

Session 42: Tark the Sanctified (and Lazy)

Date: Feb 10th, 2026

Summary

Ned and Xakarium met with Elderick Runeweaver through a magic circle in the Haunted House, the distinguished Amethyst Academy professor who spoke with the cadence of a former president. They brought news from Drakenheim about the brazier being relit at St. Vitruvio's Cathedral, a development so significant that the boom had been heard all the way in the River Kingdoms. Runeweaver confirmed he had noticed the brazier's light and had come to investigate while River entered the city directly. The party learned that an all-out brawl was currently raging in front of the cathedral, with Gramir, the Queen's Men, and all the major factions engaged in combat.

The conversation turned to the young lady they had rescued, whose sanity remained severely compromised despite being alive and physically improved. The amount of delirium contamination was simply too great, and the effects of her consumption of Elder Chillies seemed to be something the Academy had not yet figured out how to overcome. Ned presented the royal will documents and blood samples they had discovered in the cathedral, along with a device that could test blood-royalty relations within the Van Kessel family. Runeweaver explained this would go a long way in proving their claim when they were ready, though he warned that the Silver Order might still declare the queen an abomination if they discovered her tainted condition.

Runeweaver then introduced the party to information about Friedrich von Lichten, a brilliant but disgraced former head of research at the Enigma Ziggurat. Von Lichten had published seven different Academy texts on transmutation, human anatomy, and the effects of magic on the physical form, and was well regarded by his peers and the young mages who worked under him. He was known for talking at length about his findings like a child excited about a new toy, capable of either teaching cutting-edge arcane discovery or lulling listeners to sleep with percentile discussions of arcane anomalies. After Drakenheim fell, he had become engrossed in the magical properties of delirium and published research that River had been using to understand contamination effects.

However, an investigation into several missing mages revealed that von Lichten had been using fellow Academy members for his own experiments. The Academy had found a lab filled with cages containing drags of various types, all former Academy members twisted into monstrous

experiments. He had been expelled from the Academy and fled into the city, with both the Academy and the Silver Order placing a bounty on his head. Despite his crimes, Runeweaver believed von Lichten's research might be the missing piece for pulling the contamination out of the queen more completely. River and the Silver Order had been trying to locate him, and the party would need to determine whether to acquire his research through negotiation, force, or some combination thereof.

Ned handed over the geode of delirium from the Dragon's Tomb, which Runeweaver suggested could serve as payment or ransom when dealing with von Lichten. The professor then revealed the fruits of the Academy's research on the Mage Eater specimens the party had provided. From the delicate glands, they had created a potion called the Essence of Null that would create an invisible anti-magic field for whoever drank it. More impressively, they had preserved one gland within a delicate brass and silver filigree cage to create a Mage Seeker Amulet. This device would pulse and glow when magic was nearby, allowing the wearer to sense the direction and power of magic through heightened senses, feeling the heartbeat of the world's mana and knowing exactly where to strike to make it stop.

Ned also turned over books and journals from St. Vitruvio himself, three mirrored shields from the cathedral, and five special lights from the library. The Academy offered Ned either Elven Chain armor or Bracers of Defense for his protection, and presented Xakarium with the Amethyst Shroud, a cloak that could deal extra lightning damage and recharge when targeted by energy spells. Runeweaver promised to provide detailed information on the Inscrutable Tower and Clock Tower to help with their explorations, making clear that reclaiming the tower would earn them prestige in the Academy while advancing his own goal of becoming a director.

Meanwhile, Syndle arrived at Hendrick's Farm where he was greeted as a celebrity, with pilgrims crediting him as the leader responsible for all the party's achievements, including relighting the brazier. He played humble while building rapport with the common people, particularly the children who had clearly taken to him. Nathaniel Flint invited him to dinner with wine, eager to hear about the brazier and the encounter with Argonath. Syndle described his emotional response to seeing the dragon, and Nathaniel expressed his belief that the meeting was destiny, suggesting that Lucretia Mathias would know more about the connection. The next pilgrim caravan to the crater wouldn't be departing for two weeks, so Syndle would need to find another way if he wanted to speak with Lucretia sooner.

