your intimidation check and

**KILI:** I don't think it does.

**KILI:** I think it's just... Where did I put it?

**KILI:** Yeah.

**SAM:** Okay.

**JOE:** All right.

**ERIK:** Okay.

**CLAY:** 14 all right there we'll contest that um we'll say that the dwarf is going to be the one and he's got neutral charisma modifier so this will just be flat um that was only an eight

**KILI:** 14.

**SAM:** Okay.

**SAM:** Right.

**CLAY:** So we'll say you you Roach the subject and he doesn't immediately do anything hospitalizes Incident it's what are you talking about of course there was instant down here you guys were supposed to clear out just for your own good I Swear I was told my boss told you about this

**JOE:** Thank you

**KILI:** Hmm.

**KILI:** I might have to bring up my gang ties.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**KILI:** Oh, gosh.

**SAM:** Well, I'm not sure, but things are just not the way I feel.

**CLAY:** All right, that would certainly be interesting.

**ERIK:** I mean,

**KILI:** See, your scent is really, really quick-witted, but I am not.

**CLAY:** Sure.

**CLAY:** Okay, then feel free to open it to the table, see what they would want you to do and talk it out loud.

**CLAY:** We can take a break and do a little bit of a meta conversation on what we think your students should do here, if you would like.

**JOE:** I think it's I think it's at this point where like the black light came out it's like oh god it's everywhere

**KILI:** I would love that.

**CLAY:** Keely, don't.

**SAM:** I, I, I would have narrated what my cat saw when I sent my cat in.

**ERIK:** I don't know if you're sin knows what we've discovered in there but like taking complex.

**KILI:** I didn't look through the door.

**KILI:** I don't know if I could see it from the door.

**ERIK:** Right.

**CLAY:** You probably would have been able to see it.

**ERIK:** But like taking complex clues.

**CLAY:** But whether or not you have full awareness of what's going on.

**ERIK:** Oh go ahead.

**ERIK:** Right.

**CLAY:** Okay, so where are you, Craig?

**SAM:** So.

**ERIK:** So.

**CLAY:** David and Taspar, in my mental theater, they are inside the vault doing their inspections, their Sherlock Holmes.

**CLAY:** Your cat is in there too, Craig.

**SAM:** Yes, I'm also in there at this point.

**CLAY:** Where are you, Craig?

**CLAY:** Okay.

**CLAY:** So what should Meili do in this situation?

**ERIK:** Think if I were I think maybe they should maybe take the conics these might be the guys who killed the thugs It's possible.

**ERIK:** There are multiple gangs on this ship and they've claimed this turf or maybe that these guys aren't gang members Maybe they're actually someone's personal guards You

**KILI:** yeah could i tell just by looking at them because they said boss

**CLAY:** You would get the sense that These are not necessarily Guards there's they're not wearing uniforms.

**CLAY:** They're dressed nicer than the commoners that you would see on the lower decks And they are equipped They they came they came armed with weapons so There's that

**SAM:** Tell you.

**KILI:** Okay.

**CLAY:** You did have an idea, but I guess they can't really weigh in on that idea, because it's your own personal idea.

**JOE:** ideas.

**CLAY:** Ideas!

**KILI:** Do you think if I this going to the group if I try to play it off like

**KILI:** Was sent by the same boss and that they're like a rich persons down here, and I'm trying to get them to leave You You could try that I Don't exactly know how I'd word it, but I if I could Just say that your son tries

**ERIK:** Could be good.

**ERIK:** It might also be good if you can tease it out to find out who their boss actually is by bluffing them.

**SAM:** That might work.

**CLAY:** Yeah, feel free.

**CLAY:** Yeah, we don't we don't need to roleplay it feel free to vocalize what your sin would try to do All right

**JOE:** All right.

**KILI:** Yeah Yersin would try to like hint that they're on the same side as these guys and imply that they're just trying to minimize people seeing this area or like the incident or whatever.

**CLAY:** You are going to try to persuade them that you are working for the same person they are working for.

**CLAY:** Hmm.

**CLAY:** Does, only because you brought it up and I want it to play front of thought, do you demonstrate your punched ticket?

**SAM:** I don't.

**JOE:** All right.

**CLAY:** not Do you do you assume?

**KILI:** Oh, um, probably not, no.

**CLAY:** Okay, okay All right with that in mind this is going to be a deception check of Not low difficulty I'm going to set it as This is an interesting situation

**SAM:** Okay.

**CLAY:** Because normally I suppose a deception like this would be a contest, but I can't weight the contests based off of variables in play based off of skill checks.

**KILI:** Thank you.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

ERIK: Thank you.

CLAY: So I'm going to say that this is a DC 20 deception check.

CLAY: Your minimum is 17.

CLAY: So basically I'm just, I'm ruling out your ability to auto do it and you have to beat 13, I think.

JOE: Ooh.

SAM: No.

CLAY: All right.

JOE: But it's deception, right?

JOE: So that automatically goes up.

CLAY: Yeah, it goes up to 17.

CLAY: All right, all right, all right.

CLAY: The 17 is a noble performance.

CLAY: As you are communicating to them that you were also sent by the boss to just watch this space, their eyes kind of slant a little bit and says, I was the one that was assigned by the boss to come and watch this place, and I don't think I've ever seen you around here before.

CLAY: And the dwarf just kind of

CLAY: elbows his partner says hey, why don't you why don't you go and get the boss and bring him here and and the Goblin seems willing to accept this guy's Instructions and he turns and he begins to make his way down the hall from whence he came I will say it's bullet time.

JOE: Well.

SAM: Can you put those on often?

ERIK: How aware Yes, I do

KILI: Okay.

CLAY: So if you want to if you want to intervene you can but your check failed and

KILI: Maybe I can deceive the boss.

CLAY: Maybe, maybe.

KILI: Do you guys think I should stop?

KILI: You want me to fight?

JOE: Thank you

ERIK: Um... Sure.

CLAY: I want you guys to think about this.

CLAY: I'm about to piss my pants.

CLAY: I've had high blood sugar all day and that makes me need to pee.

CLAY: And I've been drinking water because I have high blood sugar.

CLAY: Let's take five.

CLAY: I'm gonna be back here at like 8.42 and we'll pick this up here in a second.

CLAY: Go stretch your legs.

CLAY: Is everyone okay for that?

KILI: Yeah.

CLAY: It's kind of breaks the flow of things, but if I don't... Sure, 8.50 or 7.50 for Utah.

SAM: But could I take a few more minutes?

SAM: Cause I got to take my dog out.

SAM: Works.

CLAY: So it'd take like 15 minutes.

SAM: Yeah, that works.

CLAY: Okay, yeah, I'll be back in five minutes, but we'll plan to start again in like 12.

ERIK: Sounds good.

JOE: Okay.

CLAY: So, all right.

CLAY: Back in a bit, little buddy.

CLAY: Hey, buddy, buddy, buddy, buddy.

CLAY: Speak to you already, buddy.

KILI: Why are you drawing mice so hard?

JOE: Mice?

KILI: I thought this would be easier.

KILI: Photo realistic would be so much easier.

JOE: I mean depends like are you going photorealistic or are you going like cartoon mouse in which case Mechanical oh I see I mean

KILI: I'm going the mechanical route.

KILI: Yeah.

KILI: I already drew the cat.

KILI: Wait, where'd my phone go?

KILI: Oh, here it is.

KILI: I'll send a picture of the cat.

JOE: Yeah, you little guy.

KILI: Try to make him as fluffy as possible.

JOE: Damn right, chunkster.

KILI: Okay, I think I have an idea for the mouse.

JOE: So what'd you get up to today?

KILI: today i had work we had the uh you didn't go in right yeah oh yeah oh my gosh that line was so long the fairy tea party yeah

JOE: No, I went in.

JOE: We had that early open.

JOE: Yeah, no, it always baffles me how popular the Fairy Tea is.

JOE: Cause like people, cause people came in with like lawn chairs and like, just like ready to go.

JOE: And it was just like, okay.

KILI: They were there when I got there to work at 4.30 in the morning.

JOE: Yeah.

JOE: That's why I hear like, they were going through the security feed and just like, yeah, some people like showed up at like three, four.

JOE: It's just like absurd.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**KILI:** Yeah, there were already cars there.

**JOE:** Absolutely absurd.

**KILI:** I was so confused.

**KILI:** I'm like, why are these people pulling up to my job?

**JOE:** Yeah.

**JOE:** I know like the,

**ERIK:** What's happening?

**JOE:** Oh, um, so every year the library hosts this like berry tea party, which is like a library wide event for like little girls to dress up as like fairy princesses and whatnot, and just have like a little tea party.

**ERIK:** Fun.

**JOE:** Um, but it's very popular every year.

**JOE:** The tickets always sell out and yeah, we were just talking about how like some people were lining up as early as three or four in the morning already.

**JOE:** And she's absurd ludicrous.

**KILI:** Yeah, I kind of had to walk over them when I was leaving.

**KILI:** Yeah.

**JOE:** Yeah, same, same, because they were blocking the employee lounge.

**KILI:** I was like, well, hello, everyone.

**JOE:** Like, what are you guys doing?

**ERIK:** School's going fine.

**JOE:** Anyways, Eric, how's school?

**ERIK:** I've got a paper due on Tuesday night that I've been working on, banging my head against.

**KILI:** I'm so excited.

**JOE:** Sounds about right.

**ERIK:** But I'm learning a lot of interesting things about property law.

**ERIK:** We've been talking recently about wills and gifts and how you can legally give things away and how you can add certain conditions to things that you give away to give possession but not actual ownership.

**ERIK:** Lots of intricate stuff like that.

**KILI:** Hmm.

**ERIK:** So, yeah.

**KILI:** Sounds very long.

**ERIK:** But yeah, school's fine.

**ERIK:** And I've got an interview at the end of the week to try and get an internship for the summer.

**JOE:** Oh, well that goes well.

**KILI:** Hey.

**ERIK:** Yeah, thank you.

**KILI:** Yeah, good luck.

**ERIK:** Thanks, it sounds weird to say I'm looking for an internship when I'm like almost 32.

**JOE:** Just talking about internships just like opens up all sorts of like PTSD in me because just like I remember the very first year of the animation program like my Joe: the head of the department just breaks down statistics.

**JOE:** It's like, all right, here's the note, here's the percentage of you guys who are likely to get into the program.

**JOE:** Then here's the percentage of you guys who will likely get an internship.

**ERIK:** Nice.

**JOE:** And then here's the percentage of people who get internships who actually get jobs.

**JOE:** And she's like, great, good, awesome.

**KILI:** What the fuck?

**ERIK:** That's not disheartening at all.

**KILI:** No, no.

**JOE:** Yeah.

**JOE:** I mean, he's very forthwith.

**JOE:** He was like, I mean, that's,

**JOE:** fair you don't want to hide that you don't want that to blindside people but it's just like it really did just pique the anxiety it was just

**KILI:** Oh, I bet.

**ERIK:** Um, yeah, Achilles, I'm sure you're not missing.

**ERIK:** We're getting another snowstorm tomorrow.

**ERIK:** I'm sure you're not missing that at all.

**KILI:** Oh no We got a little snow this week in Utah and I was like dang I have completely wimped out Yeah I went into like a hibernation mode that day Oh gosh

**JOE:** Yeah, no, we got like both.

**JOE:** Like it snowed a bunch on like, what was it, like Wednesday?

**JOE:** And now it's already gone, but.

**SAM:** That's lucky I was at work all day watching it come down.

**JOE:** Oh my god.

**SAM:** Had to drive home in it.

**ERIK:** Silence.

**JOE:** Yeah, you are further up north, so you probably got more of it.

**JOE:** Yeah.

**SAM:** Yeah, it's actually still sticking around a little bit.

**SAM:** I do have the most adorable video of my dog hopping around in the snow.

**KILI:** Aww, and you haven't shared it yet?

**KILI:** Come on.

**KILI:** Also, is this what you imagined?

**SAM:** Let me share.

**SAM:** I gotta pull out my phone and share it.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**SAM:** I'm more than happy to share.

**SAM:** I love that drawing!

**ERIK:** Silence.

**KILI:** Okay, I was like, is this chunky enough?

**SAM:** I love that.

**JOE:** Get them go.

**SAM:** That is exactly what I imagined.

**ERIK:** Also, while Sam's pulling it out, Achilles, my thought for strategy-wise.

**KILI:** Perfect.

**KILI:** Yeah, I'll take anything.

**KILI:** Yeah.

**ERIK:** So one, since I'm playing a barbarian, I'm always down to fight.

**ERIK:** But since you're the character who's facing this interaction, I would just say,

**ERIK:** you know, kind of weigh the pros and cons of like, if we let this goblin go, if he summons reinforcements or like reveals to his master, whoever that is, that we've been down here, you know, how compromised, versus if we can take them both out right now, and then can we grill them for information ourselves?

**KILI:** That's true I have um, I Have some of the spells we can use as I have vicious mockery, but that does more damage I have silence so I could put silence over the hallway and Then get you guys to come help me so that no one would hear them struggling That would be great I think I have command as well

**SAM:** Well, I have hold person so

**ERIK:** Mm-hmm There we go Command could definitely make the gobble.

**JOE:** Okay.

**KILI:** So if I use command, I could use command to stop the goblin.

**ERIK:** Yeah There we go, so I think

**KILI:** I have, it has, these are the commands I can use, approach, drop, which is like drop an item, flee, grovel, which makes the target prone, halt, which makes them not move.

