

Session 4 - Chapel of St. Brenna (Part 1)

Date: Feb 11th, 2025

Summary

The adventure began when the party received a mission from Blackjack Mel to retrieve the mysterious Scepter of Saint Vitruvio from the crypts beneath the Chapel of Saint Brenna. Three different factions had set their sights on this powerful relic: the Knights of the Silver Order, Blackjack Mel who worked on behalf of the Queen, and the enigmatic Followers of the Falling Fire. The party made preparations to depart at first light, arranging to meet their guide Stubbs at the bridge. Their journey through the devastated city of Drakenheim proved unsettling, as they encountered supernatural phenomena including ghostly children and an eerie nursery rhyme that echoed through the ruined streets. Upon reaching the Chapel of Saint Brenna, the party discovered they weren't the first to arrive. Three members of the Knights of the Silver Order - the high-ranking paladin Sir Bryce and two squires - had already taken position at the chapel. After careful consideration, the party chose diplomacy over confrontation. Yazzy successfully negotiated their entry by referencing a previous encounter at Camp Dawn. The chapel's interior revealed a sanctuary adorned with three impressive statues: one depicted Saint Tarna locked in combat with a demon, another showed Saint Vitruvio, and the third portrayed Saint Brenna performing a resurrection miracle. The sacred space bore visible signs of decay, with a partially collapsed tower and brackish water collecting in various corners. The situation grew more complex as the party encountered Sir Landry and his men from the Silver Order, who shared their objective of finding the relic. Through clever deception and careful maneuvering, they initially managed to avoid direct conflict. Their exploration revealed various chambers, including a fountain room and crypts below the chapel. The situation took a dramatic turn when Sir Landry and his men ventured into the undercroft, where they faced hostile Mephits in a fierce battle that left Landry wounded and his squires defeated. Throughout their search, the party discovered various treasures including silver coins, holy symbols, and magical items, all while working to decipher puzzles involving a silver rod and the chapel's statues. The party's investigation led them to a significant discovery - a silver rod held by one of the statues. Before they could properly examine it, they faced and triumphed over a Church Grim, a fearsome ghostly hound that served as the chapel's guardian. The rod proved to be more than a simple artifact, as they discovered it contained a hidden switch mechanism that granted access to underground chambers. These subterranean rooms held various treasures, including a fountain of clean water and magical scrolls. The rod's true purpose became clear when they realized it functioned as an immovable rod, essential for operating the

stone doors within the crypt. As they delved deeper into the crypt beneath the chapel, the party's search led them through several chambers decorated with religious murals. Their exploration brought them to a circular crypt that housed the skeletal remains of ancient clerics and paladins. The atmosphere grew tense as they spotted a magical greatsword among the remains. However, when they attempted to claim this powerful weapon, the skeletal remains suddenly animated, rising to defend their eternal resting place against the intruders.

Scenes

Mission Briefing and Camp Preparation

The party reviews their mission with Blackjack Mel and prepares at their camp in the Hut

- Saved Petra from rat snaps under Mendino's tavern
- Got tax-free bridge passage to Amberwood
- Smuggled meteorite to blacksmith Emma's father with weapon requests
- Received mission to retrieve Scepter of Saint Vitruvio
- Learned three factions seek the scepter
- Got paid 9000 gold
- Ned decides to save money by not staying at hotel
- Li'l Dragon reveals his trap-setting habits
- Party members disguise themselves and prepare equipment
- Discussion about trust issues regarding their employer

Journey Through Drakenheim

The party meets Stubbs and experiences supernatural events while traveling through the devastated city

- Meet Stubbs at the bridge
- Learn about Saint Brenna and Saint Vitruvio's history
- Li'l Dragon bonds with Stubbs over fighting pits
- Stubbs throws Li'l Dragon in a show of strength
- Encounter strange mists and tingling sensations
- See ghostly child in shop window
- Hear children laughing/crying
- Experience creepy nursery rhyme

- Witness invisible children's footsteps in puddles
- Notice Stubbs crying at the phenomena

Chapel Arrival and Knight Encounters

The party arrives at the Chapel of Saint Brenna and makes contact with the Knights of the Silver Order

- Discovered fresh horse tracks leading to the chapel
- Spotted three war horses tied up outside
- Encountered a Church Grim in the cemetery
- Observed the chapel's deteriorated state with one collapsed tower
- Spotted Sir Bryce and two squires through the window
- Yazzy sang a Sacred Flame hymnal to establish rapport
- Sir Bryce recognized Yazzy from Camp Dawn
- Knights granted the party entry to the chapel
- Party convinces Sir Landry they're there to help guard against the Falling Fire
- Sir Landry reveals they're seeking the scepter for Ophelia
- Party pretends to take guard positions while actually monitoring the Silver Order

Chapel Sanctuary Investigation

The party explores the chapel's main sanctuary and discovers important clues

- Found three significant statues of saints: Tarna, Saint Vitruvio, and Saint Brenna
- Discovered a spiral staircase leading downward
- Located a three-tiered stone altar with bronze brazier
- Observed fading frescoes and religious artwork on the walls
- Find inscription on Saint Tarna statue about silver truth
- Discover donation coffers and braziers
- Party debates about investigating the statue with the silver rod

Undercroft Conflicts

The party faces multiple challenges in the chapel's undercroft including Mephits and the Church Grim

- Multiple Mephits appear from dust and smoke
- Sir Landry's squires are defeated
- Sir Landry falls grievously wounded
- Mephits demand gifts from visitors
- Party discovers statue holding silver rod
- Ned uses mage hand to flip switch and retrieve rod
- Church Grim materializes and attacks
- Party defeats the spectral hound which fades away