Tark also attempted to barter at the farm, showing Nathaniel the greatsword Twilight. Nathaniel recognized the legendary weapon, recalling a story about a blacksmith boy who had crafted it to take his own life due to lycanthropy, but was saved by Lucretia Mathias and went on to become a paladin. However, the farm had little to trade except apples, as the treasury and armory were kept at the crater. That night, Syndle settled into his designated shed, which the children had decorated with a mural depicting him as a powerful dragon. As he slept, he experienced a vivid dream where the roof dissolved away to reveal a starry sky and a meteor getting brighter and bigger. Instead of feeling doom, Syndle perceived the falling fire meteor as a seed cast from the heavens, something positive coming into the world, though he woke uncertain whether it had been a vision or merely a dream.

In Emberwood Village, Yazzy performed at the Gilded Lily, a fine establishment where he had a room and was remembered for previous exceptional performances. Though slightly rusty from adventuring, he delivered a strong encore that brought the roof down, weaving lyrics that subtly blamed the Silver Order for taking an ancient relic. The performance attracted even some Silver Order members and earned him twenty-nine gold from the appreciative crowd. He gathered information about the Silver Order's operations, learning they stayed in a converted barn near the Hooded Lanterns watchtower, and began taking notes on townspeople's grievances to compose a proper anti-Silver Order song.

Tark and Syndle decided to fly to the crater rather than wait two weeks for the pilgrim caravan, navigating through the gateway to avoid being shot down. After successfully passing through the dangerous Haze and waiting a few hours, they were brought to meet Lucretia Mathias. Tark presented Twilight for bartering, and Lucretia recognized it as a weapon wielded by one of St. Brenna's paladins. When Tark revealed he also possessed Ignatius, Lucretia asked to speak with the sentient sword. Drawing Ignatius activated its zone of truth, and Lucretia engaged in a lengthy conversation with the blade about the Falling Fire's beliefs and visions, with the sword confirming that she genuinely believed everything she was saying.

After discussing various magical items, Tark ultimately traded Twilight for a Belt of the Slothful Hill Giant. In a private conversation, Syndle shared his vision and emotional response to Argonath with Lucretia. She revealed that she had thought of Argonath when she first met Syndle, sensing a connection between them. Lucretia recited the Prophecy of the Smallest Vessel: "The proud sought to cage the light in iron towers. The righteous sought to hide it in stone tombs. But the flame seeks the humble. It seeks the small creature with the heart of a firestorm." She proposed researching ways to resurrect Argonath, noting she had never resurrected a dragon before, and expressed her belief that Argonath was a great warrior of righteousness, which she saw reflected in Syndle.

As they prepared to leave, Tark drew Ignatius and questioned Syndle about any downsides to his conversion. Under the compulsion of the sword's truth magic, Syndle stated he had experienced no negative effects, only positive attention and immunity to the mist, though he did have a shard embedded in his chest that didn't hurt. Convinced by this testimony, Tark declared he was ready to join the Falling Fire and handed over his four shots of haze protection to Ned, stating he no longer needed them.

After attuning to his new belt, Tark entered the crater to search for a delirium crystal that reflected his soul. Using his newfound giant strength to throw rocks and dig, he spent three hours making quite a racket before finding a crystal that was half smooth and rounded, half jagged, representing how he was torn between his ideals and his damaged nature. Lucretia took him into St. Vitruvio Monastery for the ceremony, where her own delirium shard began to rhythmically glow. An arcane Wraith appeared as Tark embedded the crystal into his chest, kneeling with Ignatius pointed toward the ground.

Dark tendrils of shadow seeped from Tark's eyes, ears, and nose, coalescing into a manifestation of his deepest fear: his father, expressing dismay and disappointment about Tark not being present when their village was destroyed. Tark held Ignatius aloft, declared "I have the power,"

and the sword ignited with flame as he prepared for battle. His father attacked but missed, and Tark countered with a devastating blow that struck down the manifestation in a single hit. The mortally wounded specter fell to the ground, and Tark felt compelled to embrace him as he died, receiving his father's forgiveness before the manifestation disappeared. Tark cried during this emotional moment, gaining immunity to contamination and becoming officially sanctified into the Falling Fire, though his quest remained only half complete—he had alleviated his guilt but still needed revenge.

The party regrouped in Emberwood Village to share information and plan their next move. Ned debriefed them about the young queen being up and around, and River reported she had been hunting for Friedrich von Lichten, believing he might be the "Pale Man" from Drakenheim legends. After discussing various potential destinations including the Clock Tower, Inscrutable Tower, and Kleinberg Estate, the party ultimately decided to head to the Rose Theater as their next destination, despite its proximity to St. Vitruvio's Cathedral where fighting might still be ongoing.

