

Session 40: Now What?

Date: Jan 28th, 2026

Summary

The party, having just acquired Ignatius, the Sword of the Burning Truth, prepared to return to the statue and continue their exploration. However, when they pulled a lever near the statue, they triggered an ambush by wraiths emerging from the ethereal plane. These librarian-like entities attempted to surprise the party, but the Mace of Warning prevented their sneak attack, alerting everyone to the danger before the wraiths could strike. A fierce battle erupted as the spectral creatures attacked with withering touches that drained the very life force from their victims.

During the combat, Xakarium initially attempted to use fire magic against the wraiths but discovered they were resistant to such attacks. Switching to lightning, he managed to damage the creatures but inadvertently set several bookshelves ablaze in the process. The situation grew dire when one of the wraiths possessed Syndle, taking control of his body and forcing him to attack his ally Yazzy. The possessed dragonborn struck his companion before the party could react, his body moving against his will like a marionette on strings. Fortunately, Oiroa channeled divine energy to turn the undead, causing several wraiths to flee and freeing Syndle from the ghost's control. Ned, concerned about the spreading fires, sacrificed a page from a spellbook to cast a freezing cone that extinguished the flames, preserving the ancient library's knowledge.

After defeating the remaining wraiths, the party discovered that the doors to the next area had sealed themselves. Through investigation, they learned that shining one of the fancy magical lights from the library tables on an aperture would open the doors. The party collected all five of these lights and proceeded to activate the beams and move the statue, opening the path to a spiral staircase that descended into the dragon's lair. Before descending, Syndle volunteered to test the sulfurous fumes that filled the staircase, tied with a rope for safety. He reported that the vapors smelled of rotten eggs and were uncomfortable but not immediately harmful. However, when Ned decided to test the fumes further by casting a bolt of fire into them, the air ignited in a massive explosion that severely burned Syndle, though it did clear the toxic vapors from the passage.

The party descended into a vast natural cavern where four stone columns emitted beams of blue light that converged to form a holographic image of Saint Vitruvio. The spectral figure gestured toward the darkness and spoke of Argonath, the great dragon of Drakkenheim, warning that none should disturb his deserved rest unless great darkness engulfed the city at the end of days. When the hologram vanished, the party discovered a massive pool of bubbling black oil and the colossal skeletal remains of the ancient golden dragon, with plates of golden armor still clinging to his

bones. Near the dragon, they found mummified monks who appeared to have kept eternal watch over Argonath's resting place.

Exploring the cavern, the party spotted a fist-sized geode of delirium embedded in the ceiling and a barrel filled with tributes to the dragon. Among the offerings were coins, religious baubles, gems, chalices, and several magical items including an Elixir of Health, a Potion of Mind Reading, and a mysterious artificial eye. When they drew Ignatius from its scabbard to consult the sentient sword, it recognized Argonath and spoke of Saint Vitruvio as its "betrothed," explaining that the dragon was meant to be raised only in the darkest of times. The party showed Ignatius the delirium geode and explained the current state of Drakkenheim over the past fifteen years, deeply troubling the zealous blade.

Twilight, a telepathic item that was an old friend of Ignatius, communicated warnings to the party about the sword's nature. It revealed that Ignatius cast an aura of truth around its wielder and severely punished lying, making the weapon both powerful and potentially problematic. Ned carefully extracted the delirium geode from the ceiling using his magic sword as a pickaxe, wrapping it in lead before placing it in the bag of holding. The party then decided to take a short rest in the cavern, considering it one of the safest locations they had found. During this respite, Oiroa sang a song of rest to aid their recovery, and one of the party members attuned to Ignatius, learning more about its properties and the telepathic connection it shared with Twilight. They also discovered that five rings paired together could act as a powerful vessel for storing magical energy, and they shared their remaining resources to prepare for whatever challenges lay ahead.

Scenes

Return to the Statue and Wraith Ambush

The party discusses their next steps after meeting Ignatius, deciding to return to a statue and pull a lever, triggering an ambush by wraiths emerging from the ethereal plane.

