

Session 8 - Back to the Chapel

Date: Mar 11th, 2025

Summary

In the aftermath of a fierce battle, the Fallen Fire followers tended to their casualties under Devlin's watchful eye. Ten pilgrims were found dead, with nine stable but unconscious and four who had recovered. The followers performed solemn rituals, placing coins on the eyes of their dead, while a party member cast Bless the Dead to prevent the fallen from becoming undead. The remaining pilgrims created litters and stretchers to transport their wounded and dead, some singing hymns during the somber procession. While searching the area, the party discovered three valuable delirium fragments, each worth 100 gold pieces. As they approached Champions Gate, they encountered its imposing 40-foot walls and 60-foot towers, though one tower had crumbled to a mere 30-foot pile of rubble. The area was shrouded in an unusually thick haze, particularly beyond the gate where an armored knight rode out to meet Devlin. Two lion-themed knights, including Katya Brown of the Lion's Thorn Legion, confronted the party about abandoning their companions at Brenna's Chapel. During the tense negotiation, Fallen Fire clerics cast Zone of Truth and Detect Thoughts. The party revealed they had given the Scepter of Saint Vitruvio to Blackjack Mel of the Queen's Men, prompting Devlin to offer wealth, magic items, resurrection services, and protection from the haze in exchange for its retrieval. The protection required a holy sacrament from Lucretia Mathias, offering benefits including haze immunity and necrotic resistance. Oiroa drafted a formal contract for their services, while Syndle agreed to convert to the Falling Fire faith. The party then proceeded to the Chapel of Saint Brenna, where they observed ten skeletons arranged in an eerie congregation formation through the windows. A fierce battle ensued as Syndle opened the door and entered a rage, his wild magic creating difficult terrain. The party coordinated their attacks through windows and doorways against a corrupted priest who wielded terrible tentacles capable of grappling multiple victims. During the fight, they discovered a prophetic stained glass window showing the meteor impact, created before the actual event occurred. The battle proved challenging as the priest's tentacles prevented breathing and speech in those it grappled, while skeletons and dogs joined the fray. Oiroa provided crucial support with healing spells and the powerful Kobold's Fury, while other party members launched attacks through windows and engaged in close combat. After a grueling fight that left several party members severely wounded, they emerged victorious. Ned collected the skeleton pieces in a sack to prevent reanimation, ensuring their victory would be permanent.

Scenes

Aftermath of Battle

The party helps the Fallen Fire followers tend to their casualties after a battle, with Devlin overseeing.

- 10 pilgrims found dead, 9 stable but unconscious, 4 recovered miraculously
- Followers place coins on the eyes of the dead
- Party member casts Bless the Dead to prevent the dead from becoming undead
- Followers create litters and stretchers to transport the casualties
- Party helps search the area and finds 3 delirium fragments worth 100g each
- Some pilgrims sing hymns with Yazzy during the somber procession

Arrival at Champions Gate

The party arrives at Champions Gate with the pilgrim caravan, encountering a crumbled tower and heavy haze.

- Party approaches Champions Gate with walls 40ft high and towers 60ft high
- One tower is crumbled to a 30ft pile of rubble
- Armored knight rides out to meet Devlin
- Pilgrims enter the gate with their fallen comrades
- Two lion-themed knights and clerics confront the party about the scepter
- Clerics cast Zone of Truth and Detect Thoughts during confrontation
- Ned detects Delirium auroas about the Knights and Priests

Negotiation with Devlin

The party negotiates with Devlin and the Falling Fire followers about retrieving the Scepter of Saint Vitruvio.

- Party reveals they gave the scepter to Blackjack Mel of the Queen's Men
- Devlin says they have much to offer: wealth, magic items, resurrection services, protection from the haze
- Party discovers protection requires holy sacrament from Lucretia Mathias

- Devlin reveals benefits include haze immunity and necrotic resistance
- Oiroa drafts formal contract for services
- Syndle agrees to convert to the Falling Fire faith and is given religious coins
- Agreement reached to help clear the Chapel of Saint Brenna first, then parlay for the scepter

Battle at Chapel of Saint Brenna

The party engages in combat with a corrupted priest, skeletons, and dogs in the chapel.

