

Session 25: The Sacrament of the Falling Fire

Date: Aug 26th, 2025

Summary

The session began with three members of the party - Syndle, Rufus Apollo, and Sylvie Roseshot - undergoing the sacred Sacrament of the Falling Fire in the chapel of St. Grisha. The ancient chapel stood as a testament to magical devastation, its domed roof completely destroyed, leaving only floating bricks suspended in perfect geometric order above the circular stone walls. Inside, a stone brazier burned with an unnatural purple-red flame, fed by delirium shards that served as unholy coals. Lucretia Mathias, a woman in her sixties with her own embedded delirium shard glowing rhythmically in her chest, conducted the ceremony alongside the ethereal arcane wraith known as Saint Grisha. As the three participants pierced their flesh with their representative delirium shards, dark shadows began seeping from their eyes, ears, and noses, coalescing into manifestations of their deepest fears and inner darkness. Syndle's shadow took his own form but embodied all his anger and resentment about being orphaned by his clan and the mysterious death of his mentor, wielding a spectral version of his mentor's lost axe. The battle against their inner demons proved both physical and spiritual. Rufus engaged in brutal hand-to-hand combat with his wraith-like shadow, while Sylvie stood firm against her towering, insulting shadow that whispered cruel words designed to break her resolve. Syndle embraced the light of his embedded crystal, allowing its power to flow through him as he struck down his shadow with increasing radiance, his axe beginning to channel divine energy. As each participant conquered their darkness, they felt spiritually renewed and sanctified, their burdens lifted and their souls purified. Following the ceremony, the party spent time in Emberwood Village recovering from their ordeal and clearing contamination from their systems through magical purging spells. Syndle emerged from the sacrament with the formal title of "Lambent Warrior of the Falling Fire," his body retaining a subtle glow and his cyclops mutation from previous delirium exposure. During their recovery, Katya, a former Silver Order paladin, approached Syndle with urgent news about an impending transaction between the Queen's Men and the Silver Order involving a powerful scepter, suggesting the party intercept the sale for the Falling Fire faction. After much deliberation about their next course of action, the party decided to visit Oscar Yoren at Reed Manor rather than immediately involve themselves in the factional politics surrounding the scepter. They traveled through the countryside, carefully avoiding main roads and settlements to maintain secrecy. Reed Manor appeared as a decrepit two-story stone house surrounded by rusting iron fencing and overgrown gardens, with boarded windows that still flickered with interior light and multiple chimneys

releasing thin trails of smoke. The manor was guarded by hulking figures in brown overcoats with bandaged faces, along with a more intelligent human guard who questioned their purpose. After announcing they had brought Eldritch Lilies for Oscar, the party was granted entry and encountered Gemma, one of Oscar's teenage interns, along with a suspicious gunslinger woman who kept her hand on her pistol. They descended into Oscar's underground laboratory, where they found the alchemist deep in negotiations with two Queen's Men about potion deliveries and supply contracts. The laboratory meeting quickly grew tense as Oscar examined the party's mutations with scientific fascination while explaining his monopoly on contamination-curing potions. The Queen's Men refused to leave during the business discussion, and negotiations over the price of Eldritch Lilies became heated. Tark recognized one of the Queen's Men as a fellow gladiator from his fighting days, leading to physical intimidation and escalating confrontation. When the gladiator called Syndle a "tiny fool," the situation exploded into violence. The battle that erupted in the laboratory was chaotic and devastating. Syndle raged into combat against the gladiator while Yazy cast fairy fire to outline enemies in magical light, making them easier targets. Oiroa's slow spell severely hampered most of the enemies' ability to act effectively, while Ned delivered a crushing blow to Oscar using his sky metal staff to channel shocking grasp. The fight took a dramatic turn when Syndle detonated a delirium shard, causing most enemies to break into uncontrollable dancing, leaving them helpless and vulnerable. Oscar, desperate and cornered, cast a cloudkill spell centered on himself, filling the laboratory with poisonous fog that harmed friend and foe alike. The toxic cloud demonstrated his willingness to sacrifice his own allies to escape, but Ned managed to strike him down before he could flee. Just as victory seemed assured, Bolter opened a secret door and a horde of zombies poured into the room, led by a massive ogre zombie that immediately attacked Ned with devastating force. The zombie reinforcements proved no match for the party's magical arsenal. Yazy's hypnotic pattern incapacitated most of the undead horde, leaving them swaying helplessly in place. Xakarium then unleashed a lightning bolt that tore through the laboratory and into the back chambers, instantly destroying nine zombies in a brilliant display of electrical destruction. The remaining enemies fell quickly to the party's coordinated assault, with Syndle delivering a spectacular finishing move against the gladiator using his red cap boots to kick him prone before channeling lightning through his body. As the smoke cleared and the last enemies fell, the party began securing Oscar's research materials and notes, stuffing papers and documents into their bag of holding. They systematically eliminated any remaining witnesses, ensuring no one could report their actions to outside factions. With Reed Manor's laboratory now under their control, they prepared to clear the rest of the building and claim Oscar's valuable alchemical research for themselves, having successfully eliminated a major player in the contamination cure market while acquiring potentially game-changing knowledge about delirium manipulation and mutation control.

