

# Session 18: Audience with The Duchess

**Date:** May 28th, 2025

## Summary

Deep beneath the streets of Drakkenheim, our party of adventurers was led by aquatic dregs through a cranked portcullis gate into an ancient bathhouse. The chamber featured pillared aisles surrounding a central pool with a fountain decorated with nymph statues, while wall carvings depicted storms and sea monsters. In a grotesque display of servitude, the dregs vomited regurgitated lobster meat into a shell bowl carried by a gelatinous cube, before three council members wearing Von Kessel royal crests greeted the party. The council members revealed they had escaped the castle during a great disaster to serve their mysterious ruler, the Duchess. A massive delirium crystal, the size of a child, jutted from the floor with black pulsing veins spreading beneath it. To commune with the Duchess, the party was required to drink delirium-infused liquid from ornate shell cups, causing varying levels of contamination among them. When Ned, Yazzy, and Oiroa touched the crystal monument, black vines wrapped around the council members' throats as the Duchess spoke through them. She negotiated passage through the sewers in exchange for gifts of delirium crystals and new thralls. The Duchess demonstrated her power by showing visions, including the death of Archmage Adriana Modera during the meteor shower and glimpses of the libraries within the Inscrutable Tower. After securing their agreement, a gelatinous cube transported the party through the sewer system to Queen's Park, a once-grand baroque garden now fallen into desolation. The ornate grounds featured labyrinthine footpaths, geometric flower beds, and ornamental bridges, though hardy vines had claimed most of the decorative structures. A strange, irritating pollen hung in the air, and the complete absence of animal life created an eerie atmosphere. The party successfully located two eldrith lilies - rare white flowers sought for their potential magical reagent. When they retrieved the second lily from a stone podium, three angel statues suddenly animated and attacked. The battle proved challenging as the statues shared damage between them and resisted many types of attacks. The party employed various spells including Shatter, Slow, and Dragon's Breath, while dodging the statues' screeching attacks and poison spores. Through coordinated magical and physical attacks, they eventually destroyed the statues, discovering a carved map of Queen's Park beneath the podium. The victory earned the party enough experience to increase their power, though they remained wary of the contamination they had accumulated during their underground dealings with the Duchess. The map would prove valuable for future exploration of the park's mysteries, while the collected eldrith lilies offered hope for those afflicted by delirium's touch.

# Scenes

## Meeting the Duchess's Council

The party is led by aquatic dregs through a portcullis gate to meet three human council members (Chancellor, Cardinal, and Chamberlain) in an ancient bathhouse.

- Dregs lead party through a cranked portcullis gate
- Party enters ancient bathhouse with fountains and carvings
- Dregs vomit regurgitated lobster meat into a shell bowl carried by a gelatinous cube
- Three council members in Von Kessel royal crests greet the party
- Council reveals they escaped castle during disaster to serve the Duchess
- Party discusses using sewers and hunting for delirium

## Communing with the Duchess

The party meets with the Duchess through a massive delirium crystal, drinking contaminated water and negotiating passage through the sewers.

- Party drinks delirium-infused liquid from shell cups, gaining contamination levels
- Ned, Yazzy, and Oiroa touch the delirium monument to communicate
- Black vines wrap around council members' throats as Duchess speaks through them
- Party offers two delirium fragments as initial gifts
- Duchess shows visions including Adriana Modera's death and library locations
- Agreement made for sewer passage in exchange for future gifts of delirium and thralls
- Gelatinous cube transports party through sewer system to Queen's Park

## Exploring Queen's Park

The party emerges in the overgrown Queen's Park searching for eldritch lilies among the baroque gardens.

- Party exits sewer drain into grand baroque-style garden

- Group observes ornate but desolate gardens with no animal life
- Strange pollen creates irritating atmosphere
- Party successfully searches for eldritch lilies
- Find first lily growing naturally in the garden
- Discover second lily on podium between three angel statues

## Battle with Angel Statues

The party battles three animated angel statues after taking an eldritch lily from their podium.

- Taking lily triggers statue animation
- Statues share damage between them and resist many attack types
- Party uses various spells including Shatter, Slow, and Dragon's Breath
- Statues employ screeching attacks and poison spores
- Party defeats statues through combined magical and physical attacks
- Discover carved map of Queen's Park beneath the podium
- Party levels up after victory

## Npcs

### The Duchess

Unseen ruler of the Underwet who communicates through a delirium crystal and her council members by manipulating black vines around their throats. Claims extensive knowledge of Drakkenheim and beyond, offering passage through sewers in exchange for delirium crystals, magic items, and new servants.

