

Session 12: Catch Breath

Date: Apr 8th, 2025

Summary

The party faced a harrowing encounter with a Brain Collector who had extracted and consumed Xakaris's brain. Acting quickly, they defeated the creature and retrieved the brain from its back, where it had appeared with a distinct appearance due to the collector's preference for spellcaster brains. Using a delirium crystal to enhance their revivify spell, they attempted to resurrect Xakaris, resulting in explosive reactions that created a crater and caused nearby delirium deposits to burst with energy. The resurrection succeeded in Frankenstein-like fashion, complete with lightning effects, leaving Xakaris with an eerily green glow in his eyes. As they traveled through town, the party encountered a disturbing scene near an intact stone building labeled 'Orphanarium'. They discovered a fountain decorated with old toys and heard the sounds of spectral children, accompanied by the haunting melody of a black lacquered music box with dagger-like tines. Choosing to avoid the creepy setting, they continued their journey, only to witness an impressive mechanical war wagon rushing past on Champions Way. The vehicle featured glowing red eyes, metal wheels, and a mounted cannon, operated by a dwarf with a large barbarian-like figure in the center and a third person wielding a polearm in the back. The party split up to handle various tasks in town. At the Red Lion Hotel, they met with River of the Amethyst Academy, where Ned demonstrated his spellcasting abilities to join the organization for a fee of 301 gold. River expressed interest in Queen's Park flowers and Oscar Yoren's research, revealing information about a mysterious "pale man" wizard. Meanwhile, Syndle visited Hendrick's Farm, now a shelter for Falling Fire pilgrims, where Nathaniel Flint welcomed them enthusiastically and shared the farm's history. At the Skull & Sword tavern, the group negotiated with Blackjack Mel regarding the delay of a scepter sale to accommodate a Falling Fire offer. Mel requested help dealing with the Iron Helm dwarves, who had stopped paying protection fees after hiring mercenaries. The party learned about the city's five gates controlled by different factions and discovered the potential existence of smuggler tunnels under the former Black Ivory Inn, once a piano bar run by the famous Miss Charlotte. The session concluded with the party handling logistics and planning. They reviewed item orders with Aldoor, including weapons and enchantments, and purchased healing potions at 100 gold each. The group then split up to rest at different locations, preparing for their next adventure investigating the Black Ivory Inn's secret tunnel. Throughout their activities, they remained mindful of the various factions controlling Drakenheim's gates and the complex political landscape of the city.

Scenes

Brain Collector Aftermath

The party deals with aftermath of Xakaris having his brain eaten and restored

- Brain collector was defeated after eating Xakaris's brain
- Party retrieved Xakaris's brain from the creature's back
- Used revivify with a delirium crystal to resurrect Xakaris
- Delirium crystal caused explosive reactions and created a crater
- Xakaris was revived with a green glow in his eyes
- Dead child's body disappeared while party was distracted

Creepy Orphanarium Encounter

The party encounters an eerie scene with ghost children and a music box near an orphanage

- Party heard spectral children sounds
- Found a fountain decorated with old toys
- Discovered a black lacquered music box playing
- Saw the intact stone building labeled 'Orphanarium'
- Party chose to ignore the creepy scene and continue walking

War Wagon Encounter

The party witnesses a mechanical war wagon with cannon rushing past them on Champions Way

- Party spots smoke and mechanical noises on the horizon
- Metal war wagon with glowing red eyes rushes past
- Older dwarf manning a cannon is visible
- Large barbarian-like man with black flowing hair and furs seen in center
- Tark detects scent of bugbear
- Third figure with polearm spotted on back of wagon

- Wagon heads north towards Rakene at horse gallop speed (20-25mph)

Town Business

The party splits up to handle various tasks in town

- Group discusses potential team names at Hooded Lantern bridge
- Tobias reports whip dagger will be ready by morning
- Syndle checks tent to find sprung trap with no catch
- Party members split up - some heading to Hendrick's Farm, others to Gilded Lily and Red Lion
- Discussion of outstanding magic item orders with River

Meeting with River

The party meets with River at the Red Lion to discuss recent events and potential missions

- Ned demonstrates spellcasting to join Amethyst Academy
- River charges 301 gold for Academy initiation fee
- River expresses interest in Queen's Park flowers and Oscar Yoren's research
- River reveals information about 'the pale man' wizard
- River discusses priorities regarding Oscar's research vs his head
- River offers to outfit party with magic items in exchange for delirium

Visit to Hendrick's Farm

Syndle visits the pilgrim gathering place at Hendrick's Farm

- Nathaniel Flint greets and escorts Syndle
- Learn history of Elijah Hendricks and farm's conversion to pilgrim shelter
- Observe 50+ pilgrims camping and conducting activities
- Receive pilgrim robes and Falling Fire amulet offer
- Share meal while discussing religious conversion
- Syndle performs acrobatics for pilgrims
- Learn about 30-day devotion requirement for crater sacrament