**KILI:** Yeah, those are what I can do.

**JOE:** Hello.

**SAM:** I think Halt would be, if we're trying to stop them from playing, I feel like Halt would be the appropriate...

**KILI:** Right, um, it's one action and I think I can only use it on one person Yeah, I would just immediately need help with the dwarf Okay, sweet I will stop the goblin then

**ERIK:** Which, the goblin's the only one leaving right now, so that's great.

**SAM:** But... Yeah, it would probably start a fight.

**ERIK:** But I mean, yeah, as long as Yursun lets us know, I mean, Taspar is the barbarian, he's the tank, he'd be ready to brawl.

**JOE:** All right, we gotta make a point to remove their poison teeth.

**JOE:** So as we're fighting them, we gotta make a point to remove their poison teeth, because we're gonna want one of them for... Oh, you weren't here for that, but yeah, no, they have poison teeth.

**ERIK:** Yes.

**KILI:** We're removing his teeth?

**ERIK:** We tried to take them alive.

**JOE:** For questioning.

**KILI:** Oh yeah!

**KILI:** No, I was here for the end of that.

**KILI:** If it's the same boss.

**JOE:** Yeah, so... We gotta make sure that they can't click down on that.

**KILI:** These guys seem a little less intense than those guys.

**KILI:** I feel like those guys would just immediately attack while these guys are like, wait, what's going on here?

**ERIK:** Yeah, they're clearly working for somebody, Ernest.

**SAM:** yeah I mean we could we could let him go get the boss and then figure it out from there I know isn't he just the cutest I've been playing tug with him all session

**ERIK:** It is...

**KILI:** Look at that doggo.

**JOE:** Hello.

**KILI:** It's so cute.

**KILI:** Aww.

**KILI:** I've been drawing a cat.

**KILI:** I drew this mouse too, wait wait wait.

**KILI:** Let's see if it loads.

**KILI:** Come on buddy.

**ERIK:** I will say we will also need to think about what do we do with them once we're done interrogating them, because then it's neither.

**KILI:** Well, I feel like it's just a misunderstanding.

**ERIK:** Could be.

**JOE:** Hello.

**KILI:** We don't want to encroach on their turf, we were just looking for something.

**ERIK:** That's, you know, a valid point.

**JOE:** Alright.

**ERIK:** If we can convince them of that, great.

**ERIK:** If not, then yeah, pretty much.

**KILI:** Then we killed them.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**KILI:** This is the little mouse with the...

**ERIK:** Oh, that's adorable.

**SAM:** That's fantastic.

**ERIK:** Look at that.

**KILI:** Thank you.

**ERIK:** So this isn't even the right vault with the stuff that we want to find, but like...

**KILI:** I haven't drawn... No, it's the one across from us!

**JOE:** No, no.

**SAM:** Right.

**JOE:** We, we cracked the wrong one.

**SAM:** We still got to break into a different vault.

**KILI:** Right?

**ERIK:** The guys who are dead inside, they're not even the ones who came for the red herring.

**ERIK:** They were just trying to steal my family's money.

**KILI:** yeah listen we ain't no snitches we're not gonna tell anyone if these guys are like no we killed those guys and be like that's fair i don't think they did though i think these were some of their friends because this feels like more like someone who cared about the king or whatever was valuable in there

**SAM:** Yeah.

**ERIK:** Those bastards.

**JOE:** Yeah, no, we just, we just, we cracked the wrong one altogether.

**JOE:** So, uh, this was as I got my face.

**ERIK:** We've done Right

**SAM:** I think these are two different factions.

**KILI:** Yeah.

**SAM:** Yeah.

**ERIK:** Which, you know, is interesting, cause like, the more factions that are on the ship...

**JOE:** Has anyone here played Deadlocked?

**ERIK:** I have not.

**JOE:** It's a game Valve is working on.

**JOE:** It's like a third-person MOBA shooter.

**SAM:** Oh, I've played like three rounds of that.

**JOE:** It's such an interesting premise because it takes place in turn-of-the-century New York.

**JOE:** gangsters, mobsters, and whatnot.

**JOE:** But all the characters, except for one, are all gothic horror creatures, but through the lens of New Century New York.

**KILI:** I love that.

**JOE:** And the most normal ass-looking person is a librarian character.

**JOE:** It's just like, you have no place being here.

**SAM:** That's great

**JOE:** But yeah, no, they have like, I wish I could just find like a breakdown, like all their characters, but it's like, the premise of the game is like you're two different gangs fighting each other who are representing different eldritch gods, I guess, demigods.

**ERIK:** Ice?

**ERIK:** I don't know, it just... That sounds rad.

**KILI:** I want to see

**JOE:** Yeah, I'm just gonna put this in the off topic.

**JOE:** cool concept work.

**JOE:** This is a guy who's like, his whole thing is like, he shoots fire and lights people up.

**JOE:** It's like, vampire lady.

**SAM:** Oh timer.

**KILI:** Hello Oh my gosh This is sick So this is like I'm guessing like the electric chair but also

**JOE:** Let's see.

**JOE:** concept art will I get better.

**JOE:** Oh, I love this guy's concept work just because like his whole design just like tells a story.

**JOE:** Yeah, he's Yeah, no, he was like, obviously, like a prisoner, but he was like, sentenced to like,

**SAM:** Okay.

**JOE:** electric chair so like his powers are very electric based and there's another character uh this guy where they have dialogue with each other while they're fighting if they fight each other on opposite sides and he's just generally pissed off all the time it's like it's just such an interesting concept because all the characters like are all like differently it's it's like horror but like you know it's roaring

**KILI:** Yay!

**JOE:** His Roaring Twenties like Game Warfare.

**KILI:** I love this

**KILI:** This is good vibes.

**SAM:** I'm.

**ERIK:** Stay.

**JOE:** Yeah, you have this like Dutchess character who's like necromantic hand.

**KILI:** Oh my gosh, that's sick!

**JOE:** Yeah, no, I'll be like, Valve has more money than God right now.

**JOE:** And like, they're just taking their sweet old time making this game that's perpetually in like early access.

**KILI:** You know what?

**KILI:** Good for them.

**JOE:** But it's just like, you know, their character designs are just top notch.

**SAM:** That's that's what bear does when I'm paying attention to D and D and not him

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**KILI:** Mm-hmm.

**JOE:** And then this character stands out just by being like super, super bland.

**JOE:** Like she's, she's like, you do not belong in this world full of monsters.

**CLAY:** I am back.

**ERIK:** Thank you.

**CLAY:** Look at the dog.

**KILI:** So cute though.

**CLAY:** That's a big dog.

**KILI:** All of these women are my type.

**KILI:** I should probably play this game.

**CLAY:** What women?

**CLAY:** Is this the off topic?

**KILI:** Oh, in the off topic.

**JOE:** Yeah, we were talking about the gang warfare going on on the ship right now, and we were like, oh, we've been playing.

**CLAY:** Oh, deadlock?

**CLAY:** Is that what this is?

**CLAY:** Deadlock, Steam's worst kept secret.

**JOE:** It really is.

**JOE:** You can only play it by getting an invite, but anybody who plays the game can hand an invite to anybody else, and it has an active player count of like 100,000 people.

**CLAY:** Can you?

**CLAY:** An invite.

**CLAY:** Yeah.

**CLAY:** It's a virus that spread very quickly.

**KILI:** I'll bite your face.

**CLAY:** Still in early access.

**CLAY:** Yeah, if you go to the Steam page right now, you can't.

**CLAY:** I'm going to check it.

**CLAY:** I'm actually curious.

**CLAY:** Is everybody back at my last?

**CLAY:** Sorry about the delay.

**ERIK:** Yeah, we're all back.

**CLAY:** Fussy baby.

**JOE:** All right.

**SAM:** Oh, yeah, you're fine.

**CLAY:** I don't know.

**CLAY:** Yeah, Deadlock is in early development with lots of temporary art and experimental gameplay.

**CLAY:** Access is currently limited to friends via our play testers.

**CLAY:** And yeah, let's see, SteamDB Deadlock.

**JOE:** This guy here has a fricking domain expansion.

**JOE:** Like his ability, his ultimate ability is he banishes you to, oh, is it not loading the picture?

**KILI:** It's not working.

**KILI:** Yeah.

**CLAY:** There are currently 100,000 people playing this game that's not officially released.

**JOE:** Yeah, this guy has like a domain expansion.

**SAM:** Yeah.

**JOE:** He'll just like Spanish you to this like Hotel room that you have to like find your way out of otherwise you just die And the problem is

**KILI:** Oh my gosh, I love him.

**KILI:** Oh my gosh.

**CLAY:** Sends you to a subliminal space.

**JOE:** The problem is like even if you do escape you just like spawn back where like he banished you and chances are like his entire team is like now like surrounding you.

**KILI:** Dang!

**ERIK:** then.

**KILI:** Wait, I love him.

**JOE:** But yeah no it's a... Love their character designs.

**JOE:** It's good shit.

**CLAY:** It's Valve having fun and not trying to make money because they have more money than they need.

**JOE:** Because they don't have to!

**JOE:** They can take their sweet old time.

**CLAY:** I love private companies for that exact reason.

**KILI:** Hello.

**SAM:** I just wish Valve would hurry up with the Steam Machine so I can buy one.

**CLAY:** Yeah, I'm worried about it.

**JOE:** We gotta wait for AI to collapse, because they can't get... Jesus.

**SAM:** I know.

**KILI:** I'm willing i'm willing to make it collapse faster Oh my gosh, oh my gosh

**CLAY:** I was super excited for the frame.

**CLAY:** Is that what the VR?

**CLAY:** I was actually considering dipping into VR with this next one.

**SAM:** Yes.

**SAM:** Yeah, the frame is also coming out.

**CLAY:** I suspect that Western Digital says they've already sold all of their hard drives for 2026, and it's only February, which means every other technical PC parts creator vendor is going to be delayed.

**CLAY:** RAM is obviously expensive too.

**JOE:** I like an AI, man.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**KILI:** oh my gosh please please yeah let me know you know you know if you feel like it

**JOE:** Anyways, Achilles, if you want, I can invite you to Deadlock if you want.

**JOE:** Yeah, we'll tackle that after D&D tonight.

**CLAY:** The most exclusive club.

**SAM:** It's not a bad way to get people into a game by making it exclusive and then your friends invite you.

**CLAY:** People talk about it.

**CLAY:** Yep.

**CLAY:** The one sucky thing is if you don't have friends.

**CLAY:** I'm pretty sure you was the one that brought you in, right, Joe?

**JOE:** yeah here's here's the thing there's a reddit page for it where people are like anybody want in yeah

**CLAY:** Yeah, I think so.

**CLAY:** Yeah, if you want it, you can get it.

**CLAY:** But, like, it's been years.

**CLAY:** The game has been in development for years to varying degrees.

**CLAY:** And, like, in a world of, like, lazy early access releases, this is a game that's not only early access, but it's, like, an exclusive club that, you know, like, just Steam.

**JOE:** Well, they genuinely care, because if you pay attention to it, if you have it installed on your computer, you'll just see it's just like, oh, update for deadlock, update for deadlock, update for deadlock, like they're updating you throughout the day.

**CLAY:** I love Steam.

**CLAY:** Steam.

**KILI:** Dang.

**JOE:** Like, they care.

**JOE:** They do.

**SAM:** No bombs, no bombs.

**KILI:** I have to run downstairs real quick, but then I'll be ready.

**KILI:** One sec.

**CLAY:** And the spear of light goes through Yerthesin's chest.

**JOE:** All right.

**JOE:** So, uh, so while melee's good,

**KILI:** Frickin' heard that.

**JOE:** So while melee's gone, I plant the bomb.

**CLAY:** Someone set up us a bomb.

**JOE:** We're gonna get into the other vault by just blowing out the wall of this one.

**JOE:** Uhh, torch took too long, so we're just gonna... be a little less subtle.

**JOE:** And then maybe blame these guys.

**SAM:** We could, that's not a bad idea.

**CLAY:** Actually... On your head.

**JOE:** Ahead.

**CLAY:** Oh, look at the cucumber.

**CLAY:** Anybody grow up with vegetables?

**KILI:** What?

**CLAY:** No.

**ERIK:** Yeah.

**KILI:** Yes.

**CLAY:** I never watched the show, but on a road trip once my parents bought a VeggieTales CD thinking that it would be a good thing to play your kids on a road trip.

**JOE:** Fascinating.

**KILI:** Oh God.

**ERIK:** Sure.

**CLAY:** And it was actually a touchstone for my family moving on because it wasn't just the VeggieTales like sing-along songs with Larry.

**CLAY:** It was the VeggieTales rock and roll covers of like all the Christian rock bands.

**JOE:** Ed?

**CLAY:** And so like Reliant K and I think a couple of pretty heavy bands did covers of these silly songs and they're all fantastic.

