

# Session 48: Night Shift at the Smithy

**Date:** Apr 15th, 2026

## Summary

The night after Buck Farious fell to Tark's blade, the Iron Helm clan welcomed the party with open arms, filling the air around the campfire with ale, laughter, and repeated performances of Yazzy's new ballad, "Tark's Woe." Syndle spent the evening at the side of Gertrude — "Auntie Gertie" — a gladiator of fearsome reputation who had known Bondor in years past and was deeply moved to learn of his passing. Mordecai, ever the anxious accountant, bent anyone's ear who would listen about the clan's precarious finances: the protection money bled away to the Queen of Thieves, the fortune spent rebuilding after Bukfarious's war wagon, and the bulk-rate deals with Fairweather Trades and Exports — a merchant the party quietly informed him would no longer be taking their shipments. As dusk crept across the scar, the revelry faded. The Iron Helms set down their tankards, took up their posts along the walls, and checked their cannons and ballistas with the grim efficiency of people who had survived too many nights to take any of them for granted.

When full darkness fell, the scar came alive with an eerie beauty — octorine light pulsing from delirium clusters across the ruined landscape, a silent rolling lightning storm flickering overhead without a crack of thunder. Then came the sounds: distant shuffling and moaning that grew louder and closer from every direction at once. The first creatures to emerge from the haze were strange, warping dregs — one that blinked in and out of reality, another foaming and feral, running on all fours with grotesquely elongated arms, and a third bristling with protruding bone and shards of delirium. Tark opened the defense with a perfectly aimed shot that caught the displacer dreg mid-phase, dropping it before it could fully materialize. Yazzy levitated to the rooftop and filled one creature's mind with such unbearable psychic torment that it fled screaming into the darkness — only to return moments later, confused and furious, hurling a massive boulder through the smithy wall and crushing an Iron Helm clansman. Syndle raged into the thick of it, wreathing herself in flowers and vines that tangled the ground around her, then launched herself through the air to crash into the gargantuan creature responsible, shouting at it to pick on someone its own size. Ned unleashed a torrent of chaotic energy at the beast while Oiroa blessed the dwarves on the wall, and Xakarium climbed to a vantage point and released a thunderous sixty-foot cone of lightning that sizzled through a cluster of dregs and both gargantuan creatures — and somewhere out in the haze to the west, a vast shadow stirred and began moving toward the light.

The delirium dragon arrived without ceremony. It was gargantuan, crystalline, and terrible — its body a jagged mass of purple and octorine crystal that caught the storm-light as it flew. It let out a roar so thunderous and primal that it shook the very air, dealing devastating damage and leaving nearly every defender — dwarf and adventurer alike — trembling with supernatural fear. The beast swooped low over the camp and, almost casually, snatched up the gargantuan dreg the party had been laboring to bring down, swallowing it whole before climbing back into the sky. Oiroa moved quickly, weaving through the chaos to calm the fear gripping her allies and then binding the dragon's movements with a powerful slowing enchantment. Xakarium turned the dragon's own crystalline nature against it, unleashing a concussive sonic blast that rattled its gemstone hide, while Ned dropped a fireball into the remaining dregs on the perimeter, incinerating them in a single brilliant burst. It was Tark who delivered the blow that mattered most — flying up to meet the dragon face to face, with Ignatius hurling a blistering insult at it in Draconic, before driving a radiant strike deep into its crystalline body. The dragon, bloodied and furious, released one final thunderous roar and vanished into the haze at full speed, chased by a well-aimed cannon shot from the Iron Helm dwarves. The clan erupted in cheers, Oiroa moved through the wounded to mend what she could, and the party settled back into their posts — battered, exhilarated, and very aware that the night was only half over.

## Memorable Moments

"You leave that dwarf alone! You want to pick on somebody, you pick on me!"  
— Syndle

Syndle, mid-rage, flies through the air and crashes into a gargantuan dreg that had just hurled a boulder at an Iron Helm clansman

"The delirium dragon, bloodied by Tark's radiant strike, releases a final thunderous roar and vanishes into the haze — driven off by the party and a well-aimed cannon shot from the Iron Helm dwarves."  
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The climax of the night siege, with Tark flying up to confront the dragon directly and Ignatius hurling a Draconic insult at it before the killing blow

"Xakarium unleashes a sixty-foot cone of lightning into the night, sizzling through a cluster of dregs — and the distant shadow of the delirium dragon stirs and begins moving toward the smithy."  
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Xakarium's spectacular lightning torrent inadvertently drew the attention of the delirium dragon lurking in the haze

"The delirium dragon swoops over the camp mid-battle and casually snatches up and devours the gargantuan dreg the party had been fighting."

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The party had been working hard to bring down the gargantuan, only to watch the dragon steal their kill in one effortless swoop

## Scenes

### Vengeance for Tark's Woes: Celebrating with the Iron Helms

The party celebrates their victory over Buck Farious with the Iron Helm clan and prepares for a night of defense at the smithy.

