

Session 39: Relics of St. Vitruvio

Date: Jan 20th, 2026

Summary

The party's exploration of the cathedral led them to a momentous discovery when Saren, their pocket cleric companion, noticed something extraordinary about the Saint Vitruvio statue. The phylactery hanging around the statue's neck was genuine—a relic belonging to High Flamekeeper Gregora, the highest-ranking cleric of the Sacred Flame in Drakenheim at the time of the city's destruction. Saren explained that this phylactery was one of the six Seals of Drakenheim, wondrous items once entrusted to the Royal Council and essential for a coronation ritual that would attune a new monarch to the legendary Crown. The Crown itself was rumored to be an ancient, powerful artifact capable of granting wishes, and the party immediately recognized the significance of their find. With everyone converging on the cathedral, they decided to secure the phylactery, and Xakarium carefully lifted it from the statue using magic and placed it in their bag of holding.

Their investigation continued as they discovered a spiral staircase descending into darkness, with a lever in the foyer that controlled a massive door. When they tested the mechanism, the door closed and reopened after a brief pause, but their attention was drawn to the staircase itself. Syndle ventured down to check for traps and soon encountered a suffocating, sulfurous-smelling vapor cloud that hung heavy in the lower portions of the stairwell. The gas was stable and heavier than air, filling the cavern below like a toxic fog. Holding his breath, Syndle pressed deeper into the gas-filled chamber and made an astonishing discovery—a great natural cavern containing four crafted columns and the colossal skeletal remains of a golden dragon resting in a pool of bubbling oil. As he took in the sight, blue light shone from the columns and formed a holographic projection of Saint Vitruvio himself. The saint's image gestured grandly and proclaimed that the dragon was Argonath, his brother in battle and the great dragon of Drakenheim, warning that none should disturb his deserved rest unless the great darkness engulfed the city at the end of days. After the hologram faded, Syndle returned to report his findings, and the party decided to explore the other stairwell instead.

The second staircase led them to a circular vaulted chamber ribbed with bronze pipes and filled with niches. At the center, hovering above a dais, was a column of flame containing a glimmering silver sword that radiated blinding light and sweltering heat. The sword bore a striking

resemblance to the one depicted with Saint Vitruvio in the statues and paintings throughout the cathedral. Tark investigated the chamber thoroughly, discovering that the bronze pipes were decorative and that the room held no obvious traps. When Xakarium attempted to interact with the copper piping using lightning, the electricity rattled harmlessly across the metal surfaces. The party experimented with the phylactery, hoping it might have some effect on the flame, but nothing changed. Eventually, they discovered that the copper rings forming the dais could be rotated, and when Tark turned them, they clicked into place and formed a staircase leading up to the sword. When the top pedestal was turned, the column of flame extinguished and the sword descended, sheathing itself into the stone with its handle pointing upward.

Ned approached the sword and placed his hand on the pommel, immediately feeling a surge of energy flow through him as his eyes rolled back and he entered a trance. The column of flame suddenly reignited, but this time it grew larger and broader, taking the form of a giant burning angel wielding the very sword they sought. The celestial being declared that they had attempted to wield the Sword of Burning Truth and must now fight to prove their righteousness. The party steeled themselves for battle as the angel surveyed them all with its fiery gaze.

The combat was fierce and desperate. Syndle entered a rage and unleashed a beam of radiant light from his chest that blinded the angel, then struck with his axe while shouting that he was righteous. Oiroa supported the party by healing Syndle and attacking the angel with necrotic energy. Ned channeled lightning through his staff, striking the angel with a devastating combination of elemental and psychic force. Tark fired arrows infused with necrotic contamination, while Xakarium unleashed a massive blast of divine energy that left the angel clearly wounded. Syndle continued to blind the celestial warrior with beams of light, giving the party crucial advantages in the fight. The angel, bloodied and staggering, finally dropped to one knee on the top step, its wings drooping as it declared the party worthy.

In a spectacular finale, the angel's flames burst outward to fill the entire room before reconverging. The celestial being transformed briefly into a fiery dragon that filled the chamber, then faded away into sparkles like embers from a campfire. A healing flame washed over the party, and those of good alignment found themselves fully restored to health and cleansed of all ailments, while others received partial healing. The sword returned to its sheath in the stone, waiting to be claimed by those who had proven themselves.

