

# Session 26: Oscar's Demise

**Date:** Sep 2nd, 2025

## Summary

The party found themselves in the aftermath of a fierce battle, with several zombies still under the effects of a hypnotic pattern spell. Xakarium unleashed a firebolt at one of the entranced undead, the crackling energy jolting the creature awake just before a second blast destroyed it completely. The remaining zombies shambled forward with desperate hunger, their rotting forms converging on Tark, who weathered their clumsy attacks with the fury of his rage still coursing through his veins. Dave and the others quickly dispatched the remaining undead, with Yazy delivering the final blow using an eldritch blast that caused the last zombie to fry and melt from the radiant energy. With the immediate threat eliminated, the party turned their attention to looting Oscar Yoren's secret laboratory. Ned systematically collected the alchemist's spellbook and personal possessions, stuffing valuable tomes on anatomical lore, magical phenomena, curses, disease, and poisons into their bag of holding. The bookshelves contained what appeared to be a small fortune in academic texts that would fetch high prices from the right buyers. Syndle, ever practical, decapitated Oscar Yoren with clinical efficiency, preserving the head in their magical storage for later use. The party discovered additional treasures including a gilded white gold chalice, a letter from the crime boss Blackjack Mel with orders to protect Oscar and maintain potion deliveries, and various magical items including a Potion of Vitality, a bead for Oiroa's necklace of fireballs, and several spell scrolls. During their systematic search, Yazy investigated a suspicious corridor and discovered a hidden passage. As the secret door opened, an invisible creature zipped past the party members, prompting Yazy to cast fairy fire to reveal a bat familiar. Oiroa quickly dispatched the magical spy with her gavel, turning it to dust with a single strike. The party realized someone had been watching them and decided to split up to explore different areas of the underground complex more efficiently. The exploration led them through various chambers including a cistern room with spider webs that they burned away, and eventually to a large ritual chamber that would prove far more dangerous than expected. The room contained an imposing stone statue of Orcus, the goat-headed demon lord of the undead, positioned before a pentagram-shaped magic circle that still glowed with recent magical use. Candles and candelabras cast a sickly arcane light throughout the chamber, and Xakarium's magical knowledge confirmed that the summoning circle had been used very recently. Syndle quickly destroyed the magical circle with a dispel magic spell, but the damage had already been done. As Dave heard scuffling sounds from behind the statue, the party noticed that Yazy appeared to be under some form of supernatural influence. Suddenly, three powerful demons materialized in the chamber - a slender, gray-skinned Ultraloth with an elongated head and sparkling eyes, accompanied by two larger, more traditionally terrifying Nycaloths. The creatures communicated by broadcasting thoughts directly into the party's minds,

their telepathic voices echoing with otherworldly malice as combat erupted. The battle that followed tested the party's limits like few encounters before. Yazzy broke free from her charm and immediately struck the Ultraloth with magic missiles, while Syndle's rage triggered a wild magic surge that sent shadowy tendrils lashing out at all three demons. Tark delivered devastating attacks with his axes, and Xakarium attempted to use his dragon breath, though the demons' resistance to lightning reduced its effectiveness. The Ultraloth retaliated with a devastating chain lightning spell that arced between multiple party members, leaving Ned barely conscious and others severely wounded. As the battle intensified, Oiroa proved crucial by successfully casting a slow spell on two of the demons, significantly reducing their combat effectiveness by limiting them to single actions and reducing their armor class. The slowed demons struggled to maintain their spellcasting, often having their magic delayed or disrupted entirely. Tark continued his relentless assault while Yazzy made a dramatic transformation, using polymorph to become a massive one-eyed Tyrannosaurus Rex that dominated the battlefield with powerful bite and tail attacks. The Ultraloth, realizing the tide was turning against them, attempted to negotiate with the party, offering resources, knowledge, and power in exchange for ending the violence. When diplomacy failed, the demon resorted to a fear spell that caused some party members to become frightened, though the effect was short-lived. Ned enhanced his magic with delirium crystal shards, causing unpredictable effects including animating the Orcus statue into a living delirium golem that joined the fray. The demons fought desperately, with the Nycaloths wielding great axes in brutal melee combat while the Ultraloth used dimension door to escape and cast magical darkness over the entire chamber. In the pitch-black conditions, Tark relied on his barbarian instincts to deliver the killing blows to the final demon, his axes finding their mark even without sight. When the last Nycaloth fell, the magical darkness dissipated, revealing the aftermath of one of their most challenging battles. In the aftermath, the party tended to their wounds and managed their magical resources. Syndle used his unique ability to restore expended spell slots to his companions, helping them recover some of their magical power. The delirium crystals had been consumed during the battle, but they had gained an unexpected ally in the form of the animated Orcus statue, now a five-foot delirium golem that appeared friendly to the party. The encounter had pushed them to their limits, but they had emerged victorious against the powerful yugoloth demons, though they knew such challenges would only grow more difficult as their reputation spread throughout the criminal underworld.

