

# Session 33: We will get to the Cathedral eventually

**Date:** Nov 25th, 2025

## Summary

The party began their journey from their battle with the Mage Eaters, planning their route to Champions Gate while debating the intricacies of magical flight and carrying capacity. After much discussion about levitation, flight spells, and movement speeds, they decided to fly most of the distance, with those who could fly carrying those who could not. As they approached Champions Gate, a celestial angel flew up to greet them with an unsettling smile, welcoming them to land among the Falling Fire pilgrims who gathered there.

The pilgrims at Champions Gate took special notice of Syndle, showering him with praise and affection. Several pulled him aside to ask whether he had spoken to his companions about embracing the Falling Flame. They expressed growing concern that their message would be resisted and that too many people valued delirium for the wrong reasons, hinting that they might need to become more forceful in spreading their faith. They also warned that the Silver Order had been aggressively enforcing their new anti-delirium laws throughout the region.

After passing through Champions Gate, the party traveled along Champions Way toward Emberwood Village and discovered the aftermath of a brutal battle. An obliterated war wagon lay surrounded by numerous corpses, clear evidence of a clash between the Silver Order and dwarven-hired mercenaries. Though no Silver Order bodies remained—having been hauled away—their involvement was evident from scattered cloaks and armor. Signs indicated the wagon had carried a substantial quantity of delirium, now seized by Griffins and regular wagons. Among the dead, Tark found a large human wearing a cape fashioned from bugbear skin and gloves fitted with meteorite metal spike claws, though all the claws remained intact, suggesting this was not the specific individual he sought but likely a member of the same mercenary group.

Upon reaching Emberwood Village, the party was confronted with a grim sight in Caravan Court. A gallows had been erected, and hanging upside down from it was the burned corpse of Orson Fairweather, the village's most prolific delirium exporter. The public execution had deeply shaken the local residents, many of whom dealt in goods other than delirium but now feared the Silver Order's reach. Syndle immediately began cutting down the body to provide a proper burial, and Flamekeeper Hanna from the Chapel of St. Ardenna emerged to assist, expressing gratitude for

their compassion and lamenting that no one deserved such a fate. The party learned that Aldor the Immense, another significant figure in the delirium trade, had wisely fled the village.

Tark and several companions then flew to Camp Dawn to investigate the Silver Order's operations and interrogate the prisoner from the battle. They observed that the camp had been significantly expanded and fortified, now housing approximately three hundred soldiers with Griffin patrols, landing pads, and completed guard towers. At the bridge, Tark presented the clawed gauntlet and requested to speak with someone about prisoners. After a series of consultations among the knights, he was granted permission to enter the camp and meet with Knight Commander Sir Virgil Underwood.

Sir Virgil boasted arrogantly about the Silver Order's recent victory on Champions Way, describing how they had cut through the mercenaries like a scythe through dry wheat. When Tark mentioned his people, Sir Virgil made a dismissive, racist comment that Tark noted for future reckoning. Nevertheless, Sir Virgil allowed Tark to interrogate the prisoner, a large, beaten human chained in a holding cell. The prisoner revealed that he was part of a twelve-member group hired by dwarves to transport delirium and that their leader, Buckpharious, had not been on the run and likely survived. He also mentioned that the Silver Order knew the location of their base near the crater. After the interrogation, Sir Virgil offered the prisoner's belongings, including the bugbear cape and clawed gauntlets, to the party. When asked about delirium disposal, Sir Virgil admitted it was a challenge, as destruction methods often caused escalation, leading the Order to focus on containment. He also revealed plans for a controlled burn of Drakenheim to prevent further delirium harvesting.