Memorable Moments

"Tark holds Ignatius aloft, declares 'I have the power,' and the sword ignites with flame as he prepares to battle the manifestation of his father during the sacrament ritual."

—

During the climactic moment of Tark's conversion ceremony, facing his deepest fear and guilt

"Tark one-shots the spectral manifestation of his father with a critical hit, dealing massive damage and confronting his guilt over not being present when his village was destroyed."

—

The culmination of Tark's sacrament ritual, where he defeats his inner darkness and receives his father's forgiveness

"Lucretia reveals the Prophecy of the Smallest Vessel, suggesting Syndle is that small vessel - the little dragon with the heart of a firestorm destined to wield the flame."

—

During a private conversation about Syndle's connection to the dragon Argonath

"Tark has a vivid dream where the meteor that destroyed Drakenheim appears not as doom, but as a seed cast from the heavens, something positive coming into the world."

—

A prophetic vision experienced while sleeping at Hendrick's Farm, leaving Tark uncertain if it was a dream or a true vision

Scenes

Consultation with Elderick Runeweaver

Ned and Xakarium meet with Elderick Runeweaver via magic circle to discuss recent events in Drakenheim and seek Academy assistance.

- Ned and Xakarium inform Elderick Runeweaver about the relit brazier in St. Vitruvio's Cathedral, which he had already noticed from the River Kingdoms.
- Runeweaver expresses concern about the Silver Order's growing numbers and the ongoing conflict at the cathedral involving multiple factions including Gramir, Queen's Men, and Hooded Lanterns.
- They discuss the compromised mental state of the young lady (referred to as Leonora) and the challenges in curing her delirium contamination, particularly the effects of Elder Chillies consumption.
- Ned presents royal will documents and blood samples found in the cathedral to Runeweaver.
- Runeweaver identifies a device for testing blood-royalty relations within the Van Kessel family, noting it will help prove their claim when ready.
- Runeweaver introduces Friedrich von Lichten, a disgraced former Academy mage whose research might be vital for curing Leonora's delirium.
- He recounts von Lichten's past as head of research at the Enigma Ziggurat, his brilliant work on transmutation and arcane mutations, his expulsion for experimenting on fellow mages, and the bounty placed on his head by both the Academy and Silver Order.
- Ned hands over a geode of delirium from the Dragon's Tomb, which Runeweaver suggests could be used as payment or ransom for von Lichten's research.
- Ned inquires about progress on Mage Eater exoskeletons, leading to the revelation of new magical items derived from Mage Eater glands.
- Runeweaver presents the Essence of Null potion and a Mage Seeker Amulet created from the glands, explaining the amulet can sense magic and help locate Friedrich von Lichten.

- Ned hands over additional items including books and journals from St. Vitruvio, three mirrored shields from the cathedral, and five special lights from the library.
- Runeweaver promises to provide detailed information on the Inscrutable Tower and Clock Tower, though he's unfamiliar with the estate in the noble district.

Syndle's Visit to Hendrick's Farm

Syndle arrives at the Falling Fire farm where he is greeted as a celebrity and dines with Nathaniel Flint.

- Syndle arrives at Hendrick's Farm and is met with celebrity-like recognition due to exaggerated rumors of his exploits, with pilgrims crediting him as the leader responsible for all the party's achievements including relighting the brazier.
- Syndle plays humble while interacting with the pilgrims and children, attempting to build rapport with the common people.
- Nathaniel Flint invites Syndle to dinner with wine, eager to hear about the brazier and the encounter with Argonath.
- Syndle debriefs Nathaniel on recent adventures, including seeing the statue of Vitruvio and the dragon Argonath, and describes his emotional response to the dragon.
- Nathaniel expresses his belief that Syndle's encounter with Argonath was destiny and suggests Lucretia Mathias would know more about the connection.
- Nathaniel mentions Lucretia is likely checking out the cathedral situation and will return to St. Selena's monastery by the crater soon.
- Nathaniel offers to include Syndle in the next caravan of pilgrims going for sacraments, which will happen fairly soon.

