

Session 37: Oh, Mummy!

Date: Dec 24th, 2025

Summary

Following the ritual that relit the cathedral's brazier, a brilliant beam of light shot through the dome's windows, announcing the party's presence to all of Drakenheim. Within moments, a celestial being from Falling Fire descended upon them—the same angel they had encountered before. He swept Saren and Syndle into a sphere of magical silence for an urgent conversation, their animated gestures hinting at grave news.

When the angel departed with Syndle to inform Lucretia, the head of Falling Fire, Saren delivered the troubling message: the Silver Order was already marching toward the cathedral with a considerable army, and the surviving Garmyr war bands would likely descend upon them soon. The party needed to reach the catacombs before their enemies arrived. Before leaving, the celestial being bestowed healing upon Saren and three others, his divine touch mending their wounds from the previous battle.

The party chose to descend the ruddy staircase into the depths below, leaving the clear passage unexplored. The stairs twisted downward into a short corridor that opened into a crossed intersection of arched passageways. In a semi-circular alcove stood a magnificent ten-foot-tall marble statue of Archangel Gabriella, holding a weapon in one hand and a round, mirror-like silver shield in the other. A column of light shone down from a gem-embedded porthole in the ceiling above, illuminating the statue and casting an intricate pattern across the floor.

Oiroa conjured magical light upon a gold coin, flooding the dark passages with radiance. Ned's arcane senses detected magic emanating from a bronze aperture set into a distant wall, while Tark examined the statue closely. He discovered that while the shield was secured to the statue, the arms could articulate. Understanding the puzzle before them, Tark carefully manipulated the statue's arms, angling the shield to forty-five degrees. The light from above coalesced into a single beam of heavenly radiance that shot down the passage and struck the bronze aperture perfectly. With a grinding of ancient stone, the wall slid open, revealing a hidden passage deeper into the catacombs.

The party proceeded through the newly opened doorway into a long chamber that filled them with unease. Ancient stone slabs lined the walls, each bearing the mummified remains of clerics and paladins of the Sacred Flame. The bodies were wrapped in linen or adorned with armor and weapons, each clutching a holy symbol with smooth stones placed upon their eyes. Dozens of candles in various shapes and sizes surrounded each tomb, their flames burning with an eerie,

magical persistence despite the thick dust covering everything. The low ceilings and countless skull-filled niches created a claustrophobic atmosphere, as if the dead were watching their every move.

Saren explained that while the Sacred Flame faith normally cremated their dead, the most dedicated servants were sometimes preserved, their blessed souls potentially able to return when the Sacred Flame enacted its will through their corporeal vessels. She wandered among the tombs, examining the inscriptions and painted murals that told the life stories of each interred servant. Meanwhile, Ned discovered another chamber branching off—a semicircular room lined with rows of niches, each containing a skull with semi-precious stones or coins in its eye sockets. A burning brazier rested in the middle, and shelves held small animal statues: a brass toad, copper cat, silver bird, ivory ox, granite bear, gold horse, and iron eagle.

Xakarium found writing on the brazier that spoke of flame keepers resting under the watchful gaze of the dead, mentioning that one who sees with clear eyes may open the way and take up their shining truth with silver wings. At the back of the main chamber stood another statue of a great flamekeeper, this one clutching a shimmering mirror shield similar to the one they had used to open the door. Tark approached cautiously, checking for traps before attempting to remove the shield from the statue's grasp.

The moment Tark's hands closed around the shield, the chamber erupted into chaos. All around them, the mummified bodies began to stir and rise from their stone slabs—all except three whose candles still burned brightly. The largest and most imposing figure rose from the back of the chamber: a Mummy Lord, clearly more powerful than its lesser servants. Five undead guardians in total awakened to defend their sacred resting place, their ancient eyes burning with unholy light.

Tark immediately engaged the Mummy Lord in brutal combat, his weapons tearing into the ancient creature's desiccated flesh. The Mummy Lord fixed its terrible gaze upon him, attempting to paralyze him with dreadful magic, but Tark's enchantments protected him from the worst effects. Oiroa called upon divine power to heal Tark and blast the undead with radiant energy, but one of the lesser mummies struck her with its rotting fist, cursing her with the dreaded mummy rot—a disease that would prevent her from healing and slowly drain her life force.