Meanwhile, Ned and Xakarium met with River at the Red Lion to discuss recent developments and present new discoveries. River explained that the Amethyst Academy was protesting the Silver Order's delirium laws through slow, bureaucratic channels and felt confident they could still acquire delirium without interference, though the market had shifted to Eckerman Mill and black markets. She updated them on progress with Oscar's research and expressed interest in large quantities of delirium for study. Ned presented four sheets of Mage Eater shell armor, describing its imperviousness to magic and suggesting it could be fashioned into protective gear. He also showed her one of the Mage Eater eyes, explaining its ability to detect magic and spellcasters from great distances, noting that it needed to remain wet for preservation. River agreed to research both items and provide an analysis later.

River also shared intelligence about the Silver Order's increasing aggression, including attacks on caravans and plans for a controlled burn of Drakenheim, which could provoke conflict with the Queen's Men and Hooded Lanterns. When Ned discreetly inquired about progress on reincarnating a certain royal figure, River confirmed it was a work in progress and that the individual was more lucid than before but not yet fully restored. She warned them about the Lord of the Feast, an albino leader of the gnoll-like creatures at St. Vitruvio's Cathedral, known for his immense size, intelligence, and deadly skill with a bow. Ned also gave River Oscar's lab notes and several tomes on anatomical lore, magical phenomena, curses, diseases, and poisons, receiving one thousand gold in credit from the Academy's armory. River informed them that the portals at Evans Hyde Manor had been temporarily shut down due to Silver Order surveillance. The party finalized their finances, depositing their accumulated wealth and credit with River, resulting in each member

receiving over four thousand gold in credit.

That evening, Syndle spent time at Hendrick's Farm, where his reputation among the new Falling Fire pilgrims had grown considerably. They viewed him as a minor celebrity, and the stories of the party's adventures had become wildly exaggerated, with Syndle portrayed as the leader and mastermind of every exploit. He used this influence to subtly spread propaganda against the Silver Order, painting them as corrupted enemies who had denied the light of delirium and set themselves on a path to evil and destruction. His persuasive efforts gained traction among the pilgrims, many of whom began to view the Silver Order as a dire threat that would need to be confronted.

After a peaceful night's rest, the party traveled back to Champions Gate to secure assistance for their mission to St. Vitruvio's Cathedral. They successfully persuaded the Falling Fire to provide an escort and support, as the faction was deeply interested in the Brazier of the Sacred Flame housed within the cathedral. The Falling Fire believed that re-sanctifying the brazier could hold back the Deep Haze and restore its holy power. A celestial angel agreed to escort the party to the cathedral square, though it could not stay for combat as it was bound to Lucretia and had a limited range. Additionally, they were introduced to Melisandra, an Aasimar priestess of the light who specialized in ritual magic rather than combat. She would accompany them to attempt the re-sanctification of the brazier and could provide healing and battlefield support if needed. The party agreed to bring her along, with the understanding that she would not claim any findings and they would not be liable for her safety.

The celestial escort departed as the party approached St. Vitruvio's Cathedral, a magnificent baroque structure with a towering central dome and four bell towers adorned with religious iconography and angelic sculptures. However, the grandeur of the cathedral was marred by the ramshackle camp sprawled before it. Makeshift hobbles, smoking pyres, and improvised barricades filled the plaza, and tall wooden stakes displayed macabre trophies of bones, skulls, and body parts. The air was thick with the sounds of yelps and howls and the overpowering stench of decay, feces, and wet animal fur. The party observed Garmir—warped, fiendish versions of gnolls—and hellhounds patrolling the area, and they recalled River's warning about the Lord of the Feast, the albino leader who was twice the size of normal gnolls and hunted with a bow.

The party carefully scouted the perimeter, identifying two isolated Garmir and a hellhound walking north along a sidewalk as potential first targets. They positioned themselves behind cover, including a pile of rocks and a tree, and formulated a strategy centered around a spell that would muffle all sound in a large area, preventing the enemies from alerting others. As they prepared to engage, Melisandra followed nervously, her eyes wide with apprehension but her resolve firm.