Scenes

The Sacrament of the Falling Fire

Syndle, Rufus Apollo, and Sylvie Roseshot undergo a holy ceremony in the chapel of St. Grisha, confronting their inner shadows.

- Three participants (Syndle, Rufus Apollo, and Sylvie Roseshot) enter the chapel of St. Grisha for the sacrament
- Lucretia Mathias and the arcane wraith St. Grisha conduct the holy ceremony
- Each participant pierces their flesh with their delirium shard
- Dark shadows emerge from the participants, taking the form of their inner darkness and fears
- Syndle's shadow represents his anger about being orphaned and his mentor's death, wielding his mentor's axe
- Rufus battles his shadow through physical combat, punching and choking it
- Sylvie's shadow whispers insidious and insulting things to her, but she stands firm with eyes closed, concentrating and praying
- Syndle defeats his shadow through embracing the light of his crystal and accepting his future
- His axe begins to imbue radiant damage during the final strikes
- All three participants successfully complete the sacrament and become sanctified
- Syndle's contamination is cleared and he gains the title 'Lambent Warrior of the Falling Fire'
- The haze leaves the chapel as the ceremony concludes

Post-Ceremony Recovery

The party deals with contamination clearing and exhaustion recovery while planning their next moves.

- Party members cast purge contamination spells to clear their contamination levels
- Characters take exhaustion levels from the contamination clearing process
- Syndle gains the title 'Syndle Sliverack Lambent Warrior of the Falling Fire'
- Syndle chooses to keep his cyclops mutation and underwater breathing ability
- Party discusses whether Syndle's axe now permanently does radiant damage
- Party plans to spend three days recovering from exhaustion
- Katya suggests the party intercept a scepter sale between Queen's Men and Silver Order

Return to Emberwood Village

The party returns to town where Katya informs them about an upcoming transaction between the Queen's Men and Silver Order.

- Syndle, Tark, and the other sanctified participants return to Emberwood Village
- Katya congratulates Syndle on becoming sanctified but warns it's time to prove himself
- Katya informs them that the Queen's Men plan to sell the scepter to the Silver Order in the next couple days
- She suggests the party should intercept the sale for the Falling Fire
- The party discusses various plans including warning the Queen's Men, interfering with the transaction, or going after Oscar instead
- Party debates between interfering with the scepter sale or going after Oscar Yoren
- Decision made to visit Oscar at Reed Manor as the least problematic option

Planning and Recovery

The party spends time in town planning their next moves while recovering from contamination and exhaustion.