Tark drew the sword from the stone and entered a brief trance where the sword introduced itself and weighed Tark's righteousness to wield him. He affixed the sword to his belt, but the party's surprise was far from over. A deep, gravelly voice emanated from the sword, audible to everyone present, as the weapon introduced itself as Ignatius, the Sword of Burning Truth. The sentient blade declared its purpose was to slay foes of unrighteousness and encouraged the party to sally forth. As they discussed the sword's strong opinions on righteousness and evil, Ignatius made it clear that no true paladin would ever cast spells of death and darkness.

Scenes

Discovery of the Phylactery and the Seals of Drakenheim

The party discovers Saint Vitruvio's phylactery and learns about the six Seals of Drakenheim needed to attune a monarch to the Crown.

- Saren, the pocket cleric, examines the Saint Vitruvio statue and identifies the phylactery around its neck as real, belonging to High Flamekeeper Gregora.
- Saren explains that the phylactery is one of six Seals of Drakenheim, wondrous items entrusted to the Royal Council for a coronation ritual to attune a new monarch to the Crown.
- The party learns the Crown is rumored to be an ancient, powerful artifact that grants wishes.
- The party decides to make collecting all six Seals and the Crown their new primary objective.
- Xakarium uses Mage Hand to lift the phylactery from the statue and places it in the bag of holding.

Exploration of the Sulfurous Stairwell

The party investigates a spiral staircase that descends into a gas-filled area, discovering a lever mechanism.

- The party finds a spiral staircase descending into pitch black darkness with a lever in the foyer.
- The lever is tested and found to control the door, closing and opening it after a momentary pause.
- Syndle checks for traps and descends the stairs, encountering a suffocating, sulfurous-smelling vapor cloud hanging low in the stairwell.
- The gas is stable and heavier than air, filling the lower portion of the staircase.
- The party decides to close the door and investigate the other stairwell instead.

Discovery of Argonath's Resting Place

Syndle ventures into the sulfurous cavern and discovers the skeletal remains of a colossal dragon along with a

holographic message.

- Syndle holds his breath and descends into the gas-filled cavern, finding it opens into a great natural chamber.
- The cavern contains four crafted columns and the ancient, colossal skeletal remains of a golden dragon resting in a pool of bubbling oil.
- A blue light shines from the four columns, forming a hologram of Saint Vitruvio.
- The hologram identifies the dragon as Argonath, his 'brother in battle', and warns that none should disturb his rest unless the great darkness engulfs Drakenheim at the end of days.
- Syndle returns to the party and reports his findings, and the group decides to explore the other stairwell.

The Chamber of the Flaming Sword

The party discovers a circular chamber containing a silver sword suspended in a column of flame.

- The party enters a circular vaulted chamber ribbed with bronze pipes and niches, with a column of flame hovering above a central dais.
- Inside the flame is a glimmering silver sword, similar in appearance to the one depicted with Saint Vitruvio.
- Tark investigates the chamber and finds no traps, noting the bronze pipes appear decorative.
- Xakarium casts Shocking Grasp on the copper piping, causing electricity to rattle across the metal but producing no other effect.
- The party attempts to use the phylactery near the sword, but nothing happens.
- The party discovers that the copper rings can be turned, and when manipulated, they form a staircase leading up to the sword.
- When the top pedestal is turned, the flame extinguishes and the sword sheathes itself into the stone, handle-up.

Trial by Combat: The Burning Angel

Ned attempts to draw the sword, triggering a trial where a giant burning angel challenges the party to prove their righteousness.

- Ned places his hand on the sword's pommel and enters a trance as a surge of energy flows through him.

- The column of flame reignites and takes the form of a giant burning angel wielding the sword, declaring the party must fight to prove their righteousness.
- Syndle enters a rage and blinds the angel with a beam of radiant light from his chest, then strikes with his axe.
- Oiroa casts Healing Word on Syndle and Toll the Dead on the angel.
- Ned casts Shocking Grasp through his staff, striking the angel with lightning, bludgeoning, and psychic damage.
- Tark fires two contaminating arrows at the angel, dealing piercing and necrotic damage.
- Xakarium casts a powerful upcast spell using Channel Divinity to maximize damage, dealing massive harm to the angel.
- Syndle blinds the angel again with another beam of light.
- The angel, heavily wounded, staggers and declares the party worthy, then transforms briefly into a fiery dragon before fading into sparkles.
- A healing flame erupts, fully restoring lawful good party members to maximum health and curing all conditions, while others receive partial healing.

Ignatius, the Sword of Burning Truth

The sword reveals itself to be a sentient weapon named Ignatius, dedicated to slaying foes of unrighteousness.