- The party feasts and drinks ale with the Iron Helm clan following the death of Bukfarious.
- Yazy performs her new song, 'Tark's Woe', multiple times around the campfire at the clan's request.
- The party discusses trade options and learns that the Pillman is expected to return with protection potions in two days.
- The group agrees to stay the night to help the Iron Helms defend the Spoon Spoke Smithy from nocturnal creatures.
- Syndle spends time with Gertrude, whom she calls 'Auntie Gertie', learning that Gertrude knew Bondor and discussing Syndle's training and accomplishments.
- Mordecai discusses the difficult finances of their operation, including protection rackets, supply costs, and their trade relationship with Fairweather Trades and Exports — which the party reveals is no longer operational.
- As dusk falls, the Iron Helm clan members take their defensive positions on the walls, checking cannons and ballistas, their earlier revelry giving way to anxious vigilance.
- The party members station themselves around the smithy, with some taking positions on the rooftop.

### Night Falls on the Spoon Spokesmithy

## As darkness descends over the Drakkenheim scar, the party and the Iron Helm clan face the first wave of nighttime creatures.

- An eerie, silent lightning storm begins as the octorine glow of delirium clusters illuminates the hellscape of the scar.
- The sounds of shuffling and moaning fill the air as creatures approach from all directions, including from below.
- Tark opens the engagement by firing his bow at a displacer dreg, which blinks out of reality to avoid the first arrow before being slain by the second.
- Yazy levitates to the rooftop and casts Dissonant Whispers on a large creature, wracking it with psychic pain and forcing it to flee into the darkness.
- A grotesque gargantuan creature retaliates by hurling a massive boulder through the wall, blasting an Iron Helm clansman.
- Syndle enters a rage, manifesting an aura of flowers and vines that creates difficult terrain, before leaping into the fray to confront the gargantuan.
- Ned fires a frenzy bolt at the gargantuan creature, striking it with force and fire damage.
- Oiroa casts Bless upon six Iron Helm defenders stationed along the smithy's wall.
- A frenzied dreg with elongated arms and talons leaps onto the wall, brutally slaying an Iron Helm clansman with its claws.
- A lambent dreg with a glowing gullet and a spiny dreg bristling with delirium shards join the assault on the walls.
- A displacer dreg shudders into existence behind the defensive lines, striking a dwarf with its barbs.
- The Iron Helm dwarves call out a warning as a massive Haze Hulk is spotted in the distance, and the northeast cannon fires on it.
- Reginald fires magic missiles from the smithy window, and Mordecai throws daggers from the rooftop.
- Gertrude leaps into the fray, skewering a dreg with her spear to protect a dwarf on the wall.
- Tark flies across the battlefield to assist his allies.
- Xakarium levitates ten feet into the air and unleashes a massive torrent of lightning in a sixty-foot cone, sizzling through multiple dregs and a gargantuan creature.
- A terrifying roar echoes from the west as a shadowy figure lifts off the ground in the distance, signaling the approach of a greater threat.

## The Delirium Dragon Attacks

A gargantuan delirium dragon emerges from the haze and assaults the smithy, unleashing thunderous terror upon the defenders.

- Yazy attempts to strike a blurry, reality-warping displacer dreg with her rapier but finds the creature's form impossible to pierce as it turns its head without moving its body.
- The gargantuan creature regenerates some of its flesh before slamming its meaty paws into Syndle.
- Syndle uses a Draconic Cry to embolden her allies and attacks the gargantuan recklessly.
- Gertrude joins the fray, throwing spears to cleave a dreg off one of the defensive cannons.
- The delirium dragon — gargantuan, crystalline, and purple-octorine in color — emerges from the haze and lets out a terrifying roar that deals thunder damage in a 120-foot radius, leaving most defenders frightened.
- The dragon flies over the camp and snatches up and consumes the gargantuan dreg.
- Ned drops a fireball on a cluster of dregs, incinerating the remaining small threats near the perimeter.
- Oiroa casts Calm Emotions to suppress the supernatural fear instilled by the dragon's roar.
- Oiroa also casts Slow on the dragon, successfully hindering its movements.
- A lambent dreg releases a wave of contamination, dealing radiant and necrotic damage to nearby defenders and killing one Iron Helm clansman.
- Yazy uses psychic blades to finish off a persistent spiny dreg.
- Xakarium unleashes an upcast Shatter spell against the crystalline dragon, exploiting its inorganic composition.
- Tark flies up to confront the dragon directly, insulting it in Draconic through Ignatius, and delivers a radiant strike that bloodies the beast.
- Upon being bloodied, the dragon releases a final terrifying roar dealing thunder damage and retreats at full speed into the haze.
- The Iron Helm dwarves fire a cannon at the dragon, landing a solid blow before it escapes.
- Eloise rallies a fleeing dwarf and strikes down a displacer dreg with her longsword.
- Oiroa and the Iron Helm clerics move through the ranks, healing the wounded defenders after the dragon flees.
- The party discusses using the barrels of delirium stored in the camp as improvised traps or spell fuel for future waves.

## NPCs

### Gertrude

A gladiator and one of the four Iron Helm siblings, known as 'Auntie Gertie' to Syndle. She is a warrior type who knew Bondor and acts as a mentor figure. She fought on the front lines during the night siege, using her spear with deadly precision to protect her kin and the party.