**KILI:** Where are you?

**ERIK:** Oh my gosh.

**CLAY:** We listened to that CD Agnosium and yeah, it's got

**CLAY:** I'm stuck in my head still today.

**CLAY:** Okay, everybody back?

**SAM:** yep okay that would actually be a great way to play D&D

**ERIK:** I'm ready.

**CLAY:** Activate the holodeck.

**CLAY:** Heck yes, I would.

**JOE:** Okay, I plant the bomb.

**KILI:** yes i have dreams we came up with the plan by the way yeah i'm gonna use the command hold on the goblin dun dun dun

**CLAY:** You came up with a plan?

**ERIK:** I'm good.

**CLAY:** Okay, why is my tablet not opening?

**CLAY:** You will have to do that on your next turn, but I think that should work.

**CLAY:** That's just that they have to be able to hear you, yeah?

**SAM:** I, I investigated as well.

**KILI:** Yeah.

**CLAY:** Okay.

**CLAY:** What is command?

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**CLAY:** Has everyone else taken the turn?  
**CLAY:** I have it on my notes that that was the last action for this round, but...  
**ERIK:** Yeah, I was investigating.  
**ERIK:** Joe was investigating.  
**ERIK:** Sam was.  
**ERIK:** I don't know.  
**CLAY:** It's a round, because we kind of fast-forwarded time, right?  
**SAM:** I just rolled really low.  
**ERIK:** Yeah.  
**CLAY:** Okay, so that encounter happens, the goblin begins to run  
**CLAY:** away and the dwarf is in your face.  
**SAM:** Silence.  
**CLAY:** Okay.  
**CLAY:** Initiative 20.  
**CLAY:** Actually here, let's see.  
**JOE:** Plays a minion, apparently.  
**CLAY:** Give these guys a chance to slide ahead of you in the initiative order.  
**CLAY:** Your guyses  
**ERIK:** All right.  
**KILI:** Bye.  
**CLAY:** What's the meaning?  
**CLAY:** Oh.  
**CLAY:** Yeah.  
**CLAY:** Let's establish the initiative order as, I guess, you guys decide amongst yourselves.  
**CLAY:** What do you guys, now that we kind of are folding into semi-combat, I want you guys in a fixed order.  
**JOE:** All right.  
**SAM:** We just roll?  
**CLAY:** Yours in first, if you want, or since we're kind of making a transition from semi-initiative to initiative, I'll let you guys, you guys are all gonna be next to each other.  
**CLAY:** in the order, so just decide amongst yourselves.  
**KILI:** Do you want me to go first so I can cast hold?  
**CLAY:** You all, you all got it.  
**ERIK:** Yeah, I think it makes sense for Eurosem to go first since they're the ones on the front lines.  
**SAM:** Yes.  
**CLAY:** Uithcinn goes first, who's next?  
**CLAY:** Taskbar Craig David is what I have written down, so we can go with that unless anyone has... K. Taskbar Craig David.  
**ERIK:** Yeah, I'll go second.  
**SAM:** Let's do that.

**CLAY:** Alright, melee.  
**CLAY:** Action.  
**CLAY:** Action!  
**KILI:** Command hold.  
**JOE:** Just because he's a goblin, he can't find God?  
**CLAY:** Alright, you speak one command word to creatures you see within range, target must exceed on a wisdom saving throw.  
**CLAY:** What's your... what is your number?  
**CLAY:** I'll even do these publicly.  
**KILI:** That's a great question.  
**ERIK:** Let's hope this guy is not a cleric or a druid.  
**CLAY:** I think he's a goblin, they're not, traditionally.  
**KILI:** What is my number?  
**CLAY:** It's usually, what, eight plus your proficiency modifier plus your  
**KILI:** Save DC?  
**KILI:** It's my save DC, right?  
**ERIK:** Yes, you saved DC, correct?  
**KILI:** That's 13.  
**CLAY:** He is flat.  
**CLAY:** Okay, roll.  
**SAM:** oh that's not good  
**JOE:** Guys, I think he found God.  
**JOE:** No shit, praise Maglubiate, guys.  
**CLAY:** I'm glad that I rolled it in the thing, because you guys wouldn't believe me if I had rolled a dice and got a 20.  
**KILI:** What the fuck?  
**KILI:** What is happening with this dice generator?  
**KILI:** He sees every equation.  
**ERIK:** Well, Jude.  
**SAM:** That's... That's insane.  
**CLAY:** Alright, so in that moment, Yrthon shouts what your one word, what?  
**SAM:** I...  
**CLAY:** Halt?  
**KILI:** Hold, halt.  
**CLAY:** Halt echoes down the halls.  
**KILI:** Stop, you fiend!  
**CLAY:** And ye old goblin simply keeps on chugging.  
**CLAY:** Would you like to do anything else with your turn?  
**CLAY:** Action consumed.  
**KILI:** And I do anything else?  
**CLAY:** Bonus actions?  
**CLAY:** I'm going to say that you are adjacent to this dwarf.  
**SAM:** Thank you.  
**KILI:** Yeah I was gonna say, is he in attack?

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

JOE: Silence.

KILI: Like is he ready to attack?

KILI: Cause I just yelled hold, or would I have time to step back?

CLAY: I would say with the way the intimidation check rolled out, he was not caught flat-footed, and the command spell has triggered him even more so.

CLAY: His name has turned red and he sees you as an enemy.

CLAY: There's combat music that I don't have queued up.

KILI: Cool.

SAM: His name is turned red.

CLAY: Help!

JOE: Hey, what's going on out there?

KILI: Help!

JOE: What do you mean, help?

KILI: Help!

SAM: She called for help, let's go!

CLAY: Bailey uses their bonus action to call for help.

ERIK: Nice.

KILI: Can I do it bardic inspirationally?

KILI: Cause that's the only bonus action I have.

CLAY: Oh, you wanna throw?

CLAY: I don't know how much, can Bardic Inspiration be used on attack rolls?

ERIK: Uh, yes, again, can't you?

CLAY: Probably, yeah.

KILI: It's a bonus action!

JOE: Uh, they're swords barred.

CLAY: Bardic Inspiration.

JOE: No, wait, maybe...

CLAY: Could you get Bardic Inspiration 1d6?

ERIK: I believe all particle integration can.

CLAY: 1d test, could you get it?

SAM: I think it can.

CLAY: Potentially, yeah.

CLAY: Yeah, I would let you throw a Bardic at someone if you wanted.

KILI: Help!

KILI: I need somebody!

KILI: Help!

KILI: Not just anybody!

CLAY: This is an hour when the creature fails a D20 test.

CLAY: What the hell does that mean?

SAM: Anytime you roll a G20.

CLAY: Is it a test?

CLAY: Is that what D&D Beyond's language is for a roll of D20?

ERIK: I guess.

CLAY: OK. We'll just make the house roll.

CLAY: Yes, Bardic Inspiration can be used for attack rolls or spell attack rolls.

JOE: you

CLAY: OK, I'm going to consider Gyrythune's turn concluded unless there's something you want.

KILI: Yep.

CLAY: Taskbar.

ERIK: All right, I'll respond to my companion's cry for help.

ERIK: I will enter back into the hallway.

KILI: Nope.

CLAY: I would probably say just for movement purposes, I'll say from where you guys are in the vault to the opening of the kind of vault section is gonna be one full movement just to make it clean and easy to get to where Amelie is.

ERIK: Yeah.

KILI: Right in front of me.

JOE: Bye.

ERIK: OK, so going from where I am in the vault out to where melee is one movement.

CLAY: Yes.

CLAY: That is 30 feet.

ERIK: OK.

CLAY: Keep tag.

ERIK: Alright then I'll do that.

ERIK: And the dwarf is right next to Meili.

CLAY: Yes.

CLAY: And he has put his fists up, ready to engage in fisty cuffs.

SAM: But.

KILI: Oh he only has his fists?

ERIK: Cool.

CLAY: And on his fists, you see a set of thick, heavy brass knuckles.

KILI: Oh gosh, we shouldn't have asked.

KILI: You wouldn't hit this face.

KILI: This is a great face.

KILI: I wink at him.

JOE: I have some mixed messages here.

CLAY: We'll see.

CLAY: Ooh.

ERIK: Who's gonna encourage me?

CLAY: He's been granted inspiration because of, um.

KILI: As long as he doesn't hit me in the face, we'll be fine.

CLAY: Taskbar.

ERIK: The dwarf?

ERIK: Okay.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**ERIK:** All right, the cane becomes a sword.  
**ERIK:** We're gonna bonus action, enter a rage.  
**CLAY:** Oh, oh, hold on, hold on, hold on.  
**CLAY:** Do you remember your passcode?  
**ERIK:** Rod, one, two, three.  
**SAM:** Two-factor authentication.  
**CLAY:** Hold on, I wrote the password down.  
**CLAY:** And unless you guys think it's not fair, I would like to see if you can remember.  
**ERIK:** I'm going to rewrite this path for later, but it's  
**JOE:** No, no, no, no, no.  
**CLAY:** We'll say this, I won't let you, I won't,  
**JOE:** Very specific.  
**JOE:** The terms of veterans cane do say it does have a command word.  
**JOE:** That was only half a joke when I was going through that.  
**JOE:** It does have a passcode.  
**CLAY:** I won't let you stop this attack, but if you can correctly guess down to the character what the pass of raid was, I will give you an immediate advantage on your next attack with the cane sword.  
**KILI:** Thanks for watching!  
**ERIK:** so it was blood with an exclamation point one two three son of a gun  
**CLAY:** Close it was one two three capital B blood exclamation mark, so I won't give you the bonus, but you were close Well enough will say that the sword the cane sword recognizes the owner in kind of that way we're like You know what you've typed your password one too many times wrong at your computer a little dialogue pops up He's like have you checked your caps lock.  
**JOE:** Thank you.  
**CLAY:** Do you need to reset your password?  
**ERIK:** Right, right.  
**KILI:** So wait, it was one, two, three, Capital Blood?  
**CLAY:** It was one two three capital B blood exclamation mark  
**ERIK:** Yes.  
**KILI:** Writing that down.  
**ERIK:** Yes.  
**ERIK:** You need your own authentication code for your sword cane.  
**KILI:** I don't think- do I?  
**KILI:** Cause mine didn't get made, I stole mine.  
**ERIK:** Yeah.  
**CLAY:** That is true, she stole Vayne's... Yeah, melee stole Vayne's cane sword.

**JOE:** No, I think, I think, I think, I think melee is, his is like purely mechanical.  
**ERIK:** And I guess we gotta figure it out.  
**JOE:** I think it's just a sword inside a cane.  
**ERIK:** Oh, I see.  
**KILI:** Yeah, mine's not magical.  
**JOE:** Yes!  
**JOE:** To the mechanical atom.  
**CLAY:** So, it's just mechanical.  
**ERIK:** I see, I see.  
**CLAY:** Whereas David Heumann made the other one.  
**SAM:** Order.  
**ERIK:** Alright, Raging.  
**ERIK:** Taskbar says, no one steals from the Varthos family.  
**KILI:** I'm sorry.  
**ERIK:** Or the Tier 1 family, Tier 1 family.  
**ERIK:** No one steals from the Tier 1 family.  
**ERIK:** And I'm gonna hit this dwarf as hard as I can.  
**CLAY:** Hold on, roll it back.  
**CLAY:** You say you went into a rage?  
**ERIK:** Yes.  
**CLAY:** What does it take to do that?  
**ERIK:** A bonus action.  
**CLAY:** It takes a bonus action to turn your cane into a sword, so I can't give you the rage.  
**JOE:** It.  
**ERIK:** Alright, then instead I'm going to...  
**KILI:** Just beat them with the cane.  
**KILI:** Sorry.  
**ERIK:** I'm going to bonus...  
**ERIK:** I'm going to say... Jörðsson, you've got this one.  
**ERIK:** I'm going to bonus action sword cane, action dash, to catch up to the goblin.  
**CLAY:** Oh, OK. OK. Next, sorry, I switched on my app that was keeping track of the issue.  
**ERIK:** So I can catch the goblin, and Jörðsson, I believe in you.  
**KILI:** Thank you.  
**ERIK:** And that's my turn.  
**JOE:** But did you want combat music in the background?  
**CLAY:** Great.  
**CLAY:** Sure.  
**CLAY:** throw some combat music on.  
**CLAY:** I'm so I'm honestly I'm enraptured enough in what's going on.  
**CLAY:** I don't even notice that there's not background music right now.  
**JOE:** That's cool, that's cool.





## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**KILI:** Uh oh.  
**KILI:** Yeah, he is.  
**CLAY:** Thankfully, he's just minor.  
**JOE:** And I can't help but notice this is the same music that the Dreamweavers?  
**JOE:** Dreamstalkers?  
**CLAY:** All right, if you want to be real, go ahead and turn on your goddamn music, sir.  
**JOE:** No, I'm just saying, I'm wondering, are they the same crew?  
**JOE:** A genuine question here.  
**KILI:** They just show up in the background and begin playing to make it feel more intense.  
**CLAY:** All right, let's see.  
**JOE:** I just have to learn it because we know they're up to something weird because we saw them in the storage area too, looking for something.  
**CLAY:** Can you guys hear that, or do I need to navigate?  
**JOE:** Just right click on Better Craig and turn the volume to 67% is what I'm listening to right now.  
**ERIK:** That sounds great.  
**KILI:** I can hear it.  
**SAM:** Can't quite hear like it's very very quiet Yes, that's better  
**KILI:** Can you turn it up on your end?  
**CLAY:** OK, one second.  
**CLAY:** I can.  
**CLAY:** Is that any better?  
**CLAY:** OK. All right.  
**JOE:** Anyways, I suspect they're the same crew.  
**JOE:** I suspect the Dream Singers and these guys are working together.  
**CLAY:** You suspect that these are the dream singers?  
**CLAY:** Interesting plotline.  
**KILI:** Rick, please don't.  
**CLAY:** Brick is about to punch Pearson.  
**CLAY:** 9 plus 5, 14.  
**CLAY:** This is just an attack.  
**SAM:** He has disadvantage on strength checks because of hex.  
**KILI:** Oh.  
**JOE:** Checks are different, I think.  
**KILI:** Uh, that hits.  
**JOE:** We could grapple this guy, though.  
**CLAY:** You could Grapple him.  
**KILI:** Grapple.  
**CLAY:** Alright, he's going to hit for 1d8 with his Punching Feasts.  
**CLAY:** Where's my d8?  
**CLAY:** There it is.

