

Session 58: A Game of Magical Chairs

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Summary

The party gathered once more in the Directorate's Office, a grand chamber high in the tower featuring a working lab, a library, and a throne fitted with a mysterious runic control panel. Tark, his vision sharpened by a powerful enchantment that let him peer into the ethereal plane, helped the group take stock of their surroundings. Ned and Xakarium puzzled over the runes carved into the throne's control panel, and even Ignatius — Tark's pompous, sentient sword — was consulted, though he admitted he could not actively decipher the complex script. After some experimentation, Ned worked his way through the panel's switches, discovering they controlled the room's chandeliers, the visibility of the ethereal staircase, the elevator, a floating stone table, the room's temperature, and a door to the south that opened onto a balcony of shimmering magical force. A hidden switch caused the throne's velvet cushion to undulate pleasantly, though a stern magical voice immediately warned that he was not permitted to sit there.

Ned, never one to be easily deterred, settled into the throne anyway and was informed by the voice that he was not the highest-ranking Academy member present — Eldrick Runeweaver still lived somewhere in the tower. Undaunted, the party turned their attention to the ethereal staircase, which acted as a high-speed escalator plunging over a thousand feet underground. Tark watched in awe as every floor of the tower blurred past — residencies, research floors, the great library, and the breach — before the shaft gave way to something far more ominous. The walls of the cylindrical descent were lined with tens of thousands of hexagonal cells arranged in a vast honeycomb, and at the bottom the party landed in a forty-foot-wide obsidian chamber, the air heavy and still.

Peering into the cells around them, the party found a grim menagerie of the imprisoned and the forbidden. One cell held a translucent larva floating within a sphere of light-devouring oil, ringed by burning braziers of salt. Another contained a five-armed modron construct covered in anti-magic runes, its asymmetry deeply unsettling. A third held a woman in Academy robes fractured into six overlapping ghost images of herself, each screaming and slowly disintegrating at a different rate. Most striking of all was a towering Dao genie, his lower body a whirlwind of desert grit, his arms manacled to enormous lodestones.

Ned used the vault's voice-activated transport system to visit the forbidden artifacts wing, where he discovered the Jar of Flayed Whispers — a plain glass jar sealed with red wax and black bone stamps, containing a swirling storm of ash and paper-thin, dry humanoid tongues said to answer secrets. The party then traveled to the weapons vault, where Ignatius provided grim historical context for each of the legendary yet seemingly cursed items they found. The Cuirass of Eternal Strife, suspended in liquid cold iron, had once fused with the warlord General Malachor and driven him to slaughter his entire army in a single night of frenzy. The Dread Crown of the Hollow King whispered in a forgotten tongue and granted psychic immunity, but slowly erased the wearer's identity until nothing remained. The Obsidian Scythe of the Bleeding Sun drained life from enemies to heal its wielder, and the Aegis of the Void Star — a shield of primordial dark starlight — had nullified magical onslaughts for the high paladin Vespera before slowly consuming her inner light over years of use.

When Squishnick attempted to touch the glass of one of the cells, a magical voice announced that a Director's Ring was required to open the vaults. Before the party could discuss their next move, Yazzy suddenly went very still — the bound Djinn genie had reached out telepathically, offering a single true wish in exchange for his freedom. Yazzy accidentally blurted "where are you?" aloud, immediately tipping off the entire party, and then followed it up with a breezy "totally not compromised, guys, just fine, nothing to see here."

Back in the Directorate's Office, Tark used his ethereal sight to peer beneath the floating stone table and discovered eight demiplane doorways hidden in the ground below. Ned asked the throne's voice how to reach the Nexus and was directed to a staircase on the balcony to the south. When Syndle opened the southern door, a glimmering walkway of magical force materialized around the exterior of the tower, and a massive telescope of glass and bronze emerged from the wall on a metallic crane. Ned found a recording on the telescope showing the meteor impact from fifteen years ago, a haunting glimpse into the catastrophe that had shaped everything. The party ascended the balcony staircase one floor up and stepped into the heart of the tower's power — the Spire Nexus.