Combat began when a hellhound turned and sensed the party's presence. Ned struck first, launching bolts of magical force from a wand that struck one of the Garmir multiple times, dealing significant damage. Tark followed with a well-aimed arrow that bloodied the creature further. Another party member created a sphere of silence around the enemies, muffling all sound within a wide radius. The hellhound, disoriented by a spell that caused it to lose its ability to distinguish friend from foe, unleashed a burst of fire breath that struck the wall and mortally wounded the Garmir beside it. Ned finished off the first Garmir with another volley of magical bolts, then

targeted the hellhound with the remaining missiles. Syndle moved forward, hurling his axe with deadly precision and striking the hellhound critically, leaving it severely wounded. Tark fired another arrow that ended the hellhound's life, and the creature yelped silently as it fell. The skirmish was completed swiftly and without alerting the other enemies, thanks to the muffled sphere of silence that concealed the sounds of battle.

## Scenes

### Planning the Journey to Champions Gate

The party discusses travel logistics and flight mechanics while planning their route from Slaughterhouse Square to Champions Gate.

- The party confirms their location near Slaughterhouse Square and their intended destination at Champions Gate.
- An estate named Kleinberg is mentioned as a notable landmark from a previous session.
- The group debates the mechanics of flight, including carrying capacity, speed, and the interaction of different flight abilities like levitation and magical flight.
- They discuss Ned's flight spell duration and Yazzy's boots of levitation, calculating how to transport all party members.
- The party decides to fly towards Champions Gate, planning to land before reaching it to appear less threatening.

### Arrival at Champions Gate

The party flies to Champions Gate where they are welcomed by celestial beings and interact with Falling Fire pilgrims who express concerns about escalating tensions.

- An angel flies up to greet the party as they approach Champions Gate, offering a creepy smile and welcoming them to land.
- Falling Fire pilgrims at Champions Gate take note of the party's arrival and give Syndle extra praise and attention.
- Some pilgrims pull Syndle aside to ask if he has talked to his friends about the 'welcoming embrace of the Falling Flame'.

- The pilgrims express concern that their word will be resisted and that too many people value delirium for the wrong reasons, suggesting they might need to be more forceful.
- The pilgrims inform the party that the Silver Order has been pushing their new anti-delirium law severely.
- The party discusses the implications of the Silver Order's actions and their own lack of delirium.

## Discovery of Battle Aftermath on Champions Way

The party encounters the remains of a significant battle between the Silver Order and Dwarves on Champions Way, finding evidence of delirium transport and a dead mercenary wearing distinctive bugbear items.

- The party discovers an obliterated war wagon and signs of a large battle on Champions Way.
- Evidence suggests the battle was between the Silver Order and Dwarves, with many dead non-Silver Order individuals.
- No dead Silver Order bodies are present, though evidence of their involvement is clear from cloaks and armor.
- Signs indicate the wagon had carried a large quantity of delirium, which has been hauled away by Griffins and wagons.
- A party member discovers a dead large human wearing a cape made from bugbear skin and gloves with meteorite metal spike claws.
- The gloves have all their claws intact, indicating this individual was not the one being sought, but was likely part of the same group.
- This discovery provides a tangible lead for an ongoing quest.

## Orson Fairweather's Execution

Upon arriving in Emberwood Village, the party finds Orson Fairweather publicly executed and hanging upside down, prompting them to provide him with a proper burial.

- The party arrives in Emberwood Village to find a gallows set up in Caravan Court.

- Orson Fairweather, the most prolific exporter of delirium from Emberwood Village, is found hanging upside down, burned alive.
- A party member begins to cut him down to provide a proper burial.
- Flamekeeper Hanna of the Sacred Flame chapel emerges and offers to help with the burial, expressing gratitude and sorrow.
- The Caravan Court residents appear shaken by the public execution.
- Aldor, a significant figure previously associated with delirium, is noted to be gone from the village.

## Investigation at Camp Dawn

Party members travel to Camp Dawn to investigate the Silver Order's activities and interrogate a prisoner, gaining insight into recent battles and the Order's methods.

