Session 19

Campaign: Spelljammer

DM: James / Jamie / Sicareus

Setting: Underdark – The Ruined Dwarven Kingdom of Sondar

Session 19
The Crown Beneath Sondar



Haunted Forges. A Devouring Worm. A Cursed Crown. The Past Refuses to Stay Dead.

At a Glance

- **Level Gained:** 8
- **Long Rest Taken**
- **New Spells Copied:** Misty Step, Shield
- **Major Battle:** Possessed Forge Fight + Neothelid
- **Treasure Found:** Vault of Sondar



1. On the Road Again

After resting and leveling up, the party pressed deeper into the Underdark, guided by Primus' mandate and the Illithid task for the crown.



2. Fire in the Dark

Rigg and High Jinks scouted ahead and discovered three fire elementals. Wisely, the party avoided a very hot and unnecessary fight.



3. Into Dragon Territory

The ground grew wet and foul as they entered the domain of a black dragon. Discretion won the day, and they turned aside rather than test fate.



4. The Fallen Kingdom

Sondar came into view—grand, broken, and silent. Gates torn from their hinges, streets strewn with the dead of dwarves and illithids alike.



5. The Haunted Forge

Ghostly dwarves repeated an endless smithing loop inside the forge, tethered to a lantern-lit memory. Peaceful… until Dino disturbed the tools.

The Forge Fight

When the loop was broken, the dead became nightmare incarnate.

- Valen unleashed a devastating Fireball, burning ghosts and allies alike.
- Friends turned on friends as spirits possessed the front line.
- Leydrick was downed but brought back by Valen's magic.
- The party pushed through the chaos and reclaimed control.



The Neothelid

A gargantuan worm erupted into the throne hall!

- Rook was swallowed whole.
- Rigg climbed onto its back and wielded his great wrench!
- Dino struck true, helping the party break the beast open.
- Rook was recovered—acid-soaked, but alive!



Treasures of Sondar

The party explored deep vaults and forgotten halls.



Dwarven Battleaxe · Forge Lantern · Ancient Dwarven Notes · Vault of Gold, Gems & Artifacts · Dwarven Thrower

The Crown



A silver crown cursed with whispers and distrust.

- High Jinks was tempted…
- Dino snatched it with telekinesis.
- The crown was sealed away before it could corrupt.

Who Got What?



Party Members

Character	Player	Class / Subclass	Race	Notable Actions
Garrickn "Rigg" Dalhart	Ben / Elemunk	Rogue (Swashbuckler)	Human	Scouted dangers, recovered loot, climbed the Neothelid, claimed the Ring of Spell Storing.
Leydrick Gefinhal	Jared / Galindis	Cleric (Life Domain)	Dwarf	Heals, buffs, revived by Valen, and ultimately wielded the Dwarven Thrower.
High Jinks	Kate / Keitachan	Warlock (Great Old One)	Tabaxi	Scouted, blasted spirits, was tempted by the crown, supported the party in battle.
Dino Roar (Dynoth Rokos)	Robb / Baconbuff	Artificer (B.S.) / Fighter	Githyanki	Disturbed the forge (triggering the fight), fought the Neothelid, seized the crown safely.
Valen Pyre	Justin / Slitzer	Wizard (Evoker)	Human	Fireball changed the fight, revived Leydrick, identified the hammer and many items.
Rook Varrek (NPC)	NPC Ally	Fighter / Gunslinger	Human	Swallowed by the Neothelid, rescued alive by the party.

Key Locations

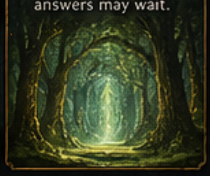
- Underdark Travel Route
- Black Dragon Territory
- Ruined Dwarven Kingdom of Sondar
- The Haunted Forge
- Throne Hall
- Neothelid's Tunnel

Session Highlights

- Avoided fire elementals
- Transcribed Misty Step & Shield
- Entered black dragon territory
- Explored Sondar's ruined gates
- Haunted forge encounter
- Possessed spirit battle
- Neothelid ambush
- Recovered massive treasures
- Crown of Sondar secured

Cliffhanger

The Crown of Sondar is sealed away, and the party turns their eyes toward Arborea, where it must be delivered—and answers may wait.



Ongoing Threads & Plot Hooks

- The Crown must be delivered to Arborea—what truth will it reveal?
- What lies beneath Sondar still sleeps… or remembers.
- Illithid plots continue to unfold in the shadows.
- Primus' mandate remains—its full meaning unknown.
- The Far Realm Shard and its purpose remain a mystery.

Loot & Discoveries

Item	Finder	Description / Status
Dwarven Thrower	Leydrick	Legendary dwarven hammer. Returns as a thrown weapon.
Dwarven Battleaxe	Party (Vault)	Masterwork axe, ancient dwarven craftsmanship.
Forge Lantern	Party (Vault)	Lantern that reveals hidden runes and truths.
Ancient Dwarven Notes	Party (Vault)	Scholarly notes on forges, binding, and runic magic.
Vault Treasures	Party	Gold, gems, and various magical items.
Crown of Sondar	Party	Cursed silver crown of a dwarven queen—sealed away.

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