The Nexus was a breathtaking and deeply unsettling chamber. At its center, a gigantic arcane apparatus whirled and hummed upon an obsidian plinth — revolving rings of brass, rotating golden plates, whirling crystal lenses, and glass orbs of every color orbiting a pulsing sphere of prismatic energy that convulsed and spat arcs of arcane plasma. Eight massive cushioned chairs on articulating bronze arms surrounded the machine, each containing what appeared to be a warped, lifeless body. The ceiling above was a dome of interlocking glass panes, each gazing out onto a different alien sky, with booming lightning crackling beyond. The bodies in the thrones, the party soon realized, were not corpses at all — they were holographic projections of the Academy's founding mages, silent and still like exhibits in a hall of history.

Ned identified the projection in the Divination throne as Archmage Sibylla Thorne, the Many-Eyed — a frail, gaunt woman wrapped in silk stoles embroidered with stylized open eyes, her biological eyes ritually replaced with faceted astral quartz. The party also recognized the founding Archmage of the School of Enchantment, a strikingly handsome man with porcelain skin and deep violet irises that reflected light like spun glass. Before they could investigate further, Eldrick Runeweaver himself strode out of a visible tear in space-time and thrust his delirium-crystal-tipped staff into

the very heart of the Nexus. Sound collapsed into an eerie hum, a wave of octarine light detonated outward, and the party found themselves frozen in a translucent temporal aura. When the stasis faded, Eldrick's booming voice filled the room — the eight thrones had to be calibrated immediately, or the entire system would collapse.

Eldrick provided urgent instructions for the Transmutation and Divination thrones before the timer began in earnest. Ned took his seat in the Transmutation throne as the seat attempted to calcify him into a slurry of granite, lead, and quicksilver. Oiroa bolstered Tark's instincts, and Tark applied the correct neutralizing alchemical agents to the throne's base with expert precision, stabilizing the elemental viscosity just in time. As the first throne locked into place, a thunderous roar echoed from somewhere above — the dragon Amaranthyst had arrived. She descended into the Nexus as a gargantuan ancient dragon and immediately lunged at the frozen, invulnerable form of Eldrick Runeweaver, her jaws passing harmlessly through him.

Yazzy used a burst of magical speed to cross the chamber and levitate into the Enchantment throne, donning her mask to project an aura of absolute authority. The throne's command matrix demanded total subservience, but Yazzy browbeat it into submission with sheer force of will, resetting the second chair. As the Enchantment throne locked, Amaranthyst visibly de-aged by a measure, her ancient power diminishing. She retaliated with a psychic assault that sent shockwaves through the party's minds, and Syndle — fueled by wild magic rage — launched himself at the dragon in a blaze of spectral dragon wings and multicolored protective light, landing a flying kick against the massive creature. His wild magic surged again, sending a bolt of radiant light from his chest that temporarily blinded the dragon, though her supernatural senses allowed her to fight on regardless.

Amaranthyst unleashed a terrifying roar that shook the entire chamber, dealing devastating thunder damage and gripping several party members with supernatural fear. She then breathed a cone of mutating necrotic energy across the room — Tark shrugged off the worst of it, Xakarium found himself able to scale walls like a spider, and Oiroa was struck full force, her blood veins erupting through her skin in glowing octarine lines as she collapsed unconscious. The battle raged on with the dragon growing increasingly aggressive, delivering brutal bites and claw strikes against Tark while the rest of the party scrambled to reach the remaining thrones. Ned and Yazzy coordinated to reset the Evocation throne — Ned endured surging twin arcs of lightning as a living ground while Yazzy threw the insulated coolant levers at precisely the right moment. As the Evocation throne locked, Amaranthyst shrank again, going from gargantuan to the size of a large adult dragon.

Then, against all odds, Oiroa's eyes snapped open. She rose from the floor with one ragged breath, stood, and immediately climbed into the Divination throne. With her allies shouting out familiar landmarks from the ruins of Drakkenheim to anchor her mind, she pulled down the crystalline visor and fought through the overwhelming sensory cascade on her second attempt, successfully resetting the chair. Amaranthyst shrank further still, her power diminishing to that of a young dragon, and all supernatural fear she had projected lifted from the party. Xakarium, still blinded from an earlier discharge, was guided by his allies toward the next throne — unfortunately, their directions led him straight off the edge of the thirty-foot raised platform, and he crashed into the

gears of the machinery below with a resounding clang.