- The party discusses returning to move a statue and visiting the dragon's lair, with Syndle expressing a compulsion to visit the dragon.
- The party pulls a lever near the statue, triggering an ambush.
- Wraiths, described as 'librarian-looking' entities, emerge from the ethereal plane attempting to surprise the party.
- The Mace of Warning prevents the surprise round, alerting the party to the wraiths' presence before they can attack.

Combat with Wraiths and Syndle's Possession

The party engages the wraiths in combat, with one possessing Syndle and forcing him to attack allies, while the party uses various attacks and spells to fight back.

- A wraith attacks and drains maximum hit points from party members with its withering touch.
- Xakarium attempts to use Fireball but discovers the wraiths are resistant to fire, prompting a switch to lightning damage which sets bookshelves ablaze.
- Tark rages and attacks a wraith with his rapier, dealing significant damage.
- One wraith possesses Syndle, taking control of his body and forcing him to attack Yazy for nine damage.
- Oiroa successfully saves against a possession attempt from another wraith.
- Yazy uses her magic rapier and psychic blades to attack the wraiths.
- Oiroa uses Channel Divinity to Turn Undead, causing several wraiths to flee and freeing Syndle from possession.
- Ned casts Cone of Cold from a spellbook page to extinguish the fires caused by lightning, sacrificing the spell page in the process.
- The remaining wraiths are either defeated or flee into the walls.

Unlocking the Dragon's Lair

After defeating the wraiths, the party solves a light-based puzzle to open sealed doors and prepares to enter the dragon's lair.

- The party discovers that the doors to the next area are closed and require a light source to open.
- The party investigates and discovers that shining one of the fancy magical lights from the library tables on an aperture opens the door.
- The party collects all five magical lights from the room.
- The party activates the beams and moves the statue to open the doors and the spiral staircase to the dragon's lair.

Testing the Sulfurous Fumes

Syndle volunteers to test the dangerous sulfurous fumes in the dragon's lair, leading to an unexpected fiery explosion.

- Syndle volunteers to test the sulfurous fumes in the staircase, tied with a rope for safety.
- Syndle describes the fumes as uncomfortable and gross with a rotten egg smell, but not physically damaging.
- Tark creates a makeshift mask using a rag and water from his Stanley water bottle.
- Ned casts a firebolt into the fumes, causing the air to ignite in a massive explosion.
- Syndle takes 30 points of damage from the explosion, but the fumes are cleared from the staircase.

Encounter with Saint Vitruvio's Hologram and Argonath's Remains

The party descends into a vast cavern where a holographic message from Saint Vitruvio warns them about disturbing the ancient dragon Argonath.

- The party descends the spiral staircase into a natural cavern with a central chimney.
- Four stone columns emit blue light beams that converge in the center, forming a blue hologram of Saint Vitruvio.
- Saint Vitruvio's hologram gestures toward the darkness and speaks of Argonath, the great dragon of Drakkenheim, warning that none should disturb his deserved rest unless great darkness engulfs Drakkenheim at the end of days.
- The hologram vanishes, and the party discovers a massive pool of bubbling black oil.
- The party finds the colossal skeletal remains of Argonath, a golden dragon, with ancient golden plates of armor still clinging to the bones.
- Mummified bodies of monks or devout individuals are discovered near the dragon remains, appearing to have kept watch over Argonath.

Exploring Argonath's Lair and Consulting Ignatius

The party explores the dragon's lair, discovering a delirium geode and tributes, while consulting the sentient sword Ignatius about the dragon and current events.