- Party members cast contamination clearing spells on each other
- Discussion about needing three days to clear all exhaustion levels
- Syndle shares details of his sacrament experience with the other party members
- Consideration of business opportunities with contamination purging services
- Discussion of faction relationships with Amethyst Academy and Queen's Men
- Route planning to Reed Manor avoiding Shepherd's Gate

Journey to Reed Manor

The party travels from Emberwood Village to Reed Manor, taking a circuitous route to avoid detection.

- Party discusses route options to Reed Manor, avoiding direct paths
- Party decides to skirt around Sprawl to avoid encounters
- DM mentions they will face a random encounter on the way back
- Party arrives at Reed Manor without incident

Arrival at Reed Manor

The party approaches Oscar's stronghold and encounters the guards at the front gate.

- Party observes Reed Manor - a rundown two-story stone house with wrought iron fence
- They notice an obese toad by a fountain and boarded windows with light flickering inside
- Two hulking figures in brown overcoats with bandaged faces guard the manor
- A third thuggy-looking guard appears at a window
- Party announces they're here to see Oscar and have an Eldritch Lily
- The intelligent guard goes to confer with colleagues about letting them in
- Party is allowed entry after mentioning they know Gemma, Marco, and Taryn
- Party encounters a rough-looking woman with a scimitar and pistol who eyes them suspiciously
- Gemma greets the party, mentioning Oscar is always in his lab downstairs
- Party heads down to the basement laboratory

Confrontation in Oscar's Laboratory

The party enters Oscar's lab to find him in negotiations with Queen's Men, leading to tension and eventual combat.

- Party finds Oscar mid-conversation with two Queen's Men about potion deliveries
- Oscar greets the party and asks about the Eldritch Lilies they were sent to retrieve
- Party reveals they only found a couple of lilies, disappointing Oscar
- Oscar examines Yazzy's mutations with fascination, wanting a blood sample
- Queen's Men refuse to leave during business negotiations
- Party discusses fair pricing for the lilies and Oscar's monopoly on Aqua Purgea
- Ned switches to Abyssal to discuss Academy interests with Oscar privately
- Oscar explains he has a monopoly on Aqua Purgea and won't share his notes until his breakthrough with mutation control
- Tark recognizes one Queen's Man as a fellow gladiator
- Tension escalates between party members and the Queen's Men
- A familiar (rat) is spotted watching the proceedings
- Combat begins when intimidation tactics fail

Battle in Oscar's Laboratory

A massive combat erupts in the laboratory involving the party, Oscar, Queen's Men, and reinforcements.

- Tark pushes the gladiator, starting the fight

- Syndle rages and attacks the gladiator with his axe for 30 damage
- Yazy casts Fairy Fire on Oscar and the gladiator
- Oiroa casts Slow spell affecting most enemies except Oscar
- A thief attacks Tark but can only make one attack due to being slowed
- Ned casts Shocking Grasp through his sky metal staff, critically hitting Oscar for 24 damage
- Syndle blows a delirium shard, causing Irresistible Dance effect on multiple enemies
- Multiple enemies including the gladiator begin dancing uncontrollably
- Oscar casts Cloudkill spell centered on himself, forcing constitution saves from everyone
- The cloudkill spell damages multiple party members and enemies
- Ned finishes Oscar with another attack, knocking him unconscious
- Bolter opens a secret door and zombies pour into the room
- An ogre zombie attacks Ned for 12 bludgeoning damage
- Tark strikes the ogre zombie for 33 damage using sneak attack and undead bonuses
- Yazy casts hypnotic pattern incapacitating most enemies
- Xakarium casts Lightning Bolt, killing nine zombies in one shot
- Party systematically eliminates remaining enemies including the gladiator and gunslinger
- Syndle finishes the gladiator with his red cap boots and lightning bolt
- The gladiator attacks Syndle with spear and shield bash, dealing 27 piercing damage
- The bandit captain's pistol jams when trying to shoot
- Oiroa kills an ogre zombie with her rapier, dealing 19 damage and preventing its undead fortitude revival
- The gunslinger fails her wisdom save and remains slowed
- Oiroa hits the gunslinger with spiritual weapon for 9 damage, killing her
- The master thief remains hypnotized and unable to act
- Syndle attacks the gladiator with his axe for 13 damage, leaving him with 1 hit point
- Syndle finishes the gladiator with his red cap boots, dealing 13 damage and blinding him with lightning

Aftermath and Looting

The party secures Oscar's laboratory and begins collecting his research materials.