## Scenes

### Zombie Cleanup

The party finishes off remaining zombies that were previously hypnotized, with various party members using different attacks.

- Xakarium firebolts a zombie for 12 damage, waking it from hypnotic pattern
- Xakarium delivers two devastating 16-damage attacks, killing the zombie
- Three zombies attack Tark with slam attacks, dealing 12 bludgeoning damage (reduced by rage)
- Dave attacks a zombie for 12 damage
- Tark makes reckless attacks, dealing 14 damage to one zombie and 17 damage to another
- One zombie fails its death save and stays dead
- Yazyzy uses Eldritch Blast to finish off the last zombie with 7 radiant damage

## Looting Oscar's Laboratory

The party systematically loots Oscar Yoren's secret laboratory, collecting valuable books, potions, scrolls, and other magical items.

- Ned collects Oscar's spellbook, personal possessions, several potions and spell scrolls
- Ned finds tomes on anatomical lore, magical phenomena, curses, disease, and poisons
- Syndle decapitates Oscar Yoren to preserve his head in the bag of holding
- The party finds a gilded white gold chalice on a thief's body
- They discover a letter from Blackjack Mel with orders to protect Oscar and maintain potion deliveries
- Oiroa uses spiritual weapon and channel divinity to recover spell slots
- The party collects 20 gold from defeated enemies
- Party rolls for random magical loot including Potion of Vitality, bead for necklace of fireballs, third-level spell scroll of Call Lightning, and scroll of protection from celestials
- Oscar Yoren's body is searched, revealing rings and a ruby vial containing what appears to be blood

## Secret Door Discovery

The party discovers and investigates a hidden passage while an invisible familiar escapes.

- Yazyzy investigates a suspicious corridor and discovers a secret door
- Xakarium assists with the investigation, helping to find the hidden entrance
- As the door is opened, an invisible creature zips past the party
- Yazyzy casts fairy fire to reveal an invisible bat familiar
- Oiroa kills the bat familiar with her gavel in one hit, turning it to dust

- Party realizes it was likely someone's familiar and discusses splitting up to explore different areas

## Underground Exploration

The party splits up to investigate different areas of the underground complex.

- Party decides to split up - some taking main stairs, others exploring a ladder area
- Some party members discover a cistern with a well opening above and a locked door with a hole at the bottom
- Party finds spider webs which they burn away with candelabras
- The group explores various chambers and passages in the underground complex

## Demon Summoning Chamber Discovery

The party discovers a ritual chamber with a goat-headed demon lord statue and magic circle, triggering the appearance of dangerous demons.

- Party finds a chamber with a statue of Orcus, Lord of the Undead, and a recently used magic circle
- The chamber contains a pentagram-shaped magic circle on the floor, recently used and still glowing with magical aura
- Candles and candelabras illuminate the chamber with sickly arcane light
- Xakarium makes an Arcana check and determines the magic circle was recently used for summoning
- Syndle destroys the magic circle with dispel magic, dissipating its lingering effects
- Dave hears scuffling sounds coming from behind the statue, suggesting hidden enemies
- Yazzy appears to be under some form of charm or control
- Three demons (one Ultraloth and two Nycaloths) are summoned and appear in the room
- The demons communicate telepathically, broadcasting into the party's minds
- Initiative is rolled as combat begins

## Intense Demon Battle

A brutal combat encounter against powerful Yugoloth demons with the party using various magical abilities and

