

Session 27: Burning Down the House

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Summary

The party found themselves in the aftermath of their battle with the ultraloth, who had escaped through a dimension door, leaving behind only a delirium golem shaped like Orcus. The golem proved to be more of a contemplative creature than a fighter, ineffectively attempting to attack the largest threat it could perceive. Syndle transformed back from his T-Rex form, and the party began discussing how to manage any remaining witnesses to their activities. Their planning was interrupted when a mysterious green cloud began billowing through the hallway, seeping into Oscar's laboratory through the cracks around the door. The party recognized it as a cloud kill spell, though not the same one Oscar had cast earlier, leading them to suspect the escaped ultraloth was trying to prevent their pursuit. They quickly blocked the door with bodies from their recent battle, but the toxic gas continued to find its way into the room. Eventually, the cloud formed into a moving twenty-foot square that they could dodge, though it made searching the laboratory more treacherous. Despite the danger, the party methodically searched for hidden treasures and secret passages. Xakarium discovered a secret compartment in the stone floor containing valuable alchemical supplies: one bottle of Aqua Delirium, a purple potion that glowed with otherworldly light, and four bright orange syringes of Aqua Expergo that provided protection from contamination. Ned's thorough investigation revealed an invisible chest, small but potentially valuable, hidden among Oscar's possessions. Tark found scraps of paper covered in an unrecognizable language, apparently early drafts of something Oscar had been working on, which he promptly ate to prevent anyone else from reading them. With the toxic cloud making the laboratory increasingly dangerous, the party sought an escape route. They discovered that their original entrance had been barricaded from the other side, but remembered a hatch leading to the surface. Tark opened the hatch, triggering an acid trap that burned him as it opened, but successfully providing access to Reed Manor's front yard. The delirium golem followed them partway before reverting to its original form as an Orcus statue in the hallway. Once outside, the party decided to eliminate all evidence of their activities by burning down Reed Manor entirely. They circled the building, with some members going to the front door while others positioned themselves around the back. Tark picked the lock on the front door while party members began casting firebolts to ignite the structure. Through the windows, they spotted Oscar's remaining defenders: apprentices, bandits, and large ogre zombies preparing to make their final stand. The battle erupted as Syndle charged forward, activating his magical boots to deliver a devastating

kick that sent one enemy sprawling. He entered a barbarian rage and unleashed shadowy tendrils that drained life from his foes while strengthening himself. Oiroa provided tactical support, casting healing magic to restore Syndle when he fell, though her efforts were complicated when she cast a slow spell that affected both enemies and allies. Yazzy turned invisible and repositioned around the battlefield, while Tark rushed in with his rapier to eliminate enemy spellcasters. The enemy forces fought desperately, with a hedge mage commanding an owl familiar to enhance his acid arrow attacks, and ogre zombies wielding morning stars in brutal melee combat. Bandits fired crossbows from defensive positions while apprentice mages hurled magic missiles at the attacking party. The battle reached its climax when Xakarium channeled divine energy through a lightning bolt spell, creating a devastating line of electrical destruction that killed multiple enemies instantly and left others barely clinging to life. As the combat wound down, the party systematically eliminated the remaining threats, including a fleeing bandit who was struck down by Syndle's firebolt to ensure no witnesses survived. They discovered a crate of healing potions in the foyer that had been prepared for delivery, which they claimed as their own. Using oil pouches as accelerant, they set the entire manor ablaze, creating a massive inferno that would destroy all evidence of Oscar's activities and their own involvement. The party crafted a cover story as they watched Reed Manor burn, planning to claim that Oscar had asked them to deliver the healing potions and had seemed fine when they last saw him. They would blame the destruction on a mysterious arsonist group called "Coup de Gras" and suggest that Queen's Men had been trapped inside during the fire. With their mission complete and evidence destroyed, they began the journey back to Emberwood Village. Their return journey was interrupted by an encounter with seven Silver Order knights on horseback patrolling the Temple Road. The knights demanded that the party surrender any delirium in their possession, citing new laws that allowed the Silver Order to seize such substances. When Ned cast a fly spell and rose sixty feet into the air to avoid arrest, the situation escalated rapidly. The knights dismounted and prepared to detain the party by force, while Yazzy raised her hands in surrender. Combat erupted as the party faced these heavily armored opponents, led by a powerful spellcaster capable of devastating magic. Syndle charged forward with his enchanted boots while Oiroa cast spells that affected both allies and enemies. The Silver Order's leader unleashed a circle of death spell, a necromantic attack that sent waves of negative energy across the battlefield, severely wounding most of the party members. Knights attacked with weapons and crossbows, their radiant-enhanced ammunition proving particularly effective against the party's defenses. Facing overwhelming odds against opponents who clearly outmatched them in both numbers and magical power, the party began to consider surrender. Tark attempted to appeal to the knights' honor, declaring that he had offered no aggression and should not be treated as a hostile combatant. Yazzy used her persuasive abilities to explain their defensive reaction as reasonable given the dangerous nature of the area and their lack of knowledge about the new laws regarding delirium possession. The Silver Order knights, somewhat softened by the party's arguments and apparent willingness to cooperate, agreed to detain them rather than continue the lethal combat. Most party members submitted to being cuffed and detained, though Tark refused to be disarmed or put in irons, citing cultural reasons for his resistance. The session ended with a tense standoff between Tark and the knights over the terms of his detention, while the rest of the party found themselves in custody, uncertain of what fate awaited them at the hands of the Silver Order.