- Party decides to kill all witnesses rather than leave survivors
- Tark begins collecting Oscar's research papers and notes into the bag of holding
- Discussion about taking Oscar's head versus his whole body
- Party prepares to clear the rest of Reed Manor of any remaining threats
- Combat ends with the party victorious, having eliminated all threats in the laboratory

Npcs

< h4>Lucretia Mathias</ h4>

A woman in her 60s who leads the Falling Fire faith and conducts the sacrament ceremony. Has an embedded delirium shard glowing in her chest that pulsates with her heartbeat and demonstrates powerful magical abilities while maintaining a caring demeanor toward participants.

< h4>Saint Grisha</ h4>

An arcane wraith and spectral figure who assists Lucretia in conducting the sacrament. Appears ethereal and beautiful, harmonizing incantations during the holy ceremony.

< h4>Rufus Apollo</ h4>

An old dwarven cleric who studies astrological signs and patterns. He participates in the sacrament ceremony alongside Syndle and Sylvie, physically fighting and choking his shadow manifestation during the ritual.

< h4>Sylvie Roseshot</ h4>

A former flamekeeper inspired by the testament of the falling fire. During the sacrament, her shadow takes the form of an angry, towering woman who whispers insulting things to her, but Sylvie stands firm with eyes closed, concentrating and praying.

< h4>Lucy Wainwright</ h4>

A woman who came to the crater with her nine-year-old child. She weeps because her child has not re-emerged from the crater after three hours, having presumably been lost or consumed by the delirium.

< h4>Ingrid Stummer</ h4>

One of the twin sisters who followed dreams and visions to the city but has not re-emerged from the crater during the ceremony.

< h4>Myra Stummer</ h4>

The other twin sister who followed dreams and visions to the city but has not re-emerged from the crater during the ceremony.

< h4>Katya</ h4>

A former Silver Order paladin who initially opposed the party getting the sacrament but now congratulates Syndle. She informs the party about the upcoming scepter transaction between Queen's Men and Silver Order and suggests they intercept it for the Falling Fire.

< h4>Oscar Yoren</ h4>

A 9th level wizard and alchemist who creates healing potions and Aqua Expergo in his laboratory beneath Reed Manor. Monopolizes the contamination prevention potion market and experiments on dregs to control mutations. Becomes desperate during negotiations and uses Cloudkill in combat, ultimately being defeated by the party.

< h4>Intelligent Guard</ h4>

A smart, thuggy-looking human guard at Reed Manor who serves as the spokesperson for the security team. Unlike the hulking ogre zombies, he can think and communicate effectively, questioning visitors and conferring with colleagues before allowing entry.

< h4>Hulking Guards</ h4>

Two large figures wearing heavy brown overcoats with hoods drawn over their bandaged faces. One stands at the front gate while the other patrols the manor grounds. They appear to be less intelligent muscle compared to the human guard who does the talking.

< h4>Gemma</ h4>

One of Oscar's teenage interns who greets the party upon their return to Reed Manor. Described as high and annoying, with a baked, obnoxious personality. Has a cat that hisses at Syndle and complains about never seeing Oscar since he's always in his lab.

< h4>Marco</ h4>

Another of Oscar's interns, a stoner-type character who recognizes the party from their previous visit. Gets confused about his own name when the party mentions him.

< h4>Gunslinger Woman</ h4>

A rough-looking but attractive woman encountered at Reed Manor's entrance. Armed with a scimitar and pistol, she gives the party suspicious looks and follows them down to the basement, keeping her hand on her weapon.