Saren invoked the power of the Sacred Flame, turning two of the mummies away in terror. They cowered in the corners, unable to approach while her holy presence remained. The Mummy Lord, however, resisted her divine authority through sheer force of will. Yazzy attempted to bind the creature with magic but discovered too late that such enchantments held no power over the undead. The battle grew increasingly desperate as the Mummy Lord opened its mouth and unleashed a swarm of white moths that tore into Tark, Oiroa, and Yazzy with needle-like bites, dropping both Oiroa and Yazzy into unconsciousness.

Ned acted quickly, forcing a healing potion down Yazzy's throat before conjuring a thunderous teleportation that whisked both himself and Oiroa to safety. Xakarium called down a bolt of lightning that vaporized one of the lesser mummies, while Saren rushed to Oiroa's side and lifted the curse of mummy rot with divine magic. Yazzy revived Tark with healing words, and the barbarian rose once more to face their foes. The Mummy Lord attempted to unleash another

devastating spell, and though Ned tried to counter it, the ancient magic proved too powerful. The disease struck Tark, ravaging his body and permanently weakening him.

Just when it seemed the party might need to retreat, Ned positioned himself carefully and unleashed a massive ball of fire that engulfed all the remaining undead. The flames consumed the mummies completely, their desiccated forms particularly vulnerable to the inferno. Even the mighty Mummy Lord was reduced to ash in the conflagration, ending the battle in a single devastating moment. As the smoke cleared and the party caught their breath, Saren reminded them of an important duty: they would need to restore the bodies, replace the sacred items, and relight all the candles if they wished to keep these blessed servants at peace. The party agreed that from now on, they would light every candle they found before disturbing anything else in these ancient crypts.

Scenes

Aftermath of the Ritual and Urgent Departure

Following the ritual that relit the cathedral's brazier, a celestial being arrives and urgently informs the party that the Silver Order and Garmyr war bands are approaching, prompting them to descend into the catacombs.

- The brazier in the cathedral relit after Saren's ritual, clearing the haze and delirium dust from the area.
- A beam of light shot from the brazier through the dome's windows, signaling the party's presence to everyone in the area.
- A celestial being (Deva or Solar) from Falling Fire arrived and conversed privately with Saren and Syndle within a sphere of silence.
- The angel revealed that the Silver Order was already marching towards the cathedral with a large army, and that surviving Garmyr war bands would likely descend soon.
- Syndle was scooped up by the angel and departed to inform Lucretia, the head of Falling Fire, about the situation.
- Saren urged the party to reach the catacombs before the Silver Order arrives.
- The angel healed Saren for 47 hit points and offered healing to three other party members.
- The party's casters each rolled to recover a spell slot using Syndle's wild magic ability before he left.

Descent into the Catacombs

The party descends a ruddy staircase into the catacombs, discovering a corridor with an illuminated statue of Archangel Gabriella holding a mirror-like shield.

- The party chose to descend the ruddy staircase rather than the clear one.
- The stairs led to a short corridor with a semi-circular alcove at one end and a crossed intersection of arched passageways.
- A magnificent 10-foot-tall marble statue of Archangel Gabriella was found in the alcove, holding a weapon and a round silver polished shield.
- A column of light shone down from a hole in the ceiling with a gem-embedded porthole, illuminating the statue and casting a pattern around it.
- Ned discovered a bronze aperture with a thick glass lens set into a stone wall.
- Tark investigated the statue and noticed the shield had a mirror-like sheen and the arms could articulate.
- Oiroa cast Daylight on a gold piece, creating a mobile sphere of bright light.

The Light Puzzle Solution

Tark manipulates the angelic statue's shield to direct a beam of light into the bronze aperture, successfully opening a hidden door.