Yazzy, eyes closed, levitated into the Illusion throne and located the manual breaker entirely by touch and sound, flicking the toggle switch with practiced precision. The Illusion throne locked, and Amaranthyst shrank again — now only a medium-sized young dragon, her once-terrifying presence reduced to something the party could look in the eye. Syndle, no longer gripped by fear, let out a shattering draconic cry that rallied his allies, granting them all a surge of focus against the creature. Ned used a crackling burst of thunder to teleport himself and Oiroa across the chamber to the Conjunction throne, where Oiroa anchored herself against a planar shear that threatened to drag her across the ethereal boundary, resetting the chair through sheer charismatic force of will. The dragon shrank to the size of a small creature, her legendary power nearly spent.

With the end in sight, Ned endured crushing force pressure in the Abjuration throne while Oiroa channeled a powerful warding spell directly into the primary matrix, resetting the chair. Amaranthyst, now little more than a wormling, unleashed a final volley of crystalline shards before attempting to tear open a rift between worlds and flee. But Tark and Syndle were faster — they delivered simultaneous blows as the dragon tried to escape, and the creature collapsed to the floor. Her body shifted through forms in death — first a woman in purple robes, then a delirium-corrupted dragonborn — before going still at last. The Aegis of the Void Star absorbed her essence, recording her name on its surface and gaining the power to protect against the very force magic she had wielded.

Syndle took the final seat in the Necromancy throne, enduring a painful blood-draw as needles primed the stasis array, and the last chair locked into place. The Spire Nexus stabilized, the dimensional rift sealed shut, and the chaotic energy that had been tearing the room apart finally went quiet. Eldrick Runeweaver was freed from his temporal stasis, the tower was theirs, and the party — battered, mutated, and triumphant — had slain their long-time nemesis and closed the breach that had threatened everything. They had earned their rest, and with it, a new measure of power.

Memorable Moments

"Totally not compromised, guys. Just fine. Nothing to see here."
— Yazzy

Said immediately after accidentally blurting out 'where are you?' aloud in response to the genie's telepathic contact, tipping off the entire party

Ned sits on the Director's throne and is immediately told by a stern magical voice that he is not permitted there — only to be informed there is one other of equal rank, who then turns out to be dead.

Ned's attempt to claim authority on the throne backfired, then the voice corrected itself to confirm he is now the highest-ranking member alive

Oiroa rolls a natural 20 on her death saving throw, standing back up with one hit point in the middle of the battle to immediately attempt to reset the Divination throne.

Oiroa had collapsed from 81 points of necrotic damage and a mutation, yet miraculously returned to the fight at a critical moment

Tark and Syndle deliver simultaneous killing blows to Amaranthyst as she attempts to flee through a rift, slaying the party's long-time nemesis.

The dragon had tormented the party for months; her death triggered Tark's Aegis of the Void Star to absorb her essence and gain force damage protection

Amaranthyst's body collapses and shifts through multiple forms — first a woman in purple robes, then a delirium-corrupted dragonborn — before going still, revealing her true nature.

The party stood over the body of their defeated nemesis as her disguises fell away in death

Xakarium, guided blind by his allies shouting directions, walks straight off a thirty-foot ledge and crashes into the gears of the Nexus machinery below.

His allies told him to go straight to his right to reach a throne, but the directions led him directly off the edge of the raised platform

Syndle launches a flying kick at the gargantuan ancient dragon Amaranthyst, manifesting spectral dragon wings as he flies feet-first like a tiny green bullet.

A three-foot-tall kobold barbarian hurling himself at an ancient dragon the size of a building, fueled entirely by wild magic rage

The Genie Forge Lord telepathically contacts Yazzy from his cell, offering a single true wish in exchange for shattering his lodestone seals — a nuclear option the party now holds in reserve.

The party acknowledged the offer but chose not to act on it, leaving the genie imprisoned as a potential last resort

Scenes

The Director's Office and the Throne's Secrets

The party explores the Director's office, discovering a control panel on the throne that operates various tower functions.

- The party gathers in the Director's office, a room containing a working lab and library.
- Tark uses his True Seeing to inspect the room, noting the ethereal staircase and the elevator.
- Ned and Xakarium attempt to decipher the runes on the throne's control panel, arriving at the same conclusion despite the difficulty.
- Ignatius, Tark's sentient sword, is asked to decipher the runes but is unable to read the complex script.
- Ned experiments with the switches, discovering they control the room's lighting, the visibility of the ethereal staircase, the elevator, a floating stone table, room temperature, and a door to the south.
- Ned discovers a hidden switch that causes the throne's velvet cushion to undulate and massage, but a stern voice warns that he is not permitted on the throne.
- Ned sits on the throne briefly and is told he is not the highest-ranking Academy member present, as Eldrick Runeweaver is still alive in the tower.

