

Session 14

SESSION 14 THE MANDATE OF PRIMUS

SPELLJAMMER – THE SHATTERED CROWN ARC

A market deal. A prison break. A divine judgment.
The gears of fate turn.



OVERVIEW

The party seeks a guide to the Underdark and finds one in Rook. Freed from Githyanki custody, he joins them—just as a colossal construct boards their ship. One by one, they are whisked away to Mechanus and stand before Primus, who binds them to a cosmic directive: “You must further the task.”

SESSION AT A GLANCE

- Market & Shopping
- Prison Break & Bribery
- Shipboard Assault
- Planar Judgment
- Return to the Ship

THE STORY IN SEVEN SCENES

<p>1 THE GITHYANKI BAZAAR</p> <p>The party explores the bustling Githyanki market. Keshari, the fire-touched vendor, offers rare and elemental wares. Rigg purchases an Alchemy Jug and a mysterious candle.</p>	<p>2 DRINKS & DEALS</p> <p>Leydrick, High Jinks, and Valen share drinks and gather rumors while Dino and Rigg head to the prison to find Rook.</p>	<p>3 THE PRISON BARGAIN</p> <p>Dino and Rigg learn Rook is jailed after an altercation with a loud inmate. They offer to “quiet him down” and are let inside.</p> <p> Rigg distracts a guard with improvised didgeridoo noises.</p>	<p>4 ROOK'S RELEASE</p> <p>Rook demands his gear. Rigg speaks to the prison captain, who doesn't care about the explanation but will release it for 50 gold. Rigg pays.</p> <p> 50 GOLD</p>	<p>5 BACK TO THE SHIP</p> <p>The party reunites on the ship with Rook. A brief moment of rest before everything changes.</p>	<p>6 THE CONSTRUCT BOARDS</p> <p>A massive golden construct forces its way aboard, declaring them trespassers. Combat erupts in the narrow corridors.</p> <ul style="list-style-type: none"> Gust of Wind Eldritch Blast Sacred Flame Thunderstep <p>...but nothing stops it.</p>	<p>7 JUDGMENT OF PRIMUS</p> <p>One by one, the party fails forced Charisma saves and is transported away to Mechanus to stand before Primus himself.</p>
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Rook pretends to be unconscious. Dino and Rigg bribe the front desk guards and walk out with him and his gear.

ACCUSATION

Primus accuses the party of consorting with the Illithids.

DEFENSE

The party explains their true intent: to stop the Illithid plot and the Crown of Sorrow.

VERDICT

Primus deems them “useful,” but binds them to a divine directive.

THE DIRECTIVE

“You must further the task.”

A gear-like mandate to oppose the Illithid threat and complete the purpose he has set.

RETURN TO THE SHIP

Moments later, the party is returned to their ship. The construct is gone. The message is clear. The mission continues.

<p>PARTY MEMBERS</p> <p>GARRICK “RIGG” DALHART Human Rogue (Swashbuckler) Bribed the captain, secured Rook's gear, and fought the construct.</p> <p>LAYDRICK GEFINHAL Dwarf Cleric (Life Domain) Drank, cast radiant spells, and was whisked away.</p> <p>HIGH JINKS Tabaxi Warlock (Great Old One) Drank, hid, and tried to talk his way out—twice.</p> <p>DINO ROAR (DYNOTH ROKOS) Githyanki Artificer (Battle Smith) / Fighter Led the prison negotiations and defended the party before Primus.</p> <p>VALEN PYRE Human Wizard (Evoker) Brewed, blasted, thunderstepped, and ultimately chose to stop resisting.</p> <p>ROOK Merchant / Guide (NPC) Freed from prison; now guides the party toward the Underdark.</p>	<p>LOOT & DISCOVERIES</p> <p> ALCHEMY JUG Purchased by Rigg. Creates various liquids.</p> <p> MYSTERIOUS CANDLE Purchased by Rigg. Fire-touched; effects unknown.</p> <p> ROOK'S GEAR Recovered after bribes and bargaining.</p> <p> MANDATE OF PRIMUS Cosmic directive to “further the task.”</p>	<p>NPCs</p> <p> KESHARI Fire-touched vendor in the market. Sells elemental wares.</p> <p> ROOK Merchant guide imprisoned after an altercation. Pragmatic, wants payment.</p> <p> T'CKT (PRISON GUARD) Githyanki guard. Indifferent, easily distracted and bribed.</p> <p> PRIMUS The One and Prime. God of Law, Mechanus, and absolute order. Impersonal and inescapable.</p> <p> CONSTRUCT (ENFORCER) Giant modron-like construct. Executes Primus's will.</p>	<p>ONGOING THREADS & HOOKS</p> <ul style="list-style-type: none"> The Crown of Sorrow remains the key artifact sought by the Illithids. Primus's directive is unclear but absolute. What is “the task” exactly? Names mentioned: Zeltha, Silna, Folks – likely Illithid-aligned contacts. Rook will guide the party to Deep Shanatar and into the Underdark. Items from the market may have hidden potential. 	<p>KEY TAKEAWAY</p> <p>The party is no longer just adventurers. They are instruments in a greater machine—watched, weighed, and directed by a god of law. The mission continues.</p>
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“IN THE END, WE WERE NOT GIVEN A CHOICE—ONLY A PURPOSE.” – THE MANDATE OF PRIMUS

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