- Party members fly to Camp Dawn, observing increased fortifications, Griffin patrols, and a larger military presence with approximately 300 soldiers.
- Upon reaching the bridge, a party member holding a clawed gauntlet requests to speak with someone about possible prisoners.
- After a series of escalating consultations among Silver Order knights, permission is granted to approach the camp.
- Knight Commander Sir Virgil Underwood meets the party and boasts about the Silver Order's recent victory against mercenaries on Champions Way.
- Sir Virgil makes a racist comment when the party member mentions his people, which is noted for future reference.
- Sir Virgil allows interrogation of a bound and beaten prisoner, a large human, in a holding cell.
- The prisoner reveals he was part of a group of twelve hired by dwarves to transport delirium, and that their leader, Bax Valerius, was not on the run and likely survived.
- The prisoner states that the Silver Order knows the location of their base near the crater.
- The party member is offered the prisoner's belongings, including the bugbear cape and gauntlet.
- Sir Virgil questions about carrying delirium and explains the Order's extreme measures to eradicate it.
- When asked about delirium disposal, Sir Virgil admits it's a dilemma as destruction methods often escalate its effects, leading them to focus on safe containment.
- Sir Virgil mentions the Silver Order's plan for a 'controlled burn' of Drakkenheim to prevent further delirium harvesting.

## Meeting with River at the Red Lion

Party members meet with River from the Amethyst Academy to discuss the Silver Order's new laws, present new magical items for research, and finalize financial transactions.

- Party members discuss the Silver Order's new delirium laws with River, who explains the Academy's slow, bureaucratic approach to protesting them.
- River confirms that the Academy can still acquire delirium without Silver Order interference, but the market is disrupted with sales moving to Eckerman Mill and black markets.
- River updates them on Oscar's research, confirming progress with his head and notes, and that the Academy is interested in large quantities of delirium for research.
- A party member presents River with pieces of Mage Eater shell armor, describing its magic-impervious properties and suggesting its use for armor or shields, offering four sheets for research.
- A party member shows River a Mage Eater eye, explaining its ability to detect magic and spellcasters from a distance, noting its need for preservation.
- River agrees to research the items and get back to the party with an analysis.
- River shares intelligence about the Silver Order's increasing aggression, including attacks on caravans and plans for a controlled burn of Drakenheim, which could lead to conflict with the Queen's Men and Hooded Lanterns.
- A party member discreetly inquires about progress on reincarnating a royal person, to which River confirms it's a work in progress and the person is more lucid but not fully restored.
- River warns the party about the Lord of the Feast, an albino gnoll-like leader at St. Vitruvio's Cathedral, known for his size, intelligence, and hunting prowess with a bow.
- A party member gives River Oscar's lab notes and several tomes on anatomical lore, magical phenomena, curses, diseases, and poisons for research, receiving 1,000 gold in credit from the Academy's armory.
- River informs the party that the portals at Evans Hyde Manor are temporarily shut down due to Silver Order snooping.
- The party finalizes their finances, depositing gold and credit with River, resulting in each member receiving 4,210 gold in credit with the Academy.

## Syndle's Outreach at Hendrick's Farm

Syndle spends time at Hendrick's Farm building rapport with new pilgrims and subtly spreading propaganda against the Silver Order.

- Syndle moves to Hendrick's Farm and is welcomed with improved accommodations including a feather mattress bed.
- Syndle's reputation has increased significantly among the new pilgrims, who view him as a minor celebrity.
- Syndle spends time talking to new pilgrims, building rapport and focusing on the newcomers rather than higher-ranking members.
- Stories about the party's adventures are wildly exaggerated, with Syndle portrayed as the leader, killing everything, and being the brains of the operation.
- Syndle begins painting the Silver Order as evil enemies, planting seeds that they have been corrupted by denying the light of delirium.
- Syndle's persuasion efforts gain traction among the pilgrims, convincing them that the Silver Order has set themselves up as a path to evil and destruction.

## Long Rest and Preparation

The party takes a long rest without disturbances, preparing for their journey to St. Vitruvio's Cathedral.