Descent into the Deep Cells

The party takes the ethereal staircase deep underground to a massive honeycomb-like prison vault.

- The party boards the ethereal staircase, which acts as a high-speed escalator descending twelve hundred feet underground.
- Tark observes the various levels of the tower passing by, including residencies, research floors, the library, and the breach.
- The party arrives at the bottom floor, a forty-foot-wide obsidian chamber containing a cylindrical shaft lined with thousands of hexagonal cells arranged in a honeycomb.
- They observe several prisoners in the cells, including a translucent larva suspended in a sphere of light-devouring oil ringed by burning braziers, a five-armed modron construct covered in anti-magic runes, a woman in Academy robes fractured into six overlapping ghost images, and a towering Dao genie manacled to giant lodestones.

The Deep Cells and Forbidden Artifacts

The party explores the high-security underground vaults of the Amethyst Academy, discovering legendary cursed items and a bound genie.

- Ned uses the voice-activated transport system to visit Vault 11, the Vault of Forbidden Artifacts and Relics, discovering the Jar of Flayed Whispers — a glass jar sealed with red wax and black bone stamps, containing a swirling storm of ash and dry humanoid tongues.
- The group travels to Vault 12, the weapons vault, to search for powerful items to aid in their upcoming battle.
- Ignatius, Tark's sentient sword, provides historical context for several cursed legendary items found in the vault.
- The party inspects the Cuirass of Eternal Strife, a blood-soaked breastplate suspended in liquid cold iron that once drove the warlord General Malachor to slaughter his entire army.
- They examine the Dread Crown of the Hollow King, a circlet of tarnished white gold set with three lightless sapphires that grants psychic immunity but slowly erases the wearer's identity.
- The party views the Obsidian Scythe of the Bleeding Sun, a life-draining weapon forged from volcanic glass by apocalyptic zealots.
- They discover the Aegis of the Void Star, a shield made from primordial dark starlight that nullifies magic but slowly consumes the wielder's vitality.
- Squishnick attempts to touch the cell glass, triggering a magical warning that a Director's Ring is required to open the vaults.
- Yazzy is telepathically contacted by the bound Dao Genie Forge Lord in Cell Four, who offers a single true wish in exchange for his freedom — and Yazzy accidentally says 'where are you?' aloud, tipping off the party.
- The party decides to return to the Director's Office to search for the required ring and a way to reach the Spire Nexus.

The Director's Office and the Ethereal Balcony

The party returns to the Director's office, discovers hidden demiplane doorways, and finds the path to the Nexus via a balcony staircase.

- Tark uses True Seeing to look beneath the floating stone table, discovering eight demiplane doorways in the ground below.
- Ned asks the throne's voice how to reach the Nexus and is told there is a staircase on the balcony.
- The throne's voice confirms that Eldrick Runeweaver is the highest-ranking Academy member, last seen at the Nexus.
- Syndle opens the door to the south, causing a glimmering balcony of magical force to manifest around the exterior of the tower.
- A massive telescope of glass and bronze emerges from the tower wall on a metallic crane, featuring intricate switches and levers.
- Ned observes a recording on the telescope showing the meteor impact from fifteen years ago.
- The party ascends a staircase on the balcony to reach the Spire Nexus one floor up.

Arrival at the Spire Nexus

The party enters the heart of the tower's power, finding a massive arcane apparatus and holographic projections of the Academy's founding mages.

- The party enters a chamber dominated by a gigantic arcane apparatus whirling upon an obsidian plinth, featuring revolving brass rings, golden plates, crystal lenses, and glass orbs orbiting a pulsing sphere of prismatic energy.
- Eight massive cushioned chairs on articulating bronze arms surround the apparatus, each containing a warped, lifeless-looking body.
- The ceiling is revealed to be a dome of interlocking glass panes, each looking out onto a different alien sky with booming lightning crackling above.
- The party discovers the bodies in the thrones are holographic projections of the Academy's founding mages, not actual corpses.
- Ned sits in the Divination throne and identifies the projection as Archmage Sibylla Thorne, the Many-Eyed, a gaunt woman with silk stoles covered in stylized eyes and astral quartz replacing her biological eyes.
- The party also identifies the projection of Kushian, the founding Archmage of the School of Enchantment, a strikingly handsome man with porcelain skin and disquieting violet irises.

