

# Session 21

# SESSION 21

## WHEN HEAVEN STOPPED SINGING

DATE: 23/05/2026 • DM: JAMES / JAMIE / SICAREUS

### SESSION SUMMARY

The party reached the heart of Arborea and presented the Whispering Crown to the Choir Master. The crown corrupted the celestial song, enraging the spirits and turning the serene realm into chaos. Fleeing by boat, they were attacked by a Morkoth in the astral-green sea. Back aboard their ship, they were confronted by Maruts—embodiments of lawful authority—who arrested four of them for crimes against the celestial peace. Rigg escaped capture. At the Court of Primus, the party learned their true mission: stop the Mind Flayers and free the imprisoned god Tharizdun in the deepest reaches of Carceri.

### PART 1: ARBOREA – THE SONG BREAKS

-  **00:00 Arrival in Arvandor**  
The party enters the upper realm of Arvandor, disguised and cautious. They make their way to the Spire of Endless Song.
-  **00:40 Audience with the Choir Master**  
Dino places the Whispering Crown upon the Choir Master's head. The first notes are beautiful... then twisted.
-  **01:00 The Song Corrupts**  
The second song turns dissonant. Spirits scream. Trees shudder. Arborea begins to unravel.
-  **01:15 Fleeing Arborea**  
A Sea Elf named Fizzwick warns the party. They escape in a rowboat as the realm descends into chaos.
-  **01:30 Morkoth Ambush**  
A Morkoth rises from the green waves and attacks the party at sea.
-  **01:50 Battle at Sea**  
The party fights the Morkoth together and drives it off.
-  **02:15 Back to the Spelljammer**  
Exhausted and wounded, they return to their ship to regroup.



#### THE WHISPERING CROWN

A silver crown that whispers in the mind of its bearer. It corrupted the celestial song of Arborea, causing discord and chaos.

### PARTY MEMBERS

CHARACTER	CLASS / SUBCLASS	RACE	PLAYER	HIGHLIGHTS
 RIGG DALHART "Rigg"	Rogue (Swashbuckler)	Human	Ben / Elemunk	Stole the path in Arborea (literally). Escaped capture by the Maruts.
 LEYDRICK GEFINHAL	Cleric (Life Domain)	Dwarf	Jared / Galindis	Fought bravely on the boat. Captured by the Maruts.
 HIGH JINKS	Warlock (Great Old One)	Tabaxi	Kate / Keitachan	Blasted the Morkoth with Eldritch Blast & Hellish Rebuke.
 DINO ROAR (DYNOTH ROKOS)	Artificer (Battle Smith) / Fighter	Githyanki	Robb / Baconbuff	Placed the crown. Fought the Morkoth. Captured by the Maruts.
 VALEN PYRE	Wizard (Evoker)	Human	Justin / Slitzer	Evoked fire and fury against the Morkoth. Captured.
 ROOK VARREK	Gunslinger (Mercenary)	Human	NPC Ally	Fought on the boat. Captured by the Maruts.

### MAJOR ENCOUNTERS



#### THE SONG TURNS

The crown corrupts the Choir Master's song, unleashing discord across Arborea and driving the spirits into a frenzy.



#### MORKOTH ATTACK

A Morkoth rises from the astral sea. The party battles it in a desperate fight for survival.



#### MARUT ARREST

Maruts board the ship and arrest four party members for disrupting the peace of Arborea.

### TREASURE & MAGIC ITEMS



#### Robe of Eyes

Wondrous item – Uncommon  
Lets the wearer see through magical darkness and illusions.



#### Rod of Rulership

Rod – Uncommon (requires attunement)  
Grants advantage on Persuasion and Intimidation in certain situations.



#### Immovable Rod

Rod – Rare  
An iron rod that becomes fixed in place when commanded.

### KEY NPCs



#### THE CHOIR MASTER

Guardian of the Spire of Endless Song. Keeper of Arborea's harmony. His song was corrupted by the crown.



#### FIZZ WICK (SEA ELF)

Friendly sea elf who warned the party of the coming chaos and helped them escape Arborea.



#### PRIMUS

God of Mechanus and order. Tasked the party with preventing the release of Tharizdun from his prison.









#### MARUTS

Lawful construct enforcers. Arrested the party for crimes against the peace of Arborea.

### NEXT SESSION HOOK

The four captured party members are imprisoned in Carceri, the Infernal Prison. Rigg must navigate the planes, gather allies, and find a way to infiltrate the prison to free them and stop the Mind Flayers from releasing Tharizdun.

### IMPORTANT REWARDS & TAKEAWAYS

-  **Mission Clarified:** Stop the Mind Flayers and free Tharizdun from his prison.
-  **Enemies Revealed:** Illithid rivals are ahead and closer than expected.
-  **New Destination:** Carceri – the prison of the Lower Planes.
-  **The Crown** remains a key and dangerous part of the mission.
-  Rigg is free and must plan the rescue.
-  The party's choices have consequences across the planes.

### SESSION STATS

-  **Duration:** ~4.5 Hours
-  **Locations Visited:** 3  
Arvandor • Astral Sea • Spelljammer
-  **Major Fights:** 2  
Morkoth • Maruts
-  **Captured:** 4 Party Members
-  **Survivor Free:** Rigg Dalhart

"No bell rings clean, no prayer rings true, when the song turns black underneath the blue."

– VARRICK SONGWEAVE

---

Revision #1

Created 2026-06-01 11:51:57 UTC by Slitzer

Updated 2026-06-01 11:52:13 UTC by Slitzer