**KILI:** Date?  
**CLAY:** He is going to hit you for full damage.  
**CLAY:** That's 11 points of damage.  
**CLAY:** He gets you a square in your solar plexus.  
**ERIK:** Golly gee.  
**KILI:** Ooh!  
**KILI:** Golly gee!  
**CLAY:** And I'm going to leave it to you guys to track your health, if that's okay.  
**KILI:** Oh yeah, I already did that.  
**JOE:** Gee golly, gee golly, gosh.  
**CLAY:** Gee golly gosh.  
**KILI:** Does it show up on uh, D&D Beyond for you when I- Okay, perfect.  
**CLAY:** All right.  
**CLAY:** D&D Beyond.  
**CLAY:** It does, I believe.  
**JOE:** It does.  
**JOE:** Ooh, you are not looking great.  
**CLAY:** Let me just do a quick check.  
**KILI:** No.  
**CLAY:** Hey, David.  
**CLAY:** David, you took three points of electrical damage at the beginning of this.  
**CLAY:** So, you're good.  
**JOE:** Uh, right.  
**JOE:** Sorry.  
**JOE:** I'm just, I'm juggling some things.  
**CLAY:** Do you have  
**CLAY:** Would David have any critical weaknesses to electricity or resistances to electricity?  
**ERIK:** Silence.  
**CLAY:** I know.  
**JOE:** I don't know what you're talking about.  
**JOE:** You know, he would be as susceptible to it as most other people would be.  
**CLAY:** That's why I'm asking in a generic way.  
**CLAY:** All right, track that accordingly.  
**CLAY:** OK. That was the Dorf's turn.  
**CLAY:** He doesn't have multiple actions.  
**CLAY:** Back it up to Milly.  
**KILI:** I'm gonna try to cast hold again on the goblin.  
**CLAY:** Hold on the goblin.  
**CLAY:** How?  
**KILI:** He can still hear me, right?  
**CLAY:** What's the range on that?  
**CLAY:** I mean, he's 100 feet away and he's screaming at the top of his lungs, so I would actually be inclined to say... Yeah, so at the beginning, he did the 30, and then

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

on his last turn that he just took, he did another 60, so I guess he's 90 feet away.

KILI: The range is 60 feet.

KILI: He's 100 feet?

KILI: I thought he was 60.

KILI: Range is 60.

KILI: Oh no, no, wait.

KILI: Oh no, range is 60, sorry.

CLAY: So I don't think that's going to work.

KILI: Gotcha Okay Um I could cast silence on him.

ERIK: yeah it's still your turn

JOE: You just run right out of it.

KILI: That's 120 feet Yeah, can I do my turn

SAM: I can cast hold person, but I have to get closer, but I might have a plan to get closer on my turn.

SAM: Yes.

SAM: I mean, I can do it on my turn.

CLAY: Say that again.

KILI: Can I give him my turn?

CLAY: You could rearrange your position in the initiative if you wanted.

SAM: It's not a, but take your turn and then I'll do

KILI: Okay.

KILI: I'm gonna cast hold on the guy right in front of me.

SAM: My plan.

KILI: Actually, I'm gonna cast grovel.

CLAY: OK. Command word, gravel.

KILI: Yep.

KILI: Which means he goes through.

CLAY: All right, he goes prone.

CLAY: Go ahead and make, I guess I get to save.

CLAY: That's what this is, right?

KILI: Yeah.

KILI: 13.

CLAY: 13, I will roll this in the roller.

CLAY: It does not have, what's the saving throw?

CLAY: What am I saving against though?

KILI: Oh, it's a, what is it?

CLAY: Charisma?

KILI: Oh, it's wisdom.

CLAY: Wisdom, okay.

CLAY: Yeah, this guy doesn't have any special wisdom, anything, so.

SAM: I feel like...

CLAY: It's just gonna be a flat 1d20.

CLAY: All right.

KILI: Gahaha!

CLAY: Nine, all right.

KILI: Grovels!

CLAY: You say Grovel, and the dwarf just falls on his hands and knees, and is like, oh, oh, you guys, oh, so strong.

ERIK: Let's go!

CLAY: Okay, cool.

CLAY: I believe so, yes.

KILI: I can cast as a bonus action.

KILI: I can Bardic Inspire again, can't I?

KILI: Okay, I also, I would prefer if we didn't kill either of these people.

CLAY: Are you tracking your Bardocks?

CLAY: This is your second Bardock, right?

KILI: Yeah, how many do I get again?

ERIK: This would be her third because she gave me one earlier I think.

CLAY: You have three.

CLAY: Is that his third?

CLAY: This would be your last Bardic.

KILI: Oh.

CLAY: I did mark the first two.

KILI: Oh, I thought I gave health earlier.

KILI: Oh, we talked about when we were searching.

JOE: You gave me one when I was cracking the vault.

JOE: You gave Tashbar one, I think.

KILI: Okay, yeah, no.

JOE: Tashbar one did you get?

CLAY: I believe so.

KILI: I think I already used three then, wouldn't it?

CLAY: So this would be... Just for simplicity, let's say that you've used two, and I'll give you this one if you want it, but it'll be your last one.

KILI: Or is this my third one?

KILI: I'll probably keep it then, unless someone wants it.

CLAY: Okay.

KILI: Unless someone's going to try something hard, like, Craig, do you need it?

KILI: Then I'll hold it for now.

CLAY: This song is just the same 10 second loop, it seems.

ERIK: Yeah Craig would be a good choice.

SAM: I don't think I need inspiration.

CLAY: OK.

CLAY: So concluding your turn, do you want to...

KILI: Can I back away from the dwarf because he's groveling?

CLAY: He is prone, so yeah, he's not going to be able to...

KILI: I'm backing away.

KILI: I'm hiding but I'm backing up.

KILI: I'm backing up to the door Yep

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**CLAY:** Behind David and Craig?

**CLAY:** So I'll throw you, you're now 10 feet from the dwarf who's on the floor.

**CLAY:** All right, taskbar.

**CLAY:** You're 60 feet from the goblin who's running down the hall full speed.

**CLAY:** You are 30 feet from brick and you're 40 feet from your party.

**SAM:** Ew!

**ERIK:** All right.

**ERIK:** Well, I could use my whole turn just to catch up to him again to have him run.

**ERIK:** No, not if I dash.

**KILI:** Can you tackle him?

**JOE:** Thank you.

**ERIK:** But I think I am going to have to be right in the frenzy.

**ERIK:** OK.

**ERIK:** I'm gonna bonus action enter rage as Taspar puts on the jets.

**SAM:** Hello.

**ERIK:** He's Got his size lock on the gun and I'm just gonna dash again to catch up with the goblin again Yes, and Sam says he has a plan to make sure he stops moving so I

**CLAY:** So bonus action, and then you dash, and you are now even with the goblin.

**CLAY:** OK, that concludes your turn.

**ERIK:** It does.

**CLAY:** OK, Craig.

**SAM:** So, just to clarify, I cannot cast two leveled spells in one turn, correct?

**SAM:** Even if one is a bonus action?

**CLAY:** I believe that is true.

**JOE:** So if you want to cast two spells, one of them has to be a cantrip, and one of them needs to have the bonus action modifier.

**CLAY:** Anyone want to verify?

**CLAY:** Yeah, but you couldn't do a bonus action leveled spell and a full action leveled spell.

**SAM:** Okay.

**SAM:** So I can't stop him this turn, however,

**SAM:** I will run 30 feet, and then I will dash 30 feet, and then I will Misty Step the last 30 feet.

**CLAY:** Alright.

**SAM:** So I should be, by my math, 10 feet behind him.

**CLAY:** So you make it a total of 90.

**CLAY:** You are now 10 feet behind them.

**KILI:** Dang, you can move!

**CLAY:** Track this on this.

**SAM:** So on my next turn, I should be able to cast Hold Person.

**CLAY:** OK.

**JOE:** Silence.

**ERIK:** Excellent.

**SAM:** because it has a range of 60 feet.

**SAM:** Despite whatever he moves, I should be able to do that still.

**SAM:** As I pass Tashbar, I will call him a slowpoke.

**CLAY:** You time it so that your Misty Step happens somewhere in the middle, so that your second dash you're not teleporting past him, just so that you can tell Taspar, slowpoke.

**JOE:** Hello.

**CLAY:** OK. David, I believe, Craig, that concludes your turn, right?

**SAM:** Yes, yeah, that's everything I can do.

**JOE:** Okay, so the dwarf is prone right now, right?

**CLAY:** The dwarf is currently prone, yes.

**JOE:** And he's been, he has a, what was it?

**KILI:** Please don't kill him.

**ERIK:** All right.

**JOE:** Disadvantage on strength checks, is that right?

**CLAY:** He has disadvantage on strength, and he's been hit by a hefty Fire Bolt.

**JOE:** Then this is perfect.

**JOE:** So he has disadvantage on strength checks.

**JOE:** I have advantage on strength checks because he's prone.

**JOE:** I'm gonna go up to him.

**JOE:** And I activate my armor of magical strength and I grapple this guy by just grabbing him by the neck and just lifting him up to my face.

**CLAY:** Okay, so we're making strength strength.

**CLAY:** I have disadvantage strength you have advantage.

**JOE:** So yeah, I'm going to be rolling athletics.

**CLAY:** Mechanically, it should not work this way.

**CLAY:** OK, and he will just be contesting it with also athletics.

**CLAY:** It's been a long time since I've done graphic gravel.

**JOE:** Uh, since he's resisting, he can do athletics or acrobatics, honestly.

**CLAY:** Yeah, his stat sheet is not that verbose.

**CLAY:** He's got a plus three of strength, so we're gonna give him a plus three on the saving throw.

**ERIK:** you

**CLAY:** Okay, I'm gonna just do this twice because I don't wanna learn how to use Witch.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**SAM:** Close.

**JOE:** Alright, I rolled a 21?

**JOE:** Okay.

**CLAY:** He rolled a six.

**CLAY:** Okay, he is grappled.

**JOE:** Okay, I grab him, I hold him up to my face, as I like, while I'm like grabbing him, I wrench his mouth open to see which of his teeth have poison.

**CLAY:** Okay, make an investigation check Okay your answer for that one would have been he's got teeth All right with a 19 you can see that he does not have any broken tooth and actually if you'll remember stub committed suicide using the poison in his cigar not his tooth so

**ERIK:** Yeah.

**JOE:** I'm gonna use my daily inspiration on this one.

**JOE:** 19.

**JOE:** Right, well now I know for a fact he doesn't have a poison tooth.

**CLAY:** With a 19, you can see this guy really cares for his dental hygiene.

**KILI:** He's probably so confused.

**CLAY:** All of his chompers are in good condition and his gum line pristine.

**JOE:** I think maybe you see this while you're cowering, but now that

**KILI:** Cowering.

**JOE:** Now that Craig and Tashbar have left, you see that Dave's demeanor has become very cold and he stands up and his posture actually makes him out to be like really, really tall.

**KILI:** Oh, great.

**KILI:** Now I'm cowering.

**KILI:** I wasn't before.

**JOE:** As I'm just, as I'm just like holding this guy up by his like jaw line.

**KILI:** That was a tactical retreat.

**KILI:** Dang.

**CLAY:** OK, anything else, David?

**CLAY:** That was your action, a little bit of movement, bonus action.

**JOE:** Yeah, no, that's it.

**JOE:** So I'll just continue to hold on to this guy.

**CLAY:** OK. All right, he can contest the grapple, right?

**JOE:** Yeah, and we just redo the contest.

**SAM:** It's ability checks.

**CLAY:** And I have disadvantage because it's strength.

**CLAY:** No, is it just saving throws for hex, or is it

**JOE:** It's checked.

**SAM:** I think it's just ability checks.

**CLAY:** Billie checks.

**SAM:** It's not saving throws.

**JOE:** So it's now saving throw unless we're doing 2024 rules.

**CLAY:** Oh.

**SAM:** Let me...

**CLAY:** Okay, well this is a Billie check.

**CLAY:** So he got a 12 to escape.

**JOE:** Okay, 16.

**CLAY:** Easy.

**CLAY:** He fails to escape the grapple and he has no other action.

**ERIK:** Woo!

**CLAY:** He says, let go of me.

**CLAY:** I didn't do anything wrong, man.

**CLAY:** When the boss gets here, you guys better watch out.

**KILI:** Don't don't kill him.

**KILI:** This is a pretty misunderstanding

**CLAY:** Struggle, struggle, struggle, struggle, struggle.

**CLAY:** Goblin Man is going to again use his Nimble Escape to disengage and dash another 60 feet.

**CLAY:** And at this point, he's 150 feet from the dwarf.

**SAM:** Good.

**CLAY:** And he is at a populated section of the lower deck.

**JOE:** All right.

**CLAY:** and he is yelling for reinforcements.

**CLAY:** So you can probably catch him, but the cat's out of the bag in terms of keeping this silent.

**ERIK:** when you say more populated area of the deck, like where there are guards or where there's the public.

**CLAY:** So there's not guards, but if you look at the map,

**CLAY:** He's made his way within screaming distance of the Rotunda And there are people You are safe to assume that he is not a lone soldier and that his Affiliates are aware that something's going on at the vaults Okay

**ERIK:** Alright, bring it on.

**KILI:** No, okay.

**CLAY:** Umm... Yurtsun Yes, and I will actually say this if you guys want to relinquish the goblin I will I will pull this out of combat and and The dwarf will not resist Beyond

**KILI:** Alright, I'm gonna walk up.

**KILI:** The dwarf can still talk, right?

**JOE:** Okay.

**CLAY:** you know, the reactions of someone who has been pinned to the ground by a large man.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**KILI:** I I I vote that we all come back together and try to interrogate the Oh Joe Oh, oh, you're you're right here.