Tark Barters at the Farm

Tark attempts to barter the sword Twilight with Nathaniel Flint and learns about the next pilgrim caravan.

- Tark shows Nathaniel Flint the greatsword Twilight, hoping to barter it with the Falling Fire.
- Nathaniel recognizes the name Twilight and recalls a legend about a blacksmith boy who crafted it to take his own life due to lycanthropy, but was saved by Lucretia Mathias and became a paladin.
- Nathaniel explains the farm doesn't have much to trade except apples, and that the treasury and armory are at the crater.
- Nathaniel suggests Tark speak with Lucretia Mathias at the crater for any serious bartering.
- Tark learns the next pilgrim batch won't be going to the crater for two weeks.

- Tark decides to stay at the farm for the night in a shed that has been designated as his personal space.

Syndle's Prophetic Dream

Syndle experiences a vivid dream about the meteor that struck Drakkenheim while sleeping at the farm.

- Syndle settles into his shed at the farm, which the children have decorated with a mural depicting him as a powerful dragon.
- That night, Syndle has a powerful dream where the roof of his shed dissolves away to reveal a starry sky.
- In the dream, Syndle sees a meteor getting brighter and bigger in the sky, recognizing it as the falling fire meteor that hit Drakenheim.
- Instead of feeling doom, Syndle perceives the meteor as a seed cast from the heavens, something positive coming into the world.
- Syndle wakes up vividly remembering the dream, uncertain whether it was a vision or just a dream.

Yazzy's Performance at the Gilded Lily

Yazzy performs at the Gilded Lily, using music to subtly stir anti-Silver Order sentiment among the patrons.

- Yazzy heads to the Gilded Lily, a fine bar where he has previously performed and has a room.
- Yazzy performs a set that is well-received, though slightly rusty from adventuring, earning a performance roll of 16.
- The crowd remembers his previous exceptional performance and builds hype around his return.
- Yazzy performs an encore with advantage, rolling a 22, and weaves a tale into his lyrics that makes the Silver Order to blame for taking an ancient relic.
- The performance brings the roof down, attracting even some Silver Order assets who had heard he was there.
- A flute player collects 29 gold for Yazzy from the appreciative crowd.
- Yazzy gathers information about the Silver Order's local operations, learning they stay in a converted barn near the Hooded Lanterns watchtower.
- Yazzy takes notes on the townspeople's gripes and complaints to compose a proper anti-Silver Order song.
- The magistrate who previously tried to get Oiroa to help write delirium laws is seen completely drunk at a table by himself.

Magic Items from the Academy

The Amethyst Academy offers powerful magic items to Ned and Xakarium in exchange for reclaiming the Inscrutable Tower.

- The Academy offers Ned either Elven Chain or Bracers of Defense for his protection.
- Ned learns that Elven Chain grants proficiency even without medium armor proficiency and decides to take it.
- The Academy presents Xakarium with the Amethyst Shroud, a cloak with up to four charges that deals extra lightning damage and can recharge when targeted by energy spells.
- Elderick Runeweaver explains that to receive these items, the party must help reclaim the Inscrutable Tower, which would also grant them prestige in the Academy.
- Runeweaver clarifies his goal is to become a director at the Academy by reclaiming the tower and taking credit for it.

Journey to the Crater

Tark and Syndle fly to the Crater to meet with Lucretia Mathias, navigating the dangerous Haze.

- Tark and Syndle decide to fly to the crater rather than wait two weeks for the pilgrim caravan.
- They fly through the gateway rather than over the wall to avoid being shot down.
- A knight intercepts and welcomes them at the gate.
- Tark makes two contamination constitution saves as they enter the Haze, successfully passing both.
- After waiting a few hours, a knight brings them to meet with Lucretia Mathias.
- Lucretia welcomes them and acknowledges their role in relighting the brazier with Serene's help.
- Syndle mentions he's considering joining the Falling Fire, which Lucretia encourages.

Bartering Twilight with Lucretia

Tark attempts to barter the sword Twilight with Lucretia Mathias for powerful magic items.