Eldrick's Instructions and the Start of the Nexus Calibration

Eldrick Runeweaver appears through a temporal rift and instructs the party on how to stabilize the Spire Nexus before the system collapses.

- Eldrick Runeweaver strides out of a visible tear in space-time and thrusts his delirium-crystal-tipped staff into the heart of the Nexus, collapsing all sound into an eerie hum.
- A shimmering wave of octarine light detonates outward, freezing the party in a translucent temporal aura before fading.
- Eldrick's booming voice fills the room, explaining that the party must calibrate each of the eight thrones to stabilize the spire before the system collapses.
- He provides specific instructions for the Divination throne — the occupant must resist a sensory deluge and identify three geographic anchors from Drakkenheim while allies shout out familiar landmarks.
- He provides instructions for the Transmutation throne — the occupant must resist calcification while an external person applies neutralizing salts to the base.
- Initiative is rolled as an elder storm whips through the room and a timer begins.

Resetting the Transmutation and Enchantment Thrones

The party begins calibrating the Spire Nexus thrones while the dragon Amaranthyst arrives and attacks.

- Oiroa casts Skill Empowerment on Tark, doubling his proficiency for the task of applying neutralizing salts to the Transmutation throne's base.
- Ned sits in the Transmutation throne and resists a petrification effect as the seat attempts to turn him into a slurry of granite, lead, and quicksilver.
- Tark successfully applies the neutralizing salts, and the Transmutation throne is reset.
- As the first throne locks into place, a roar echoes from the dragon Amaranthyst somewhere in the tower.
- The gargantuan ancient dragon Amaranthyst arrives at the Nexus and attempts to bite the frozen, invulnerable form of Eldrick Runeweaver, but passes right through him.
- Eldrick's projection reappears and provides instructions for the Enchantment throne — the occupant must resist a psychic command demanding subservience by browbeating it into submission.
- Yazzy uses Misty Step to teleport across the chamber, then levitates into the Enchantment throne.
- Yazzy dons her mask to project a commanding presence and successfully browbeats the throne's command matrix into submission, resetting the second chair.
- As the Enchantment throne resets, Amaranthyst visibly de-ages by a measure.

The Battle of the Spire Nexus Begins

Amaranthyst unleashes devastating attacks on the party while they struggle to reach the remaining thrones.

- Amaranthyst casts Mind Fire, a psychic innate ability, targeting a party member.
- Syndle enters a wild magic rage, manifesting a protective dragon-shaped multicolored light around himself, and launches a flying kick at the massive dragon — the dragon saves against the boots but still takes damage.
- Syndle's wild magic surge manifests shadowy tendrils that lash out at the dragon, draining its vitality to bolster his own temporary hit points.
- Amaranthyst lets out a terrifying roar that echoes through the entire chamber, dealing thunder damage and frightening those who fail their wisdom saves.
- Syndle's wild magic surges again, sending a bolt of radiant light from his chest that blinds Amaranthyst until the start of his next turn.
- Tark attacks the dragon with his magical sword, but the dragon's blindsight negates the advantage from being blinded.
- Amaranthyst unleashes a madness breath — a cone of crystalline delirium — dealing massive psychic damage to Tark.
- Xakarium and Oiroa both fail their attempts at the Divination throne and are blinded by a discharge of light from the crystalline visor.
- The dragon uses Dimension Door to teleport across the chamber and begins reloading its breath weapon.
- Syndle tumbles from the raised platform to seek cover beneath the mechanism, and his wild magic causes flowers and vines to sprout around him, creating difficult terrain.

The Dragon's Mutation Breath and Oiroa's Fall

Amaranthyst unleashes a devastating mutation breath, severely injuring Oiroa and mutating several party members.

- Amaranthyst unleashes a mutation breath of necrotic energy across the chamber, targeting Tark, Xakarium, and Oiroa.
- Tark is immune to the mutation effect.
- Xakarium saves against the damage but still undergoes a physical mutation, gaining the ability to climb walls like a spider.

- Oiroa fails the saving throw, taking 81 points of necrotic damage and suffering a mutation — her blood veins grow through her skin, casting a faint octarine light.
- Oiroa collapses, falling unconscious and prone.