- A fist-sized geode of delirium is spotted embedded in the cavern ceiling.
- The party finds a barrel filled with tributes including coins (gold, platinum, silver), religious baubles, gems, chalices, and potion bottles.
- Among the items, an Elixir of Health, a Potion of Mind Reading, and a magical artificial eye are discovered.
- Ignatius is drawn from its scabbard and recognizes Argonath, expressing that he has not seen him in many moons.
- The party asks Ignatius about using Argonath's remains for the cause of good, and Ignatius states it would have to be a mighty cause.
- Ignatius mentions that Saint Vitruvio, his 'betrothed', rested Argonath here to be risen only in the darkest of times.
- The party shows Ignatius the delirium geode and explains the current state of Drakkenheim over the last 15 years.
- Twilight, a telepathic item, communicates with the party, warning about Ignatius's zealotry and the Zone of Truth effect when wielding the sword.
- Ned uses his magic sword as a pickaxe to extract the delirium geode from the ceiling, wrapping it in lead before placing it in the bag of holding.

Short Rest and Attunement

The party takes a short rest in the dragon's lair to recover resources and attune to new magical items.

- The party decides to take a one-hour short rest in the cavern, considering it a safe location.
- Oiroa sings a Song of Rest, granting the party extra hit points during recovery.
- A party member attunes to Ignatius, the Sword of the Burning Truth, learning about its properties including the Zone of Truth effect and telepathic connection with Twilight.
- The party discusses the properties of the dragon scale shield, speculating about its resistances to fire, lightning, and cold damage.
- The party discovers that five rings paired together inherently act as a Ring of Spell Storing, capable of holding up to five levels worth of spells.
- Party members recover hit points and spell slots during the rest, with some sharing spell slot resources.

NPCs

Ignatius

A sentient talking sword known as the 'Sword of the Burning Truth'. Initially refuses to speak to women and makes sexist comments. Prevents the wielder and nearby companions from being surprised. Recognizes Argonath and refers to Saint Vitruvio as his 'betrothed'. When attuned, casts a Zone of Truth around its wielder and punishes lying. Described as a zealot with no sense of humor who punishes irony severely. Has a telepathic connection with Twilight. Expresses deep concern about the state of Drakkenheim after learning about the delirium and current events.

Wraiths

Ethereal, librarian-looking undead entities that emerged from the ethereal plane to ambush the party. Resistant to fire and lightning damage. Can possess individuals, taking control of their bodies, and drain maximum hit points with their withering touch attacks. Some were defeated while others fled or were turned by Channel Divinity.

Saint Vitruvio

A revered holy figure whose blue holographic image appears in the dragon's lair, projected by four stone columns emitting blue light. Makes broad gestures and speaks of Argonath as his 'brother in battle', warning that none should disturb the dragon's deserved rest unless great darkness engulfs Drakkenheim at the end of days. Referred to by Ignatius as his 'betrothed'.

Argonath

The great golden dragon of Drakkenheim, whose colossal skeletal remains rest in a cavern. Ancient golden plates of armor still cling to the hulking bones. Was laid to rest by Saint Vitruvio and is recognized by Ignatius as an old friend. Described as having a wingspan that might be 90 feet when fully spread. Revered as 'near god' level in power.

Twilight

A telepathic item that is an old friend of Ignatius. Communicates telepathically with the wielder of Ignatius, offering warnings about the sword's zealotry and the consequences of lying while holding it. Occasionally makes critical or snide remarks about Ignatius.

Locations

Library

A room with bookshelves where the party was ambushed by librarian-like wraiths emerging from the ethereal plane. Features sealed doors that require magical lights shining on apertures to open. Several bookshelves were set on fire during combat with lightning spells, later extinguished by Cone of Cold.

Dragon's Lair (Argonath's Cavern)

A vast natural cavern accessed via a spiral staircase, initially filled with sulfurous, rotten egg-smelling vapors. Features a central chimney, four stone columns that emit blue light to project a hologram of Saint Vitruvio, and a massive pool of bubbling black oil. Contains the colossal skeletal remains of the ancient golden dragon Argonath with golden armor plates still clinging to the bones. Mummified monks are found near the dragon, and a fist-sized delirium geode is embedded in the ceiling. A barrel of tributes sits in the cavern.