- The party completes a long rest without any disturbances.
- Party members rest at different locations, with some staying at Hendrick's Farm and others elsewhere.
- The party prepares for their next expedition to St. Vitruvio's Cathedral.

## Securing Escort to the Cathedral

The party travels to Champions Gate and successfully persuades the Falling Fire to provide an escort and a priestess for their mission to St. Vitruvio's Cathedral.

- The party travels to Champions Gate without encountering any threats.
- A party member persuades the Falling Fire to provide assistance for their journey to the cathedral.
- The Falling Fire expresses strong interest in the Brazier of the Sacred Flame within the cathedral, believing its re-sanctification could hold off the Deep Haze.
- A Diva angel is assigned to escort the party to the cathedral square, though it cannot stay for combat as it is bound to Lucretia.
- Melisandra, an Aasimar priestess of the light, is introduced as a ritual-focused cleric who can assist with healing and battlefield control.
- Melisandra's primary purpose is to attempt to re-sanctify the Brazier of the Sacred Flame.

- The party agrees to bring Melisandra along with the understanding that she will not claim any findings and they will not be liable for her safety.
- The Falling Fire also expresses interest in any other relics the party might find in the cathedral.

## Arrival at St. Vitruvio's Cathedral

The party arrives at the grand St. Vitruvio's Cathedral, finding it surrounded by a ramshackle camp of gnoll-like creatures and hellhounds.

- The Diva escort departs as the party approaches St. Vitruvio's Cathedral square, having reached the limit of its range.
- The party observes the cathedral, an incredible baroque structure with a 250-foot-tall spiral central dome flanked by four stocky bell towers.
- The cathedral is meticulously decorated with religious iconography and angelic sculptures, with rows of alcoves containing life-size statues of paladins and clerics.
- Broad steps lead up to the entrance portico, where a massive rose window rests above three sets of golden double doors.
- The plaza before the cathedral is a ramshackle camp of makeshift hobbles, smoking pyres, and improvised barricades.
- Tall wooden stakes are driven into the ground displaying macabre trophies of bones, rib cages, skulls, and body parts.
- Thunder roll yelps and furious howls echo down the streets, and the overpowering scent of decaying flesh, feces, and wet animal fur fills the air.
- The party spots Garmir (gnoll-like beasts) and hellhounds patrolling the area.
- The party recalls River's warning about the Lord of the Feast, an albino gnoll-like leader who is twice the size of normal gnolls and hunts with a bow.

## Planning the Cathedral Assault

The party scouts the cathedral perimeter and formulates a strategy to engage the gnoll-like creatures and hellhounds.

- The party positions themselves approximately 100 yards from the cathedral to observe the situation.
- They scout the perimeter, noting the positions of various Garmir and hellhounds.
- The party discusses various strategies including stealth, direct assault, and luring enemies.

- A party member confirms the ability to cast Silence, which becomes central to their strategy.
- The party identifies two isolated Garmir and a hellhound walking north on a sidewalk as potential first targets.
- They note that most other visible enemies are stationary.
- The party decides to approach from the upper right corner of the plaza, using walls and cover to their advantage.
- They plan to use the Silence spell to prevent alerting other enemies during combat.
- The party positions themselves behind cover, including a pile of rocks and a tree.

## First Skirmish at the Cathedral

The party initiates combat with two Garmir and a hellhound, using coordinated attacks and the Silence spell to eliminate them without alerting others.

