

Session 28: Detained & De-Deliriumed

Date: Sep 16th, 2025

Summary

The party was traveling south from Drakkenheim when they were intercepted by a patrol of Silver Order knights led by Knight Commander Sir Virgil Underwood and a Hex Knight named Sir Alaric Thorne. The knights had crossbows trained on the party and demanded they surrender their weapons, citing a new decree from Divine Matriarch Mercy V that declared delirium an unholy abomination. Despite initial resistance, the party complied when threatened with overwhelming force. The knights searched their belongings and confiscated all delirium - 30 chips, 25 fragments, 2 shards, and 1 crystal worth approximately 5,000 gold. They also examined Oscar Yoren's severed head, which the party had been transporting as proof of completing Academy business. The Hex Knight questioned the party about their activities, including encounters with demons and their knowledge of various factions operating in the region. During the encounter, it became apparent that Oiroa had been magically influenced by the Ultroloth they had previously fought, causing her to be unusually helpful to their captors. A Griffin rider arrived during the confrontation, adding to the Silver Order's intimidating presence. After the search, the knights released the party with a warning about the new restrictions on delirium, though they provided healing potions as compensation for the party's injuries. The party then traveled to Emberwood Village, where they met with River at the Red Lion Hotel to report on Oscar Yoren's death and discuss the Academy's response to the delirium ban. River revealed that the Academy was working on a legal appeal but would need to operate through black market channels in the meantime. She accepted Oscar's belongings and paid the party for a pistol and ammunition they had recovered. After discovering that Oiroa's strange behavior was due to magical suggestion from the Ultroloth, Tark punched her to break the enchantment. The party then visited Hendrick's Farm to warn the Falling Fire about the Silver Order's new decree and growing military presence. Finally, they met with Blackjack Mel at the Skull & Sword to discuss the implications of the delirium ban and learned about a planned handoff of the Scepter of Saint Vitruvio between the Queen's Men and Silver Order, leading to discussions about potentially intercepting it.

Scenes

Confrontation with Silver Order Knights

The party is stopped by a patrol of Silver Order knights who demand surrender and search their belongings for delirium.

- Knight Commander Sir Virgil Underwood and Hex Knight Sir Alaric Thorne intercept the party with crossbows drawn
- The knights cite a new decree declaring delirium an unholy abomination
- Party members reluctantly surrender their weapons and submit to binding
- Knight Seraphine searches their bag of holding and confiscates all delirium worth 5,000 gold
- The knights examine Oscar Yoren's severed head and question the party about demon encounters
- A Griffin rider arrives during the confrontation
- Oiroa acts unusually helpful toward the knights due to magical influence
- The knights release the party with healing potions as compensation

Meeting with River at Red Lion Hotel

The party reports to River about Oscar Yoren's death and discusses the Academy's response to recent events.

- Party delivers Oscar Yoren's head and belongings to River
- River explains the Academy is appealing the delirium ban but will operate through black market channels
- Party sells a pistol and ammunition to River for 256 gold
- River casts a spell revealing Oiroa is under magical suggestion from the Ultroloth
- River explains the suggestion will fade after a good night's rest or can be broken by dealing damage
- Tark punches Oiroa to break the magical enchantment
- River provides information about the Academy's legal challenges with the new decree

Warning the Falling Fire

The party visits Hendrick's Farm to inform the Falling Fire about the Silver Order's decree and military buildup.

- Party meets with Nathaniel Flint and Katya Braun to discuss the delirium ban
- They warn about the Silver Order's growing military presence of over 200 knights
- The party shares a copy of the decree outlawing delirium
- Falling Fire leaders express concern but are not surprised by the development
- Nathaniel and Katya decide to warn Lucretia Mathias and potentially fortify their gate
- Apollo, a dwarf who underwent the sacrament, speaks with Syndle about their shared experience

Planning at Skull & Sword

The party meets with Blackjack Mel to discuss the delirium situation and learns about the scepter handoff.