Underground Exploration and Final Confrontation

The party explores the underground chambers and encounters undead warriors in the crypt

- Party discovers Fountain Chamber with clean water
- Find magical scrolls (Lesser Restoration, Remove Curse, Dispel Magic)
- Discover healing potions and sacred oils
- Use rod as mechanism to open stone doors
- Find murals depicting funeral rites of a paladin
- Multiple party members work together to turn the rod mechanism
- Ned discovers the switch on the rod that locks it in place
- The rod is revealed to be an immovable rod through detect magic
- Stone slab door successfully raised
- Discovery of six stone sarcophagi containing skeletal remains
- Finding a magical greatsword with celestial runes
- Attempt to take the sword using mage hand
- Skeletons animate and a Flaming Skull appears
- Combat is about to begin

Npcs

Stubbs

A large man with burn scars who serves as the party's guide. Despite his intimidating appearance, he shows emotional vulnerability, particularly when passing through an area where ghost children are heard. Works for Blackjack Mel and knows the location of their destination.

Blackjack Mel

The quest giver who hired the party to retrieve the Scepter of Saint Vitruvio on behalf of the Queen. Sees potential in the party and offered them 1,000 gold.

Saint Vitruvio

A historical figure - a heroic paladin who fought alongside the golden dragon Argonoff centuries ago. His scepter is the object of the party's quest.

Saint Brenna

Known as the 'people's saint', she was famous for working with the poor and sick in Westmar and Drakenheim. She was canonized due to popular demand from the common people.

Sir Bryce Landry

A high-level paladin of the Knights of the Silver Order, found praying in the chapel. Previously encountered the party at Camp Dawn. Appears to be more powerful than the party members. A paladin of the Silver Order leading the mission to retrieve the scepter. Proper and methodical in his approach, taking time to pray before acting.

Church Grim

An incorporeal spectral hound with glowing yellow eyes that guards the chapel grounds, cemetery, and sacred artifacts. Not technically undead, but a spiritual guardian that fades in and out of visibility while patrolling the grounds, confronting those who attempt to take holy items.

Mephits

Elemental creatures made of dust, smoke, and magma that appear in the undercroft and demand gifts from visitors. They prove formidable against Sir Landry's group.

Undead Clerics and Paladins

Skeletal remains of holy warriors of the Sacred Flame that animate when disturbed, each holding different implements like torches and candle snuffers.

Flaming Skull

A mysterious undead creature that appears in the crypt after the skeletons animate.

Locations

Drakenheim

A devastated city with areas both inside and outside its walls. The outer areas are filled with empty buildings, strange mists, and supernatural phenomena. The city was continuously built outward beyond its original walls.

The Hut

The party's temporary lodging where most members are staying to save money. Li'l Dragon has set up traps around his tent area.

Chapel of Saint Brenna

A deteriorating chapel with a domed slate roof and two towers (one partially collapsed). Features stained glass windows, a sanctuary with three saint statues, and a cemetery in the back. The building shows significant damage from time and weather. Contains crypts that may hold the sought-after scepter.

Buckle Down Row

A secretive area in Drakenheim with taverns and fighting pits, typically restricted to Queen's Men. Described as having hundreds of people drinking and fighting.

Chapel Cemetery

A small graveyard behind the chapel guarded by an incorporeal Church Grim - a ghostly black dog with glowing yellow eyes that protects the sanctified grounds from grave robbers.

Chapel Sanctuary

The main worship area featuring a three-tiered stone altar with bronze brazier, fading frescoes of saints, and three alcoves containing statues of Saints Tarna, Saint Vitruvio, and Saint Brenna. The room smells of bitumen and has pooling rainwater from the collapsed tower.

Chapel Undercroft

A large underground chamber with alcoves, pillars topped with skulls, and burning candles with strange colored flames of purple, green, and noctarine.

Fountain Chamber

A round chamber containing a circular stone fountain with flowing clean water, surrounded by painted murals showing funeral rites performed by flame keepers.

Stone Door Chamber

A small chamber with a metal post mechanism used to operate a stone slab door, featuring a one-inch diameter cylindrical notch for inserting a rod.

Circular Crypt

A hoop-shaped chamber with vaulted ceilings, illuminated by dozens of candles, containing six stone sarcophagi in semicircle alcoves along the walls. Features a stone door with a dragon engraving to the south.

Spells

Detect Magic

Cast to scan the chapel area for magical items or effects.

Mage Hand

Used to manipulate objects at a distance, including attempting to retrieve items and operate mechanisms.

Invisibility

Mentioned as a potential spell to use for shadowing Sir Landry's group.

Sanctuary

Cast by a party member during combat with the Church Grim for protection

Items

Scepter of Saint Vitruvio

A sacred relic that belonged to Saint Vitruvio, currently being sought by three different factions: the Knights of the Silver Order, the Queen's representatives, and the Followers of the Falling Fire.

Meteorite

A mysterious object the party smuggled and delivered to Emma's father the blacksmith, who will use it to craft various weapons including rapiers, a whip, dagger, rings, tongs, spike, longsword and shield.

Silver Rod

A silver rod held by the statue of a melancholic armored woman in the cemetery area, clasped over her chest. Approximately 15 inches long.

Silver Holy Symbol

A sacred symbol of the Sacred Flame found in one of the altar boxes along with coins and oils.

Revision #3

Created 12 February 2025 14:30:47 by admin

Updated 5 March 2025 19:48:17 by admin