- Tark used the statue's articulating arms to angle the shield at 45 degrees.
- The light from the ceiling coalesced into a single beam of heavenly light that shot down the passage and hit the glass aperture.
- The wall with the aperture slid open, revealing a new passage.
- Tark attempted to re-aim the shield to see if the door would stay open, discovering the beam disappears when not perfectly aligned.
- Tark placed an immovable rod near the entrance to prevent the door from closing accidentally.

The Chamber of Mummified Flame Keepers

The party enters a long room filled with the mummified remains of clerics and paladins, discovering burning candles, inscriptions, and another puzzle involving shields.

- The party entered a long room lined with ancient stone slabs holding mummified clerics and paladins of the Sacred Flame.
- Each mummy was adorned with a trinket or weapon, clutched a holy symbol, and had smooth stones placed on their eyes.
- Dozens of burning candles surrounded each stone platform, creating a claustrophobic atmosphere.
- Ned cast Detect Magic and discovered another magical aperture, a magical brazier, and noted the candles were magical.
- Ned investigated the area, finding a semicircular room lined with skull-filled niches, each skull having semi-precious stones or coins in its eye sockets.
- The room also contained shelves with small animal statues: a brass toad, copper cat, silver bird, ivory ox, granite bear, gold horse, and iron eagle.
- Xakarium read an inscription on the brazier about flame keepers resting under the watchful gaze of the dead, mentioning 'clear eyes,' 'shining truth,' and 'silver wings.'
- Saren explained that dedicated servants of the Sacred Flame are sometimes preserved rather than cremated, as they are blessed souls who may return.
- At the back of the room, a statue of a great flamekeeper clutched a shimmering mirror shield.
- Oiroa attempted to cast a cantrip to prevent mummies from rising, targeting two specific sarcophagi.
- Several candles in the room had gone out, with only three alcoves still having lit candles.

The Mummy Awakening

Tark's attempt to remove a shield from a statue triggers the awakening of several mummies and a powerful Mummy Lord, initiating combat.

- Tark checked the statue for traps and found none.
- Tark attempted to remove the shimmering mirror shield from the statue of the great flamekeeper.
- The mummies in the room began to awaken, angered by the disturbance.
- A Mummy Lord, larger and beefier than the others, arose from one of the sarcophagi.
- Five mummies total awakened: the Mummy Lord and four regular mummies.
- Three sarcophagi with lit candles did not produce mummies.
- Two sarcophagi were prevented from rising by Oiroa's earlier cantrip.
- The party rolled initiative to begin combat.

Battle with the Mummy Lord - Opening Strikes

The party engages the Mummy Lord and its minions in fierce combat, with Tark leading the assault while others provide support and healing.

- Tark raged and attacked the Mummy Lord with his whip, dealing 36 damage on the first hit and 16 on the second, bloodying the creature.
- The Mummy Lord used Dreadful Glare on Tark, attempting to paralyze him, but Tark's Freedom of Movement spell prevented paralysis, though he became frightened.
- The Mummy Lord swung a rotting fist at Tark but missed.
- Oiroa cast Healing Word on Tark, restoring 7 hit points and granting him an extra weapon attack, which dealt 23 damage to the Mummy Lord.
- Oiroa cast Word of Radiance, forcing constitution saves on nearby mummies; the Mummy Lord saved, but a regular mummy failed and took 8 radiant damage.
- A mummy used Dreadful Glare on Oiroa, who saved and became immune to all mummy dreadful glares (except the Mummy Lord's).
- The mummy punched Oiroa for 11 bludgeoning and 13 necrotic damage, and Oiroa failed her constitution save, becoming cursed with mummy rot.
- Another mummy used Dreadful Glare on Tark, who resisted, then critically hit him for 21 total damage but Tark saved against mummy rot.
- A mummy attacked Xakarium with Dreadful Glare, causing him to become frightened, then hit him for 10 bludgeoning and 9 necrotic damage, but Xakarium saved against mummy rot.
- A mummy attacked Saren, who saved against Dreadful Glare, then was hit for 19 total damage and failed her save, becoming cursed with mummy rot.

Battle with the Mummy Lord - Desperate Measures

The battle intensifies as the Mummy Lord unleashes devastating spells, knocking multiple party members unconscious and forcing tactical retreats.