- Tark presents the greatsword Twilight to Lucretia for bartering.
- Lucretia recognizes Twilight as a weapon wielded by one of St. Brenna's pet paladins.
- Tark reveals he has acquired Ignatius, another sword that doesn't get along with Twilight.
- Lucretia recognizes Ignatius and asks to speak with the sentient sword.
- Tark draws Ignatius, activating its zone of truth ability, and Lucretia engages in a lengthy conversation with the sword about the Falling Fire's beliefs and visions.
- Ignatius confirms that Lucretia genuinely believes what she's saying, leading to a discussion about the sword's interpretation of truth versus belief.
- Tark inquires about various magic items including a cloak of invisibility, Belt of Fire Giant Strength, Belt of Stone Giant Strength, and a plus three shield.
- Lucretia offers a Ring of Invisibility with perpetual invisibility that reactivates each turn after being broken.
- Lucretia states she doesn't have a Belt of Fire Giant Strength but offers a Belt of Hill Giant Strength.
- After discussion about potential negative effects, Tark ultimately settles on trading Twilight for a Belt of Hill Giant Strength and a plus two shield.

The Prophecy of the Smallest Vessel

Syndle privately discusses his vision and connection to Argonath with Lucretia, who reveals an ancient prophecy.

- Syndle speaks privately with Lucretia about his vision and emotional response to seeing Argonath.
- Lucretia reveals she thought of Argonath when she first met Syndle , sensing a connection between them.
- Lucretia recites the Prophecy of the Smallest Vessel: 'The proud sought to cage the light in iron towers. The righteous sought to hide it in stone tombs. But the flame seeks the humble. It seeks the small creature with the heart of a firestorm.'
- Lucretia suggests Syndle should listen to his heart and keep thinking on Argonath to figure out the prophecy's meaning.
- Lucretia proposes researching ways to resurrect Argonath, noting she's never resurrected a dragon before.
- Lucretia expresses her belief that Argonath was a great warrior of righteousness, which she sees reflected in Syndle .

Syndle's Testimony and Tark's Decision

Tark questions Syndle about his conversion experience and decides to join the Falling Fire himself.

- As they prepare to leave the crater, Lucretia calls out that they can perform a conversion ceremony anytime for Tark.
- Tark draws Ignatius and asks Syndle if there are any downsides or negative effects since his conversion.
- Syndle makes a charisma saving throw of 20 against Ignatius's zone of truth.
- Under the compulsion to be honest, Syndle states he hasn't experienced any downsides, only positive attention from people and immunity to the mist.
- Syndle mentions the shard embedded in his chest doesn't hurt.
- Tark expresses concern about how the Silver Order might react to someone with a shard in their chest.
- Convinced by Syndle's testimony, Tark declares he's ready to join the Falling Fire.
- Tark hands over his four shots of Aqua Expergo to Ned, stating he no longer needs haze protection.

Tark's Sacrament Preparation

Tark begins the ritual to join the Falling Fire by searching for a delirium crystal in the crater.

- Tark attunes to his new Belt of Hill Giant Strength over an hour.
- Lucretia instructs Tark to enter the crater and find a delirium crystal that reflects the shape of his soul.
- Tark makes his first strength check to search, using his new giant strength to throw rocks around, believing his crystal would be buried since he's been closed off after his tribe was killed.
- Tark fails his first attempt and must make a constitution check for the hour of contamination exposure.
- Tark continues searching with strength checks, making quite a racket digging and throwing rocks.
- After three hours of searching, Tark finally finds a suitable crystal.
- The crystal is half smooth and rounded, half jagged, representing how Tark is torn between his ideals and his damaged nature.

The Sacrament Ritual

Lucretia conducts the sacred ceremony to convert Tark to the Falling Fire faith.

- Tark emerges from the crater after three hours, where Syndle has been waiting and conversing with Lucretia.

- Lucretia takes Tark into St. Vitruvio Monastery for the ceremony.
- An arcane Wraith appears as part of the spell Lucretia casts.
- Lucretia, a woman in her 60s, begins conducting the ceremony, and her own delirium shard embedded in her chest starts to rhythmically glow.
- Lucretia asks Tark to pierce his flesh and embed the delirium shard into his chest.
- Tark uses his other hand to embed the crystal while kneeling with Ignatius pointed toward the ground.
- Dark tendrils of shadow seep from Tark's eyes, ears, and nose, coalescing into a manifestation of his deepest fear.
- The manifestation takes the form of Tark's father, expressing dismay and disappointment about Tark not being at the village when it was destroyed.
- As the shadow becomes more real, the rest of the shadows disappear and the delirium in Tark's chest becomes bright with divine energy pulsing through him.