Meeting with Blackjack Mel

The party negotiates deals at the Skull & Sword tavern

- Discuss delaying scepter sale for Falling Fire offer
- Blackjack requests help with Iron Helm dwarves' unpaid fees
- Learn about city gates controlled by different factions
- Discover potential secret tunnel under Black Ivory Inn
- Learn about Iron Helm dwarves' mercenary hiring

Shopping and Planning

The party handles logistics and planning in Emberwood Village

- Discuss Drakenheim locations including gates and Queens Park
- Review item orders with Aldoor including weapons and enchantments
- Plan Black Ivory Inn tunnel investigation
- Purchase healing potions at 100 gold each
- Split up to rest at different locations

Npcs

Brain Collector

A creature that extracted and consumed Xakaris's brain, showing particular preference for spellcaster brains. Was defeated by the party.

Tobias Crow

Blacksmith working on crafting the party's whip dagger and other ordered items.

River

Tiefling mage of the Amethyst Academy who handles magic item orders and recruitment. Shows particular interest in Oscar Yoren's research and offers equipment in exchange for delirium. Maintains a professional but somewhat manipulative demeanor.

Nathaniel Flint

Jovial spiritual leader of the Falling Fire who enthusiastically welcomes new members and manages Hendrick's Farm pilgrim community.

Blackjack Mel

Crime boss negotiating the scepter sale between multiple parties. Seeks help dealing with Iron Helm dwarves who stopped paying protection fees. Based at Skull & Sword tavern.

Elijah Hendricks

Former farmer who lost his wife and livelihood to meteor contamination, now allows his farm to be used as shelter for Falling Fire pilgrims.

Miss Charlotte

Famous pianist who previously ran the Black Ivory Inn piano bar before the calamity.

Iron Helm Siblings

Three dwarf siblings running a wealthy delirium mining operation who have stopped paying protection money and hired mercenaries for protection.

Aldoor

Merchant who sells healing potions and handles basic item crafting, though not enchantments. Charges 100 gold for basic healing potions.

Locations

Orphanarium

A large, intact stone building with the name carved into its mantle, surrounded by supernatural activity including ghost children and eerie music.

Emberwood Village Roads

Including Eckerman Mill Intersection, Champions Way, and Hooded Lantern Bridge where the party has passage rights.

Red Lion Hotel

A hotel in town where River conducts Amethyst Academy business and meetings.

Hendrick's Farm

One of the few occupied farmsteads remaining, now serving as shelter for Falling Fire pilgrims. Features well-maintained barn, farmhouse, and numerous pilgrim camps.

Skull & Sword

Tavern where Blackjack Mel conducts business, co-owned by Cuff.

Black Ivory Inn

Former piano bar run by Miss Charlotte, located in the sprawl south of Buckledown Row. Features smuggler tunnels under the city wall previously used for tax evasion.

Drakenheim Locations

Including Queens Park between Castle Drakenheim and an inscrutable tower, Noble District where 'the pale man' resides, and five gates controlled by different factions.

Spells

Revivify

Used with a delirium crystal to resurrect Xakaris after his brain was eaten, resulting in a Frankenstein-like revival with green glowing eyes.

Hypnotic Pattern

A spell mentioned as being newly available to Yazzy after leveling up.

Agonizing Scorcher

A second-level spell demonstrated by Ned that creates a 30-foot line of lightning damage, showing unusual octarine coloration when cast.

Items

Falling Fire Items

Religious items including an amulet and pilgrim robes offered to new members.

Scepter

An important artifact that multiple factions including Silver Order and Falling Fire are interested in purchasing.

Healing Potions

Basic healing potions sold by Aldoor for 100 gold each, double the normal price but guaranteed safe unlike Oscar's special potions.

Delirium Crystal

A magical crystal used to enhance the revivify spell, which exploded and disintegrated during use, causing explosive reactions in nearby delirium deposits.

Black Lacquered Music Box

An eerie music box with dagger-like tines striking against a metal wheel, found at the fountain near the Orphanarium.

War Wagon

Road Warrior-style mechanical vehicle with metal wheels and mounted cannon, operated by Iron Helm dwarves. Features glowing red eyes and moves at horse gallop speed.

Whip Dagger

Custom weapon being crafted by Tobias Crow, nearly complete and ready by morning.

Goggles of Night

Magic item ordered by Xaxarium from River providing dark vision capabilities.

Amethyst Academy Items

Including a reversible robe worn during meetings and ceremonies, and a badge given to initiates during probation.

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