

# Session 19: Walk in the Park

**Date:** Jun 10th, 2025

## Summary

The party emerged from the sewers into a wealthy residential area on the edge of Queen's Park, a corrupted forested park with sickly green vegetation and thick purple haze. The GM retconned the previous session, revealing that the party had found white lilies instead of the purple eldritch lilies they sought. After examining their map of Queen's Park and discussing various landmarks, Ned made a successful nature check to determine where eldritch lilies might grow, leading the party to decide on visiting the Queen's Water Garden first. The Queen's Water Garden proved to be an ornate area with multiple pools, statues of royal women with glowing green gems, and magical purple lilies floating in the water. Ned detected magic and identified magical auras on both the statues and the purple lilies in the three large pools. While observing the garden, Ned and Syndle spotted a mysterious woman with bark-like skin who appeared to be a handmaiden, carrying a purple lily before disappearing into the trees. Tark created a darkness shield with his whip to provide cover as Ned used mage hand to successfully retrieve what appeared to be an eldritch lily and store it in their bag of holding. Their flower-picking activities attracted the attention of a red cap guardian named Daryl, a fae creature resembling a gnome with oversized metal boots who angrily confronted them for stealing from the garden. Zakarium attempted to calm the creature with persuasion and a gnome song, which slowed the red cap's initial aggressive approach. However, the situation became more dangerous when glittering pollen clouds appeared from hypnotic flowers, causing several party members including Zakarium, Yazzie, Ned, and Syndle to fail wisdom saves and become charmed by the magical pollen. The charmed party members became compelled to approach the dangerous flowers in the pond, with Yazzie jumping into the water to get closer to an attractive bloom. The eldritch lily sprouted vine-like legs and embraced Yazzie, spraying nectar in her face, though she successfully resisted its effects with a constitution save. Oira identified the pollen as a hypnotic ability rather than a spell and helped shake the charmed party members back to their senses. The red cap eventually provided valuable information, explaining that real eldritch lilies could be distinguished from the dangerous hypnotic imposters by a distinctive white spot in their center, and that handmaidens regularly collected these flowers for the lady of the grotto. After successfully retreating from the water garden, the party searched for handmaidens who could grant them an audience with the mysterious Lady of the Garden. Zakarium tracked a handmaiden's trail with exceptional skill, discovering that it mysteriously started and ended at different trees, suggesting the handmaiden could disappear into the trees themselves. Despite calling out and placing magical candles near trees, they received no response from any potential handmaidens. During this time, Zakarium investigated the garden's statues and successfully identified several queens of Drakenheim, realizing they were

arranged in chronological order and recalling all thirteen queens including Queen Lenora Von Kessel, who ruled when the meteor struck. The party then moved to the Queen's Flower Garden, where they discovered a large broken statue of Queen Lenora lying on its side, covered in blood and flower pigments. Syndle's detect magic revealed the area was mostly magic-free, while Ned found rare sunpetal blooms that could double potion effectiveness. Yazzie performed a fae song with exceptional skill, attracting a handmaiden who briefly peeked out from behind a tree before ducking back when spotted. However, when Ned harvested one of the sunpetal blooms, it triggered a shambling mound to emerge from the bushes and attack. Combat erupted as multiple shambling mounds and red caps joined the battle to defend the garden from the flower thieves. Tark and Syndle both raged and attacked with their weapons, with Syndle's wild magic summoning an explosive flump that dealt additional damage. Ned cast fly to retreat into the air and escape melee combat, while Oira cast spiritual weapon manifesting as a gavel and then slow spell, successfully affecting all four enemies and significantly turning the tide of battle. Zakarium discovered that shambling mounds absorbed lightning damage and healed from it when his lightning bolt spell backfired, forcing him to adapt his tactics and use thunder damage instead. The party systematically defeated their enemies through coordinated attacks, with Yazzie using psychic blades and various party members contributing damage through spells and weapons. The final red cap eventually surrendered and agreed to provide information in exchange for his life. He revealed that handmaidens gathered eldritch lilies and took them to the lady in the grotto, which was located north of a hedge maze. The red cap explained that he usually got let through the maze easily but had never tried to navigate it himself, and suggested there might be additional eldritch lilies growing near water at various fountains throughout the park. He also mentioned that his brother Larry had been killed by the party in their previous encounter, identifying himself as Daryl before offering to return the lily he had confiscated earlier as part of their negotiated deal.