## tactics.

- Yazzy magic missiles the weird-looking Ultraloth for 14 damage
- Syndle breaks Yazzy's charm with a slap across the cheek
- Oiroa casts Aura of Vitality and heals herself with bonus action
- Tark rages and delivers devastating reckless attacks dealing 27 damage twice to one demon
- Xakarium casts dragon breath (lightning) but demons are resistant, reducing damage to 5 each
- Syndle rages and triggers wild magic, creating shadowy tendrils that damage all three demons for 6, 4, and 12 damage respectively while gaining 11 temporary hit points
- Syndle makes two reckless attacks dealing 18 and 24 damage
- The Ultraloth casts chain lightning, dealing 56 damage to Ned and hitting multiple party members with reduced damage for those who saved
- Two Nycaloths attack Syndle with great axes, one scoring a critical hit but rolling poorly for 27 total damage
- One Nycaloth attacks Ned with two great axe swings for 47 total damage (reduced by rage)
- Yazzy casts healing word on Ned for 5 hit points
- Ned casts Power Word Pain on the Ultraloth, causing ongoing damage
- Ned drinks a healing potion and moves to a defensive position
- Oiroa heals Tark for 9 hit points and grants him a weapon attack
- Tark attacks for 16 damage, bloodying the demon
- Oiroa casts Slow on two demons, successfully affecting both and significantly reducing their combat effectiveness
- Tark delivers two more attacks dealing 17 and 19 damage
- Xakarium attempts acid breath but discovers demons are immune, then casts healing word on himself
- Syndle uses Draconic Cry to give party advantage, then attacks twice for 11 and 14 damage
- The Ultraloth attempts negotiation, offering resources and power in exchange for ending the fight
- The Ultraloth casts fear spell in 30-foot cone, causing Tark and another barbarian to become frightened
- A Nycaloth attacks the T-Rex (Yazzy) twice for reduced damage due to resistance
- Yazzy polymorphs into a one-eyed Tyrannosaurus Rex, gaining massive hit points and attack power
- T-Rex Yazzy bites the Ultraloth for 44 damage and tail attacks another demon for 20 damage
- Ned uses delirium crystal magic with shocking grasp and magic missile
- Ned's delirium magic causes the Orcus statue to animate into a living delirium creature
- Oiroa casts spiritual weapon (gavel) and toll the dead, killing one Nycaloth
- Tark kills another demon with 37 damage
- Xakarium attacks with his magical weapon for 13 damage and heals himself for 11 hit points

- Syndle uses magical boots to knock the Ultraloth prone and attacks for 11 damage
- The Ultraloth dimension doors away and casts magical darkness over the room
- Tark uses reckless attacks in darkness, dealing 23 and 20 damage to kill the final demon
- The magical darkness dissipates when the demon dies
- All demons are defeated

## Post-Battle Recovery

After the intense demon fight, the party tends to their wounds and manages their magical resources.

- Syndle uses his spell slot recovery ability to restore expended spell slots for party members
- Party members receive restored spell slots of various levels (second and third level spells)
- Discussion about the delirium crystals being consumed during the battle
- The delirium statue remains animated as a golem ally
- Party reflects on the difficulty of the encounter and their survival

## Npcs

### Oscar Yoren

A deceased alchemist and wizard whose secret laboratory the party is looting. His body contains rings and a ruby vial filled with what appears to be blood. He had been conducting demonic summoning rituals in his hidden chamber and was involved with potion deliveries to various factions. His head was preserved by the party for magical purposes.

### Apprentice

One of Oscar Yoren's apprentices who ran downstairs during earlier combat and was killed. His final words were either 'dude' or 'bro' before being slain, showing the casual attitude of the younger generation even in dangerous situations.

### Ultraloth

A slender, gray-skinned demon with an elongated, pear-shaped head and two oval eyes that sparkle like pools of light. This powerful yugoloth communicates telepathically by broadcasting thoughts into the party's skulls. Capable of casting high-level spells like chain lightning and dimension door. Acts as a negotiator, attempting to bargain with the party and offering resources, knowledge, and power in exchange for ending the violence before resorting to fear spells. Eventually escapes the battle by teleporting away.

## Nycaloths

Large, traditionally scary-looking demons that are much more imposing than the Ultraloth. These yugoloths wield great axes and make multiple melee attacks. They serve as the muscle in the encounter and are vulnerable to slow spells. Multiple Nycaloths fight the party, with some being killed during the battle through various attacks and spells.

## Animated Orcus Statue

A large stone statue depicting Orcus, the goat-headed demon lord of the undead, that becomes animated through Ned's delirium shard magic. The statue transforms into a living creature made of delirium crystal and attacks the largest target in the room. Can be communicated with using demonic languages like Abyssal, Infernal, and Undercommon. Ned successfully directs it to target 'the blood of the weak one'.

## Blackjack Mel

A crime boss who sent orders to protect Oscar Yoren and ensure potion deliveries stayed on schedule, as revealed in a letter found on a thief's body.

# Locations

## Oscar Yoren's Secret Laboratory

A hidden underground laboratory accessed through a secret bookcase staircase. Contains bookshelves with tomes on anatomical lore, magical phenomena, curses, disease, and poisons. The room has desks with alchemical equipment and storage for potions and spell scrolls. The laboratory shows signs of recent use and experimentation with delirium husks.