Confronting Inner Darkness

Tark battles and defeats a manifestation of his father, representing his deepest guilt and fear.

- Tark's father, manifested as a shadow beast, punches at him but misses.
- Tark holds Ignatius aloft, declaring 'I have the power' and causing the sword to ignite, which excites Lucretia who hadn't seen this before.
- Tark rages and counter-punches with Ignatius, dealing massive damage including radiant damage from the sword.
- Tark one-shots the manifestation of his father, who was actually a bookkeeper in life.
- The mortally wounded father falls to the ground.
- Tark feels compelled to embrace his dying father.
- Tark's father forgives him before disappearing.
- Tark cries in front of Syndle during this emotional moment.
- Tark gains immunity to contamination and is officially sanctified into the Falling Fire.
- Lucretia teaches Tark the secret handshake of the Falling Fire.
- Tark's crystal may be a little more rounded now, but his quest is only half complete - he's alleviated his guilt but still needs revenge.

Return to Emberwood and Planning

The party regroups in Emberwood Village to share information and plan their next move into Drakenheim.

- Tark and Syndle return to Emberwood Village after being gone for several hours.

- The party takes a night's rest in town to recover.
- Ned debriefs the group about the young lady (Leonora) being up and around, and the need to find Friedrich von Lichten, another malfeasant.
- River reports she has been hunting for von Lichten and believes he might be the 'Pale Man', a boogeyman figure from Drakenheim legends.
- River suggests the party talk to children in town who know rhymes about the Pale Man.
- The party discusses potential destinations including the Clock Tower, Inscrutable Tower, Rose Theater, Kleinberg Estate, and the dwarf delirium mining operation.
- Ned explains the function of the Ring of Spell Storing to the group.
- After discussion, the party decides to head to the Rose Theater as their next destination.
- The group prepares to enter Drakenheim, with some concern about the Rose Theater's proximity to St. Vitruvio's Cathedral where fighting may still be ongoing.

NPCs

Elderick Runeweaver

A distinguished professor from the Amethyst Academy who speaks like Obama. Currently in Drakenheim to reclaim the Inscrutable Tower and become a director at the Academy. Acts as a key contact for the party, providing information, resources, and magic items in exchange for assistance. Knowledgeable about magical artifacts, delirium research, and the political situation in Drakenheim.

Friedrich von Lichten

A brilliant but disgraced former head of research at the Enigma Ziggurat. Published seven Academy texts on transmutation, human anatomy, and the effects of magic on the physical form. Known for talking at length about his findings like an excited child. Was expelled from the Academy for experimenting on fellow mages, turning them into monstrous drags. Now a malfeasant with a bounty on his head from both the Academy and Silver Order. His research on delirium contamination may be the key to curing Queen Leonora's condition. Possibly the 'Pale Man' of Drakenheim legend.

Leonora

The Queen whose sanity is severely compromised by delirium contamination and consumption of Elder Chillies. Her condition must be kept secret to maintain her legitimacy, as the Silver Order might declare her an abomination if they discover her tainted state.

River

A tiefling mage of the Amethyst Academy who entered Drakenheim to investigate the relit brazier. More knowledgeable about the Clock Tower than Runeweaver. Has been hunting hardcore for Friedrich von Lichten and believes he might be the 'Pale Man' from local legends.

Nathaniel Flint

A jovial, optimistic human man in his thirties who leads the Falling Fire religious movement at Hendrick's Farm. Described as Mr. Optimism and Mr. Positivity. Feeds visitors wine and is very interested in hearing about adventures. Believes strongly in destiny and divine connections. Takes new batches of pilgrims to have sacraments at the crater.

Lucretia Mathias

A powerful woman in her 60s who leads the Falling Fire faith and resides at St. Vitruvio Monastery in the Crater. A former sacred flame scholar knowledgeable about ancient prophecies, relics, and the history of Argonath and St. Vitruvio. Her own delirium shard embedded in her chest glows rhythmically during ceremonies. Conducts the sacrament of conversion and can barter powerful magic items. According to legend, she once saved a blacksmith boy from lycanthropy who went on to become a paladin wielding Twilight.

Serene

A pocket cleric who assisted the party in relighting the brazier at St. Vitruvio's Cathedral and knows the story of Argonath and St. Vitruvio.