Resetting the Evocation Throne

Ned and Yazzy work together to reset the Evocation chair despite the dragon's presence.

- Ned takes his place in the Evocation throne, acting as a living ground for surging twin arcs of lightning billowing between the armrest coils.
- Yazzy uses Bardic Inspiration to bolster Ned's resolve as lightning surges through him.
- Yazzy successfully throws the insulated coolant levers at the peak of the electrical arc.
- Ned endures the lightning damage and the Evocation chair is successfully reset.
- The dragon Amaranthyst visibly shrinks in size and power, going from gargantuan to huge as it de-ages to an adult dragon.
- Yazzy attempts to mock the dragon with Vicious Mockery, but the creature's mental defenses hold firm.

Tark's Assault and the Divination Throne Reset

Tark engages the dragon in melee while Oiroa miraculously recovers and resets the Divination throne.

- Tark launches a reckless attack against the dragon, striking it with his magical sword for significant damage.
- Eldrick Runeweaver appears briefly to provide instructions for the remaining thrones, urging the party to address the Illusion and Conjuraton seats.
- Amaranthyst delivers a brutal series of bites and claw attacks against Tark, leaving him severely wounded.
- Oiroa miraculously rolls a natural 20 on her death saving throw, standing back up with one hit point.
- Oiroa sits in the Divination throne and, with allies shouting out Drakkenheim landmarks, successfully resists the mental deluge of the crystalline visor on her second attempt.
- As the Divination throne resets, Amaranthyst de-ages further, shrinking from a huge adult dragon to a large sub-adult dragon.
- All fear effects from the dragon are lifted as it shrinks.

- Xakarium accidentally falls thirty feet into the lower gears of the chamber while being guided blind by his allies.

Resetting the Illusion Throne

Yazzy closes her eyes and resets the Illusion throne by touch alone, further weakening the dragon.

- Eldrick provides instructions for the Illusion throne — the occupant must approach with eyes closed to bypass the spatial deceptions and locate a manual breaker by touch.
- Yazzy levitates into the Illusion throne, closes her eyes, and successfully locates and flicks the toggle switch by touch and sound alone.
- The Illusion throne is reset, causing Amaranthyst to de-age further into a young delirium dragon with an AC reduced to 17.
- Syndle, no longer gripped by fear, takes flight with spectral dragon wings and attempts a dramatic aerial kick against the dragon, but the dragon saves against the boots.
- Amaranthyst unleashes a surge of unstable wild magic across the chamber, forcing the party to dodge the radiating arcane energy — all three targeted party members save and take half damage.

The Final Thrones and the Fall of Amaranthyst

The party resets the final thrones while Amaranthyst makes a desperate last stand before being slain.

- Tark is knocked unconscious by magical backlash, but Yazzy quickly revives him with Healing Word.
- A spectral arcane hand manifests and attempts to crush the party, but fails to penetrate their defenses and is eventually dispelled.
- Eldrick Runeweaver provides instructions for the remaining thrones: Conjuraton, Necromancy, and Abjuration.
- Ned uses Thunderstep to transport himself and Oiroa to the Conjuraton throne, where Oiroa successfully anchors herself against planar shear with a charisma saving throw.
- As the Conjuraton throne resets, Amaranthyst shrinks to a medium-sized creature.
- Syndle lets out a shattering draconic cry, granting all allies advantage on attacks against the dragon.
- Ned and Oiroa coordinate to reset the Abjuration throne — Ned endures crushing force damage while Oiroa casts a third-level abjuration spell into the primary matrix.

- Amaranthyst unleashes a final volley of crystalline shards before attempting to flee through a rift between worlds.
- Tark and Syndle deliver simultaneous final blows to the dragon as it tries to escape, slaying the beast.
- The dragon's body collapses and briefly shifts through various forms — first a woman in purple robes, then a delirium-corrupted dragonborn — before going still.
- Tark's Aegis of the Void Star absorbs the dragon's essence, recording Amaranthyst's name and gaining the ability to protect against force damage.
- Syndle takes the final seat in the Necromancy throne, enduring a painful blood-draw to prime the stasis array and complete the nexus stabilization.
- With all thrones reset, the Spire Nexus stabilizes, the dimensional rift closes, and Eldrick Runeweaver is freed from his temporal stasis.
- The party levels up.