- Ned moved and cast a spell (likely creating difficult terrain or obscurement) to give the mummies disadvantage.

- Xakarium, frightened, moved to a position where he couldn't see the mummy that scared him and attacked a different mummy.
- Saren attempted to Turn Undead, causing two regular mummies to become frightened and cower, but the Mummy Lord used a legendary resistance to succeed on its save.
- Yazzy attempted to cast Hold Monster on the Mummy Lord but realized the spell has no effect on undead.
- Yazzy attacked a mummy instead.
- Tark continued attacking the Mummy Lord at disadvantage due to being frightened, missing once but hitting for 29 damage on his second attack.
- The Mummy Lord opened its mouth and unleashed a swarm of white moths, forcing Oiroa, Tark, and Yazzy to make constitution saves.
- Tark and Oiroa failed their saves and took 22 piercing damage each, knocking both unconscious.
- Yazzy saved and took 11 piercing damage.
- Oiroa began making death saves while unconscious.
- A mummy critically hit Yazzy, dealing 21 damage and knocking her unconscious.
- Ned used his bonus action to feed Yazzy a healing potion, restoring 6 hit points and reviving her.
- Ned cast Thunder Step, teleporting himself and Oiroa away from the mummies, dealing 17 thunder damage to the Mummy Lord and two regular mummies (Tark also took damage while unconscious, losing one death save).

Battle with the Mummy Lord - Turning the Tide

The party regroups and launches a counteroffensive, with powerful spells and healing turning the desperate situation around.

- Xakarium cast Lightning Bolt down the center of the room, hitting the Mummy Lord and a regular mummy.
- The regular mummy failed its save and was vaporized, while the Mummy Lord saved and took half damage (24 total).
- Saren cast Remove Curse on Oiroa, curing her of mummy rot.
- Yazzy cast Healing Word on Tark, restoring 8 hit points and reviving him.
- Yazzy moved to a safer position.
- Tark used 15 feet of movement to stand up and raged again.
- The Mummy Lord attempted to cast a high-level spell (6th level).
- Ned attempted to Counterspell, needing to beat DC 16 with an ability check, but rolled poorly and failed (one short of success).

- The Mummy Lord unleashed a virulent disease at Tark, dealing 41 damage to his hit point maximum (reducing it but not dropping him to zero).
- Two mummies moved to attack Tark but both missed their attacks.

Battle with the Mummy Lord - Fiery Conclusion

Ned ends the battle decisively with a devastating Fireball that incinerates all remaining undead.

- Ned cast Fireball, positioning it to hit all the mummies and the Mummy Lord without hitting Tark.
- The spell dealt 31 fire damage (rolling three sixes but also two ones).
- All regular mummies failed their dexterity saves and, being vulnerable to fire, took 62 damage and were vaporized.
- The Mummy Lord also failed its save and was incinerated.
- The battle ended with all undead destroyed.

Aftermath and Sacred Duties

Following the battle, the party discusses the need to restore the crypt and perform proper rituals for the disturbed remains.

- The party decided to relight all the candles in the crypt before proceeding further.
- Saren (referred to as Oiroa in this part) reminded the party that the mummies' bodies, holy symbols, and eye gems must be restored to their proper places.
- The party realized they cannot take any valuables from the crypt without disturbing the sacred remains.
- Each mummy had a sacred flame holy symbol and gems or coins from their eyes, all of which must be returned.
- The party discussed having Oiroa sanctify the entire area.
- Saren was noted to have Prayer of Healing and Spirit of the Dying spells available.
- The session ended with the party planning their next moves in the catacombs.

NPCs

Saren

A 'pocket cleric' who performed the ritual that relit the cathedral's brazier. She conversed privately with the celestial being and informed the party about the approaching armies. During the battle, she attempted to Turn Undead, successfully frightening two mummies, and cast Remove Curse to cure Oiroa of mummy rot. She was also cursed with mummy rot during the fight. She is knowledgeable about the Sacred Flame's traditions and explains the preservation practices for blessed servants.