Items

Ignatius (Sword of the Burning Truth)

A sentient, flaming talking sword that prevents the wielder and companions within 30 feet from being surprised. When attuned and wielded, casts a Zone of Truth around the user, making it difficult to lie. Punishes lying severely. Recognizes Argonath and has a history with Saint Vitruvio. Has a telepathic connection with Twilight. Not a Dexterity weapon, requiring strength to wield effectively.

Mace of Warning

A mace that grants advantage on initiative rolls and prevents the wielder and companions within 30 feet from being surprised, except when incapacitated by non-magical sleep. Awakens the wielder and companions if any are sleeping naturally when combat begins.

Mirrored Shields

Four shields used to reflect light. One gold shield carried by Syndle was key to opening a specific room. Three mirrored shields are placed in the bag of holding. Used to manipulate light beams to open doors.

Magical Lights

Five fancy magical lights found on tables in the library. Emit blue light and are used to open sealed doors by shining them on apertures. The party collects all five of them.

Delirium Geode

A fist-sized geode of delirium found embedded in the ceiling of Argonath's cavern. Extracted by Ned using a magic sword as a pickaxe. Wrapped in a sheet of thin lead before being placed in the bag of holding.

Barrel of Tributes

A barrel found in Argonath's lair filled with offerings including hundreds of gold, platinum, and silver coins, religious baubles, clear gems, nicer-than-normal chalices, and potion bottles. Contains an Elixir of Health, a Potion of Mind Reading, and a magical artificial eye.

Elixir of Health

A potion found in the barrel of tributes, described as '99% pure, unadulterated good'.

Potion of Mind Reading

A magical potion discovered among the tributes in the barrel in Argonath's lair.

Artificial Eye

A magical item found in the barrel of tributes, appearing to be an artificial eye with magical properties.

Dragon Scale Shield

A shield possessed by Syndle, made with scales from three different dragons with the names of slain dragons written on its back. Believed to grant damage resistances or immunity to fire, lightning, and cold damage.

Ring of Spell Storing

A magical ring that can store up to five levels worth of spells (one fifth-level spell or five first-level spells, etc.). Any creature can cast a spell of first through fifth level into the ring by touching it. Discovered that five rings paired together inherently act as this item.

Spellbook (from Queen's Men mage)

A spellbook from which Ned extracts and casts a page containing Cone of Cold, sacrificing the page in the process to extinguish fires in the library.

Rope

Used to secure Syndle as he descended into the sulfurous fumes of the dragon's lair to test their effects.

Stanley Water Bottle

Tark's water bottle used to wet a strip of rag, creating a makeshift mask to filter the sulfurous fumes.

Spells

Fireball

A powerful area-of-effect fire spell attempted by Xakarium against wraiths, but they were resistant to fire damage, making it ineffective.

Lightning

Elemental lightning damage used by Xakarium against the wraiths after discovering their fire resistance. The lightning attacks set bookshelves ablaze during combat.

Channel Divinity: Turn Undead

Used by Oiroa to repel undead creatures, causing wraiths to flee. Successfully freed Syndle from possession when the wraith inside him was turned and forced to leave his body.

Cone of Cold

A fifth-level cold spell cast by Ned from a spellbook page, creating a 60-foot cone of freezing air. Used to extinguish fires caused by lightning in the library, sacrificing the spell page in the process.

Tempestuous Magic

Used by Xakarium as a bonus action to create swirling winds, allowing him to disengage from a wraith without provoking an attack of opportunity and reposition during combat.

Psychic Blades

Used by Yazzy to attack and deliver a killing blow to a wraith during combat.

Firebolt

Cast by Ned into the sulfurous fumes in the dragon's lair, causing a massive explosion that dealt 30 damage to Syndle but cleared the air of the toxic vapors.

Mage Hand

A cantrip suggested for use to manipulate magical lights from a distance to close doors from the other side.

Song of Rest

Used by Oiroa during a short rest to grant the party an extra D6 of hit points, aiding in their recovery.

Zone of Truth

A magical effect that Ignatius casts around its wielder when the sword is drawn, compelling those within its area to speak truthfully and punishing lies.

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