**CLAY:** Who did we lose?

**CLAY:** Looks like we lost Sam.

**CLAY:** Joe?

**JOE:** No, no, I'm here.

**JOE:** I think we lost Sam.

**KILI:** You're right here.

**JOE:** I don't know if he realizes he's been disconnected.

**KILI:** I'm blind.

**KILI:** I'm blind

**CLAY:** We proceed for those who come after.

**CLAY:** David and Taskbar, I won't unilaterally make this decision.

**KILI:** Yeah, I vote we retreat and try to get the dwarf to tell us who his boss is so we can try to figure out what to do, but...

**ERIK:** You as the DM want us to relinquish the goblin?

**CLAY:** I'll let you guys decide what you want to do.

**CLAY:** Just meta table talk right now.

**ERIK:** Whose turn is it?

**JOE:** That's a taskbar decision right now.

**CLAY:** You are free to relinquish the goblin or chase him down if you'd like.

**CLAY:** As the DM, I will allow anything.

**JOE:** I'm busy lower decks handling a dwarf.

**CLAY:** It is technically Meili's, yet the players, it begins to play in the background.

**KILI:** It's our turn.

**KILI:** Communist Manifesto begins to play in the background.

**CLAY:** It's like a recording of someone reading it.

**KILI:** Yep.

**KILI:** Yep.

**JOE:** technical difficulties?

**CLAY:** I have one of Mao Zedong's Little Red Books.

**KILI:** Yeah.

**CLAY:** in my house.

**JOE:** Oh, that's terrible.

**CLAY:** It was an artifact I got, artifact I say, it's one of the things I brought back from my trip to China.

**KILI:** Dang.

**CLAY:** It's a pretty cool collection.

**CLAY:** But, yes, I'm just asking, if anyone still wants to pursue the goblin, we will maintain kind of this combat order, otherwise we can just kind of go back to roleplay order and the dwarf will be a participant in that.

**ERIK:** Taskbar is going to keep chasing the Goblin for sure.

**CLAY:** Okay, I will allow that then.

**CLAY:** Melee, feel free to roleplay if you'd like, but Taskbar is still going to chase the Goblin.

**KILI:** All right.

**JOE:** I'm gonna just be applying shocking grasp on this guy until he passes out.

**CLAY:** Sounds like a euphemism for something.

**KILI:** No, no, no.

**KILI:** I need to talk to him.

**KILI:** Please don't make him pass out.

**JOE:** I seem like lost in my own thoughts right now as I'm like watching this guy seize.

**KILI:** Oh, my gosh.

**KILI:** Oh, my gosh.

**CLAY:** Craig is having technical difficulties.

**KILI:** Please.

**KILI:** All right, now I need to try to get my robot, I mean, Dave the fighter to let go of the dwarf.

**KILI:** If I just ask Dave to let go, to drop the dwarf, would he?

**KILI:** Okay.

**JOE:** roll persuasion you'll be you'll be fine you can't you can't roll yeah if you roll a one we'll talk but

**CLAY:** I'm going to get below 17.

**KILI:** I will roll nonetheless.

**KILI:** Seventeen.

**CLAY:** 17

**KILI:** Can you please put the dwarf down?

**JOE:** Oh.

**JOE:** I take out my manacles and I subdue him.

**KILI:** Perfect.

**KILI:** I'm gonna crouch down to the dwarf's level and be like, listen.

**CLAY:** I'll say that the check that the dwarf did on his turn to escape was you applying the manacles.

**CLAY:** So I'm not going to contest it.

**CLAY:** So consider him manacled.

**KILI:** Plus he's also technically still prone.

**CLAY:** Yeah, I think technically he's incapacitated from the grapple.

**CLAY:** So yeah, the only things he can do are try to escape.

**KILI:** Yeah, he's not moving.

**CLAY:** And at this point, I'll say that he is restrained with manacles.

**KILI:** Okay, so may I listen?

**KILI:** This has been a huge misunderstanding.

**CLAY:** Misunderstanding, what are you talking about?

**JOE:** I shocked his nipples.

**CLAY:** You attacked me.

**CLAY:** You attacked me and my friend here.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**KILI:** Yes, well.  
**CLAY:** Man.  
**CLAY:** Better watch out.  
**KILI:** Who's your boss?  
**CLAY:** Who's my boss?  
**KILI:** Yes, who's your boss?  
**CLAY:** Who's my boss?  
**CLAY:** Man, if you don't know who my boss is, you must not be from around here.  
**KILI:** We're not, and we're not, no, stop, don't shock him!  
**CLAY:** Are we doing real shocking damage or...  
**KILI:** No, please, no more damage to the dwarf!  
**JOE:** He won't die.  
**CLAY:** I'll leave the door.  
**KILI:** He's already handcuffed.  
**JOE:** He will not die from this.  
**KILI:** If we need intimidation, if we need intimidation, I will let you know.  
**JOE:** I can't be melee at persuasion.  
**CLAY:** We're going to do a contested persuasion on the off chance again.  
**KILI:** Yes.  
**CLAY:** No, not the door.  
**JOE:** Are you kidding me?  
**CLAY:** You are trying to persuade him to tell you information.  
**CLAY:** So for your action on the Cern melee, he is going to contest.  
**CLAY:** All right.  
**JOE:** Oh.  
**KILI:** Do I need to roll?  
**CLAY:** Nope, no, we're just gonna let that one ride.  
**KILI:** Okay That's I bet you will listen  
**JOE:** Thank you.  
**CLAY:** You ask who is your boss, and he says, man, if you don't know who my boss is, you're not from around here.  
**CLAY:** Anyone who's anybody knows of Mr. V. He runs this part of the ship.  
**CLAY:** And man, when he gets here, he's gonna have words.  
**KILI:** I don't know what's happened here.  
**KILI:** We didn't- I'm assuming you know what happened- it's what's in the vault.  
**CLAY:** Of course, I know what's in the vault.  
**CLAY:** I was part of the crew.  
**CLAY:** Well, you know what?  
**CLAY:** No, I don't know what's in the vault.  
**CLAY:** What are you talking about?

**KILI:** You just confirmed you know what's in the vault.  
**JOE:** I slap him.  
**KILI:** I'm not- Let's not lie to each other.  
**CLAY:** He's not responding anymore.  
**CLAY:** I'm going to consider this is the end of your persuasion roll.  
**JOE:** I slap him.  
**KILI:** Okay.  
**KILI:** No, no, we'll go- we'll come back to it.  
**CLAY:** He told you he works.  
**CLAY:** He works.  
**CLAY:** He works for Mr. V, and Mr. V owns the Lower Decks, is what he says.  
**KILI:** I don't want to be an enemy of Mr. V. I've decided that just sounds exhausting.  
**CLAY:** Taskbar your action.  
**CLAY:** OK. All right.  
**JOE:** Oh, I realized why my audio sounded terrible.  
**KILI:** Why?  
**KILI:** Yeah, it's really proof.  
**JOE:** Sorry about that, guys.  
**ERIK:** Alright, I'm going to dash.  
**KILI:** Wait, what was wrong?  
**ERIK:** I'm going to dash to catch up with this goblin again.  
**ERIK:** And I don't care if his friends are around, we're in a bonus action frenzy and I'm going to swing on this guy.  
**KILI:** I can't control my team.  
**CLAY:** Wing away.  
**ERIK:** I did not spend two whole turns chasing this goblin to not attack him now.  
**CLAY:** Chasing this goblin just to laugh at my feet.  
**CLAY:** No, that's fair.  
**KILI:** You know what?  
**KILI:** Okay, have fun.  
**JOE:** I appreciate the moxie.  
**ERIK:** And it did.  
**KILI:** He shouldn't have ran.  
**KILI:** It triggered your predator instinct.  
**CLAY:** The fight.  
**CLAY:** They should have backed away slowly and maintained eye contact.  
**ERIK:** We're gonna make this a reckless attack.  
**KILI:** Exactly.  
**CLAY:** Go ahead.  
**CLAY:** Okay.  
**CLAY:** I am trying to follow...

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**CLAY:** Reckless attacks that means you get advantage 14 is enough tie goes to the runner that will hit Seven okay.

**ERIK:** So 14.

**ERIK:** Let's go.

**ERIK:** Seven.

**ERIK:** I did, yes.

**CLAY:** Yeah your cane sword connects with him And this goblin is is not looking good, but he is still

**KILI:** Oh, gosh.

**CLAY:** up is that seven is that one to ten plus five okay so roll two okay i track good good good good did you add your rage okay good

**KILI:** We're going to have to fight so many people.

**ERIK:** That's what I'm built for.

**ERIK:** He was gonna cast Hold Person.

**KILI:** That's not what I'm built for.

**CLAY:** Alright.

**CLAY:** Craig is not here.

**CLAY:** He was with Taspar.

**CLAY:** Let's see, what would Craig do in this situation?

**CLAY:** He was going- man, this is hard, because I think seeing you attack him he's just going to shoot this creature.

**CLAY:** I'm, he's going into AI mode and they never make the right decision in the moment.

**CLAY:** So I'm going to say that Craig loads another Firebolt into his gun and takes a shot at the Galen.

**KILI:** Thank you.

**CLAY:** Ten plus, what's my fire on this?

**CLAY:** Yeah, okay, that'll hit.

**CLAY:** 1d10.

**CLAY:** No way.

**CLAY:** What is the damage on Firebolt?

**CLAY:** Just straight up 1d10.

**CLAY:** Nothing extra special added to it.

**JOE:** Yep.

**CLAY:** Alright, he barely grazes him, he only does 1 damage.

**ERIK:** Yeah, let's see the notification list.

**KILI:** Oh gosh.

**ERIK:** What?

**ERIK:** Dang it, Craig.

**CLAY:** 4 hit.

**KILI:** AI Craig.

**CLAY:** AI correct, I'm sorry.

**CLAY:** Oh darn, I failed to hit him.

**KILI:** It's a mimic!

**KILI:** Shoot him!

**CLAY:** The 90 the the the hit counter said 95% but you know it that's not how it works Xcom baby Okay, the dork is restrained the goblin is next to Tash bar At this point he has seen people acknowledge his cries and

**JOE:** XCOM, baby.

**CLAY:** And he is going to defend and attack.

**CLAY:** He pulls from his built a lead pipe that he swings at Tassbar.

**KILI:** Good luck, little guy.

**JOE:** He'll have advantage because attached by reckless.

**ERIK:** That is true.

**ERIK:** That's a hit.

**KILI:** Oh, maybe less good luck then.

**CLAY:** Fair enough.

**CLAY:** There's my two bronze.

**KILI:** Oh.

**CLAY:** Good thing for the advantage.

**CLAY:** 17.

**CLAY:** Okay.

**CLAY:** Boing!

**KILI:** Did he get you in the knee?

**CLAY:** 1d6 plus 3.

**CLAY:** 8 damage, Craig.

**ERIK:** I'll take four damage.

**JOE:** It'll be cut.

**CLAY:** 8 bludgeoning.

**JOE:** It'll be cut in half because you're raging.

**CLAY:** Because you're earning a 4.

**CLAY:** The Desperate Hitchen in the...

**KILI:** He gets you in the knee.

**KILI:** That's about as high as he can go, right?

**CLAY:** I mean, he's got a lit pipe.

**KILI:** That's true, it could be so long.

**JOE:** Boink!

**ERIK:** I do not even flinch.

**CLAY:** I didn't say how long the pipe is.

**JOE:** Bonk!

**CLAY:** It should be a really long pipe.

**ERIK:** The pipe connects and there's just no reaction.

**CLAY:** Yeah, yeah like snort a booger expecting it to be full of blood, but it's just blood there are boogers spit out Okay, take us back to the top of the order.

**CLAY:** Yurtsen!

**CLAY:** You've got a dwarf and his undivided attention

**KILI:** Hey.

**KILI:** I've got a dwarf.

**KILI:** I'm not a dwarf.

**KILI:** Alright, buddy.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**KILI:** Listen, this scary man right here, I'm gonna point to Dave.