NPCs

Ignatius

Tark's sentient magical sword, known as the Sword of Burning Truth. He is pompous and confident, providing historical lore about the cursed artifacts stored in the Deep Cells, though he was unable to actively decipher the complex runes in the Director's office. He was previously threatened by Saint Petrifiuss with being installed in Vault 12.

Genie Forge Lord

A towering Dao genie imprisoned in Block Alpha, Cell Four of the Deep Cells, his arms manacled to giant lodestones. He telepathically contacted Yazzy, offering a single true wish in exchange for his freedom by shattering the lodestone seals.

Eldrick Runeweaver

The highest-ranking member of the Amethyst Academy, found at the Spire Nexus. He appeared through a tear in space-time, thrust his delirium-crystal-tipped staff into the heart of the Nexus, and provided the party with urgent, booming instructions on how to reset each of the eight magical thrones to stabilize the tower before it collapsed.

Sibylla Thorne

A legendary founding Archmage of the School of Divination, known as 'the Many-Eyed.' Her holographic projection occupies the Divination throne in the Nexus — a frail, gaunt woman wrapped in silk stoles embroidered with stylized open eyes, her biological eyes ritually replaced with faceted astral quartz.

Kushian

The founding Archmage of the School of Enchantment, whose holographic projection occupies the Enchantment throne. He appears as a strikingly handsome man in his thirties with porcelain skin and disquieting deep violet irises that reflect light like spun glass.

Amaranthyst

A powerful delirium dragon and long-time nemesis of the party. She arrived at the Spire Nexus as a gargantuan ancient dragon and physically de-aged and shrank in size with each throne the party reset. She possessed innate abilities including Mind Fire, a terrifying roar, a madness breath, a mutation breath, and crystalline shard attacks. She was ultimately slain by Tark and Syndle as a wormling while attempting to flee through a rift.

General Malachor

A legendary warlord from the old realm's collapse, mentioned by Ignatius as the original wearer of the Cuirass of Eternal Strife. The armor fused with his essence and drove him to slaughter his entire army in a single night of frenzy before the Amethyst Academy subdued him.

Locations

Director's Office

A high-level office in the tower featuring a working lab, a library, a floating stone table, and a throne equipped with a runic control panel that operates tower mechanisms including lighting, the ethereal staircase, the elevator, and a door to the south.

Deep Cells

A massive underground vault located over a thousand feet below the tower, consisting of a forty-foot-wide obsidian chamber at the base of a cylindrical shaft lined with tens of thousands of

hexagonal cells arranged in a honeycomb pattern. Used to house dangerous prisoners and forbidden artifacts.

Vault 11

A specific section of the Deep Cells designated for forbidden artifacts and relics, containing items like the Jar of Flayed Whispers.

Vault 12

A high-security armory within the Deep Cells housing legendary and cursed weaponry, with cells reinforced with adamantite and liquid cold iron.

Ethereal Balcony

A magical walkway of force that rings the exterior of the tower, housing a massive bronze and glass telescope on a metallic crane. A staircase on the balcony leads up one floor to the Spire Nexus.

Spire Nexus

The pinnacle chamber of the tower, containing a gigantic arcane apparatus of revolving brass rings, golden plates, crystal lenses, and glass orbs orbiting a pulsing sphere of prismatic energy. Eight massive cushioned chairs on articulating bronze arms surround the machine, and the ceiling is a dome of interlocking glass panes each showing a different alien sky. Site of the final battle against Amaranthyst and the stabilization of the tower.

Items

Director's Throne Control Panel

A set of switches and dials built into the Director's throne, controlling the tower's lighting and chandelier hues, the visibility of the ethereal staircase, the elevator, a floating stone table, room temperature, and a door to the south. A hidden switch also activates a massaging function in the throne's velvet cushion.

Jar of Flayed Whispers

A simple, unadorned ball jar sealed with red wax stamped with black bone designs, found in Vault 11 of the Deep Cells. Inside the glass swirls a storm of ash and paper-thin, dry humanoid tongues. It is said to be able to answer secrets.

Cuirass of Eternal Strife

A blackened breastplate pulsing with a dark, rhythmic heartbeat and carved with grotesque war scenes, suspended in a pool of liquid cold iron in Vault 12. It was forged in the blood-soaked final days of the old realm's collapse and fused with the warlord General Malachor, corrupting him with insatiable bloodlust until he slaughtered his own army.