Argonath

An ancient golden dragon who fought alongside the paladin St. Vitruvio centuries ago. The party recently encountered this dragon, and Tark felt a strong emotional connection. Lucretia believes there is a prophetic connection between Tark and Argonath, and proposes researching ways to resurrect the dragon.

Madame Rochelle

The exquisite hostess who runs the Gilded Lily and organizes the nightly performance acts.

Magistrate

An official who previously tried to get Oiroa to help write laws around delirium. Seen completely drunk at a table by himself at the Gilded Lily.

Flute Player

An entertainer at the Gilded Lily who quickly collects gold for Yazzy after his performance, gathering 29 gold from the crowd.

Female Singer

Another entertainer performing at the Gilded Lily.

Will Wheaton

A knight of the Falling Fire who previously fought alongside the party. He retrieves Tark and Syndle after their hours in the crater and brings them to meet Lucretia Mathias.

Ignatius

Tark's sentient greatsword with a strong bent towards truth and the ability to activate a zone of truth. The sword has a personality and doesn't get along with Twilight. Engages in a lengthy conversation with Lucretia Mathias about the Falling Fire's beliefs, confirming the sincerity of her visions. Can ignite with flame and deals radiant damage.

Tark's Father

A spectral manifestation of Tark's deepest fear and inner darkness that appears during the sacrament ritual. In life, he was a bookkeeper. The manifestation expresses dismay and disappointment over Tark's absence during the village's destruction, but offers forgiveness before disappearing after being defeated.

Arcane Wraith

A spectral entity that appears as part of Lucretia Mathias's sacrament ritual in the monastery.

Oscar Yoren

A wizard whose 'den of horrors' was previously visited by the party, where they encountered a summoned demon and nearly died.

Orson Fairweather

A former gladiator and the most prolific exporter of delirium operating in Emberwood Village. Described as a stout man with a heavily scarred and aged face, a leather eye patch, and a mouth of gold teeth. Was hung by the Silver Order for his delirium dealing activities.

Locations

Haunted House

A location containing a magic circle that Ned and Xakarium use to communicate with Elderick Runeweaver in the River Kingdoms.

St. Vitruvio's Cathedral

The site where a brazier was recently relit by the party, causing a boom heard as far as the River Kingdoms. Currently the location of an all-out brawl between multiple factions including Gramir, Queen's Men, Silver Order, and Hooded Lanterns.

Enigma Ziggurat

A former research facility where Friedrich von Lichten once served as head of the research department alongside multiple researchers and high-ranking mages.

Dragon's Tomb

The place where the party acquired a geode of delirium that was handed over to Elderick Runeweaver.

Hendrick's Farm

A gathering place for Falling Fire pilgrims south of Emberwood Village. Features a shed designated for Tark that children have decorated with a mural depicting him as a powerful dragon. Nathaniel Flint is present here along with pilgrims, though the warrior types and Lucretia Mathias are absent.

Gilded Lily

A fine, high-brow bar in Emberwood Village owned by Killian Vandire and run by Madame Rochelle. Features nightly entertainment including musicians and singers. Yazzy has a room here and is known for previous exceptional performances.

Silver Order Barn

A barn near the Hooded Lanterns watchtower by the river that has been converted into a base for the Silver Order to stay when they come into Emberwood Village.

The Crater

The site of the meteor impact, now a dangerous delirium-filled area shrouded in particularly thick Haze. Requires contamination checks to enter. Contains St. Vitruvio Monastery and is where the Falling Fire conducts sacred rituals. The treasury and armory of the Falling Fire are located here.

St. Vitruvio Monastery

A monastery within the Crater, also called St. Selena's monastery, where Lucretia Mathias resides and conducts ceremonies for the Falling Fire, including the sacrament of conversion. An arcane Wraith appears during rituals here.

Emberwood Village

The main town where the party stays, featuring various establishments including the Gilded Lily, Bark and Buzzard, and Skull and Sword. Serves as a hub for information and social interaction before entering Drakenheim.

Rose Theater

A location in Drakenheim that the party decides to visit next, noted to be close to St. Vitruvio's Cathedral.

Inscrutable Tower

A landmark in Drakenheim that Elderick Runeweaver wants to reclaim. He promises to provide the party with an executive summary, layout, and information about traps and defenses.