**KILI:** I'm just gonna let him have you again.

**KILI:** Electric shock, everything.

**KILI:** I don't want to do that.

**KILI:** I would rather us just have a conversation.

**KILI:** I think this is a misunderstanding.

**KILI:** So I need you to cooperate with me or I'm gonna have to hand you over to him.

**KILI:** I'm sorry.

**CLAY:** We're way past misunderstandings here, sir.

**CLAY:** You need to understand, people who work for Mr. V, we take honor and strength before all else.

**KILI:** Oh my god.

**CLAY:** I'll never betray my brotherhood.

**CLAY:** You can make a persuasion check, but he's gonna... What exactly are you asking him?

**KILI:** Alright.

**CLAY:** Are you trying to get him to do?

**KILI:** I was trying to calm the conversation down, but you know what?

**KILI:** Fuck it.

**CLAY:** Yeah, no, at this point, he's like, you guys attack them.

**ERIK:** Okay.

**CLAY:** His goblin friend is being pursued by a bear.

**CLAY:** He's...

**KILI:** That was the godland's fault.

**KILI:** He, again, activated his predator instincts.

**KILI:** You never run from a barbarian.

**KILI:** Everybody knows that.

**JOE:** Why are you running?

**KILI:** Why are you running?

**KILI:** Let's see.

**KILI:** Dave, do you need any help with this guy?

**JOE:** You see my posture is relaxed and like I've like gone into myself, whatever do you mean?

**KILI:** Nevermind, I'm gonna Vicious Mockery this guy.

**CLAY:** Alright, hit him with a vision of the mockery.

**KILI:** Alright.

**CLAY:** I've hit him with a mercury.

**KILI:** It's a Wisdom saving throw.

**KILI:** A 13.

**CLAY:** It's a vicious mockery, not just a spell attack.

**JOE:** No, it's a save.

**KILI:** It's a cantrip.

**KILI:** Yeah, it's a Wisdom saving.

**CLAY:** Okay.

**CLAY:** With some saving throw, okay.

**CLAY:** He rolled an 8.

**KILI:** That's a fail.

**KILI:** So I roll a d6.

**CLAY:** Ain't gonna do it.

**KILI:** I hope you can feel my irritation as I am very irritated.

**CLAY:** Yeah, I mean he's got a headache.

**KILI:** I'm also going to stand up and walk away.

**KILI:** Like just kind of look down the hallway to see if they've caught the goblin.

**KILI:** There's really nothing I can do right now.

**CLAY:** Test bar.

**ERIK:** Yes, back to me.

**CLAY:** Back to you.

**ERIK:** Okay, all right.

**ERIK:** The goblin is still up in my grill so I can attack him normally now.

**CLAY:** Yes.

**ERIK:** We're gonna go reckless again.

**KILI:** Did you guys see the notification?

**CLAY:** From.

**JOE:** Oh, yeah.

**JOE:** Well, it looks like, uh, Sam's not coming back.

**CLAY:** Oh, dang bumper that sucks.

**ERIK:** yeah that does suck just when his character was doing some cool ish all right i connect with the goblin for eight more damage

**CLAY:** You do connect for 8 more damage.

**CLAY:** You did not specify non-lethal, so Taskbar, go ahead and narrate how this goblin dies.

**JOE:** Oh.

**ERIK:** Um, his lead pipe connects with my leg.

**ERIK:** The only reaction I give is to immediately thrust my sword through his chest.

**CLAY:** Just straight through his heart.

**ERIK:** Yep.

**ERIK:** And then are any of his, are any of his allies, who are all the people around here?

**JOE:** Guys, we have to go into hiding.

**CLAY:** Alright.

**KILI:** yeah oh my gosh

**ERIK:** Are they like other goblins?

**ERIK:** Are they passengers?

**CLAY:** If you look around, all you see is passengers, people in common clothing.

**CLAY:** You don't see anyone screaming reinforcements.

**CLAY:** There are no guards.

**CLAY:** So, you got a dead goblin body.

**ERIK:** Do they all witness this?

**CLAY:** Yes, they do.

**JOE:** It's just a goblin.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**CLAY:** It's just a goblin.  
**CLAY:** But you're raging.  
**CLAY:** This is not things that Taspar would be thinking about.  
**ERIK:** No, but this is gonna be messy.  
**KILI:** Please don't attack everyone that moves.  
**ERIK:** I bonus action, I bonus action make my cloak billow.  
**KILI:** Everyone slowly back away!  
**KILI:** Yeah!  
**KILI:** Let's go!  
**CLAY:** Okay, you're billowing cloak and you look around and you point and you say, that's what happens to anybody who disrespects Tesbar.  
**ERIK:** And I will... Yeah, no, I just, I plant my bloody sword between my feet and I don't know, wait for either a reinforcement to step forward or the cops.  
**CLAY:** Okay, you're just, strong move.  
**ERIK:** And I'll tell Craig,  
**CLAY:** Wait, wait, down the corridor, okay.  
**ERIK:** Go back and help the others.  
**ERIK:** Take care of that while I hold attention here.  
**KILI:** I like it.  
**CLAY:** And Craig responds and says, actually, I have a better idea.  
**CLAY:** I've got some reagents in my suitcase.  
**CLAY:** I'll go get them.  
**CLAY:** I'll be right back.  
**CLAY:** And he runs off in a completely different direction than you would expect.  
**CLAY:** Back up the stairs to the cabin.  
**ERIK:** What the heck is a reagent?  
**CLAY:** You know, like he's a wizard.  
**ERIK:** That's what Taskbar's thinking.  
**CLAY:** Reagents.  
**CLAY:** Oh, OK.  
**CLAY:** Right.  
**CLAY:** Okay, so Craig is out of the order.  
**CLAY:** It's the three of you with a dead goblin and a dwarf.  
**KILI:** Share me out.  
**CLAY:** You have one vault open with four bodies decaying inside.  
**CLAY:** What would you like to do?  
**KILI:** We accuse the dwarf of murder.  
**JOE:** Yeah, that sounds like a good plan.  
**JOE:** Hey, what was your name?  
**JOE:** You're gonna be our fall guy.  
**CLAY:** My name?  
**CLAY:** That's not important.

**CLAY:** He spits.  
**JOE:** It's gonna be very important.  
**CLAY:** He spits on you.  
**KILI:** You're gonna be our fall guy.  
**ERIK:** Thank you.  
**JOE:** Oh, now why would you do that while you still have teeth?  
**JOE:** I take out pliers from my tinker's kit and I rip one out.  
**KILI:** Okay.  
**KILI:** Oh, and I couldn't stop that.  
**KILI:** Sorry, buddy.  
**CLAY:** Alright.  
**CLAY:** Would you like to make an intimidation check to see if you're having an effect on him?  
**JOE:** Uh, hmm.  
**CLAY:** I'll give you advantage because you're pulling teeth.  
**JOE:** Sure.  
**JOE:** I am not charismatic.  
**JOE:** Oh, I did not do that.  
**CLAY:** But wait, that's not right 18, okay Right he is not intimidated Okay, she's a massive k. Oh, okay.  
**JOE:** 18.  
**JOE:** Turns out the one I ripped out had a massive cavity in it.  
**JOE:** Huh.  
**CLAY:** Thank you so much sir.  
**CLAY:** That's great Okay  
**KILI:** Well, good job if you're a dentist now.  
**JOE:** Hmm.  
**JOE:** Amongst other things, I start eyeballing the rest of his teeth.  
**CLAY:** I'm still treating us as if we are in this roleplaying initiative.  
**JOE:** Okay, okay, I drag him back into the vault with the other dead bodies.  
**CLAY:** Okay, so David, on your turn you take the dwarf and you drag him back to the vault.  
**JOE:** Yeah.  
**CLAY:** Meili is in the opening to the vault room.  
**CLAY:** Taskbar is 150 feet away, waiting for the police.  
**CLAY:** And David is in the vault with the dwarf.  
**ERIK:** Yeah.  
**CLAY:** That takes us back to Yrthtsen.  
**KILI:** Okay, I'm gonna cast, um, let's see, Disguise Self.  
**CLAY:** Okay.  
**KILI:** I just wanna make myself look like, not like fully different, but like a little bit different.  
**CLAY:** Just anybody else.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**KILI:** Yeah, it can even still be a tiefling.  
**CLAY:** Okay.  
**CLAY:** I won't even require any spell slots for this, since we're just roleplaying.  
**CLAY:** We'll say that you use your magics to disguise yourself as someone else.  
**CLAY:** Anything else?  
**CLAY:** There's your action.  
**CLAY:** Okay, we're gonna move forward.  
**KILI:** That's my action.  
**CLAY:** Taskbar!  
**ERIK:** Yes.  
**CLAY:** People are staring at you.  
**CLAY:** This body of the goblin is twitching the final death throes of a life cut short.  
**ERIK:** All right, I call out.  
**CLAY:** You see in the pocket of this goblin a faded picture of a family of goblins.  
**ERIK:** Oh.  
**CLAY:** No, that's not true.  
**CLAY:** This guy doesn't have a family.  
**ERIK:** Well, we all have families.  
**ERIK:** I call out to the crowd I'm like someone go and fetch the guards and I'm proficient in both well  
**CLAY:** Okay, make a persuasion check, or an intimidation check, whichever one you feel like you are trying to, okay?  
**KILI:** What?  
**CLAY:** They are cowering in fear of this site, and nobody moves to do anything.  
**ERIK:** Fine, I'll do it and I pick up the goblin.  
**ERIK:** And I don't want to split the party.  
**CLAY:** Okay.  
**JOE:** This has really gone tits up.  
**ERIK:** I think my rage ends because I haven't taken damage or attacked anybody.  
**KILI:** You think?  
**KILI:** You think?  
**CLAY:** I will say that you are holding the corpse of the goblin.  
**CLAY:** What would you like to do?  
**CLAY:** Okay?  
**ERIK:** Which means I honestly don't have a level of exhaustion.  
**JOE:** And Craig has gone ahead and t-posed through the floor.  
**CLAY:** Craig ran off to go and get some reagents.  
**ERIK:** And I will just walk back down the hall towards my party with the goblin.  
**KILI:** So he went through his room.

**JOE:** Oh, right, right, right.  
**KILI:** He's probably t-posing in there.  
**ERIK:** Or not, okay.  
**JOE:** You're coming back to us after making a scene?  
**KILI:** I'm gonna... Oh gosh!  
**JOE:** Are you insane?  
**ERIK:** No, because here's the thing.  
**ERIK:** I don't wanna split the party.  
**ERIK:** I think what Taskbar would actually do is Taskbar would probably leave  
**ERIK:** Taskbar probably actually would not go back towards the party, but I also don't want to split the party.  
**KILI:** Oh my god!  
**CLAY:** I appreciate that.  
**CLAY:** You go back to the party.  
**KILI:** Alright.  
**CLAY:** I'll say you're walking down the hall back to your party.  
**CLAY:** David, your turn.  
**ERIK:** Is there anything good in the goblin's pockets by the way?  
**JOE:** I've got to, we're in jail.  
**CLAY:** The goblin does not have anything of significance, notes.  
**CLAY:** He does probably have some money that we can go through for loot later.  
**KILI:** Ear me out.  
**ERIK:** I'm not gonna lose money.  
**KILI:** You'll murder him, but you won't take his pocket change?  
**ERIK:** Yeah, I'm not a thug.  
**KILI:** Oh my gosh!  
**CLAY:** He ran!  
**JOE:** Oh God.  
**CLAY:** David!  
**CLAY:** No, I'm not saying nothing!  
**JOE:** All right, I throw the nameless dwarf in the pile of other bodies and I'm just like, you know these guys?  
**CLAY:** Make an intimidation check.  
**KILI:** Can I help at all?  
**JOE:** Again, nah.  
**CLAY:** If you wanted to help, you are next in the order, Meili.  
**CLAY:** So if you want to, I will let you forward.  
**JOE:** We're gonna have Maylee do this because Maylee, he has a positive Charisma modifier.  
**CLAY:** He is certainly more adept at intimidation.  
**KILI:** it's just a plus seven okay okay roll  
**JOE:** I'm gonna have this be the help slash guidance.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**CLAY:** OK, so you use your bonus action to cast

Guidance, action to do the help action.

**JOE:** Let me actually see.

**JOE:** Guidance is an action.

**JOE:** We'd get more mileage from the help action, so roll with that vantage.

**CLAY:** OK, melee.

**CLAY:** I'm going to turn down the combat music.

**KILI:** Kind of like what he knows about this situation overall like who these people are Do they know who attacked them because he said he was in here earlier.

**CLAY:** And what exactly are you trying to extract from him?

**CLAY:** You're asking if he knows these people?

**CLAY:** Is that?

**KILI:** Do they know how they died?

**KILI:** stuff like that

**CLAY:** Okay, sure.

**CLAY:** You're asking what he knows about the situation.

**CLAY:** Got it.

**CLAY:** Intimidation plus guidance.

**CLAY:** Hachi machi.

**JOE:** Well, that's actually only an 18.

**CLAY:** All right.

**CLAY:** Oh.

**KILI:** Yeah?

**KILI:** Did I type it in wrong?

**CLAY:** Why is it 2d2 plus 4?

**JOE:** Yeah, it's yeah, it's K 1 plus 4.

**KILI:** Oh.

**CLAY:** Oh, yeah.

**KILI:** Oh, K1.

**KILI:** Third guy, I always forget that.

**JOE:** It's alright.

**CLAY:** OK, 1 plus 4.

**KILI:** So wait.

**CLAY:** So it's 14 plus 4, 18.

**CLAY:** Guidance?

**CLAY:** Doesn't guidance add a 1d4?

**CLAY:** Oh, OK, yeah.

**JOE:** Well guidance is an action so it's either use my action to perform the help action which gives advantage or Do guidance which adds plus four, right?

**CLAY:** And in this case we did that okay 18 that's 18 is a pretty good intimidation check for 18 Yeah, get down in this guy's face, and you ask him with the cold voice of someone who's Not unfamiliar with death in the streets, and you ask this Dorf What what does he know about what happened here and he?

**JOE:** Statistically speaking advantage gets you more

**KILI:** Perfect.

**CLAY:** does not pass on his saving throw, or contest.

**CLAY:** And he says, you really must not be from around here.

**KILI:** Thank goodness.

**KILI:** Yeah.

**CLAY:** Because, I mean, everybody knows what's going on.

**CLAY:** They were supposed to send a message.

**CLAY:** These are the guys that cheapskated old Benny DeMorris.

**CLAY:** Right?

**JOE:** Beneath the Moon.

**CLAY:** And all we were supposed to do is track down the guys who screwed him over and send a message that he's not supposed to be messed with.