- Party observes 11 skeletons in congregation formation through windows
- Syndle opens door and rages, creating difficult terrain with wild magic surge
- Party members strategically position themselves inside and outside windows
- Corrupted priest attacks with tentacles, grappling multiple party members, choking them
- Discovery of prophetic stained glass window showing meteor impact
- Party coordinates attacks through windows and doorways
- Oiroa provides healing support and casts Kobold's Fury
- Party defeats the tentacled priest and remaining enemies
- Ned collects skeleton pieces in sack to prevent reanimation
- Battle ends with some party members severely wounded

Npcs

Devlin

A celestial being who can transform between angel and bird forms. Acts as leader and protector of the Falling Fire pilgrims, overseeing casualty care and negotiating with the party. Shows fatherly disappointment about the scepter but remains diplomatic, offering rewards for its retrieval.

Katya Brown

A knight of the Lion's Thorn Legion who confronts the party about abandoning her companions at Brenna's Chapel. Later assists in the chapel battle wielding a magical flaming sun sword.

Marcel

A knight wearing lion-themed armor who accompanies Katya Brown in confronting the party and later assists in the chapel battle.

Blackjack Mel

A Queen's Men crime boss who contracted the party to retrieve the Scepter of Saint Vitruvio and currently possesses it.

Lucretia Mathias

A powerful leader of the Falling Fire faith who has authority to grant protection from the haze through holy sacraments and can cast purge contamination spells.

Corrupted Priest

A mysterious antagonist in fresh priestly robes with multiple black tentacles extending up to 30 feet. Could grapple and restrain multiple targets, preventing breathing and speech. Commanded undead skeletons in the chapel battle.

Locations

Spokes Battle Site

Area in the outer city where initial battle took place, containing fallen pilgrims and debris used for makeshift stretchers. Location proved fruitful for finding delirium fragments through careful searching.

Champions Gate

A heavily fortified entrance with 40-foot walls and 60-foot towers, though one tower has crumbled to a 30-foot pile of rubble. Area is filled with pilgrims and militant followers of the Falling Fire, and shrouded in particularly thick haze beyond the gate.

Chapel of Saint Brenna

A chapel with multiple entrances including a back door to the crypt and windows allowing ranged attacks. Contains a sanctuary where skeletons gathered in congregation formation, stained glass windows including a prophetic one showing the meteor strike, and a northern graveyard area. Site of major battle with corrupted priest and undead.

Spells

Bless the Dead

A cantrip cast on fallen pilgrims to prevent them from becoming undead, particularly useful given the tendency of the haze to animate the dead.

Zone of Truth

Cast by Falling Fire clerics during negotiations to ensure honest discussion. Lasts 10 minutes.

Detect Thoughts

Cast by a cleric during negotiations, centered around one of the party members.

Purge Contamination

A divine spell that Lucretia Mathias can cast to cleanse contamination from individuals.

Sanctuary

A protective spell used by Oiroa that forces enemies to make wisdom saves before attacking the protected target or choose new targets.

Dissonant Whispers

Cast by Ned against the priest creature, requiring a Wisdom saving throw.

Kobold's Fury

Cast by Oiroa on Syndle, granting advantage on attacks and extra damage, particularly effective when cast on a kobold.

Aid

A spell cast by Oiroa that increases maximum hit points of allies by 5 for 8 hours.

Healing Word

A healing spell cast by Oiroa that restores hit points and grants a free weapon attack to the target.

Dragon Breath

A cone-shaped breath attack used by Xakaris through chapel windows to damage enemies.

Magic Missile

A spell cast by Ned that deals force damage to the priest.

Firebolt

A fire damage cantrip used by Ned to attack enemies through windows.

Toll the Dead

A necrotic damage spell attempted against the corrupted priest.

Items

Delirium Fragments

Three half-pound size fragments found through searching the ruins, worth approximately 100 gold each. Required DC 15 check to find.

Scepter of Saint Vitruvio

A holy relic that the party retrieved and gave to Blackjack Mel of the Queen's Men. Now sought by the Falling Fire followers who want it retrieved through negotiation.

Sun Sword

A magical flaming sword wielded by Katya that deals additional radiant damage, proving effective against undead.

Fallen Fire Coins

Two coins, a religious symbol to be used upon death, given to Syndle as part of his initiation into the Falling Fire faith.

Stained Glass Window

A prophetic window in the chapel depicting events after the meteorite impact, suggesting it was created before the actual event occurred.

Sack of Bones

A container used by Ned to collect skeleton pieces after the battle to prevent reanimation.

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