

Session 9 - Unholy Silent Night

Date: Mar 18th, 2025

Summary

After defeating undead in the Chapel of Saint Brenna, the adventuring party took a short rest while debating what to do with eleven skeletons and a flaming skull stored in their bag of holding. During their rest, they examined a prophetic stained glass window that depicted a meteor strike and the broken Inscrutable Tower. The knights Katya and Marcel discussed the proper consecration of the dead, while some party members privately considered using the bag of skeletons as a potential future distraction. The group made several Arcana checks to understand the celestial patterns in the stained glass windows, taking detailed drawings to show the Falling Fire priests. In the chapel's fountain room, they discovered a circular chamber with a holy water font and five murals depicting proper burial rites. The inscription spoke of the Sacred Flame keeping vigil over the dead, and the murals showed the step-by-step process of preparing bodies, including the placement of gems on the deceased's eyelids. While exploring the lower crypt, they found empty sarcophagi with scattered burial cloths and treasures. Syndle successfully resisted the temptation to take coins from the burial chambers. The party discovered the layout included multiple crypts connected by winch-operated doors, and they gathered supplies needed for proper burial ceremonies. The situation became complicated when they realized they needed to recover gems from mephits to complete the burial ritual. Syndle attempted to negotiate with the elemental creatures but failed, leading to a fierce battle. The combat involved smoke, steam, dust, and magma mephits using various attacks, including a devastating heat metal spell that forced the party to remove their metal equipment. Through the use of spells like Toll the Dead and Dissonant Whispers, along with Syndle's summoned flump spirit, they eventually defeated the mephits and recovered the gems. During their exploration, they discovered Sir Bryn tied up and emaciated in the crypt, speaking of mephits slaying his men. After reviving him with a healing potion, the party proceeded with the burial ritual, following the five-step process with Katya and Marcel's guidance. The ceremony included using holy water, placing gems, wrapping bodies in linens, lighting candles, and performing ritual singing. As they waited the required ten minutes to ensure the undead would not rise again, they heard strange mumblings behind a door, adding an ominous note to their otherwise successful mission.

Scenes

Chapel Rest and Planning

The party takes a short rest after defeating undead, discussing what to do with collected skeletons and examining a prophetic stained glass window.

- Party debates what to do with 11 skeletons and flaming skull stored in bag of holding
- Discussion with Katya and Marcel about properly consecrating the dead
- Investigation of prophetic stained glass window showing meteor strike
- Party takes a short rest to recover hit points
- Private discussions about using bag of skeletons as potential future distraction

Examining the Stained Glass

The party studies and discusses the prophetic stained glass windows in the chapel.

- Party identifies the broken Inscrutable Tower in the window
- Multiple characters make Arcana checks to understand the celestial patterns
- Ned makes detailed drawings to show to Falling Fire priests

Exploring the Lower Crypt

The party explores a circular crypt similar to the previous one, containing empty sarcophagi with burial cloths and treasures scattered nearby.

- Syndle resists taking coins/gems from the sarcophagi
- Party discovers a tunnel leading from the crypt
- Group discusses the layout of the chapel's crypts and winch rooms
- Party finds instructions for proper burial rites in the fountain room

Fountain Room Discovery

The party examines a circular chamber with a holy water font and murals depicting burial rites.

- Found inscription about Sacred Flame keeping vigil over the dead
- Studied five murals showing proper burial procedures
- Discovered the purpose of gems placed on eyelids during burial
- Gathered supplies for performing burial rites

Battle with Mephits (Ashley, Dusty, Smokey, and Cindy)

The party battles smoke, steam, dust and magma mephits to recover gems needed for burial ritual.

- Syndle attempts to negotiate with mephits to return gems but fails
- Combat begins with Syndle raging and summoning a flump spirit
- Mephits attack with breath weapons and critical hits
- Multiple party members cast spells including Toll the Dead and Dissonant Whispers
- Mephits use heat metal forcing removal of metal equipment
- Party defeats the mephits and recovers the gems

Ritual Burial of Undead

The party performs a ritual burial for the undead in the chapel crypts, following specific steps involving holy water, gems, and singing.

- Party gathered materials including holy water, gems, linens and candles
- Followed 5-step ritual process guided by Katya and Marcel
- Group performed ritual singing to complete the ceremony (a really bad performance of Silent Night)
- Waited 10 minutes to confirm undead would not rise again
- Returned weapons and shields to be buried with fallen knights
- Strange voice heard mumbling behind door during ritual, quoting scriptures

Npcs

Katya Braun

A knight of the Lion's Thorn Legion who helps investigate the chapel, fight undead, and perform proper burial rites. Shows concern about strange sounds heard during ritual.

Marcel

A knight working alongside Katya, helps explore the crypts and perform burial ceremonies. Provides information about temple defenses including the role of grim dogs.

Sir Bryn

A knight found tied up and emaciated in the crypt, speaking of mephits slaying his men. Revived with a healing potion but showed signs of trauma.

Mephits

Elemental creatures (smoke, steam, dust, and magma variants) that inhabited the crypt. Obsessed with shiny gems, could share spaces with each other, and had various breath weapon attacks.

Locations

Chapel of Saint Brenna

A chapel with stained glass windows including a prophetic one showing the meteor strike. Contains multiple levels including crypts below.

Purification Fountain Room

A circular chamber with a stone font of holy water and inscription about the Sacred Flame. Walls feature five murals showing funeral rites. Contains shelves with ritual supplies.

Upper Crypt

One of two main burial chambers beneath the chapel, more regularly shaped than the lower crypt. Contains sarcophagi and religious artifacts.

Lower Crypt

A rough-hewn chamber beneath the chapel with irregular shape. Features sarcophagi, burial items, and strange environmental effects like unusual breezes and dripping water. Connected via winch-operated doors.

Spells

Resurrection

Discussed as potential solution for properly reviving dead, noted to work on bodies dead for no more than a century.

Arcana

Used by multiple party members to analyze celestial patterns in stained glass windows.

Toll the Dead

Creates thunder-like effects when cast, used effectively against mephits and undead in combat.

Healing Word

Cast at second level to restore hit points to wounded allies during combat.

Dissonant Whispers

Psychic damage spell requiring wisdom save, used effectively against magma mephit.

Shatter

Destructive spell considered but not used against grouped mephits.

Heat Metal

Cast by a Mephit in cone effect, forcing characters to remove metal weapons, shields and armor to avoid fire damage.

Items

Bag of Holding

A magical bag containing 11 skeletons and a flaming skull. Time does not pass inside, keeping undead in stasis.

Immovable Rod

A magical item mentioned as having many potential uses, though not actively used in this session.

Ever-lit Candles

Special candles that never extinguish, some found in the Mephit room.

Burial Ritual Components

Collection including holy water, gems (placed on eyelids), linens, candles, and scrolls needed for proper Sacred Flame burial rites.

Knights' Equipment

Weapons and shields belonging to fallen Silver Order knights, one set notably nicer than others, collected for proper burial.

Flump Spirit

Magical spirit summoned by Syndle's wild magic that explodes dealing force damage to nearby creatures.

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