**CLAY:** Which we did.

**CLAY:** Right?

**CLAY:** He contracted one of the auditors to clean up this mess and that's what we were doing.

**KILI:** You did kill these people.

**CLAY:** Of course I did.

**KILI:** Okay, just checking.

**CLAY:** I came looking to see who was messing with the crime scene.

**KILI:** We don't even have to accuse him.

**CLAY:** You were dressed like a guard.

**KILI:** We don't even have to accuse him of murder.

**JOE:** Oh yeah, he's actually guilty.

**KILI:** We killed these people.

**JOE:** Uh... Eh, let's just leave him.

**KILI:** Dude, we need to get the guards here.

**CLAY:** There are no guards around.

**JOE:** I start... That's what I'm saying.

**KILI:** We could just close the door.

**JOE:** I just motion... motion out as we start closing the door.

**KILI:** Wait, wait, wait, if Mr. V's- I'm telling this to you, I don't want the dwarf to hear, but like, if Mr. V's guys were able to get in here before, do you think they could do it again?

**ERIK:** Bye.

**KILI:** Aw, I don't want that.

**JOE:** Yeah, probably.

**JOE:** Hmm, can I roll a medicine check to see where this guy's major artery is in his leg?

**KILI:** Aha!

**CLAY:** Uh, sure.

**CLAY:** I'd actually just say you would know where it is.

**JOE:** Great.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

JOE: All right.

CLAY: You don't need to roll medicine.

CLAY: It's too granular.

JOE: I take a long, thin needle and I jab it right there so that if he moves, he'll bleed out.

KILI: Ha ha ha.

CLAY: Okay.

JOE: Don't go anywhere.

CLAY: Okay.

CLAY: He is holding extremely still.

KILI: And he's still handcuffed.

KILI: Ha.

KILI: Nerd.

CLAY: There's a needle in your aorta.

CLAY: You can chase me and pull it out.

CLAY: All right.

CLAY: Taskbar.

ERIK: Yes.

CLAY: As you are walking back to the rest of your party, you feel a tap on your shoulder.

JOE: His femoral artery that's what it is.

KILI: Uh oh.

ERIK: Okay.

CLAY: And a voice, as deep and surly, says, Are you the one responsible for my dead man there?

CLAY: That was a mistake that you will pay dearly for.

KILI: You read the one he's holding?

KILI: Sorry.

ERIK: I am.

ERIK: Then why don't you come and purchase it right now?

CLAY: Um...

KILI: You've got this, test bar.

CLAY: Okay so to describe what you see as you turn, you are confronted with three people is what it would have been if you had Craig.

CLAY: So let's say two people.

CLAY: The man who tapped you on the shoulder is big.

CLAY: He stands well over six, almost seven feet tall.

CLAY: He is a Goliath.

CLAY: He is wearing a fine, maroon silk double-breasted suit.

CLAY: Silver pocket square, white cuffed button-down shirt underneath.

CLAY: In his mouth he's got a long cigar, very reminiscent of Stub.

KILI: Yeah.

ERIK: Peace.

CLAY: His fingers, which are bruised and cracked and swollen, are adorned by a series of gold rings.

CLAY: Every single finger has a ring.

CLAY: His face is scarred with with cuts and bruises fresh and healed He has two small horns on the forward portion of his head One of which has been sawn short down to nothing and a Tattoo is visible poking out the collar of his shirt on his neck

CLAY: On his back, he has a large ornate longsword.

JOE: all.

ERIK: Ooh.

CLAY: And he's not alone.

CLAY: With him, he brings a... Let's see, I had this.

CLAY: Which one of these do we wanna do?

CLAY: He brings with him a kenku.

CLAY: who is dressed similarly in better than average clothing and gear.

CLAY: He wields a crossbow and he's got his weapon poised and ready for combat.

CLAY: I'm not gonna throw you guys into combat yet, but that is who shows up.

ERIK: I am also in fine clothes, a little bloodstain.

JOE: Bye.

ERIK: My cloak is still billowing and my sword cane is still drawn.

KILI: Yes!

KILI: Sorry.

ERIK: My eyes are extremely intense and a little dilated.

ERIK: I will

CLAY: Because you're exhausted?

ERIK: about to maybe not be, I will slowly put the goblin down and casually take the sword in a ready position and say, I am up to here with jumped up cutthroats, thinking they can interrupt the plans of a better man just because they wear some fancy jewelry.

CLAY: Oh, OK.

JOE: Go.

KILI: Oh!

ERIK: You can either get out of my way or you can submit.

CLAY: Okay, what are you trying to accomplish?

ERIK: Intimidation.

ERIK: They can either surrender or we can have it out right here.

CLAY: Okay, make an intimidation.

CLAY: Well, let's see.

CLAY: I'm trying to think of how this would play.

CLAY: This is not a man who is going to be intimidated to the point of retreat.

KILI: Yes!

ERIK: sure what are you intimidated to the point of discussion cool i technically do have disadvantage

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

because of my exhaustion state so we'll but it was the one that best fit my character

CLAY: I mean, you're not in conflict yet.

CLAY: So actually, yeah, make an intimidation check.

CLAY: OK. And I like that, and I'm willing to roll with it.

JOE: The Berserker Barbarian is so bad.

CLAY: The tactics of running down the hall and burning all of your rages to to kill the goblin I don't know so much about but Okay 14 on the intimidation

ERIK: No, don't worry, I did not burn, I only burned one rage.

JOE: And it's like two more.

ERIK: Yeah, 14 on intimidation.

CLAY: So with 14, this isn't enough to have this be the scene from Fullmetal Alchemist with Armstrong and the teacher's partner where they're flexing their muscles, but he seems to appreciate your attempt at strength.

KILI: Heh.

KILI: Yes.

CLAY: uh and so he is going to respond to what you said and say um actions have consequences and when you act against my family you act against me directly pray tell what can you do to um recompense for your actions

CLAY: Basically, he's gonna open up a dialogue and not attack you directly.

JOE: Okay.

CLAY: Whether or not you actually want to discuss with him.

ERIK: Okay.

KILI: Hey.

ERIK: I'll dialogue.

CLAY: Okay.

ERIK: Instead of live as a tree.

ERIK: Um.

KILI: I got that.

ERIK: Recompense.

ERIK: Recompense.

ERIK: I'll treaty with anyone who's worth treatying.

ERIK: Your man died in open battle, engaging with an enemy he knew nothing about.

CLAY: what what happened here tell me from the beginning and he's i i'm gonna say this whole time you're he has not stopped walking um so i guess if you want to try to stop him he is making his way to the vault um and i just kind of assume you're you're following with him

ERIK: I will I will fall in beside him I'll fall in beside him and say I

JOE: Oh, you're approaching me?

JOE: I've started like sealing the Dorsha.

KILI: We're just outside the vault, right?

JOE: I've started casting Mending and just sealing this guy in.

KILI: Oh yeah!

KILI: I'm just-

ERIK: My crew and I came to investigate.

ERIK: We found dead bodies.

ERIK: We were interrupted by your men interfering.

ERIK: My own men.

CLAY: At the mention of a crew, he says, you have a crew?

CLAY: Who's backing you then?

CLAY: Is it those demons of the streets?

ERIK: I... No.

CLAY: Is it one of anyone who would oppose?

CLAY: Is it someone opposing the company?

ERIK: I am my own faction.

CLAY: You are the leader of your crew then?

CLAY: I respect this, I suppose.

ERIK: Indeed.

KILI: Yeah.

CLAY: He takes a big drag on his cigar and blows it in your face.

CLAY: Not like he's trying to aggravate you, it's just he does not consider you when it comes to where he blows his cigar ash.

JOE: Stop.

ERIK: I see.

KILI: I respect you.

KILI: Blows smoke everywhere.

CLAY: I'm going to let this subside for a second and I want to flip back to Kai, Keely, and Joe.

CLAY: What would you guys like to do?

CLAY: I'm going to treat that Mr. V and his subordinate are sharing the initiative order with Taskbar.

KILI: Have you sealed the vote?

KILI: The vulture?

JOE: Yep, sealed it right up.

KILI: Sweet.

KILI: Do you have any plans?

KILI: Because I was just going to look around the corner and see if I could see what Taskbar and Craig were up to.

JOE: I just brushed my hands off on my pants, which you realize, I look spectacular.

JOE: I don't look like a guy who was just in combat, who'd slung any spells or anything.

KILI: Dang.

JOE: My clothes look just as clean as I rolled out of bed this morning.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**KILI:** Who is your Taylor?

**JOE:** Don't worry about it.

**JOE:** Anyways, I sure hope Tashbar isn't getting himself in any more trouble.

**KILI:** he is a barber we turned the corner you think we'll be able to yep there it is oh gods oh let's oh my god maybe we could open the other no we'll wait to open the other vault wait

**JOE:** Let's uh, let's get out of here.

**JOE:** And uh, it's been a busy day.

**JOE:** Hey, who's that coming down the hall?

**JOE:** Another body for the pile, I guess.

**JOE:** I take out the acetylene torch to open the vault again.

**CLAY:** Do you stay where you are or start making your way to taskbar?

**KILI:** I'm planning on using this wall as a barrier.

**JOE:** I can't be bothered.

**JOE:** I mean, we're going, we're leaving.

**JOE:** I've not drawn a weapon once.

**CLAY:** The door is closed.

**CLAY:** Okay.

**CLAY:** David begins making his way back to taskbar.

**CLAY:** Melee.

**CLAY:** You follow?

**KILI:** Yeah, I'm staying behind him though, as a human shield.

**CLAY:** All right.

**CLAY:** Okay.

**KILI:** I'm not- my health is still pretty low, guys.

**CLAY:** Weapons.

**CLAY:** Weapons drawn or what's the situation here?

**KILI:** Oh my- of cour-

**CLAY:** Fair enough, I guess Hmm yeah, I guess I suppose you didn't All right, you see a taskbar walking down alongside this intimidating Goliath man And he's talking to you taskbar

**KILI:** Was I gonna say- yeah I didn't draw a weapon either!

**KILI:** Can- Would I be able to... tell that like this is like a boss of a...

**JOE:** But.

**CLAY:** And he's yep.

**KILI:** I can probably tell this is the boss, right?

**CLAY:** Yes, this you do not need a perception check to tell that this is the most powerful man on the floor of on the on the deck of the ship.

**KILI:** Okay.

**KILI:** Well, I still don't look like myself.

**KILI:** So I'm gonna slouch a bit and go up the taskbar and be like, what's up, boss?

**ERIK:** Just stand ready.

**KILI:** What seems to be the problem?

**KILI:** And I'm still wearing that security cloak thing.

**CLAY:** Okay.

**KILI:** So I look like,

**KILI:** My vibe is that I'm, like, working for him, but I'm disguised as security.

**KILI:** So, like, yeah.

**KILI:** Anyway.

**CLAY:** Yeah, this man sees you and again, doesn't acknowledge you, just continues talking.

**CLAY:** He says, my associate on your back.

**CLAY:** Do you still have the goblin?

**CLAY:** Did you leave the goblin?

**ERIK:** I set the goblins body down not carelessly I just yes yeah the kenku can pick him up nothing with my men

**CLAY:** Somewhere along the way.

**CLAY:** Okay.

**CLAY:** my associate was not alone where where is his partner again he keeps working with your men he better his his well-being better be assured otherwise there will be even a steeper price to pay he's walking walking walking to the vault you seal the vault when you

**KILI:** I'm also walking... yeah.

**JOE:** That's fine, we sealed the vault.

**ERIK:** I talk to I talk to your sin.

**ERIK:** Where is the dwarf?

**KILI:** He's in the sealed vault.

**ERIK:** Why did you seal up the vault?

**ERIK:** I wasn't done looking at it.

**KILI:** It was very funny at the time.

**JOE:** Oh, we were done.

**CLAY:** Okay.

**ERIK:** I'm going to bother David.

**CLAY:** I would not recommend starting a party conflict right now.

**KILI:** I'm standing between you and David.

**CLAY:** This man continues to walk towards the vault unabated.

**KILI:** What happened to the goblin?

**ERIK:** The goblin is dead.

**CLAY:** The goblin is dead in the corridor down there.

**KILI:** Oh, I'm asking Kaspar as a character.

**CLAY:** You're good.

**KILI:** No, you're good though.

**CLAY:** All right.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

CLAY: Yeah.

CLAY: And he gets today and says, where, where is the dwarf?

ERIK: I look at David meaningfully.

ERIK: Where is the dwarf?

JOE: What dwarf?

CLAY: Do you, is that, is that genuinely what you say?

CLAY: Okay.

JOE: Yeah.

ERIK: where is the other one who was here who attacked yurtsen left where i'm this is not the time to play games

JOE: Oh, oh, that guy.

JOE: He, um, left.

KILI: You You

JOE: He, um, he left.

CLAY: Okay, he's going to make a perception check.

CLAY: One second, let's see.

CLAY: I will roll this one, because it might have significance.

CLAY: This guy's perception.

KILI: I don't know what to do.

CLAY: Perception is typically based off wisdom, right?

JOE: Yeah Oh he look at that he failed he failed hard Oh you typed in you rolled a d20 and then you just typed in one Oh, okay, what's happening you got to be cheating

CLAY: Yeah, okay, so it's just a plus one.

CLAY: Hold on.

CLAY: No, I broke... What did I just type?

CLAY: Is it not process spaces?

KILI: Yeah, you rolled.

KILI: Yeah, you rolled a d20 twice Hmm

CLAY: This is the same role over and over again, but yes.

CLAY: He rolled a 20 and a 1, whatever that roll was.

JOE: Oh, he crit.

JOE: He crit failed.

CLAY: But no, that was a miscalculation.

JOE: That's unfortunate.

CLAY: We're not going to count that one.

JOE: No, that's a shame.

CLAY: His proper roll is the 1d20 plus 1.

