

# Session 10: St. Brenna

**Date:** Mar 25th, 2025

## Summary

The party discovered a heavy stone door bearing the image of Saint Brenna, a serene flame keeper in flowing robes. An inscription marked it as her eternal resting place, and careful observation revealed the door had been recently disturbed. After some debate about who should investigate first, they used a winch mechanism to open the door, with Katya Braun and Marcel agreeing to cautiously move to the front to investigate. Inside the cavernous chamber, they found a stone slab surrounded by partially doused candles, clay pots, and canopic jars. Perched atop the slab was Saint Brenna herself, though corrupted with dark veins and tattered black wings that shimmered with an unsettling iridescence. What began as a peaceful interaction quickly turned hostile when she misunderstood a comment, unleashing crackling energy beams from her eyes that dealt both necrotic and radiant damage. The battle that ensued was unlike any they had faced before, as Saint Brenna alternated between helping and attacking the party. She cast auras that could either heal or harm, though notably avoided directly attacking Katya Braun and Marcel due to their lawful good alignments. The party discovered they could reason with her during moments of clarity, though she would quickly return to hostility, forcing them to defend themselves while trying to find a peaceful resolution. Syndle took the initiative to relight the candles around her tomb, while others attempted both combat and persuasion. The party managed to escort her back to her resting place, where they performed proper burial rites, placing diamonds on her eyes and a sacred flame holy symbol in her hand. As she returned to rest, her wings turned white once more, and she spoke final words about cleansing wickedness and light emerging from darkness. One last aura affected the party before she fully passed, leaving some with contamination and others cleansed. The encounter proved to be a formidable challenge. The experience demonstrated that not all battles could be won through combat alone, as Saint Brenna's corrupted state required a combination of force and compassion to finally grant her peace.

## Scenes

### Discovering Saint Brenna's Tomb

The party finds a stone door with Saint Brenna's inscription and discovers it has been recently disturbed.

- Party debates investigating the door and who should go first
- Katya Braun and Marcel agree to investigate but hang back
- Party discovers the door has been recently opened based on disturbed dust
- Party uses winch mechanism to open the door
- Door is painted with image of serene flame keeper in flowing robes
- Inscription reads 'Saint Brenna be you surrounded in light eternal rest as one with a sacred flame'

## Initial Confrontation

The party encounters a corrupted but still partially celestial Saint Brenna in her tomb chamber.

- Party finds Saint Brenna perched on stone slab surrounded by candles
- Saint Brenna appears corrupted with dark veins and tattered black wings
- Brief peaceful interaction turns hostile when Saint Brenna misunderstands a comment
- Saint Brenna attacks with eye beams dealing necrotic and radiant damage
- Combat initiates with the corrupted saint

## Battle with Corrupted Saint

The party battles Saint Brenna who alternates between helping and attacking them.

- Saint Brenna attacks with laser eyes and necrotic damage
- Party attempts both combat and persuasion
- Saint Brenna shows moments of clarity and remorse between attacks
- She casts auras that either heal or harm party members
- Some party members gain contamination levels
- Katya Braun and Marcel land significant hits
- Syndle lights candles around her tomb
- Party discovers she avoids directly attacking lawful good characters

## Saint Brenna's Return to Rest

# The party successfully convinces Saint Brenna to return to rest and performs proper burial rites.

- Party escorts Saint Brenna back to her tomb
- Proper burial rites performed with diamonds on eyes and holy symbol in hand
- Her wings turn white again as she returns to rest
- Final words about cleansing wickedness and light emerging from darkness
- One last aura affects the party before she fully passes
- Party members gain or lose contamination levels
- All party members reach level 5
- Party discovers she had 243 hit points total

## Npcs

### Saint Brenna

A corrupted celestial being, formerly a beloved 'Mother Teresa' figure who worked with the poor. Appears with dark veins and tattered black wings that sometimes turn white. Alternates between benevolent healing and hostile attacks. Can shoot energy beams from her eyes and cast various magical effects. Shows particular mercy to lawful good characters. Known for living amongst the poor and having a complex relationship with the church.

### Katya Braun

A lawful good knight who assists in the battle, wielding a magical greatsword with flame abilities. Shows initial caution about investigating the tomb. Saint Brenna notably avoids directly attacking her due to her alignment.

### Marcel

A lawful good knight fighting alongside Katya Braun, wearing lion-themed armor. Like Katya, is spared direct attacks from Saint Brenna. Repeatedly affected by contamination during the battle.

## Locations

### Chapel of Saint Brenna

A deteriorating chapel with a domed slate roof and two towers (one partially collapsed). Features stained glass windows, a sanctuary with three saint statues, and a cemetery in the back. The

building shows significant damage from time and weather.

# Spells

## Eye Beam

A corrupted spell cast by Saint Brenna that fires crackling insect-like energy beams from her eyes, dealing both necrotic and radiant damage.

## Healing Aura

A powerful effect cast by Saint Brenna that either heals the party or causes contamination, dealing both necrotic and radiant damage. Those who save can choose to either heal or remove a level of contamination.

## Blinding Gaze

An attack that could blind targets who failed their saving throws.

## Scorching Ray

A spell cast at Saint Brenna that required multiple attack rolls, dealing fire damage.

## Toll the Dead

A necromantic spell repeatedly attempted against Saint Brenna, though she frequently saved against its effects with her high wisdom.

## Magic Missile

A guaranteed damage spell used to attack Saint Brenna when other spells were failing to hit.

## Healing Word

A healing spell used to revive fallen party members during the intense battle.

## Spare the Dying

A spell used to stabilize dying characters during the encounter.

## Firebolt

A ranged attack spell used against Saint Brenna during the battle.

# Vicious Mockery

A spell attempted against Saint Brenna that required a Wisdom saving throw, though she proved resistant to its effects.

# Items

## Winch Mechanism Rod

A rod used to operate the winch mechanisms that open the stone doors in the crypt.

## Twilight

A magical sword that Saint Brenna recognizes when struck with it during the battle, causing her to whisper its name.

## Sacred Flame Holy Symbol

A simple, non-fancy holy symbol recovered from Saint Brenna's tomb, different from the ornate ones seen before. Placed in her hand during final burial rites.

## Diamonds

Two gems found in the tomb that were traditionally used to place on the eyes of the dead during burial rites. Used in Saint Brenna's final rest ceremony.

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