- A hellhound turns and looks in the party's direction, sensing their presence.
- A party member uses a wand of magic missiles to attack one of the Garmir, striking it multiple times and dealing significant damage.
- Another party member holds their action, ready to attack if an enemy approaches their position.
- A party member rages and fires an arrow at the Garmir, dealing significant damage and bloodying it.
- A party member casts Silence, creating a 20-foot radius of muffled sound around the area where the enemies are located.
- A party member casts a firebolt at the Garmir.
- A party member targets the hellhound with a spell that causes it to lose its ability to distinguish friend from foe, making it attack randomly.
- The hellhound, disoriented, unleashes a burst of fire breath that strikes the wall and mortally wounds the Garmir.
- A party member uses another charge from the wand to finish off the first Garmir, killing it instantly.
- The same party member then targets the hellhound with the remaining magic missiles, dealing damage.
- A party member moves forward, rages, and throws an axe at the hellhound, striking it critically and leaving it severely wounded.
- A party member fires another arrow at the hellhound, killing it.
- The combat is completed without alerting other enemies due to the Silence spell.

## NPCs

# Falling Fire Angel

A celestial being who flies up to greet the party as they approach Champions Gate, offering a creepy smile and welcoming them to land.

# Falling Fire Pilgrims

Devout followers of the Falling Fire faith present at Champions Gate and Hendrick's Farm. They show affection for Syndle and express concerns about the Silver Order's strict new laws regarding delirium, hinting at future conflicts and the need to be more forceful in their approach.

# Orson Fairweather

A heavily scarred human with an eye patch and gold teeth, known as the most prolific exporter of delirium from Emberwood Village. He was found publicly executed, hanging upside down and burned alive, a victim of the Silver Order's new delirium laws.

# Flamekeeper Hanna

A priestess of the Sacred Flame chapel in Emberwood Village. She is compassionate and grateful for the party's decision to bury Orson Fairweather, assisting them in preparing his grave and expressing her belief that nobody deserves such a fate. She views the Falling Flame as somewhat misguided but not with strong animosity.

# Aldor

A significant figure previously associated with magic items and delirium, noted to be absent from Emberwood Village after Orson Fairweather's execution, having wisely left the area.

# Sir Virgil Underwood

A Hex Knight and Knight Commander of the Silver Order at Camp Dawn. He is arrogant, boastful, and dismissive, particularly towards those he considers lesser, making racist comments. He oversees prisoner interrogations and discusses the Silver Order's policies, including delirium disposal and plans for a controlled burn of Drakenheim.

# Buckpharious

The leader of a mercenary group hired by dwarves to transport delirium. He was not present during the Silver Order attack on Champions Way and is believed to have survived. He is described as larger than the other mercenaries.

## Silver Order Prisoner

A large human mercenary, beaten and chained in a Silver Order holding cell at Camp Dawn. He was part of a group hired by dwarves to transport delirium and provides information about his group and their leader under intimidation. He is broken and exhausted from his treatment.

## Silver Order Squire

A young, approximately 16-year-old squire of the Silver Order who is tasked with handling prisoner belongings. He shows naive interest in wearing a bugbear cape found among the items.

## River

A tiefling mage from the Amethyst Academy who serves as a contact for the party. She provides updates on the Academy's bureaucratic struggles against the Silver Order's delirium laws, Oscar's research, and intelligence on the Silver Order's aggressive plans. She expresses interest in the party's new magical items, manages their finances, and hints at progress in reincarnating a royal figure. She has a wandering accent between Jamaican and Irish and shows visible tension when interacting with dragons.

## Melisandra

An Aasimar priestess of the Falling Fire faith, described as a cleric of the light who specializes in ritual persuasion rather than melee combat. She does not carry a weapon and is brought along by the party to re-sanctify the Brazier of the Sacred Flame in St. Vitruvio's Cathedral. She can offer healing and battlefield control tactics if needed.

## Diva

A celestial angel from the Falling Fire who escorts the party to St. Vitruvio's Cathedral square. Bound to Lucretia, the Diva has a limited range and departs upon reaching the cathedral, unable to stay for combat.

## Lord of the Feast

The leader of the gnoll-like beasts inhabiting St. Vitruvio's Cathedral. He is described as an albino Garmir, twice the height of normal gnolls, fearsome in intelligence, and a vicious trophy hunter who primarily fights with a bow. He hunts the biggest, baddest beasts in Drakenheim for sport.