Clock Tower

A very interesting magical tower in Drakenheim that River knows more about. Elderick Runeweaver will provide information about it to the party.

Items

Royal Will Documents

Official papers found in St. Vitruvio's Cathedral that the party read through and handed over to Elderick Runeweaver to help prove their claim to the throne.

Blood Testing Device

A well-known device that can test the blood of anyone to determine their official blood-royalty relations within the Van Kessel family. Handed over to Elderick Runeweaver along with blood samples.

Geode of Delirium

A geode obtained from the Dragon's Tomb, given to Elderick Runeweaver. He suggests it could be used as payment, ransom, or leverage when dealing with Friedrich von Lichten.

Essence of Null

A potion of shimmering, viscous fluid created from Mage Eater glands. Creates an invisible anti-magic field for whoever drinks it.

Mage Seeker Amulet

A pulsating blue Mage Eater gland housed in a delicate brass and silver filigree cage, amulet-sized and round. When attuned, it pulses and glows when magic is nearby, allowing the wearer to sense the direction and power of magic through heightened senses. The gland hungers for magic and can feel the heartbeat of the world's mana, knowing exactly where to strike to make it stop. Designed to help find Friedrich von Lichten and dangerous in the hands of mage slayers.

Books and Journals from St. Vitruvio

Writings from the revered holy figure St. Vitruvio, handed over to Elderick Runeweaver for study.

Mirrored Shields

Three shields found in St. Vitruvio's Cathedral, given to Elderick Runeweaver.

Special Lights from the Library

Five desk lamps with interesting stories from the library in the basement of St. Vitruvio's Cathedral, given to Elderick Runeweaver.

Twilight

A magical greatsword with a legendary history. According to legend, it was crafted by a blacksmith boy afflicted with lycanthropy who intended to use it to take his own life, but was saved by Lucretia Mathias and became a paladin. Recognized by Lucretia as a relic wielded by one of St. Brenna's paladins. Tark trades it to Lucretia for a Belt of Hill Giant Strength and a plus two shield.

Elven Chain

Chain mail armor that grants proficiency even to those who lack proficiency with medium armor, with no penalties for wizards. Offered to Ned by the Amethyst Academy.

Bracers of Defense

Bracers that provide plus two to AC if the wearer is not wearing armor or carrying a shield. Offered as an alternative to Elven Chain for Ned.

Amethyst Shroud

A cloak with up to four charges that regains 1d4 charges daily. When hitting with an attack or spell, the wearer can expend any number of charges to deal an extra 1d6 lightning damage per charge. If targeted by an energy spell, can potentially recharge some charges. Offered to Xakarium by the Amethyst Academy.

Ring of Invisibility

A magical ring that grants invisibility. When activated, after taking an action that would break normal invisibility, it reactivates at the start of the wearer's next turn, allowing for near-perpetual invisibility. Offered by Lucretia as one option for trading Twilight.

Belt of Hill Giant Strength

A magical belt that grants the wearer a strength score of 21 (plus five bonus). Tark receives this from Lucretia in exchange for Twilight. Tark attunes to it before undergoing the sacrament.

Plus Two Shield

A magical shield that provides enhanced defense. Part of what Tark receives from Lucretia in the trade for Twilight.

Delirium Crystal

A crystal found by Tark in the crater after three hours of searching. Half smooth and rounded, half jagged, representing Tark's torn nature between his ideals and damaged experiences. Embedded into Tark's chest during the Falling Fire sacrament, granting him immunity to contamination.

Aqua Expergo

Syringes containing a substance that provides haze protection. Tark hands over his four shots to Ned after gaining immunity to contamination through the sacrament.

Ring of Spell Storing

A magical ring that can store up to five levels worth of spells. Ned explains its function to the party as they prepare for their next adventure.

Falling Fire Pamphlets

Informational materials about the Falling Fire faith that Ignatius reads overnight to learn about their beliefs and tenets.

Spells

Zone of Truth

A magical effect associated with the sentient sword Ignatius. When drawn, it creates an aura that compels creatures to speak truthfully or dodge questions. Affected creatures who fail their save may not know they are under its influence, while those who succeed are aware of the spell. Used by Tark to verify Syndle's honest testimony about his conversion experience.

Detect Magic

A spell mentioned in comparison to the Mage Seeker Amulet's abilities, which Elderick Runeweaver claims is far more powerful than the standard spell.

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