


Session 18

 **CAMPAIGN:**
SPELLJAMMER

 **DM:**
SICAREUS (JAMES)

 **SETTING:**
UNDERDARK —
SONDAR

SESSION 18

THE HAUNTED FORGE OF SONDAR


Deeper in the Underdark, the past still works the anvil.



SESSION JOURNEY



THE PARTY (LEVEL 8)

 RIGG Human Rogue Scouts ahead, avoids fire elementals, explores Sondar.	 LAYDRICK Dwarf Cleric (Life) Spots distant light, guides the party, supports the group.	 HIGH JINKS Tabaxi Warlock (GOO) Scouts with Rigg, tracks the forge loop, studies the lantern's truth.	 DINO ROAR Githyanki Artificer/Fighter Fronts the forge, manipulates tools, triggers the haunt to turn hostile.	 VALEN PYRE Human Wizard (Evoker) Transcribes Misty Step and Shield, casts Detect Magic in the forge.	 ROOK VARREK Human Guide / Fighter Leads the way, identifies Sondar, keeps the mission moving.
---	--	--	---	---	---

DOWNTIME & PREPARATION



VALEN'S SPELLBOOK WORK
Transcribed *Misty Step* during the first rest. Later added *Shield*.




RING OF SPELL STORING
High Jinks adds spells into the ring (up to 5 levels total).



SECOND REST
The party rests again in the Underdark. Valen reinforces protective magic.

SESSION HIGHLIGHTS

-  Party recovers, levels up to 8, and prepares.
-  Rigg & High Jinks scout ahead—discover three fire elementals.
-  The party avoids the elementals.
-  They enter a swampy cavern and encounter a black dragon—retreat without combat.
-  Sondar is reached: a ruined dwarven city with broken gates and ancient dead.
-  A hammering sound leads to a cold forge with ghostly dwarven smiths.
-  Detect Magic reveals magic on the lantern and the anvil.
-  Dino disturbs the forge hammer.
-  The dwarven echoes transform into nightmarish shadow-creatures.
-  Initiative is rolled as the session ends.

THE FORGE LOOP (AS OBSERVED)



When the hammer was violently displaced, the loop broke—and the dead became monsters.

KEY DISCOVERIES



SONDAR
A once-great dwarven kingdom, now silent. Illithids once held it, but could not remain.



THE CROWN OF SONDAR?
Local legend speaks of a queen who went mad before the fall. A crown may be the key.



HAUNTED FORGE RELICS
The lantern, anvil, and hammer all radiate magic. Their purpose and curse are unknown.










NOT ALL IS AT REST
The dead of Sondar are bound to a cycle of their last moments—and bound to protect it.

LOOT & DISCOVERIES

ITEM	FINDER	DESCRIPTION / STATUS
Ghost-Lantern	Party	Reveals the forge loop. Still in the forge.
Magical Anvil	Party	Radiates magic; central to the haunting. Unclaimed.
Forge Hammer	Party	Breaking the cycle triggered the hostile shift.
Spellbook Progress	Valen	Misty Step and Shield transcribed.
Ring of Spell Storing	High Jinks	Spells stored (up to 5 levels total).

ONGOING THREADS & PLOT HOOKS

-  Primus' mandate still drives the party to "further the task."
-  Illithid letter objective continues—artifacts and the Crown of Sorrow are still the goal.
-  The Crown of Sondar may be connected to the queen's madness and the Illithid downfall.
-  Why Illithids couldn't hold Sondar remains a mystery.
-  The black dragon remains an active threat nearby.
-  The forge relics (lantern, anvil, hammer) may hold the key to ending the haunting—or unleashing more.
-  Other parts of Sondar remain unexplored.

CLIFFHANGER



- The forge spirits have turned monstrous.
- Initiative is rolled.
- Next session begins with combat in the haunted forge of Sondar.

In the dark below, the past does not stay buried. It forges.

Revision #1

Created 2026-04-26 11:01:24 UTC by Slitzer

Updated 2026-04-26 11:01:35 UTC by Slitzer