### The Chancellor

Council member serving the Duchess, wearing dark blue robes with Von Kessel royal crest and noble ornamentations. One of three who escaped the castle during disaster.

### The Cardinal

Council member with knowledge of old gods including Tyr, wearing Von Kessel royal crest. Part of the trio serving the Duchess after escaping castle disaster.

### The Chamberlain

Third council member wearing Von Kessel royal crest and ceremonial accessories, serving as part of the Duchess's ruling council after escaping castle disaster.

## Aquatic Dregs

Fish-like humanoid servants of the Duchess who patrol underwater areas, escort visitors, and provide food by regurgitating it into shell bowls carried by gelatinous cubes.

## Adriana Modera

Former Archmage of Drakkenheim who died during the meteor shower while holding the inscrutable staff, shown in the Duchess's visions.

# Locations

## The Underwet

An underground domain ruled by the Duchess, featuring water channels, ancient bathhouse ruins with pillared aisles, decorated fountains, and a massive delirium crystal. Area is patrolled by aquatic dregs and overseen by the Duchess's council from their bathhouse chamber.

## Ancient Bathhouse

A partially buried chamber with pillared aisles, central pool with fountain decorated with nymph statues, and wall carvings depicting storms and sea monsters. Contains a massive child-sized delirium crystal with pulsing black veins spreading underneath. Features cold, damp air and flowing water throughout.

## Duchess's Cavern

A massive underground cavern illuminated by hundreds of delirium crystals embedded in the walls, with water flowing from cracks between stalactites into a dark underground lake that shimmers with sickly delirium light.

## Queen's Park

A grand baroque-style garden with labyrinthine footpaths, geometric flower beds, winding paths through forest groves, ornamental bridges, streams, lawns and plazas decorated with arches, marble fountains and statues. Currently overgrown and desolate with hardy vines claiming the remains of statues. Features a potent irritating pollen and complete absence of animal life.

## Buckledown Row

A location in Drakkenheim where the twins were seen drinking at a bar, mentioned in the Duchess's visions.

# Spells

## Shatter

A thunder damage spell cast multiple times by party members that proved particularly effective against the animated stone statues.

## Slow

Cast by Oiroa on the angel statues, reducing their speed and AC by 2, giving -2 to DEX saves, preventing reactions, and limiting them to single attacks. Required Wisdom saves to break free.

## Word of Radiance

A cantrip dealing radiant damage to nearby creatures, used effectively against the angel statues requiring Constitution saving throws.

## Dragon's Breath

Spell allowing the caster to breathe lightning in a cone, though the statues showed resistance to the lightning damage.

## Sanctuary

Defensive spell cast for protection during the statue battle.

## Lesser Restoration

Used to remove the poisoned condition from affected party members.

## Mage Hand

Used to safely pluck the Eldritch Lily from the podium, triggering the statue animation.

## Misty Step

Teleportation spell used by Ned to escape from dangerous situations during the battle.

## Healing Word

A healing spell used to restore hit points to injured party members and grant bonus weapon attacks.

# Items

## Delirium Crystal Monument

A massive delirium crystal about the size of a child, jutting through the bathhouse floor with black pulsing veins spreading from its base. Used to commune with the Duchess and illuminates chamber with prismatic light.

## Shell Goblets

Drinking vessels made from shells with old Titan craftsmanship, used by the council for communion ritual involving delirium-infused liquid.

## Delirium Fragments

Small crystals worth approximately 100 gold pieces each, used as currency and gifts for the Duchess. Two were presented in giant claws as offering.

## Inscrutable Staff

A magical staff formerly wielded by Archmage Adriana Modera during the meteor shower that destroyed Drakkenheim, now sought by the Duchess.

## Eldritch Lily

A uniquely shaped white flower sought by Oscar for potential delirium contamination cure. Two specimens found in Queen's Park - one growing naturally and another on a stone podium guarded by angel statues.

## Queen's Park Map

A carved leaf map showing the layout of Queen's Park, discovered underneath the Eldritch Lilies on the stone podium after defeating the angel statues.

---

Revision #1

Created 17 April 2025 15:01:33 by admin

Updated 30 May 2025 16:03:20 by admin