# Scenes

## Arrival at Queen's Park

The party emerges from the sewers into a wealthy residential area on the edge of Queen's Park, a corrupted forested park with sickly green vegetation and thick haze.

- GM retcons previous session - party found white lilies instead of purple eldritch lilies
- Party examines the map of Queen's Park with various landmarks listed
- Ned makes a nature check (21) to determine where eldritch lilies might grow
- Party decides to visit the Queen's Water Garden first
- Discussion about character advancement and class choices

# Queen's Water Garden Exploration

The party enters an ornate water garden with multiple pools, statues of royal women, and magical purple lilies floating in the water.

- Party observes 12 statues with glowing green gems and relief carvings of royal women
- Ned detects magic and identifies magical auras on the statues and purple lilies
- Party notices the garden has three large pools with eldritch lilies
- Tark creates a darkness shield with his whip to provide cover
- Ned uses mage hand to attempt picking a purple lily from the pond
- Ned and Syndle spot a mysterious woman (handmaiden) who disappears into the trees
- The woman was carrying a purple lily in her hands
- Ned successfully retrieves what appears to be an eldritch lily and stores it in bag of holding
- Sound of metal boots approaching from behind the party

## Encounter with the Red Cap Guardian

The party encounters a red cap (fae creature resembling a gnome) who confronts them for picking flowers in the Queen's Water Garden.

- A red cap in oversized metal boots appears, angry about the party picking flowers from the garden
- Zakarium attempts to persuade the red cap to calm down with a gnome song
- The red cap slows down and stops his initial aggressive approach
- Syndle spots another red cap approaching from a different stairway, flanking the party
- A glittering pollen cloud appears in the air around the party from hypnotic flowers
- Several party members (Zakarium, Yazzie, Ned, and Syndle) fail wisdom saves and become charmed by the pollen
- Charmed characters become compelled to approach and inspect the dangerous flowers in the pond

## Hypnotic Flower Encounter

The party deals with dangerous hypnotic flowers that charm party members and attack with nectar sprays.

- Oira identifies the pollen as a hypnotic ability from the flowers, not a spell
- Oira attempts to help charmed party members snap out of their compulsion
- Yazzie jumps into the pond to get closer to the attractive flower
- The eldritch lily sprouts vine-like legs and embraces Yazzie, spraying nectar in her face
- Yazzie makes a constitution save against the nectar attack and resists its effects
- Tark helps shake Zakarium out of his charmed state
- Syndle snaps out of his compulsion and retreats from the dangerous flowers
- The red cap guardian warns the party about fake hypnotic flowers versus real eldritch lilies
- The red cap explains that real eldritch lilies have a distinctive white spot in the center
- Ned returns the stolen lily to appease the red cap
- The red cap provides information about handmaidens who collect lilies for the lady of the grotto
- The party successfully retreats from the water garden area

## Searching for Handmaidens

The party discusses their next move after the water garden encounter and decides to search for handmaidens who can grant them an audience with the Lady of the Garden.

- Party debates whether to circle around to a different entrance or continue searching
- Discussion about avoiding Queen's Water Garden and Queen's Flower Garden areas
- Decision to walk the periphery of the garden to look for handmaidens
- Zakarium successfully tracks a handmaiden's trail with a 26 survival check
- Trail mysteriously starts and ends at different trees, suggesting the handmaiden disappeared into trees
- Party knocks on trees and calls out for handmaidens
- No response from any potential handmaidens
- Red cap chuckles and walks away, suggesting they were lying about handmaidens
- Discussion about using Greek fire to threaten the garden for information
- Ned places an Everlit candle next to a tree to see if magic attracts handmaidens

## Statue Investigation

Zakarium investigates the statues around the garden and identifies several queens of Drakenheim, discovering they are arranged in chronological order.