## Demon Summoning Chamber

A large ritual chamber containing a stone statue of Orcus, the goat-headed demon lord of the undead, set before a pentagram-shaped magic circle. The room is illuminated by candles and candelabras with a sickly arcane glow, with the magic circle showing recent use and magical aura. Contains barrels and evidence of recent undead activities and demonic summoning rituals. This is where the final battle against the Yugoloth demons takes place.

## Underground Hallway

The entryway corridor where the party first encountered enemies, containing locked doors and bodies to loot. Connected to various chambers in the underground complex.

## Cistern Chamber

A room containing a pool of water open to a well above, with spider webs that the party burns away and a locked door featuring a hole at the bottom.

# Spells

## Firebolt

Xakarium cast this cantrip to attack zombies, dealing 12 points of damage and waking them from their hypnotized state.

## Hypnotic Pattern

Yazzy maintained concentration on this spell until all hypnotized enemies were defeated, then dropped concentration to move freely.

## Spiritual Weapon

Oiroa repositioned their spiritual weapon during zombie cleanup and later manifested it as a magical gavel that could attack independently, successfully hitting demons for force damage.

## Channel Divinity

Oiroa used their divine power to recover an expended spell slot, demonstrating their connection to their deity.

## Eldritch Blast

Yazzy used this cantrip to deliver the killing blow to the final zombie, dealing 7 radiant damage and causing it to fry, sizzle, and pop as it melted from the magical energy.

## Mage Hand

Used by Oiroa and Ned to safely manipulate objects like severed heads and looted items, placing them into the bag of holding without having to touch gruesome objects directly.

## Fairy Fire

Cast by Yazzy to reveal an invisible bat familiar that had escaped from an unlocked room, creating a 20-foot cube area of effect that outlined the creature.

## Dispel Magic

Cast by Syndle as a third-level spell to destroy a recently-used magic circle in the demon summoning chamber, successfully dissipating the lingering magical effects of the teleportation circle.

## Magic Missile

Cast by Yazzy against the Ultraloth for 14 damage, and later by Ned enhanced with a delirium crystal for 12 damage across three darts. The delirium enhancement caused the target to blink out of existence temporarily.

## Wild Magic - Shadowy Tendrils

A wild magic effect triggered by Syndle's rage that creates shadowy tendrils lashing out in a 30-foot radius. All three demons failed their constitution saves and took necrotic damage (6, 4, and 12 points respectively), while Syndle gained 11 temporary hit points.

## Chain Lightning

A devastating 6th-level spell cast by the Ultraloth that strikes multiple targets. The lightning bolt hit Xakarium first, then chained to Syndle, Yazzy, and Ned, dealing 56 damage to those who failed their saving throws and 28 to those who succeeded.

## Dragon Breath (Lightning)

A 3rd-level spell cast by Xakarium in a 15-foot cone, dealing lightning damage to all three demons. However, the demons' resistance to lightning reduced the damage from 14 to 5 points each. Later attempted with acid but demons were immune.

## Polymorph

A powerful transformation spell cast by Yazzy to turn herself into a one-eyed Tyrannosaurus Rex. This gave her massive hit points, powerful bite attacks (4d12+7 damage) and tail attacks (3d8+7 damage), making her a formidable combatant though she lost the ability to speak or use bardic abilities.

## Slow

A 3rd-level concentration spell cast by Oiroa that significantly hindered two of the demons. The affected demons could only take one action per turn, had reduced AC, and had to roll to see if their spells would be delayed, making them much less dangerous in combat.

## Aura of Vitality

A healing spell cast by Oiroa that allows bonus action healing each turn. Used to keep party members alive during the intense combat, providing crucial healing support throughout the

encounter.

## Healing Word

A bonus action healing spell cast multiple times during the battle - by Yazzy to revive unconscious Ned with 5 hit points, by Xakarium on himself for 11 hit points, and by Oiroa on Xakarium for 6 hit points.

## Power Word Pain

Ned's powerful enchantment spell that targets a single creature, causing ongoing damage each turn unless they succeed on a constitution saving throw. Cast on the Ultraloth to create a persistent damage effect.

## Draconic Cry

A bonus action ability used by Syndle that grants advantage on attack rolls against all enemies within range until the start of his next turn. Proves crucial in the demon battle by improving the party's combat effectiveness.