JOE: All right.

JOE: I guess we're just going to go back upstairs.

CLAY: All right, he gets to the end of the corridor where the vault is, and he makes a perception check.

KILI: I thought we would.

CLAY: And he looks around, and

CLAY: Immediately his demeanor changes.

CLAY: And he looks at you, Meili, and he says, You.

CLAY: You work for this man?

CLAY: And where did you get that cane?

KILI: Yep.

CLAY: It belonged to an associate of mine.

CLAY: I've been looking for you.

KILI: I'd rather wait for Craig.

CLAY: and this is where we're gonna roll initiative for a proper combat.

CLAY: If we want to pause here, I will pull Craig back into the order if he's here the next time.

ERIK: And I'll be on tour again.

CLAY: We can keep going, but on that natural 20 on his perception, he sees Vayne's cane that you took from him, recognizes it as Vayne's cane,

CLAY: and connects the dots and understands that you three were responsible for Vayne and Stub's death, and he has been looking for you.

KILI: That's true!

JOE: no no no no now wait a minute wait a minute wait a minute stubbs was responsible for stubbs death okay he his his death was a suicide

KILI: Stubb kills himself!

CLAY: I mean, he doesn't know that.

KILI: We just like it put on the record.

KILI: Yep, we killed that goblin and Bane.

CLAY: On the moral record of the universe, that Stub's death was Stub's

ERIK: Yes.

CLAY: Okay.

KILI: And maybe there's a couple other morally great things, but we did not kill Stubb.

CLAY: His death was an honourous suicide.

CLAY: All right, so here's where we end.

CLAY: And depending on, I hope Craig, I hope everyone can make it the next time.

CLAY: You guys are in the foyer of the vault section of the ship.

CLAY: Mr. V's subordinate is locked inside of the vault with a needle in his femoral artery.

CLAY: Depending on if Craig's here or not there might be another minion with Mr. V Next time we will be jumping into combat With this particular individual and We'll just leave it at that and actually to make it more interesting Let's say that you guys level up I

JOE: Oh, like right now?

CLAY: Yeah, I'm gonna we're gonna bend the rules a little bit in the planning that I've done in the last Couple of sessions the only person hurt to any degree that it would really make an impact on stats Would be melee

KILI: Silence.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**CLAY:** He got clobbered pretty good.  
**CLAY:** But feel free to level up to level five.  
**CLAY:** Sorry, I lost my train of thought.  
**CLAY:** The things that I have planned, I need you guys to be higher level to make things more interesting.  
**CLAY:** So next time we will start, you'll be level five.  
**CLAY:** I think this is where things kind of maybe will slow down in terms of leveling, we'll see.  
**CLAY:** And yeah, we'll jump into this combat and we'll resolve Mr. V and the bodies in the vault.  
**CLAY:** Sound like a plan?  
**ERIK:** Let's sprinting paid off.  
**ERIK:** I have fast movement now.  
**KILI:** I think I figured this running thing out.  
**JOE:** If you sprinted once, over the course of like two rounds, it's like, yeah, that's enough cardio, that's all I needed.  
**JOE:** I got it.  
**KILI:** I got made fun of by one wizard and it just hit different.  
**ERIK:** Yup.  
**JOE:** Yeah, he said, one wizard taunted me and unlocked something in me.  
**ERIK:** And now I can move 40 feet.  
**JOE:** Just awakened the sprinter in you.  
**CLAY:** Is that?  
**CLAY:** That's a sprinter feet.  
**JOE:** No, uh... Well, that's one of the original classes.  
**ERIK:** No, it's part of the ball bearing class.  
**CLAY:** What?  
**CLAY:** Oh, it's been a barbarian class.  
**KILI:** Oh.  
**CLAY:** OK, right, right, right.  
**CLAY:** I really need to say the modern class is more so easy when it's just the five like five or 63.5 classes.  
**CLAY:** Yeah, but it didn't have all of these class variants.  
**CLAY:** We had like the option to be.  
**CLAY:** damage built barbarian or like damage resistant built barbarian and that was the extent of the 3.5 barbarians, but I'm out of touch.  
**JOE:** You're out of touch, old man.  
**JOE:** Never, never does.  
**ERIK:** All right.  
**CLAY:** I just want to say this is not how I planned this session to go.  
**CLAY:** Never, never how it goes.  
**JOE:** Never does go that way.  
**CLAY:** I fully had planned you guys investigating one or two or three of the pieces of cargo.

**JOE:** Well, we tried, but something's just kept happening.  
**KILI:** There were bodies!  
**CLAY:** Yeah, those things just keep happening.  
**CLAY:** I like, I like it.  
**CLAY:** I like it.  
**CLAY:** It was great.  
**CLAY:** Running into the bodies was...  
**KILI:** I like the, uh, the aura farming that David and Taspar did at different moments.  
**ERIK:** Thank you.  
**CLAY:** I'm Ourof.  
**JOE:** I don't know what you're talking about.  
**ERIK:** That's what a billowing cape is for.  
**CLAY:** Yeah, I'm not sure I know what you're talking about either.  
**KILI:** The aura farming?  
**CLAY:** farming for aura.  
**KILI:** Do you know what  
**JOE:** Oh, you know, I wasn't at no point or a farming.  
**KILI:** you held the dwarf one-handed up into the air okay yep and when tasbar had his bellowing cape and he was like walking up to the yeah that was aura farming no i i totally support it i love it great energy  
**JOE:** Dash bar, maybe.  
**JOE:** I was just grappling the guy.  
**CLAY:** Oh.  
**JOE:** OK, he was or a farming.  
**CLAY:** So the Billing Cape is four.  
**ERIK:** Thank you.  
**CLAY:** Great energy.  
**ERIK:** That would be awesome.  
**CLAY:** All right, it's a shame that Craig had, like, got dropped.  
**CLAY:** I would love to have this fight right now.  
**CLAY:** I'm alert and ready for it.  
**CLAY:** But I think... What was that?  
**KILI:** Sorry, I said that's good for you that you're alert and aware I've been up since 3 30 so Oh, no, I can't I just was playing Minecraft Yeah, I mean I slept at night  
**CLAY:** Hachimachi, you must have a morning job.  
**JOE:** Have you not slept?  
**JOE:** Like, I mean, yeah, like, Achilles does a custodial job.  
**CLAY:** Not everybody can sleep during the day like you do, Joe.  
**JOE:** You just- so you just didn't?  
**JOE:** Okay.  
**JOE:** Okay.  
**JOE:** Cool.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**KILI:** She's been awake at 3 30 a.m Are you for the seventh?

**JOE:** Cool, cool.

**CLAY:** When should we play next?

**CLAY:** This long gap was too long.

**JOE:** Oh.

**CLAY:** If we could do...

**ERIK:** I've got a paper due on Tuesday.

**JOE:** so i just got asked to cover the office next saturday so i'm off the table for the 28th so i i can do i can do i can do weekdays i can do weekdays just fine but i understand most other people can't

**CLAY:** Okay.

**CLAY:** I can also do weekdays, that's fine.

**CLAY:** Let me...

**KILI:** I can't

**KILI:** I can't do Fridays.

**CLAY:** Yeah, how's law school right now, Eric?

**CLAY:** You slammed?

**ERIK:** I got to spend some time focusing on.

**CLAY:** She'll gladly pay there for the hamburger floor on Tuesday.

**CLAY:** Wednesday, Thursday, next week.

**KILI:** I'm free...

**KILI:** If we're talking about next week, I'm free Wednesday or Thursday.

**KILI:** And that's it.

**JOE:** Yeah, just the standard Now who wants to do in-person Curse of Strahd Great

**CLAY:** OK, my school's spring break, my kids' school's spring break's not till the end of March.

**CLAY:** So should we just plan on the 7th?

**CLAY:** That work for everybody?

**KILI:** I can do the seventh.

**CLAY:** That's two weeks.

**CLAY:** I would love to do faster than that, but all right.

**ERIK:** Yeah, the seventh should be fine.

**CLAY:** Next.

**KILI:** Me.

**ERIK:** It's a lot of fun.

**KILI:** I do.

**JOE:** Eric, you good to fly in?

**JOE:** I have the Durst Manor all planned out.

**ERIK:** I'll see what I can do.

**KILI:** That'd be awesome.

**KILI:** Let me in!

**KILI:** Let me in!

**KILI:** I was conflicted and I thought I would be able to talk to you.

**JOE:** I'm trying.

**JOE:** You didn't even bother to sign the sign-up sheet.

**KILI:** That's a lot of effort.

**JOE:** All you had to do was sign it.

**JOE:** You put your name down.

**JOE:** I know Emily's for it, but...

**CLAY:** He would have worked around you.

**CLAY:** You were the only person to sign up.

**JOE:** You were the only person to give me a hard yes.

**KILI:** There was another name on there.

**KILI:** Was that- wasn't there another name on there?

**KILI:** Oh!

**JOE:** Yeah.

**JOE:** It was me.

**JOE:** I was trying to get the ball rolling.

**JOE:** I signed my own signup sheet.

**KILI:** Oh my gosh.

**ERIK:** Nice.

**KILI:** I'm so sorry.

**KILI:** Yeah, what happened to all the other people that signed up?

**JOE:** Nobody signed up.

**JOE:** I don't know.

**KILI:** No, I mean like last time.

**JOE:** Like they either like quit or they're working on their places.

**JOE:** Now they're just not at the library.

**KILI:** Bunch of punks.

**JOE:** So

**JOE:** yeah i'm realizing the venn diagram of people who like to play dnd and people who are socially well adjusted and have similar time schedules is like a thin line all right

**KILI:** How dare they?

**KILI:** You're asking a lot here.

**CLAY:** We're also, like, adults who have lives, unfortunately.

**CLAY:** Yeah, no, tell me about it.

**KILI:** Oh, don't remind me.

**KILI:** Why do you think I play D&D?

**CLAY:** To escape the corporate, um, sheneige canary you have to put up with every day?

**CLAY:** Yeah.

**JOE:** Anyways, are you friends with Emily on Discord?

**CLAY:** Okay.

**JOE:** Because apparently I'm not, so I tried messaging her, but she... Because I ran into them, similar to you, I just don't run into people, and I know they voiced interest.

**CLAY:** Hey!

**KILI:** Oh, I'm not sure, actually.

## Twilight Voyage

Session 6 – February 21<sup>st</sup>, 2026

**KILI:** Um, let's see, friends... Was their name Emily on Discord?

**JOE:** No, they already called themselves something weird like wacko pig.

**ERIK:** Thank you

**KILI:** Oh, I am friends with them!

**JOE:** Yeah, shoot them a message, see if, because I did the damn foolish thing of I cleared the previous Discord group.

**CLAY:** I'm going to try my very hardest not to get angry at the fact that Joe is so disenfranchised with my campaign that he needs to start another one in the end notes of a lot of three times.

**KILI:** Um...

**JOE:** And then I realized as I was doing that, I was like, oh, I can't, apparently can't message certain people if I'm not friends with them or share a server.

**JOE:** And anyways.

**KILI:** no it's cursed the strong um wait what did you want me to say

**JOE:** No, Clay, I just have a lot of free time during the weekdays.

**JOE:** Oh, just shoot a message to Emily, see if she wants to play Curse of Strahd on Thursdays.

**JOE:** Well, it doesn't have to be Thursdays.

**JOE:** Tuesdays, Thursdays, and honestly Sundays are the days I'm almost guaranteed not to need to cover the office, so those are what I plan for.

**CLAY:** What happens if you tell the dice roller just to roll a 37?

**CLAY:** That's a good point.

**JOE:** It'll just act as a random number generator.

**JOE:** It won't give you a picture.

**CLAY:** Otherwise, if you do roll just like 16, it'll just roll.

**KILI:** He said tuesdays thursdays days

**CLAY:** Oh.

**CLAY:** The dice witch getting mad at me.

**CLAY:** You can't just do numbers.

**JOE:** It'll just give you an orb.

**CLAY:** I am orb.

**CLAY:** OK, yeah.

**CLAY:** Anyway.

**ERIK:** Nah, if we're not continuing this campaign, I should go to bed.

**JOE:** anyways uh wow we're we're all still here um you guys want to play Baldur's Gate yeah it's like almost midnight for you all right Clay you gotta you gotta banish recording Craig he's been recording all this

**CLAY:** Yeah, I should go help with my baby.

**CLAY:** Who am I here crying so?

**ERIK:** Yeah, it's 1130.

**ERIK:** But I'm ready to hop into combat next time.

**CLAY:** Yeah, no.

**CLAY:** Let's hop into combat.

**JOE:** I guess we can talk about our levels.

**JOE:** I went up one level and I took Heat Metal as a spell.

**KILI:** Ooh!

**ERIK:** noise that'll be that's very in theme for how you like to torture npcs joe you torture every npc in every campaign i've ever seen you play in there's also that one shot i ran where you played an eladrin police captain and you cast heat metal on the tiefling prisoner you took

**CLAY:** Heat metal.

**CLAY:** A game breaking spell if I've ever seen one.

**JOE:** I'm not torturing anybody.

**JOE:** Name one.

**CLAY:** You did get a little tortury there.

**JOE:** their resistance to fire they're fine it's more it is more of like a general inconvenience for them uh you can type forward slash stop or you can go to wherever like they showed up wherever you type wherever you summon them yeah you can just hit stop recording

**CLAY:** A minute.

**ERIK:** Yes, that meant you could draw the torch longer.

**CLAY:** How do I banish Craig?

**ERIK:** That was your exact thought process.

**CLAY:** That's where it is.

**CLAY:** That general got full of other stuff.