

# Session 5 - Chapel of St. Brenna (Part 2)

**Date:** Feb 18th, 2025

## Summary

Deep within the Chapel of St. Brenna, a party of adventurers discovered a peculiar donut-shaped crypt illuminated by dozens of flickering candles. Six stone sarcophagi lined the curved walls in semi-circular alcoves, containing the skeletal remains of clerics and paladins of the Sacred Flame. When Ned attempted to magically retrieve a glowing greatsword from one of the remains, the skeletons awakened, their eye sockets gleaming with citrine gems, and a flaming skull with ruby eyes burst into green flames. The battle that ensued was fierce, with the undead guardians wielding short swords while one particularly formidable skeleton brandished the magical greatsword known as Twilight. This mystical weapon did more than just harm - it forced those struck to reveal their deepest sins, sharing visions of their transgressions with all nearby. Tark's painful memory of being drunk when his clan was killed and Xakaris's tale of defiling his captain's mug were laid bare before the group. The flaming skull proved to be a powerful spellcaster, launching devastating spells at the party while they fought to survive. The adventurers demonstrated remarkable ingenuity in securing their escape route. They initially used Twilight as a doorstop before replacing it with an immovable rod, carefully concealing their tampering with skeletal remains. The group created a three-foot opening for escape and strategically moved sarcophagus lids to prop open doors. However, their clever planning was tested when the skeletons reformed after ten minutes, and the flaming skull unleashed a devastating fireball. Despite this setback, the party persevered and defeated their reanimated foes once again. In Saint Vitruvio's chamber, they discovered an unlit pyre and a magnificent statue of the saint himself, holding a powerful magical scepter. Through careful investigation, they located a box containing a sacred finger bone beneath the pyre. The party solved an illumination puzzle, using light magic to successfully retrieve the scepter, while mysterious voices spoke of bearing light and absolving sin. Their exploration was interrupted by the sound of prayers from beyond a nearby door. Their escape proved equally dramatic as they raced to dismantle and scatter the skeletal remains outside the crypt. In the cemetery, they encountered members of the Falling Fire group engaged in combat with reanimated skeletons. The party didn't hesitate - they scaled the five-foot cemetery wall and made their escape while being noticed by their rivals. Their daring heist yielded valuable treasures including holy symbols, gems, and powerful magical items, which they successfully transported back to Emberwood Village without further incident.

# Scenes

## Exploring the Sacred Flame Crypt

The party enters a donut-shaped chamber with skeletal remains that awaken when disturbed

- Party enters circular crypt with 6 sarcophagi containing skeletal remains
- Ned attempts to mage hand the magical greatsword
- Skeletons awaken when sword is disturbed
- Flaming skull with ruby eyes activates
- Combat begins with skeletons and flaming skull

## Battle with Undead Guardians

Extended combat with animated skeletons and flaming skull in the crypt chamber

- Multiple skeletons attack with short swords and magical greatsword
- Flaming skull participates as 5th level spellcaster
- Magical greatsword reveals sins when it hits
- Xakaris's sin about urinating in captain's mug is revealed
- Tark's sin about being drunk when clan was killed is revealed
- Party uses various spells and healing to survive
- Yazzy decapitates a skeletal cleric

## Securing the Exit Strategy

The party devises and executes plan to maintain escape route

- Used magical greatsword as temporary doorstop
- Successfully placed immovable rod to hold door open
- Concealed rod with skeletal remains
- Created 3-foot opening for escape
- Moved sarcophagus lids to prop open doors

- Skeletons reformed after about 10 minutes
- Flaming skull cast devastating fireball
- Party defeated reanimated enemies again

## Saint Vitruvio's Chamber

The party discovers and explores a sacred chamber with important artifacts

- Found circular chamber with unlit pyre
- Discovered statue of Saint Vitruvio holding scepter
- Located box containing finger bone under pyre
- Detected powerful magic aura from scepter
- Cast light spell to illuminate Oiroa
- Successfully retrieved scepter after solving light puzzle
- Heard mysterious voice about bearing light and sin
- Heard woman praying on other side of door

## Cemetery Escape

The party makes their escape while others battle reanimated skeletons

- Dismembered and separated skeleton parts
- Moved all skeletal remains outside faster than the 10 minute respawn
- Saw Followers of the Falling Fire members fighting skeletons
- Helped each other climb over 5-6 foot cemetery wall
- Successfully escaped within 3 rounds while being noticed by combatants
- Made it out of Drakkenheim without encounters

## Npcs

### Sacred Flame Guardians

Skeletal remains of clerics and paladins with citrine gems in their eye sockets, wearing tattered cloth and holding sacred flame holy symbols. Some wielded short swords while one possessed a magical greatsword. Included one identified as former Silver Order paladin.

