

# Session 22: Burp the Wurm

**Date:** Jul 22nd, 2025

## Summary

The party had just finished looting the dead queen and moved to the fountain room to take a short rest. As they recovered, they began hearing ominous screeching sounds from outside - female voices screaming bloody murder that they suspected were the handmaidens discovering their queen's death. Tark sneaked to the door to investigate and confirmed the sounds were indeed the mourning handmaidens wailing in grief. During their rest, both Yazy and Xakarium made the mistake of drinking from the fountain water, failing their constitution saves and gaining levels of contamination from the tainted liquid. After their short rest, the party prepared to leave for Shepherd's Gate, with Oiroa wisely placing the queen's necklace in their bag of holding to avoid displaying evidence of their deed. However, as they attempted to exit through the bronze doors, a massive purple worm emerged from underground, causing the ground to rumble and forcing the party into combat. The creature was enormous and mutated, possessing multiple tails and devastating attacks that immediately posed a serious threat to the group. Combat began with Syndle attacking the worm while wild magic created a field of flowers around him and boosted the party's armor class. Yazy quickly cast Enemies Abound on the creature, successfully confusing the massive worm due to its extremely low intelligence. The spell proved highly effective, causing the worm to randomly target different creatures rather than focusing on the party. Oiroa supported the group by casting Bless to provide combat bonuses, while the worm used one of its tails to slam the bronze doors shut, accidentally trapping Ned on the other side. The battle intensified when the confused purple worm emerged underneath two red cap enemies - Larry and the surviving Daryl - and devoured them whole. From inside the creature's stomach, the red caps fought back valiantly with their sickles and boots, dealing internal damage to the worm. Meanwhile, the handmaidens joined the combat by casting Entangle spells that created magical vines and roots, successfully restraining most of the party members except Syndle and Tark. Oiroa turned the tide by casting Slow on both the purple worm and the handmaidens, significantly reducing their combat effectiveness by halving their speed and limiting their actions. Syndle used his Draconic Cry ability multiple times throughout the battle, granting advantage on attack rolls to all party members against their enemies. The combination of these tactical spells gave the party a significant advantage despite being partially restrained and separated by the bronze doors. The purple worm continued its rampage by attacking the handmaidens at their altar with its tail, killing one with poisoned barbs while another emerged from a tree to continue casting spells. One handmaiden attempted to use Fey Charm on Tark but failed to take effect. From behind the doors, Ned contributed by casting firebolt at the handmaidens, while Xakarium unleashed lightning breath in a cone formation, damaging multiple enemies simultaneously. As the battle progressed,

the purple worm targeted Yazzy with its tail attack, dealing both piercing damage from the spikes and poison damage from the barbs. However, Yazzy's natural resistance helped mitigate some of the toxic effects. The red caps inside the worm continued their internal assault until they were finally dissolved by the creature's digestive acids, though their efforts had significantly weakened the massive beast. The final phase of combat saw two handmaidens flee via tree stride magic while one remained to continue the fight. Tark and Syndle delivered devastating attacks to the bloodied purple worm, with Syndle's critical hits and Tark's precise strikes wearing down the creature's massive hit point total. Yazzy maintained concentration on the Enemies Abound spell throughout the battle, keeping the worm confused and preventing it from focusing its attacks effectively. The battle concluded when Tark delivered the killing blow with a powerful sneak attack, causing the purple Wurm's massive head to crash to the ground. As the creature died, one boot with half a leg attached rolled out from its mouth, a grim reminder of the red caps it had devoured. The party quickly dealt with the remaining handmaiden before turning their attention to potential loot from their fallen foe. After the combat, Yazzy and Oiroa discussed extracting valuable poison from the Wurm's tail, though they ultimately decided against spending an hour on the dangerous procedure. Xakarium used mage hand to safely search inside the Wurm's acidic stomach, successfully retrieving a second boot to match the one that had rolled out naturally. Ironically, both boots turned out to be left feet, making them a mismatched pair despite the effort to recover them. The party then prepared to depart for Shepherd's Gate, with Syndle using his bolstering magic ability to restore spell slots to his companions. He successfully granted third-level spell slots to Ned, Yazzy, and Oiroa, helping the group recover their magical resources after the intense battle. As they traveled through the contaminated haze toward their destination, several party members failed their constitution saves and gained additional levels of contamination from the toxic environment. The session concluded with the party making progress toward Shepherd's Gate but encountering another random threat along the way. Their victory over the purple worm had been hard-fought, requiring tactical spell usage, teamwork, and significant magical resources. The battle demonstrated the increasing dangers they faced in the contaminated lands, while also showing how their growing power and coordination allowed them to overcome seemingly impossible odds against massive creatures like the mutated purple worm.