< h4>Queen's Men Gladiator</ h4>

A seasoned gladiator working for the Queen's Men, recognizable to Tark from his fighting background. Wields a spear and shield, calls Syndle a 'tiny fool' and engages in brutal combat before being killed by the party.

< h4>Queen's Men Thief</ h4>

An agile rogue working with the Queen's Men who takes a defensive position during negotiations. Uses uncanny dodge and sneak attacks in combat but is ultimately overwhelmed by the party's spells and attacks.

< h4>Bolter</ h4>

Oscar's meathead intern who opens a secret door during combat, allowing zombies to enter the laboratory. He becomes affected by hypnotic pattern and is incapacitated, standing in a stupor unable to act effectively.

< h4>River</ h4>

An Amethyst Academy member who wants Oscar's notes. The party considers maintaining good relations with her and the Academy.

Locations

< h4>Chapel of St. Grisha</ h4>

A circular chapel with floating bricks in geometric order where the domed roof once was. Contains a lighted stone brazier with purple-red entropic flame burning delirium shards, cracked mosaic floors, and empty statue platforms. The site of the Sacrament of the Falling Fire ceremony.

< h4>Emberwood Village</ h4>

The village where the party returns to after the sacrament ceremony. A safe haven where they can rest, recover, and plan their next moves.

< h4>Reed Manor</ h4>

A rundown two-story stonehouse surrounded by rusting wrought iron fence and overgrown yard filled with shrubberies and brambles. Features boarded windows with flickering light inside, multiple chimneys with smoke, collapsed outbuilding, cobblestone pathway, and a fountain with brackish water where an obese toad resides.

< h4>Oscar's Laboratory</ h4>

Underground laboratory beneath Reed Manor where Oscar conducts experiments on dregs laid out on operating tables. Contains alchemical equipment, research notes, and a secret door leading to additional chambers with zombie storage. The room becomes filled with poisonous Cloudkill fog during the battle.

< h4>Shepherd's Gate</ h4>

A location the party decides to avoid while traveling to Reed Manor, not wanting to be seen going there.

< h4>Cairn Hills</ h4>

A giant city cemetery for the rich, mentioned as a landmark near Reed Manor that the party could pass by on their route.

< h4>Sprawl</ h4>

An area the party chose to skirt around during their journey to Reed Manor to avoid potential encounters.

< h4>Academy Gate</ h4>

A gate controlled by an unknown faction that the party considered investigating but decided to save for later.

Spells

< h4>Sacrament of the Falling Fire</ h4>

A powerful holy ritual conducted by Lucretia Mathias and St. Grisha that involves piercing flesh with delirium shards. The spell manifests participants' inner darkness as shadow creatures they

must defeat, ultimately purifying them and granting sanctification. Successfully completing the ritual clears contamination and provides spiritual renewal.

< h4>Purge Contamination</ h4>

Spells cast by party members to clear contamination levels from each other. Multiple spell slots were used to ensure everyone was cleared of contamination. The casting process causes exhaustion levels that require recovery time.

< h4>Lesser Restoration</ h4>

A spell the party plans to use to clear exhaustion levels, allowing them to recover more quickly from their contamination purging efforts.

< h4>Fairy Fire</ h4>

Cast by Yazzy on Oscar and the gladiator, causing them to be outlined in light and granting advantage on all attack rolls against them. The spell proves crucial in combat by making the enemies easier to hit and negating Oscar's invisibility attempt.

< h4>Slow</ h4>

Cast by Oiroa affecting multiple enemies including the gunslinger, thief, gladiator, and rat familiar. The spell severely limits affected creatures to only one action or bonus action per turn, significantly reducing their combat effectiveness throughout the encounter.

< h4>Shocking Grasp</ h4>

Cast by Ned through his sky metal staff at Oscar, dealing both weapon and spell damage in a critical hit. The spell delivers electrical damage and is enhanced by the staff's properties, creating a devastating combination attack.