- Zakarium makes a perception check and identifies the first queen of Drakenheim
- Identifies Queen Lyra as the third queen
- Discovers Queen Serafina as the seventh queen
- Identifies the eleventh queen
- Realizes the statues are arranged in chronological order from 1-12
- Unable to identify the central statue due to distance
- Zakarium successfully recalls all 13 queens of Drakenheim in order, including Queen Lenora Von Kessel who was queen when the meteor struck

## Exploring Queen's Flower Garden

The party arrives at the Queen's Flower Garden and discovers a broken statue of Queen Lenora covered in blood and pigments.

- Syndle uses Detect Magic and finds the area mostly magic-free
- Party discovers a large broken sculpture of Queen Lenora's head lying on its side, covered in blood and flower pigments
- Ned finds sunpetal blooms - rare flowers that can double potion effectiveness
- Yazzie performs a fae song with a roll of 29, attracting a handmaiden who peeks out from behind a tree
- The handmaiden has bark-like skin and ducks back behind the tree when spotted
- Ned harvests one sunpetal bloom, triggering a shambling mound to emerge and attack

## Battle with Garden Guardians

Combat erupts as shambling mounds and red caps attack the party for picking flowers in the garden.

- A shambling mound emerges from bushes and attacks Ned with two slam attacks
- Tark rages and attacks the shambling mound with his battleaxe for significant damage
- Syndle rages and uses wild magic, summoning a flump that explodes for additional damage
- A red cap appears and confronts the party about picking flowers, stomping with metal boots
- Ned casts fly and retreats 30 feet into the air to escape combat
- Oira casts spiritual weapon (a gavel/hammer) and slow spell, affecting all enemies
- Zakarium casts lightning bolt but discovers shambling mounds absorb lightning and heal from it
- Yazzie attacks with psychic blades, dealing significant damage

- Multiple shambling mounds and red caps join the battle
- The party systematically defeats the enemies through coordinated attacks
- One red cap surrenders and offers to make a deal with the party

## Negotiating with the Red Cap

After defeating most enemies, the surviving red cap surrenders and provides information about the garden.

- The red cap surrenders and agrees to provide information in exchange for his life
- Red cap explains that handmaidens gather eldritch lilies and take them to the lady in the grotto
- He reveals the grotto is north of the hedge maze, accessible through the maze
- Red cap mentions he gets let through the maze easily but has never tried to navigate it himself
- He suggests there might be eldritch lilies at the fountain where they grow near water
- Red cap offers to return the lily he confiscated earlier as part of the deal
- He mentions his brother was killed by the party (referring to the previous red cap encounter)
- The red cap identifies himself as Daryl and claims his brother Larry was killed

## Npcs

### Garden Handmaiden

A mysterious woman spotted briefly in the Queen's Water Garden. Appeared sickly and hunched with straggled hair, very skinny in appearance. Was seen bending over, standing up to look at the party, then disappearing into the trees. Carried a purple lily in her hands, suggesting she may be one of the handmaidens who gather eldritch lilies for the Lady of the Garden. Has bark-like skin and seems to be able to disappear into trees, leaving very light trails that start and end at different trees.

### Red Cap Guardian (Daryl)

A fae creature resembling a gnome but with oversized metal boots that are bigger than they should be for his size. He serves as a guardian of the Queen's Water Garden and becomes angry when he catches the party picking flowers. He can be calmed through persuasion and eventually offers information about the garden's rules and the location of handmaidens. Wields a sickle and can perform flying kick attacks with his iron boots. Claims his brother Larry was killed by the party in a previous encounter. Knows how to navigate the hedge maze and has easy access through it.