## Scenes

### Aftermath and Preparation

The party finishes looting the dead queen and takes a short rest in the fountain room while hearing ominous sounds from outside.

- Party completed looting the dead queen
- Party moved to the fountain room

- Heard faint screeching sounds like a whale or screaming voices coming from outside
- Tark sneaked to the door to investigate the sounds
- Discovered the sounds were female voices screaming bloody murder, likely the handmaidens
- Party took a short rest and rolled hit dice for healing
- Yazy drank from the fountain and failed a constitution save, gaining a level of contamination
- Xakarium also drank from the fountain and failed constitution save, taking contamination
- Party discussed escape routes and decided to head back to Shepherd's Gate
- Oiroa put the queen's necklace in the bag of holding to avoid displaying their deed

## Purple Wurm Encounter Begins

A massive purple worm emerges as the party attempts to leave, leading to a dangerous combat.

- Purple worm appears and begins moving, causing ground tremors
- Initiative rolled and combat begins in the haze-filled area
- Syndle attacks with wild magic, creating flower field and armor boost for party
- Yazy casts Enemies Abound on the worm, confusing it
- Oiroa casts Bless on party members for combat bonuses
- Wurm uses tail to slam bronze doors shut, trapping Ned on the other side
- Wurm emerges under and devours three red cap enemies (Larry and two Daryls)
- Handmaidens join combat, casting Entangle spells on party members
- Party members become restrained by magical vines and roots
- Oiroa casts Slow spell affecting worm and handmaidens
- Syndle uses Draconic Cry to give party advantage on attacks

## Purple Wurm Battle Intensifies

The party continues their fierce battle against the massive purple worm while separated by bronze doors.

- Purple worm attacks handmaidens at their altar with its tail, killing one with poisoned barbs
- Surviving handmaiden emerges from a tree and casts entangle on party members
- Red cap soldiers fight the worm from inside after being swallowed, dealing damage with sickles
- Wurm makes multiple saving throws against enemies abound spell but remains confused
- Ned casts firebolt at handmaiden from behind the doors, dealing fire damage
- Tark deals massive damage to the worm with advantage attacks

- Syndle uses draconic cry again and attacks with critical hits
- Yazzy attempts poison spray on the worm but it resists
- One handmaiden loses concentration and entangle effects end
- Xakarium uses lightning breath on the worm and handmaidens
- Wurm targets Yazzy with tail attack, dealing piercing and poison damage

## Purple Wurm Battle Conclusion

The final moments of the purple worm battle as the party delivers killing blows.

- Two handmaidens tree stride away to escape the battle
- One remaining handmaiden casts Fey Charm on Tark but fails to charm him
- Ned attacks the worm with his staff, taking advantage of the slow spell effect
- Yazzy maintains concentration on Enemies Abound spell affecting the worm
- Syndle delivers powerful attacks to the bloodied worm
- Tark delivers the killing blow to the purple worm with sneak attack damage
- The Wurm's head crashes to the ground with one boot and half a leg rolling out
- One handmaiden is killed, another remains alive but wounded

## Looting and Departure

After defeating the purple worm, the party attempts to loot valuable materials and prepares to leave the area.

- Yazzy and Oiroa discuss extracting poison from the Wurm's tail
- Xakarium uses mage hand to search inside the Wurm's acidic stomach
- Xakarium successfully retrieves a second boot from inside the worm
- The party decides against spending an hour extracting poison
- Party opens the bronze doors and prepares to leave for Shepherd's Gate
- Xakarium uses bolstering magic to restore spell slots to party members
- Ned, Yazzy, and Oiroa each received third-level spell slots
- The group makes contamination saves while traveling through the haze
- Ned, Oiroa, and Xakarium each gain a level of contamination
- A random encounter is rolled as they travel toward Shepherd's Gate

## Npcs

## Handmaidens

Dryad-like servants of the dead queen who were heard screaming bloody murder from outside the fountain room. Their wailing and crying voices suggested they had discovered their queen's death and were mourning her loss. During combat, they cast entangle spells to restrain the party and one attempted to use Fey Charm. Some were killed during the battle while others fled via tree stride magic.

## Purple Wurm

A massive mutated underground creature with multiple tails and devastating attacks. Confused by Yazzy's Enemies Abound spell, it randomly attacked different targets including devouring red cap enemies before being slain by the party. Had extremely low intelligence making it vulnerable to mental effects, but possessed strong physical attacks and poisonous tail spikes with acidic stomach that dissolved victims.