- Tark draws the sword from the stone and affixes the scabbard to his belt.
- A deep, gravelly voice emanates from the scabbard, audible to everyone, introducing itself as Ignatius, the Sword of Burning Truth.
- Ignatius declares its purpose is to slay foes of unrighteousness and encourages the party to 'sally forth'.
- The party discusses the sword's sentience and its strong opinions on righteousness, with Ignatius expressing that no true paladin would cast Circle of Death.

NPCs

Saren

The pocket cleric accompanying the party. She identified the phylactery on Saint Vitruvio's statue as real and belonging to High Flamekeeper Gregora, explaining its significance as one of the six Seals of Drakkenheim. She was starstruck by the Sword of Burning Truth and its chamber.

Saint Vitruvio

A revered historical figure whose holographic projection appeared in the sulfurous cavern. He identified the dragon Argonath as his 'brother in battle' and warned against disturbing the dragon's rest unless Drakkenheim faces its end of days. His sword was found in the chamber of flame.

Argonath

A colossal golden dragon referred to by Saint Vitruvio as his 'brother in battle' and 'the great dragon of Drakkenheim'. His ancient skeletal remains, still adorned with golden armored scales, rest in a pool of bubbling oil in the sulfurous cavern.

High Flamekeeper Gregora

The highest-ranking cleric of the Sacred Flame in Drakkenheim at the time of the destruction. Her phylactery, one of the six Seals of Drakkenheim, was placed on Saint Vitruvio's statue.

Burning Angel

A giant burning angel that manifested from the column of flame, wielding the Sword of Burning Truth. It challenged the party to prove their righteousness through combat. After being defeated, it acknowledged their worthiness, transformed briefly into a fiery dragon, and faded into sparkles while releasing a healing flame.

Ignatius

A sentient, telepathic sword known as the Sword of Burning Truth. Speaks with a deep, gravelly voice audible to all. Declares its purpose is to slay foes of unrighteousness and expresses strong opinions on righteousness and evil, stating no true paladin would cast Circle of Death.

Locations

Spiral Staircase (First)

A spiral staircase descending around a wide stone chimney into the earth, with a foyer containing a lever that controls the door. This staircase leads to the sulfurous cavern containing Argonath's remains.

Sulfurous Cavern

A great natural cavern filled with suffocating, sulfurous-smelling vapors. Contains four crafted columns and a pool of bubbling oil where the colossal skeletal remains of the golden dragon Argonath rest. A holographic projection of Saint Vitruvio appeared here.

Spiral Staircase (Second)

A second spiral staircase with a foyer containing a lever, leading to the circular chamber with the flaming sword.

Chamber of the Flaming Sword

A circular vaulted chamber ribbed with bronze pipes and niches. Features a central dais with rotating copper rings that form a staircase when turned. A column of flame previously held the Sword of Burning Truth suspended above the dais.

Items

Phylactery of Saint Vitruvio

A real phylactery found around the neck of the Saint Vitruvio statue, belonging to High Flamekeeper Gregora. Identified as one of the six Seals of Drakenheim, essential for a coronation ritual to attune a new monarch to the Crown. Retrieved by Xakarium using Mage Hand and stored in the bag of holding.

The Crown

An ancient, powerful artifact rumored to grant wishes. Requires all six Seals of Drakenheim to attune a new monarch to it. The party has made collecting the Seals and Crown their new primary objective.

Ignatius, the Sword of Burning Truth

A glimmering silver sword found suspended in a column of flame, similar in appearance to the sword depicted with Saint Vitruvio. A sentient, telepathic weapon that speaks audibly with a deep,

gravelly voice. Declares its purpose is to slay foes of unrighteousness and requires attunement. After a combat trial, it was drawn by Ned and affixed to his belt.

Argonath's Skeletal Remains

The ancient, colossal skeletal remains of a golden dragon resting in a pool of bubbling oil. Golden plates of armored scales still cling to the bones. Saint Vitruvio warned against disturbing these remains unless Drakenheim faces its end of days.

Spells

Mage Hand

Used by Xakarium to lift the phylactery from Saint Vitruvio's statue and place it into the bag of holding without physically touching it.

Shocking Grasp

Cast by Xakarium on the copper piping in the sword chamber, causing electricity to rattle across the metal surfaces. Later cast by Ned through his staff during combat with the Burning Angel, dealing lightning, bludgeoning, and psychic damage.

Healing Word

Cast by Oiroa on Syndle during the combat trial with the Burning Angel, restoring hit points.

Toll the Dead

Cast by Oiroa against the Burning Angel during combat, requiring a wisdom save and dealing necrotic damage.

Channel Divinity

Used by Xakarium to maximize the damage of an upcast spell against the Burning Angel, dealing massive damage.

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