

JOURNEY TO HARTSVALE



✧ THE RESCUE WISH ✧

Journey to Hartsvale—Session 88 centered on the heroes establishing a base in **Phandalin** and urgently rescuing a missing town member, while uncovering new information about the town's political landscape.

Here's a breakdown of the key events:

- **Previous Session Recap & Urgent Rescue:**
 - The DM recapped that the heroes had previously learned (via Eligor's Scry spell) that **Dain Fireforge**, the town's blacksmith, was alive but, due to being tortured, was critically ill, even having been given his "last meal." Prison guards inadvertently revealed that he was located somewhere near **Amphail**, 200 miles southeast of Phandalin.
 - The journey to Amphail was estimated to take 5-7 days by horseback, making a timely rescue impossible given Dain's condition. The heroes had to find another way!



The Wuggly Gang treated Dain especially harshly because when they abducted him, he fought back and killed one of their mercenaries!

- **Establishing a Base of Operations:**
 - The heroes, realizing they would be in Phandalin for a while, sought a permanent base.
 - **Halia Thornton** (NPC), the new Town Master, offered them stewardship of the abandoned **Lionshield Coster** building. This arrangement would allow them to occupy and repair the building, with potential ownership after six to twelve months, if the owners (The **Lionshields Merchant Company** of **Yartar**) did not re-establish their claim and payments on it.
 - **Eligor Loom** (Dayne's character) immediately planned to excavate a 5x5x5 ft. basement beneath the workshop floor. This "sanctuary" would house a deity statue, allowing him to cast "*Word of Recall*" for instantaneous teleportation back to Phandalin.
 - With the help of the other PCs, the excavation, wall reinforcement (using scavenged wood), and statue carving were completed in approximately eight hours.
- **Seeking Expedited Travel for Dain's Rescue:**
 - Concerned about Dain's imminent demise, **Lander Lackman** (Andrew's character) inquired about faster travel methods.
 - The Constable had no solutions. Halia suggested Merrill's **Helm of Teleportation**, but Merrill (NPC) was out of town, or alternatively, a **Ring of Teleportation***, noting that such magic items are rare. She

also mentioned contacting wizards in **Neverwinter**.

- Lander decided to consult the "**Heroes of Phandalin**" at their manor (**The Tresendar Manor**).

- **The Djinn's Intervention:**

- At the manor, **Dunbar Firgan** (NPC), a hero of Phandalin, revealed that one of his roommates, **Jannos bet Valnich** (NPC), possessed a djinn (genie).
- Jannos explained his djinn could grant wishes (he had a couple left), but warned that the djinn was a "trickster" and might twist the wording of a wish to its own benefit.
- The heroes carefully crafted their wish: *"Return Dain Fireforge to us, in pristine health with every single part of his body and clothes intact, and with the blessing of the gods over him physically and mentally, so he will again be of sound mind and body."*



Jannos bet Valnich (lower left) summons his djinn at Tresendar Manor

- The djinn, pleased by the "noble request" and the precise wording, granted the wish without perversion. Dain Fireforge (NPC) instantly materialized, fully healed and unharmed.
- Dain was returned to his smithy and met the interim blacksmith, **Glendry** (NPC), who was happy to meet Dain and offered to stay as an apprentice.

- Jannos reminded the heroes that since the djinn granted their wish, they now owed him a huge favor!
- Jannos also re-established the heroes' nickname, "**The Champions of Phandalin**," which he gave them when they first came into town.
- **New Political Intrigues & Future Quests:**
 - Jannos pulled the heroes aside, revealing that Halia Thornton was "illegally occupying" the Office of the Town Master, and was a known member of the "**Zhentarim**" (**Black Network**), a corrupt organization. When they doubted him, Jannos urged them to investigate and verify his claim for themselves.
 - Hinting at corruption affecting the town's proper governance with her in office, he asked for the heroes to help find a way to get her to step down so his brother (**Gaszi**) could manage the town honorably.
 - The heroes discussed Jannos' accusations and the potential dangers of trying to remove Halia from office. They reaffirmed their primary goal of defeating **Count Vesic Yadraya** (NPC), who is responsible for much of Phandalin's suffering.
 - Later, Eligor sought a list of missing townspeople from Halia to attempt to ascertain their condition via more "sending" spells, but most were taken during the Count's original attack and so were unknown to the heroes who arrived subsequently.
- **Cliffhanger Ending:**
 - The session concluded the following morning when the constable awoke the heroes. He emphatically informed them, "She's out there!"—referring to a large purple dragon waiting impatiently outside of the town's protective ward. This is the same dragon to whom the heroes owe a significant amount of gold!



* DM modified **Teleporter Ring**. The ring works the same, without the mandate to be at a specific location when used or which circle the party would arrive at. See, *Waterdeep Dragon Heist*, Pg 157.

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