Syndle Little Dragon

A kobold barbarian who was called over by Saren to speak with the celestial being. He departed with the angel to inform Lucretia about the Silver Order's advance. Before leaving, his wild magic ability allowed the party's casters to recover spell slots.

Celestial Being (Deva or Solar)

An angel from Falling Fire who arrived after the brazier relit. He conversed privately with Saren and Syndle within a sphere of silence, revealed that the Silver Order was marching towards the cathedral, healed Saren for 47 hit points, and offered healing to three other party members before departing with Syndle.

Lucretia Mathias

The head of Falling Fire, a priestess and prophetess, whom Syndle and the angel departed to inform about the approaching Silver Order and Garmyr war bands.

Mummy Lord

A powerful undead guardian, larger and beefier than regular mummies, who awakened when Tark attempted to take a shield from a statue. Possessed a dreadful glare that could frighten and paralyze, and cast devastating spells including a swarm of white moths and a virulent disease that reduced hit point maximums. Used legendary resistance to avoid being turned. Was ultimately destroyed by Ned's Fireball.

Mummies

Undead guardians of the crypt who awakened when their resting place was disturbed. They attacked with rotting fists dealing bludgeoning and necrotic damage, and could curse targets with mummy rot through failed constitution saves. They possessed dreadful glares that could frighten. They were vulnerable to fire damage and were ultimately incinerated by Ned's Fireball.

Locations

Saint Vitruvio's Cathedral

The cathedral where the party completed a ritual that relit the brazier, clearing the haze and creating a beam of light visible from afar. Contains a dome with fancy windows and at least two stairwells leading down to the catacombs, one of which is half-filled with rubble.

Catacombs beneath Saint Vitruvio's Cathedral

A subterranean area accessed via a rumbly staircase, featuring corridors, alcoves, and hidden passages. Contains a short corridor with a semi-circular alcove and a crossed intersection of arched passageways heading in each cardinal direction.

Alcove of Archangel Gabriella

A semi-circular alcove in the catacombs containing a magnificent 10-foot-tall marble statue of Archangel Gabriella holding a weapon and a round silver polished shield. A column of light shines down from a hole in the ceiling with a gem-embedded porthole, illuminating the statue and casting a pattern around it.

Chamber of Mummified Flame Keepers

A long, claustrophobic room with low ceilings, lined with ancient stone slabs holding the mummified remains of clerics and paladins of the Sacred Flame. Each mummy is adorned with a trinket or weapon, clutches a holy symbol, and has smooth stones on its eyes. Dozens of burning magical candles surround each stone platform. At the back stands a statue of a great flamekeeper clutching a shimmering mirror shield.

Semicircular Skull Room

A room in the catacombs lined with rows of niches, each containing a skull with semi-precious stones or coins in its eye sockets. A burning magical brazier rests in the middle. Shelves between two stone-carved archways hold small animal statues including a brass toad, copper cat, silver bird, ivory ox, granite bear, gold horse, and iron eagle.

Temple Gate

A location mentioned where the Silver Order has been dealing with the Garmyr, indicating their proximity to the cathedral and their route of approach.

Items

Cathedral Brazier

A brazier in the cathedral that relit after Saren's ritual, clearing the haze and emitting a beam of light through the dome's windows, signaling the party's presence to the surrounding area.

Archangel Gabriella's Shield

A round, silver, polished shield with a mirror-like sheen held by the 10-foot-tall marble statue of Archangel Gabriella. The statue's arms can articulate, allowing the shield to be angled to reflect light. When properly positioned, it directs a beam of heavenly light into a bronze aperture to open a hidden door.

Bronze Aperture

A bronze fixture with a thick glass lens set into a stone wall in the catacombs. When a beam of light is directed into it, the wall slides open to reveal a hidden passage.

Immovable Rod

A magical rod used by Tark to prop open the newly revealed door in the catacombs, preventing it from closing accidentally.

Oiroa's Daylight Coin

A gold piece used by Oiroa as a focus for the Daylight spell, creating a mobile 60-foot sphere of bright light that illuminated the dark catacombs and was used to solve the light puzzle.