Dread Crown of the Hollow King

A jagged circlet forged from tarnished white gold set with three lightless sapphires that whisper in a forgotten tongue, found under a lead-lined glass dome in Vault 12. It grants immunity to psychic manipulation but parasitically siphons the wearer's memories and identity over time, eventually hollowing them out entirely.

Obsidian Scythe of the Bleeding Sun

A massive scythe forged from volcanic glass and bound with glowing crimson runes, clamped in a runic cold iron sheath within a sealed glass sarcophagus in Vault 12. Forged by apocalyptic zealots during an age of solar eclipses, it knits the wielder's wounds by stealing vitality from enemies, calcifying their veins and turning their skin to lifeless black ash.

Aegis of the Void Star

A towering shield forged from primordial dark starlight that absorbs light and pulses with a faint necrotic heat, found in Vault 12. It was crafted to nullify magical onslaughts but acts as a conduit for the cold void, slowly consuming the wielder's vitality. Tark used it to deliver the killing blow to Amaranthyst, and upon her death the shield magically recorded her name and gained the ability to protect against force damage.

Director's Ring

A ring required to open the cells within the Deep Cells, as announced by the vault's magical security system when Squishnick attempted to touch the glass.

Telescope of Glass and Bronze

A massive astronomical instrument mounted on a metallic crane that emerged from the tower wall onto the ethereal balcony. It features intricate switches and levers and can record and play back past observations, including a recording of the meteor impact fifteen years ago.

Eldrick's Staff

A powerful staff tipped with a large delirium crystal, used by Eldrick Runeweaver to interface with the heart of the Spire Nexus, triggering a wave of octarine light and a temporal stasis field.

Ignatius

Tark's sentient magical sword, known as the Sword of Burning Truth. It was used to strike Amaranthyst during the battle at the Nexus, though the dragon's radiant resistance dampened its impact.

Neutralizing Salts

Alchemical agents found near the Transmutation throne, applied by Tark to stabilize the elemental viscosity at the base of the chair and prevent Ned from being fully petrified.

Sensorium Visor

A crystalline visor attached to the Divination throne that, when lowered, transmits a sensory cascade of thousands of whispers and sights from the ruins of Drakkenheim simultaneously, overwhelming the occupant's mind.

Flying Boots

Magical footwear used by Syndle to launch a flying kick attack against Amaranthyst, though the dragon saved against the effect.

Spells

True Seeing

Maintained by Tark throughout the session, allowing him to see into the Ethereal Plane and perceive the true nature of the tower's various levels as the party descended, as well as the eight demiplane doorways beneath the Director's office and the true fiery appearance of Eldrick Runeweaver.

Skill Empowerment

Cast by Oiroa on Tark to double his proficiency bonus for survival checks, enabling him to successfully apply the neutralizing salts to the Transmutation throne's base.

Misty Step

Used by Yazzy as a bonus action to instantly teleport across the chamber toward the Enchantment throne.

Levitate

Used by Yazzy to descend safely to the articulating arm of the Enchantment throne and later to coast across the chamber to reach the Illusion throne.

Prestidigitation

Used by Yazzy to make her eyes glow and enhance her commanding presence while browbeating the Enchantment throne's command matrix into submission.

Mind Fire

An innate psychic ability used by Amaranthyst to assault the minds of her enemies during the battle at the Nexus.

Bardic Inspiration

Employed by Yazzy to bolster Ned's resolve as he endured the electrical surge of the Evocation throne, helping him survive the lightning damage.

Vicious Mockery

Cast by Yazzy in an attempt to psychically damage and distract Amaranthyst, but the dragon's mental defenses held firm and she resisted the effect.

Dimension Door

Used by Amaranthyst to instantly teleport to a different location within the Nexus chamber, repositioning herself to reload her breath weapon.

Fly

Used by Syndle to launch a dramatic aerial assault on Amaranthyst, manifesting as translucent spectral dragon wings. Also used by Xakarium to reach the high-altitude thrones.

Thunderstep

Used by Ned to instantly teleport himself and Oiroa across the chamber to reach the Conjuraton throne, arriving with a boom of thunder.

Healing Word

Cast by Yazzy to restore Tark to consciousness after he was knocked unconscious by magical backlash during the battle.

Purge Contamination

An abjuration spell considered by Oiroa as a method to fulfill the third-level abjuration requirement for resetting the Abjuration throne's primary matrix.

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