- Blackjack Mel reveals plans to set up a temporary merchant at Eckerman Mill to process delirium
- He mentions Styx Ferry as an alternative river crossing to avoid Camp Dawn
- Mel discusses the pending sale of the Scepter of Saint Vitruvio to the Silver Order for 15,000 gold
- He reveals the Scarlet Shadows (Ruby Goliath, Juggernaut, Flint, and Cade) will handle the delivery
- The handoff is scheduled for the morning after next at a crossroads north of their previous encounter
- Party learns both sides typically send equal-sized groups of 5-6 people for such exchanges
- Discussion begins about potentially intercepting the scepter to prevent the Silver Order from obtaining it

Npcs

Knight Commander Sir Virgil Underwood

A Silver Order knight commander who leads the patrol that intercepts the party. He wears silver plate armor with gold-flowing white tabards bearing the sacred flame symbol. Professional and methodical in enforcing the new delirium decree, he shows some regret about the confrontational nature of the encounter but remains firm in his duties.

Sir Alaric Thorne

A Hex Knight of the Watchful Order, recognizable as a mage slayer from the secretive organization that hunts illegal magic use. Unlike typical undercover operatives, he appears in full armor. He questions the party extensively about their magical activities and demon encounters, showing particular interest in Oscar Yoren's dark magic practices.

Knight Seraphine

A Silver Order knight who conducts the thorough search of the party's belongings. She wears heavy blacksmith-type gloves while handling delirium and methodically removes all contaminated materials from their bag of holding. Professional and efficient in her duties.

Griffin Rider

A Silver Order knight who arrives on a griffin during the confrontation with the party. Her presence adds to the intimidating display of the Silver Order's military capabilities and aerial reconnaissance.

River

A tiefling mage of the Amethyst Academy with flowing blue hair, spotted brown skin, and distinctive backward-curving horns. She conducts Academy business from the Red Lion Hotel and shows sympathy for the party's losses while explaining the Academy's legal challenges with the new delirium restrictions.

Nathaniel Flint

A jovial leader of the Falling Fire religious movement who receives the party's warning about the Silver Order decree with concern but not surprise. He works closely with Katya Braun and makes decisions about warning Lucretia Mathias and fortifying their positions.

Katya Braun

A knight of the Lion's Thorn Legion who has joined the Falling Fire. She wears distinctive lion-themed armor and shows strong interest in intercepting the Scepter of Saint Vitruvio to prevent it from falling into Silver Order hands. Willing to participate in dangerous missions against the Silver Order.

Apollo

An elderly dwarf cleric who underwent the Falling Fire sacrament alongside Syndle. He approaches Syndle to discuss their shared experience, though he has developed a cough since the ritual. Represents the ongoing effects and community of those who have taken the sacrament.

Blackjack Mel

A Queen's Men lieutenant who operates from the Skull & Sword tavern. He shows pragmatic concern about the delirium ban's impact on business and reveals details about the upcoming scepter sale to the Silver Order. More interested in profit than politics, he provides information about alternative smuggling routes.

Ruby Goliath

A giant member of the Scarlet Shadows mercenary group hired by the Queen's Men to deliver the Scepter of Saint Vitruvio. Part of the four-person team tasked with the dangerous handoff to the Silver Order.

Juggernaut

An orc war chief who serves as part of the Scarlet Shadows mercenary group. One of the four core members assigned to handle the scepter delivery to the Silver Order.

Flint

A war veteran who works as part of the Scarlet Shadows mercenary group. Experienced in combat operations and part of the team handling the high-value scepter transaction.

Cade

A master thief who rounds out the Scarlet Shadows mercenary group. His skills in stealth and infiltration make him valuable for the dangerous scepter handoff operation.

Divine Matriarch Mercy V

The religious leader of the Sacred Flame who issued the decree declaring delirium an unholy abomination. Described as a descendant of Saint Tarna, she wields significant religious and political authority in the region.

Styx

A river boatman who operates a ferry service across the river in The Spokes area. Described as an odd fellow who uses a raft made of sticks, he provides an alternative crossing to avoid the Silver Order's bridge near Camp Dawn.

Locations

Road South of Drakkenheim

The outskirts road leading toward Camp Dawn where the party was intercepted by Silver Order knights. The area features terrain suitable for mounted patrols and is within sight of the growing military encampment.