## Red Cap Guardian (Larry)

Another red cap guardian who was killed by the party in combat. Brother to Daryl, the surviving red cap. Similar appearance with metal boots and aggressive tendencies toward flower thieves.

## The Lady in the Grotto

An unseen figure mentioned by the red cap who resides in the grotto north of the hedge maze. The handmaidens gather eldritch lilies and bring them to her. Her true nature and intentions remain unknown.

## Shambling Mounds

Large plant creatures that emerge from bushes when flowers are disturbed in the garden. They attack with powerful slam attacks and have resistance to fire damage but unusually absorb lightning damage and heal from it instead of taking damage. Multiple shambling mounds guard the garden's flora and attack intruders who pick flowers.

# Locations

## Queen's Park

A large forested park in a wealthy residential area of Drakenheim, featuring sickly deep green vegetation, thick purple haze, and corrupted trees with peeling bark. The park is themed around the queens of Drakenheim and contains various landmarks including water gardens, flower gardens, hedge mazes, greenhouse, pond, gazebo, altar, and other locations. The haze is thicker here than anywhere else the party has seen, often forming purple clouds of darkness that rise 30 feet in the air.

## Queen's Water Garden

An ornate garden area with opulent stone staircases, pillared railings on different tiers, three large shimmering pools bordered with tiled stone, and multiple purple eldritch lilies floating in the water. Features gnarled cherry blossom trees in eternal bloom with colorful petals falling (hot pink, electric blue, and neon violet). Contains relief carvings of faces of queens and royal women on marble walls, with 12 statues having glowing green gems. The area has a peaceful ambiance with bubbling fountains but contains dangerous hypnotic flowers and is guarded by hostile fae creatures.

## Queen's Flower Garden

A garden area within Queen's Park featuring a large broken statue of Queen Lenora Von Kessel lying on its side, covered in blood and flower pigments. Contains various flowers including rare

sunpetal blooms that can enhance potion-making. The area is mostly devoid of magic and serves as habitat for shambling mounds and is patrolled by red caps who enforce the no-picking rule. Has trees that provide cover and multiple tiers or levels.

## The Grotto

A location north of the hedge maze where the lady of the garden resides. The handmaidens bring eldritch lilies here according to the red cap. This mysterious location is the ultimate destination mentioned by the garden's guardians.

## Hedge Maze

A maze that must be navigated to reach the grotto. The red cap claims he usually gets let through by someone with boots rather than solving it. This appears to be a significant obstacle between the party and their goal of meeting the Lady of the Garden.

# Spells

## Detect Magic

Cast by Ned to scan the Queen's Water Garden for magical auras, revealing magical glows from the 12 statues' green gems and from some of the purple lilies floating in the pools. Later cast by Syndle to scan the Queen's Flower Garden area, revealing that the garden was mostly magic-free with no significant magical auras detected.

## Mage Hand

Used extensively by Ned to safely attempt picking purple eldritch lilies from the pond without physically approaching the potentially dangerous magical flowers. The spell allowed him to manipulate objects at a distance while maintaining cover, though it sometimes triggered hostile responses from the hypnotic flowers.

## Shield

Cast by Ned as a reaction multiple times during combat to increase his AC and avoid attacks from the shambling mound's slam attacks. Used strategically to deflect incoming damage throughout the battle.

## Spiritual Weapon

Cast by Oira, manifesting as a gavel/hammer that could attack enemies as a bonus action. The weapon dealt force damage and was thematically appropriate for Oira's role as a cleric of justice. The spiritual weapon was positioned strategically between Oira and enemies during combat.

## Slow

Cast by Oira on multiple enemies including both red caps and shambling mounds. All targets failed their wisdom saves, reducing their movement, AC, and number of attacks. This spell significantly turned the tide of combat in the party's favor by affecting all four enemies at once.