## Garmir

Warped, rougher, fiendish versions of gnolls that inhabit the St. Vitruvio's Cathedral plaza. They are dog-like beasts that appear almost demonic in nature.

## Hellhound

Fiery, dog-like creatures encountered patrolling the St. Vitruvio's Cathedral plaza alongside Garmir. They are capable of breathing fire and have negative intelligence modifiers.

## Locations

### Slaughterhouse Square

The party's starting location for this session, marked as location 14 on the map, from which they plan their journey to Champions Gate.

### Kleinberg

A super fancy estate located outside the wall at location 16 on the map, described as one of the nicest looking places in town next to the castle. It is one of several big, nice estates in that area.

### Champions Gate

A heavily fortified entrance with 40-foot walls and 60-foot towers, though one tower has crumbled. The area is filled with pilgrims and militant followers of the Falling Fire, and is shrouded in particularly thick haze beyond the gate. It serves as a hub for the Falling Fire faction and the party's entry point into Drakenheim.

### Champions Way

A road leading towards Emberwood Village where the party discovered the site of a recent, large battle between the Silver Order and Dwarves, marked by a destroyed war wagon, numerous casualties, and evidence of delirium transport.

## Emberwood Village

The village where the party is staying, featuring the Caravan Court where a gallows was erected and Orson Fairweather was publicly executed. It includes a Sacred Flame chapel with a cemetery, the Red Lion hotel, and serves as a hub for adventurers. The village is currently affected by the Silver Order's new delirium laws.

## Caravan Court

A central area in Emberwood Village where a gallows was erected and Orson Fairweather was found publicly executed, deeply unsettling the local residents. It is a gathering place for merchants and travelers.

## Chapel of St. Andre

A Sacred Flame chapel in the center of Emberwood Village at Caravan Court, which includes a cemetery where the party buries Orson Fairweather. It is maintained by Flamekeeper Hanna.

## Hendrick's Farm

A location south of Emberwood Village where pilgrims of the Falling Fire gather and congregate. Syndle has improved accommodations here and is viewed as a minor celebrity among the new pilgrims. It serves as a comfortable place for the party to rest.

## Camp Dawn

A heavily fortified Silver Order encampment across the river from Eckerman Mill, now significantly expanded with increased military presence of approximately 300 soldiers, Griffin patrols, landing pads, fortified guard towers, and completed construction. It serves as a base for the Silver Order's operations and includes holding cells for prisoners.

## Red Lion Hotel

A hotel in Emberwood Village where River from the Amethyst Academy resides and conducts business, serving as a meeting point for the party to discuss important matters and manage their finances.

## Eckerman Mill

A location where the Amethyst Academy is running some delirium sales, potentially operating as a black market due to the Silver Order's new laws. It is mentioned as being across the river from Camp Dawn.

## Evans Hyde Manor

A location where the Amethyst Academy previously maintained magical portals for transportation, now temporarily shut down due to Silver Order surveillance and snooping.

## St. Vitruvio's Cathedral

A grand baroque cathedral with a 250-foot-tall spiral central dome and four stocky bell towers, meticulously decorated with religious iconography and angelic sculptures. The outer facade has rows of alcoves containing life-size statues of valiant paladins and devoted clerics. Broad steps lead up to the entrance portico, where a massive rose window rests above three sets of golden double doors embossed with heavenly visages. The cathedral contains the Brazier of the Sacred Flame, a holy relic of great importance.

## St. Vitruvio's Cathedral Plaza

The square surrounding St. Vitruvio's Cathedral, now a ramshackle camp of makeshift hobbles, smoking pyres, and improvised barricades. Tall wooden stakes are driven into the ground displaying macabre trophies of bones, rib cages, skulls, and body parts. The area is filled with the sounds of yelps and howls, and the overpowering scent of decaying flesh, feces, and wet animal fur. It is currently inhabited by Garmir and hellhounds.

## The Crater

An area near where the dwarves have their base, mentioned as the location where the mercenary group was operating from.