< h4>Irresistible Dance</ h4>

Triggered by Syndle's delirium shard explosion, forcing affected creatures to dance in place with disadvantage on saves and attacks while giving enemies advantage against them. Affected creatures must use their whole action to attempt to break free.

< h4>Cloudkill</ h4>

Cast by Oscar centered on himself, creating a poisonous cloud that forces constitution saves from all creatures in the area. The spell deals significant poison damage to both enemies and allies, demonstrating Oscar's desperation and willingness to harm his own allies.

< h4>Hypnotic Pattern</ h4>

Cast by Yazzy affecting multiple enemies including Bolter and several zombies. The spell creates mesmerizing patterns that incapacitate affected creatures, leaving them charmed and unable to take actions until the effect is broken.

< h4>Lightning Bolt</ h4>

Cast by Xakarium to devastating effect, killing multiple zombies that emerged from the secret door. The spell's 120-foot range allows it to strike enemies in the back room as well, eliminating

nine creatures in a single casting. Also manifests as a magical effect that shoots from Syndle's chest as part of his rage ability.

< h4>Spiritual Weapon</ h4>

Cast by Oiroa in the form of a gavel, the spiritual weapon struck enemies throughout combat as a bonus action, including delivering the killing blow to the gunslinger.

< h4>Toll the Dead</ h4>

Cast by Oiroa targeting enemies like the gladiator, forcing targets to make wisdom saves or take significant necrotic damage based on their current health. The spell creates a dolorous bell sound when cast.

Items

< h4>Delirium Shards</ h4>

Crystalline fragments used in the Sacrament of the Falling Fire ceremony. Participants pierce their flesh with these shards to begin the ritual, and they burn as coals in the chapel's brazier with a purple-red entropic flame. When used in combat, they create magical effects like irresistible dance that affects creatures within 30 feet.

< h4>Syndle's Axe</ h4>

Syndle's primary weapon that begins to imbue radiant damage during his battle with his shadow during the sacrament ceremony. The axe may have gained permanent radiant damage properties from the ritual and is used in his rage-fueled attacks against enemies.

< h4>Eldritch Lilies</ h4>

Rare alchemical reagents worth 150-300 gold each that Oscar needs to create his potions. The party brought several from Queen's Park to trade with Oscar. These flowers are essential components for creating Aqua Expergo potions and other alchemical creations.

< h4>Aqua Purgea</ h4>

Oscar's signature creation - a syringe-based potion that cures contamination. Represents his magnum opus and primary source of income. The Queen's Men are major customers demanding constant supply.

< h4>Aqua Expergo</ h4>

A specialized potion created by Oscar that prevents contamination from delirium exposure. Sells for up to 1,000 gold and requires multiple Eldritch Lilies plus other expensive ingredients to manufacture.

< h4>Sky Metal Staff</ h4>

Ned's magical staff that allows him to cast spells through it while also dealing weapon damage. When used to cast shocking grasp, it delivers both the staff's physical damage and the spell's

electrical damage in a single attack, making it a powerful combination weapon.

< h4>Pistol</ h4>

A firearm wielded by the gunslinger woman at Reed Manor. She keeps her hand on it and partially draws it from its holster while eyeing the party suspiciously. The bandit captain's pistol jams during the crucial moment of combat.

< h4>Red Cap Boots</ h4>

Magical boots worn by Syndle that deal 1d10 plus strength damage when used to kick enemies prone, and can trigger a lightning bolt effect that deals radiant damage and blinds the target.

< h4>Oscar's Research Notes</ h4>

Valuable alchemical research papers and documents that the party collects from Oscar's laboratory, containing his methods for creating contamination-curing potions and valuable research on alchemy and potion-making.

< h4>Spear and Shield</ h4>

The gladiator's combat equipment used to deliver devastating attacks against Syndle, including both piercing spear strikes and shield bashes.

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