## Flaming Skull

A powerful undead skull with ruby eyes that emanated green flames, acting as a 5th level spellcaster. Could cast devastating spells like fireball and seemed unconcerned about damaging its skeletal allies.

## Saint Vitruvio

A revered holy figure depicted in statue form as an armored warrior in decorated helm, whose finger bone was preserved as a holy relic and whose scepter held powerful magic.

## Stubbs

An NPC companion who strategically avoided combat by staying outside during the crypt exploration, later seen when party disposed of skeleton parts.

## Falling Fire Members

Rival adventuring group seen fighting the reanimated skeletons in the cemetery, including a notably skilled female warrior.

## Oscar

An alchemist known for making healing potions under questionable laboratory conditions, leading to potential contamination effects in his products.

# Locations

## Chapel of St. Brenna Crypt

A donut-shaped chamber with vaulted ceilings, illuminated by dozens of candles. Contains six stone sarcophagi in semi-circular alcoves along the walls. Features stone slab doors that move up and down, with religious engravings about compassion and light.

## Saint Vitruvio's Chamber

Circular chamber containing an unlit pyre with chimney vents, statue of Saint Vitruvio holding scepter, and two unlit candles. Hidden compartment under pyre contained a holy relic.

## Cemetery

Walled burial ground surrounded by 5-6 foot high walls where Falling Fire members were seen fighting reanimated skeletons during the party's escape.

# Emberwood Village

The destination town where the party returns after their dungeon expedition to sell their acquired treasures and rest.

## Spells

### Invisibility

Cast by party member to become invisible and move away from combat.

### Thunderwave

Upcast to 2nd level with careful spell metamagic to avoid affecting allies while damaging and pushing back enemies.

### Frenzy Bolt

A chaotic spell that deals damage and bounces between targets based on odd/even rolls.

### Toll the Dead

A necromantic cantrip used by multiple casters, appearing variously as sonic booms, rolling thunder, or white waves based on the caster.

### Healing Word

A healing spell used as a bonus action to restore hit points to injured allies.

### Fireball

Cast by the flaming skull, creating a 20-foot radius explosion of flame that could go around corners. DC 13 Dexterity save for half damage.

### Detect Magic

Used to identify magical properties of items including the scepter and other artifacts.

### Light

Used to illuminate Oiroa which allowed retrieval of the scepter from the statue.

# Items

## Twilight

A +1 magical greatsword etched with celestial runes that glows with soft blue light in a 15-foot radius. When it strikes targets, they are forced to reveal and regret past sins, sharing the vision with others within 30 feet.

## Sacred Flame Holy Symbols

Collection of gold (worth 50 gold) and silver (worth 25 gold) religious symbols recovered from the skeletal remains, including emblems of the Silver Order.

## Immovable Rod

A valuable magical item worth approximately 5000 gold that can be fixed in place, used by the party to hold open heavy stone doors.

## Saint Vitruvio's Relics

Including his scepter (radiating powerful magic) and preserved finger bone found in box beneath the pyre.

## Gemstones

Multiple citrine gems (worth 25 gold each) from skeleton eye sockets and two rubies (worth 50 gold each) from the flaming skull's eyes.

## Anointing Oil

Six vials of holy oil recovered from the crypt, valued at 12 gold each.

## Utility Scrolls

Collection including Fairy Fire, Remove Curse, Detect Magic, and Lesser Restoration that were distributed among party members.

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Revision #3

Created 19 February 2025 20:25:51 by admin

Updated 5 March 2025 19:48:30 by admin