## Fear

A cone-shaped spell cast by the Ultraloth that forces wisdom saving throws. Those who fail become frightened and must drop their weapons, taking the dash action to move away from the caster by the safest route.

## Misty Step

Cast by Ned as a bonus action to teleport next to the Ultraloth, though he miscalculates and ends up partially embedded in a wall, taking minor bludgeoning damage.

## Shocking Grasp

A cantrip cast by Ned through his staff enhanced with a delirium shard. While the lightning damage is negated by the demon's immunity, the delirium enhancement causes the Orcus statue to animate.

## Toll the Dead

A necromancy cantrip cast by Oiroa that forces a wisdom saving throw. Successfully used to kill a Nycaloth that failed its save and took 14 necrotic damage plus additional necrotic damage.

## Dimension Door

A teleportation spell used by the Ultraloth to escape when badly wounded. The spell allows instantaneous travel to a location within range without needing line of sight, enabling the demon to flee the battle entirely.

## Darkness

A spell cast by one of the Nycaloths that filled the entire ritual chamber with magical darkness, preventing most creatures from seeing and imposing disadvantage on attacks for those without special sight. The darkness dissipated when the caster was defeated.

## Spell Slot Recovery

Syndle's magical ability to restore expended spell slots to party members, rolling dice to determine the level of spell slots recovered. Can only be used once per person until a long rest. Used to restore second and third level spell slots after the battle.

# Items

## Oscar's Spellbook

The personal spellbook of the alchemist Oscar Yoren, collected from his secret laboratory and placed in the party's bag of holding along with his other personal possessions.

## Anatomical and Magical Tomes

A collection of valuable books on anatomical lore, magical phenomena, curses, disease, and poisons found on Oscar Yoren's bookshelves. These tomes would be quite valuable to the right buyers in academic or magical fields.

## Potion of Vitality

A valuable healing potion discovered among Oscar Yoren's alchemical supplies through random loot rolls. Particularly useful given the party's tendency to suffer exhaustion levels during their adventures.

## Bead of Fireball

A magical bead that can be added to Oiroa's existing necklace of fireballs, enhancing the necklace's destructive capabilities. Found among Oscar's magical supplies.

## Spell Scroll of Call Lightning

A third-level spell scroll containing the Call Lightning spell, found among Oscar Yoren's magical research materials through random loot generation.

## Scroll of Protection from Celestials

A protective scroll that grants defense against celestial beings, potentially useful against the Falling Fire faction's celestial allies. Discovered in Oscar's laboratory.

## Ruby Vial

A five-inch long vial made entirely of ruby with a silver cork, containing what appears to be blood. Found on Oscar Yoren's person, likely connected to his dark magical practices.

## Gilded White Gold Chalice

An ornate chalice made of white gold, found on a thief's body. The party suspects it was stolen from Oscar Yoren, indicating the value and craftsmanship of the piece.

## Letter from Blackjack Mel

Orders found on a thief's body instructing him to protect Oscar Yoren and ensure potion deliveries stay on schedule, revealing the criminal network's involvement in the alchemist's operations.

## Gunslinger's Pistol and Ammunition

A distinctive firearm with bullets and gunpowder taken from the defeated gunslinger. The party noted its unique nature might reveal where they obtained it but decided to take it anyway.

## Immovable Rod

A magical rod the party possesses, discussed for creative combat applications including impaling prone enemies and activating its hold function.

## Bag of Holding

A magical storage container being used extensively by the party to store looted items, operated via mage hand for convenience and to avoid touching gruesome objects like severed heads.

## Delirium Crystal Shards

Magical crystal shards used by Ned to enhance his spells with unpredictable effects. When used, they create random magical effects - one caused the statue of Orcus to animate into a living creature made of delirium, another caused an enemy to blink out of existence briefly. The shards are consumed when used but provide powerful random magical enhancements.

# Spiritual Weapon Gavel

A magical manifestation of Oiroa's spiritual weapon spell, taking the form of a gavel. The weapon can be moved around the battlefield and strikes with force damage, proving effective against the demonic enemies.

# Magical Boots

Syndle's enchanted boots that can knock enemies prone with a Dexterity saving throw. The boots deal 1d10+2 damage on a failed save and have been used effectively in multiple recent fights, including against the Ultraloth.

# Delirium Golem

A five-foot statue of Orcus made from delirium crystal that became animated during the battle through Ned's magic. The golem appears to be friendly to the party and represents a significant magical construct created from consumed delirium crystals.

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Revision #1

Created 16 September 2025 17:01:38 by admin

Updated 16 September 2025 17:03:45 by admin