Camp Dawn

A rapidly expanding Silver Order military encampment that has grown from around 100 to over 200 troops. Features new barracks, Griffin stables, and serves as the base for the Silver Order's

operations in the region.

Red Lion Hotel

An inn in Emberwood Village where River, the Amethyst Academy representative, conducts business. Serves as a meeting place for Academy-related discussions and transactions.

Hendrick's Farm

The gathering place for Falling Fire pilgrims located south of Emberwood Village. Features yurts and meeting spaces where the religious faction conducts their business and houses their leadership.

Skull & Sword Tavern

A rough establishment in Emberwood Village where Blackjack Mel conducts Queen's Men business from his typical booth. The tavern serves as a hub for mercenary work and criminal enterprises.

Eckerman Mill

A mill location across the river that Blackjack Mel plans to use as a temporary base for processing delirium, positioned strategically away from immediate Silver Order attention.

Spells

Circle of Death

A powerful sixth-level necromancy spell cast by the Hex Knight Sir Alaric Thorne during the party's previous encounter. The spell has a 60-foot radius and was devastating enough to nearly kill multiple party members, demonstrating the knight's formidable magical abilities.

Slow

A spell that was used against the party during their encounter with the Silver Order knights, significantly hampering their ability to act effectively in combat. The spell's effects contributed to the party's disadvantage during the confrontation.

Detect Magic

A divination spell used by River to examine Oiroa and determine that she was under the influence of magical suggestion from the Ultroloth. The spell revealed the nature of the enchantment affecting her behavior.

Prayer of Healing

A healing spell cast by Oiroa multiple times during their journey to restore the party's health after their encounter with the Silver Order. Each casting took 10 minutes and provided substantial healing to multiple party members.

Suggestion

An enchantment spell that was affecting Oiroa, cast by the Ultroloth during their previous encounter. The spell compelled her to act against the party's best interests, making her unusually helpful to their enemies until it was broken.

Items

Oscar Yoren's Head

The severed head of the rogue Academy member Oscar Yoren, kept as proof of completing Academy business. The head shows Oscar's disturbing appearance and serves as evidence of his crimes involving demon summoning and dark magic practices.

Delirium Collection

A substantial collection of delirium consisting of 30 chips, 25 fragments, 2 shards, and 1 crystal, worth approximately 5,000 gold. Confiscated by the Silver Order knights as contraband under the new decree declaring delirium an unholy abomination.

Oscar's Spellbook

A spellbook containing Oscar Yoren's magical knowledge, including spells from cantrips through fifth level. The Hex Knight examined it and found the spells themselves to be normal, though the book represents Academy property that must be returned.

Oscar's Rings

Multiple rings worn by Oscar Yoren, some of which were fake Academy rings indicating he wasn't actually authorized to cast ninth-level spells despite wearing nine rings. The rings serve as additional proof of his deception and crimes against the Academy.

Ruby Vial with Silver Cork

A disturbing vial containing blood, likely Oscar's, that the party believes was used in demon summoning and planar binding rituals. The Hex Knight recognized it as evidence of dark magic practices and ultimately returned it to the party's belongings.

Ancient Tome with Blank Pages

A mysterious ancient-looking book with magical bindings found among Oscar's possessions. When examined, the pages appear blank, but the party gets a distinct impression that it possesses magical properties that may reveal themselves under the right conditions.

Pistol and Ammunition

A firearm with gunpowder and bullets recovered from Oscar's laboratory. River found it intriguing despite it not being magical, and the Academy purchased it for 256 gold, recognizing its potential value as a non-magical weapon.

Healing Potions

Two healing potions provided by Knight Commander Sir Virgil Underwood as compensation for the party's injuries sustained in their recent battles. Given as a gesture of goodwill despite the confrontational nature of the encounter.

Invisible Chest

A magically concealed chest containing potions and syringes that remained hidden during the Silver Order's search of the party's belongings. The chest's invisibility allowed it to escape detection during the thorough examination of their possessions.

Scepter of Saint Vitruvio

A powerful holy relic currently in Queen's Men possession, scheduled to be sold to the Silver Order for 15,000 gold. The scepter represents significant religious and magical power, making it a coveted artifact that multiple factions desire to control.

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