□□ Session 00 – “Title”

Music□□



"Into the Chaotic Deep" -

Varrick Songweave

Images □□

□□ Campaign Arc

Campaign: Spelljammer: Shadows Among the Stars
Session Title: Into the Chaotic Deep
Dungeon Master: James (Sicareus)
Setting: The chaotic plane of Limbo, floating islands and unstable gravity

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□□ Overview

The party fought for survival in the chaotic plane of Limbo, where Red Slaads and a powerful Githzerai Enlightened descended upon them. The battle raged across floating stone and shifting gravity, but radiant fire, eldritch blasts, and Kith rath's psionic-imbued strikes eventually turned the tide.

As the dust cleared, the Githzerai revealed his true intent: he opposed the Slaads, and his attack had been a test as much as a clash. After tense words — and Dino's constant jabs about being the "real hero" — the monk proposed an alliance. With the help of a **Hat of Disguise**, he transformed into Dino's likeness, posing as a supposed "champion" who had captured the rest of the adventurers. This would be used to disguise as a Mind Flayer to with the group, disguised as thralls, to infiltrate Mind Flayer ranks at the Shrak'talor Temple.

□□□□ Party Members

Character	Player	Class/Subclass	Race	Notable Actions

Garrick "Rigg" Dalhart	Ben/Elemunk	Rogue (Swashbuckler)	Human	Landed a sneak attack with wrench; missed several swings
Laydrick Gefinhal	Jared/Galindis	Cleric (Life Domain)	Dwarf	Radiant flames suppressed Slaad regeneration; healed self
High Jinks	Kate/Keitachan	Warlock (Great Old One)	Tabaxi	Relentless Eldritch Blasts carried ranged damage
Dynoth “Dino Roar” Rokos	Robb/Baconbuff	Artificer (Battle Smith) / Fighter	Githyanki	Wielded Moon-Touched + Dancing Sword; crit with psionics; taunted the Githzerai throughout
Valen Pyre	Justin/Slitzer	Wizard (Evoker)	Human	Gust of Wind hurled a Slaad into the void; sustained arcane blasts
Kith rath (NPC)	DM	Psychic monk-warrior	Githzerai	Assisted party near end of battle; later allied, using Hat of Disguise to appear as Dino

□□ Key Locations

- **Floating Shards of Limbo** – fractured battlefield with chaotic gravity.
- **Shrak’talor Temple (distant)** – destination where the Mind Flayers gather.

⚔ Session Highlights

- Fierce battle against **Red Slaads** and their regenerative abilities.
- Valen tried to hurl a Slaad into the void with **Gust of Wind**.
- Dino’s psionic-charged crit nearly felled an enemy, while mocking the Githzerai’s “heroics.”
- Jinx’s blasts consistently rained devastation from afar.
- The **Githzerai Enlightened** joined for the end of the battle.

- Post-battle alliance: Githzerai donned the **Hat of Disguise** to appear as Dino, while the rest of the party agreed to play the role of **captured thralls**.

□□ Key Scenes

Leydrick’s Radiance

<image>

> Leydrick stands on a jagged floating shard in Limbo, raising his holy symbol as Sacred Flame pours down in radiant fire. A Red Slaad reels back, its wounds seared shut by the divine light.

Rigg's Leap

<image>

> Rigg lunges forward across unstable stone, his oversized wrench crashing down in a sneak attack. His face is tense with focus, the void swirling behind him.

High Jink's Attack

<image>

> High Jinks, unleashes twin beams of Eldritch Blast. The crackling purple force arcs across the void, slamming into a hulking Slaad on a nearby shard.

Valen's Wind

<image>

> Valen Pyre, human wizard in a crimson coat, braces against the winds of Limbo. His coat whips dramatically as he unleashes Gust of Wind. A massive Red Slaad is thrown backward, teetering at the edge of a floating rock. The void stretches endlessly behind it, fragments tumbling away.

Another Gith?



> Dynoth “Dino Roar” Rokos, a Githyanki artificer-fighter, fights with intensity. He wields his glowing Moon-Touched Sword while his Dancing Sword hovers beside him like a silver blur. Across from him, the Githzerai Enlightened braces, fists glowing with psionic force. Sparks of light and psychic shock-waves erupt between blade and strike as they clash with 2 Red Slaad on a narrow floating shard.

Kith’rath – Githzerai Enlightened



A disciplined warrior-monk from the chaos plane of Limbo, Kith’rath wields devastating unarmed strikes infused with psionic force. His calm, calculating nature hides beneath a sharp pragmatism—he tests strength before granting trust. He revealed himself as an ally against the Slaads. Using the party's **Hat of Disguise** to impersonate Dino and later a Mind Flayer in their future infiltration plan.

□□ Power of the Mind

Creatures within Limbo can manipulate the chaotic plane itself through sheer willpower and focus:

- **Move Objects:**
  As an action or bonus action, make an **Intelligence check** to move a visible object within 30 feet.
  - DC 5 (Tiny), DC 10 (Small), DC 15 (Medium), DC 20 (Large), DC 25 (Huge or larger).
  - On success, the object moves 5 feet +1 foot per point above the DC.
- **Alter Objects:**
  As an action, make an **Intelligence check** to reshape a nonmagical object not being worn or carried.
  - DC 10 (Tiny), DC 15 (Small), DC 20 (Medium), DC 25 (Large or larger).
  - On success, the object changes into another nonliving form of the same size (e.g., stone into fire).
- **Stabilize Area:**
  As an action, make an **Intelligence check** to stabilize a sphere of order centered on

the creature.
    - DC 5 for a 10-foot radius, +5 DC for each additional 10 feet.
    - On success, the stabilized zone resists Limbo’s shifting chaos for 24 hours, or until this ability is used again.

Kith’rath, the Githzerai Enlightened, revealed the strange discipline of his people in Limbo: the ability to impose will upon chaos. With a calm focus, he demonstrated how thought alone could shift the battlefield.

- He **stabilized the floating shard** beneath the party’s feet, preventing it from drifting apart into the void, creating a calm sphere of order in the storm.
- He showed how an object could be **moved or reshaped by sheer mental focus**, lifting stones with no hands and briefly altering one into a burning ember before returning it to stone.
- He explained that this ability is not limitless — the further one pushes against Limbo’s chaos, the greater the strain of concentration.

The party realized that these powers could mean survival in a plane where even the ground itself betrays them.

□□ Ongoing Threads & Plot Hooks

- **Ambush plan:** infiltrate Mind Flayer ranks disguised as peer and thralls.
- **Shrak’talor Temple** ahead — its true nature and alliances uncertain.
- **Illithid and Slaad threat** continues to deepen across planes.

□□ Loot & Discoveries

Item	Finder	Description/Status
Hat of Disguise	High JInks	Used to appear as Dino and a Mind Flayer for infiltration
Githzerai Alliance	Party	New ally against the Slaads and Mind Flayers; shared infiltration plan

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