## Red Caps

Three small enemies including Larry and two individuals named Daryl who were devoured by the purple worm during combat. They fought back from inside the creature using sickles and boots, dealing internal damage before being digested by the Wurm's acid.

## Larry

One of the red cap enemies who was devoured by the purple worm along with two companions named Daryl. Fought the worm from inside using sickles before being digested.

## Daryl

Two red cap enemies who were devoured by the purple worm along with Larry. They fought back from inside the worm using sickles and boots before being killed by the digestive acid.

# Locations

## Queen's Grotto

The underground grotto area where the party fought the purple worm, featuring bronze doors that separate different sections and an altar area where handmaidens were mourning. The location is filled with thick, disgusting haze and serves as the main battleground for the encounter.

## Fountain Room

A room with a fountain containing clear, drinkable water where the party took their short rest after defeating the queen. The room has bronze doors leading outside and connects to the queen's chambers via the delirium river. The room's shadows and fountain create the shape of a one-eyed goblin when viewed from certain angles.

## Shepherd's Gate

The party's destination as they travel through the contaminated haze, requiring them to make constitution saves due to the dangerous environment.

## Queen's Chambers

The location where the party had just finished looting the dead queen before moving to the fountain room. Connected to other areas via a delirium river passage.

# Spells

## Entangle

Restraining spell cast by the handmaidens that created magical vines and roots to restrain party members, limiting their movement during combat. Successfully restrained most of the party except Syndle and Tark.

## Lightning Bolt

Cast by Xakarium dealing significant electrical damage to the purple wurm, contributing to the creature's eventual defeat.

## Draconic Cry

Barbarian ability used multiple times by Syndle to grant advantage on attack rolls to all party members against enemies. Proved crucial in the party's ability to hit and damage the heavily armored purple wurm.

## Bless

Cast by Oiroa to provide combat bonuses to party members, though it was later replaced by the Slow spell due to concentration requirements.

## Lightning Breath

Dragonborn racial ability used by Xakarium in a cone formation, dealing lightning damage to multiple targets including the wurm and handmaidens.

## Poison Spray

Cantrip spell cast by Yazzy against the purple worm, requiring a constitution saving throw. The Wurm's strong constitution allowed it to resist the poisonous effects.

## Mage Hand

Used by Xakarium to safely search inside the purple Wurm's acidic stomach for recoverable items. The spell allowed him to retrieve boots without risking direct contact with the dangerous digestive acids.

## Bolstering Magic

Used by Xakarium after combat to restore spell slots to party members. Successfully granted third-level spell slots to Ned, Yazzy, and Oiroa, helping the party recover magical resources.

## Fey Charm

Attempted by a handmaiden on Tark but failed to take effect. The spell was cast as the handmaiden approached with a shillelagh weapon, representing a tactical attempt to neutralize a key fighter.

## Enemies Abound

Cast by Yazzy on the purple worm, this enchantment spell confused the massive creature and caused it to randomly target different creatures including its own allies. The spell was highly effective due to the Wurm's extremely low intelligence, requiring intelligence saves each time it took damage.

## Toll the Dead

Necrotic cantrip cast by Ned from the other side of the bronze doors, though the purple worm successfully saved against its effects.

## Slow

Third-level spell cast by Oiroa targeting the purple worm and handmaidens, reducing their speed, limiting actions, and imposing penalties to armor class and dexterity saving throws. Significantly hindered the enemies and helped the party gain tactical advantage.

## Firebolt

Cantrip spell cast by Ned targeting a handmaiden, dealing fire damage and forcing a concentration save to maintain her entangle spell.

# Items

## Queen's Necklace

A valuable necklace taken from the dead queen that the party decided to hide in their bag of holding to avoid displaying evidence of their deed to the world. Represents proof of the queen's death and potential political consequences.

## Red Cap Boots

Two left boots recovered from inside the purple Wurm's acidic stomach after it devoured the red cap creatures. One boot with half a leg attached rolled out naturally when the worm died, while another was retrieved using mage hand to search through the acidic remains. Both being left boots makes them a mismatched pair.

## Sickles

Weapons used by the red cap soldiers to attack the purple worm from inside its stomach. The weapons proved effective at dealing internal damage to the massive creature before the wielders were digested.

## Foldable Boat

A collapsible boat mentioned by the party as something they had collected, useful for water travel.

## Foldable Goat

A magical item owned by one of the party members that can transform into a statue sculpture and fit in a pocket, described as having superpowers.

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