## Lightning Bolt

Cast by Zakarium in a line formation to hit multiple enemies, dealing 32 lightning damage to a red cap. However, the party discovered that shambling mounds have lightning absorption, causing them to heal from lightning damage rather than take damage, which was an unexpected tactical setback.

## Fly

Cast by Ned on himself to escape melee combat by taking to the air with a fly speed of 60 feet, allowing him to avoid the dangerous ground-based enemies and attack from range. Used strategically to move 30 feet into the air and then retreat further from combat.

## Toll the Dead

Cast by Oira as a cantrip targeting enemies for necrotic damage, requiring wisdom saving throws from targets. The shambling mounds proved quite resistant with their high wisdom saves. Both Oira and Zakarium used this spell during the final moments of combat.

## Firebolt

Cast by Ned targeting the shambling mound, dealing fire damage though the creature had resistance to fire damage, reducing the effectiveness of the spell. Later used against the red cap for 9 fire damage during the final moments of combat.

## Dragon Breath (Thunder)

Zakarium spent a sorcery point to change his dragon breath damage type from lightning to thunder, dealing 11 thunder damage to the shambling mound and finally destroying it. This adaptation proved effective after discovering the creatures' lightning absorption ability.

## Poison Spray

A cantrip cast by Yazzie that creates a puff of noxious gas, requiring a constitution saving throw. The shambling mound successfully saved against the spell, taking no damage from the poisonous effect.

## Reckless Attack

Used by Syndle against the red cap, gaining advantage on his attack rolls and dealing significant damage, though not quite enough to finish the enemy. This barbarian ability was used strategically in the final moments of combat.

# Items

## White Lilies

Non-eldritch lilies found at the altar in Queen's Park that the party initially mistook for eldritch lilies. These flowers are white instead of the expected purple color and were collected by the party despite not being the target flowers they seek.

## Map of Queen's Park

A map showing various landmarks within Queen's Park including the Queen's Water Garden, Queen's Flower Garden, greenhouse, pond, hedge maze, gazebo, altar, and other locations. The map was found at an altar and triggered gargoyle guardians when touched in the previous session.

## Drawing of Eldritch Lily

A drawing given by Oscar Yoren showing what an eldritch lily should look like - a purple flower that resembles a water lily or lotus. Used by the party to identify the correct flowers they need to find in the garden.

## Eldritch Lily

A purple lily that pulses with eldritch glow, retrieved by Ned from the Queen's Water Garden using mage hand. When brought within 10 feet, it emits a distinct sour odor and makes an audible humming noise. Successfully stored in the bag of holding. The red cap guardian explained that real eldritch lilies can be distinguished from dangerous hypnotic imposters by a distinctive white spot in their center.

## Hypnotic Eldritch Blossoms

Dangerous flowers that appear similar to eldritch lilies but have vine-like legs and can move. They emit glittering pollen clouds that charm creatures, compelling them to approach. When approached, they embrace victims with their vines and spray nectar that requires constitution saves to resist. The red cap warned these fake flowers will 'try and trick you every time with their sexual advances.'

## Everlit Candle

A magical candle that Ned places next to a tree in an attempt to attract the attention of handmaidens or other magical beings in the garden.

## Sunpetal Bloom

A rare flower found in the Queen's Flower Garden that serves as an excellent reagent for potion-making. When used in the brewing process, it can double the effectiveness of a potion. Ned discovered four of these flowers and harvested one, with the action of picking it triggering the shambling mound's attack.

## Broken Statue of Queen Lenora

A large sculpture depicting the head of Queen Lenora Von Kessel, the 13th and final queen of Drakenheim who ruled when the meteor struck. The statue has been broken and now lies on its side, covered in what appears to be blood and flower pigments, suggesting someone has defaced it in anger or protest.

## Flumph

A small creature summoned by Syndle's wild magic surge. The flumph appears as a result of magical chaos and explodes at the end of its turn, dealing damage to nearby enemies. It was used tactically in combat against the shambling mounds.

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