Catacombs Brazier

A burning magical brazier in the semicircular skull room that casts a soft glow. It bears an inscription about flame keepers resting under the watchful gaze of the dead, mentioning 'clear eyes,' 'shining truth,' and 'silver wings.'

Small Animal Statues

A collection of small statues made of various materials found on shelves in the semicircular room, including a brass toad, copper cat, silver bird, ivory ox, granite bear, gold horse, and iron eagle.

Great Flamekeeper's Shield

A shimmering mirror shield clutched by a statue of a great flamekeeper at the back of the Chamber of Mummified Flame Keepers. Tark's attempt to remove it triggered the awakening of the mummies and Mummy Lord.

Holy Symbols

Sacred flame holy symbols clutched in the hands of each mummified cleric and paladin. According to Saren, these must be restored to their proper places as part of the sacred rituals.

Eye Gems and Coins

Semi-precious stones or coins placed in the eye sockets of the mummified remains and skulls throughout the catacombs. These valuable items must be returned to their proper places to maintain the sanctity of the crypt.

Healing Potion

A potion used by Ned to revive Yazy during combat, restoring 6 hit points when she was knocked unconscious by a mummy's critical hit.

Spells

Daylight

Cast by Oiroa on a gold piece, creating a mobile 60-foot sphere of bright light with an additional 60 feet of dim light. The light moved with the coin and was instrumental in solving the light puzzle to open the hidden door.

Detect Magic

Cast by Ned as a cantrip to identify magical auras within the catacombs, revealing magical apertures, the magical brazier, and the magical nature of the burning candles.

Healing Word

Cast by Oiroa and Yazyz to restore hit points to injured allies. Oiroa used it on Tark, restoring 7 hit points and granting him an extra weapon attack. Yazyz later used it to revive Tark from unconsciousness, restoring 8 hit points.

Word of Radiance

A cantrip cast by Oiroa that forced constitution saving throws on nearby enemies, dealing 8 radiant damage to a mummy that failed its save.

Turn Undead

A channel divinity ability used by Saren to cause undead creatures to become frightened and attempt to flee. Successfully frightened two regular mummies, but the Mummy Lord used legendary resistance to avoid the effect.

Hold Monster

Yazyz attempted to cast this spell on the Mummy Lord but realized it has no effect on undead creatures before wasting the spell slot.

Thunder Step

Cast by Ned to teleport himself and Oiroa away from the mummies, dealing 17 thunder damage to nearby enemies (the Mummy Lord and two regular mummies) upon departure.

Lightning Bolt

Cast by Xakarium down the center of the room, striking the Mummy Lord and a regular mummy. The regular mummy was vaporized, while the Mummy Lord saved for half damage, taking 24 total.

Remove Curse

Cast by Saren to cure Oiroa of mummy rot, a curse that prevented healing and would have reduced her hit point maximum over time.

Counterspell

Attempted by Ned to negate the Mummy Lord's 6th-level disease spell, but he failed the ability check by one, needing to beat DC 16.

Fireball

Cast by Ned to end the battle, dealing 31 fire damage. All regular mummies failed their saves and, being vulnerable to fire, took 62 damage and were vaporized. The Mummy Lord also failed and was incinerated.

Mummy Rot

A curse inflicted by mummies through failed constitution saves after their rotting fist attacks. It prevents the cursed creature from regaining hit points and reduces their hit point maximum by a rolled amount every 24 hours. Can be removed by Remove Curse or similar magic.

Insect Plague (Moth Swarm)

Cast by the Mummy Lord, unleashing a swarm of white moths from its mouth that dealt 22 piercing damage to those who failed their constitution saves (Tark and Oiroa) and 11 to those who saved (Yazzy).

Virulent Disease

A 6th-level spell cast by the Mummy Lord that dealt 41 damage to Tark's hit point maximum. The spell cannot reduce a creature to zero hit points but inflicts ongoing damage to maximum hit points that must be cured with Remove Disease.

Freedom of Movement

A spell active on Tark that prevented him from being paralyzed by the Mummy Lord's Dreadful Glare, though he could still be frightened.

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