### Mordecai

One of the Iron Helm siblings, described as roguish and a 'nerdy accountant type' mage. He manages the clan's finances and complained about their costs, including protection rackets and supply expenses. He assisted in the defense by throwing daggers from the rooftop.

## Reginald

One of the four Iron Helm siblings who helped defend the smithy, firing magic missiles from the smithy windows to repel the attacking dregs.

## Eloise

One of the Iron Helm siblings and a cleric. She provided magical support during the battle, blessed her siblings, rallied a fleeing clansman, and struck down a displacer dreg with her longsword.

## Delirium Dragon

A gargantuan, bestial creature made of crystalline delirium — purple, octorine, and crystalline in appearance. It has reared its head near the Iron Helm camp before but never fully engaged. During this session it attacked the smithy, consuming the gargantuan dreg mid-flight, unleashing a thunderous roar that frightened the defenders, and retreating into the haze after being bloodied by the party.

## Haze Hulk

A massive, terrifying creature of the haze that approached the smithy from the northeast, drawing the fire of the smithy's heavy cannons.

## Locations

### Spoon Spoke Smithy

A blacksmith shop constructed directly over the Drakkenheim scar, featuring fortified walls, cannons, and ballistas used by the Iron Helm clan to defend against the creatures of the haze. The rooftop serves as a key defensive position, worn smooth from years of fighting.

### The Scar

A massive crater-like hellscape running east to west, peppered with glowing delirium clusters that cast an octorine glow across the ruins at night and draw in creatures from all directions. An eerie, constant rolling lightning storm without thunder illuminates the sky above it.

# Items

## Iron Helm Cannons

Heavy siege weapons mounted on the smithy walls, used by the Iron Helm dwarves to fire massive projectiles at large threats. During the night siege they were fired at a distant Haze Hulk and later at the delirium dragon, landing a solid blow on the latter.

## Iron Helm Ballistas

Ranged siege weapons stationed on the smithy walls, used by the Iron Helm clansmen to fire on the encroaching dregs during the night assault.

## Wand of Magic Missiles

A magical wand used by Ned to unleash unerring bolts of force at enemies during the night siege, including a dreg caught in the defensive wire.

## Barrels of Delirium

Large containers filled with raw delirium crystals collected and stored by the Iron Helm clan around their camp. The party discussed using them as improvised explosive traps or as fuel to supercharge magical attacks in future waves.

## Ignatius

Tark's magical weapon or companion that speaks Draconic. During the battle, Tark had Ignatius hurl a Draconic insult at the delirium dragon as he flew up to confront it directly.

## Protection Potions

Potions supplied by the Pillman that protect against the contamination of the haze, allowing the Iron Helm clan to live and operate within the ruins. A new shipment was expected within two days.

# Spells

## Dissonant Whispers

Cast by Yazzy on a large creature early in the night siege, wracking it with terrible psychic pain and forcing it to use its reaction to flee into the darkness. The creature later returned, confused and angry.

## Bless

Cast by Oiroa on six Iron Helm defenders stationed along the smithy's wall, bolstering their resolve and accuracy during the night assault. Eloise also cast a version of this on her siblings.

## Frenzy Bolt

A chaotic spell from the school of twisted arcana cast by Ned, striking a gargantuan creature with a combination of force and fire damage.

## Levitate

Used by Yazzy to ascend to the rooftop of the smithy, gaining a tactical vantage point at the start of the night battle.

## Magic Missile

Used by both Ned (via his wand) and Reginald to strike enemies with unerring bolts of magical force throughout the night siege.

## Torrent of Lightning

Xakarium released a massive sixty-foot cone of electrical energy that sizzled through multiple dregs and a gargantuan creature, dealing significant damage. The display appeared to attract the attention of the delirium dragon lurking in the distance.

# Toll the Dead

A necrotic incantation used by Oiroa multiple times during the battle, targeting wounded gargantuan creatures with the sound of dolorous bells. The targets consistently rolled poorly on their wisdom saves.

# Fireball

Cast by Ned to eliminate a cluster of dregs attacking the perimeter, incinerating several of them in a single explosive burst.

# Calm Emotions

Used by Oiroa to suppress the frightened condition affecting the party and the dwarves after the delirium dragon's terrifying roar.

# Slow

Cast by Oiroa on the delirium dragon, successfully hindering its movements and defenses after it flew over the camp.

# Shatter

An upcast sonic burst used by Xakarium against the delirium dragon, exploiting its inorganic crystalline composition to give the dragon disadvantage on its saving throw.

# Psychic Blades

Used by Yazzy to deal the finishing blow to a persistent spiny dreg during the night siege.

# Healing Word

Used by Oiroa to bolster Yazzy during combat, granting her a bonus weapon attack alongside the healing.

# Cure Wounds

Used by the Iron Helm clerics after the dragon retreated, mending the injuries sustained by Tark and Gertrude during the night defense.

# Draconic Cry

Used by Syndle to embolden her allies, granting advantage on attacks against nearby enemies during the heat of battle.

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