# Items

## Yazzy's Boots of Levitation

Magical boots that allow Yazzy to use the spell Levitate on himself, providing weightless movement.

## Delirium

A substance that has become central to the conflict in Drakenheim. The Silver Order has recently made its possession, sale, and use illegal, leading to escalating tensions and public executions. It is highly sought after by various factions and can be used for magical research and enhancement.

## Bugbear Cape

A cape made from the skin of a bugbear, discovered on a dead human at a battle site on Champions Way. It is a gruesome item with fur, designed to resemble a natural bugbear pelt. It was among the prisoner's belongings at Camp Dawn and offered to the party.

## Meteorite Metal Spike Claws

Fake claws made of meteorite metal spikes, integrated into hard leather gloves. They are designed to resemble natural bugbear claws with fur. The set found on Champions Way had all claws intact, indicating it was not the specific item being sought, but was part of the same group's equipment.

## Mage Eater Shell Armor

Pieces of armor derived from a creature impervious to magic. The party has six total sheets of this material and presents four to River for research into creating magical defenses such as breastplates or shields. Magic cast on the shell simply bounces off.

## Mage Eater Eyes

Three eyes from Mage Eater creatures that appear to detect and seek out magic and spellcasters from approximately a mile away, with potentially greater range outside the haze. They are described as juicy and needing to stay wet for preservation. The party gives them to River for

research.

## Bag of Holding

A magical bag capable of storing a vast amount of items in an extradimensional space, used by the party to safely transport valuable and sensitive materials like Mage Eater eyes and Oscar's head. Recently had enough room cleared for two more bodies.

## Oscar's Lab Notes

Research notes from the alchemist Oscar, which are given to River for the Academy's research. They are considered very helpful for understanding magical phenomena and other lore.

## Oscar's Tomes and Books

Several books from Oscar's library covering anatomical lore, magical phenomena, curses, diseases, and poisons. These are given to River for the Academy's research in exchange for 1,000 gold in credit.

## Scimitar

A curved blade that was part of the prisoner's confiscated belongings at Camp Dawn.

## Crossbow

A ranged weapon that was part of the prisoner's confiscated belongings at Camp Dawn.

## Ascending Stone

A magical item that allows communication between two parties, but reveals the identity of both callers upon activation. The party decides to keep it in the bag of holding to avoid unintended disclosures.

## Wand of Magic Missiles

A magical wand that launches multiple bolts of force at targets, capable of dealing significant damage. It can be used with multiple charges to increase the number of missiles. Used effectively

in combat to quickly dispatch enemies.

## Magical Teleporting Axe

A weapon that becomes infused with magic during rage, changing its damage type to force and gaining the light and thrown properties with a normal range of 60 feet. It automatically returns to the wielder's hand after being thrown.

## Spells

### Levitate

A spell that allows a creature or object to float in the air, with the ability to target up to 500 pounds. Yazzy uses boots that grant him this ability, which was discussed for its utility in carrying party members during flight.

### Fly

A spell that grants the ability to fly for a duration of up to 10 minutes for some casters. The spell's speed and duration were discussed in terms of travel logistics and carrying capacity.

### Silence

A spell that creates a 20-foot radius sphere where no sound can be heard or pass through. It requires concentration and lasts up to 10 minutes. It was used strategically to muffle combat sounds and prevent enemies from alerting others.

### Magic Missile

A spell that launches multiple darts of magical force at one or more targets, automatically hitting and dealing force damage. It was cast using a wand with multiple charges to strike enemies.

### Firebolt

A basic offensive cantrip that hurls a bolt of fire at a target, requiring an attack roll to hit.

# Tireless

A spell mentioned that allows the caster to avoid the need for sleep and increases overland travel speed, which was considered useful for lengthy tasks like copying tomes.

# Shield

A defensive spell mentioned in jest that could theoretically block magic missiles, though it was not actually cast during the session.

# Toll the Dead

A spell mentioned as a potential action but not actually cast during the session.

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