Scenes

Aftermath of the Ultraloth Battle

The party recovers from their previous battle, with an ultraloth having escaped via dimension door and a delirium golem remaining.

- Ultraloth escaped using dimension door
- Delirium golem shaped like Orcus remains but is ineffective in combat
- Syndle transforms back from T-Rex form
- Party discusses witness management and cleanup

Cloud Kill Investigation

A mysterious green cloud appears in the hallway, forcing the party to investigate and search for escape routes.

- Green billowing smoke (cloud kill) appears in hallway and seeps into the room
- Party blocks the door with bodies to slow the gas
- The cloud eventually forms into a moving 20x20 square that can be dodged
- Party searches for secret doors and compartments while avoiding the gas

Hidden Treasure Discovery

The party discovers valuable potions and items hidden in Oscar's laboratory.

- Xakarium finds secret compartment containing one Aqua Delirium potion and four Aqua Expergo syringes
- Ned finds an invisible chest (6-8 inches square) with investigation roll of 26
- Tark discovers scraps of paper with writing in an unrecognized language, then eats them
- Party searches magic circle chamber for additional secrets

Escape Through the Hatch

The party attempts to escape the laboratory through an upper hatch leading to the front yard.

- The party discovers the original entrance is barricaded from the other side
- Tark opens a hatch leading to the surface
- An acid trap triggers when the hatch opens, dealing damage to Tark
- The party successfully escapes to the front yard of Reed Manor
- The delirium golem turns back into an Orcus statue in the hallway

Burning Reed Manor Combat

The party engages in combat with Oscar's remaining forces while setting the manor on fire.

- The party circles around Reed Manor and begins casting firebolts to ignite the building
- Tark picks the lock on the front door
- Initiative is rolled as combat begins with enemies spotted through windows
- Oiroa casts Aura Vitality and heals Syndle for 2 hit points
- Oiroa throws a dagger at Marco through a window, hitting him for 5 points of damage
- Xakarium casts Lightning Bolt in a line, dealing 24 damage to two ogre zombies and killing two familiars
- Yazzy goes invisible and moves around the back of the building
- Syndle shoots Marco with a firebolt for 19 damage, nearly killing him
- Syndle drinks a healing potion to recover hit points

Intense Manor Battle

The combat at Reed Manor intensifies with powerful attacks and magical abilities.

- Syndle activates his magical boots and charges at enemies
- Syndle rages and uses shadowy tendrils ability, dealing 10 damage to an enemy and gaining 10 temporary hit points
- Syndle performs a flying drop kick with his boots, knocking an enemy prone
- Syndle attacks with advantage, dealing 9 and 16 damage to finish off an enemy
- An ogre zombie stands up and attacks Syndle with a morning star but misses
- A hedge mage casts acid arrow at Syndle with advantage from his owl familiar, dealing 21 acid damage
- A large ogre squeezes through the door and attacks Syndle, dealing 14 bludgeoning damage and knocking him unconscious

- Bandits shoot crossbow bolts at party members with mixed success
- A spellcaster casts magic missile at Xakarium, dealing 13 damage
- Tark rages and rushes in to help, killing a spellcaster with 16 damage from his rapier

Tactical Healing and Repositioning

Oiroa uses healing magic and tactical spells to support the party during combat.

- Oiroa heals Syndle for 2 hit points using Aura of Vitality
- Oiroa drops Aura of Vitality and casts Slow on Syndle and Tark
- Party members are affected by the Slow spell, reducing their combat effectiveness

Lightning Bolt Devastation

Xakarium unleashes a devastating lightning bolt enhanced with Channel Divinity, obliterating most enemies.

- Xakarium casts Lightning Bolt at 4th level targeting multiple enemies in a line
- Xakarium uses Channel Divinity to maximize damage to 54 points
- Lightning bolt kills bandit and mage instantly with full damage
- One ogre zombie is brought to death's door with half damage
- Another enemy is killed by half damage
- Familiars disappear when their masters die

Final Combat Cleanup

The party finishes off the remaining enemies and secures the area.

- Yazzy attacks a surviving bandit
- Marcel (enemy mage) casts Magic Missile, with the first missile accidentally killing himself and remaining missiles targeting a bandit near Xakarium for 9 damage
- Syndle performs a reckless attack and kills the giant ogre zombie with an upward cut
- A fleeing bandit with 2 hit points is killed by Syndle's firebolt to prevent witnesses

Arson and Evidence Destruction

The party systematically burns down Reed Manor to destroy evidence and create a cover story.

- Party discovers three oil pouches to use as accelerant
- Party sets fire to furniture and bookshelves throughout the manor
- Party finds a crate of healing potions in the foyer ready for delivery
- Reed Manor is completely burned down as a blazing inferno
- Party plans to blame the arson on 'Coup de Gras' and frame Queen's Men by placing bodies in the fire
- Party creates cover story claiming Oscar asked them to deliver healing potions and was fine when last seen

Random Encounter with Silver Order Knights

While traveling back to Emberwood Village, the party encounters seven Silver Order knights who demand they surrender any delirium.

- Seven Silver Order knights on horseback approach the party on Temple Road
- Knights demand the party surrender any delirium due to new laws allowing seizure by Silver Order
- Ned casts Fly and rises 60 feet in the air to avoid arrest
- Knights attempt to arrest the party for possession of delirium
- Knights dismount and prepare for combat
- Yazy surrenders with hands up while others prepare to fight

Combat with Silver Order Knights

A fierce battle erupts between the party and the Silver Order knights on the road.

- Initiative is rolled and combat begins
- Syndle charges forward and uses his magical boots to kick a knight, requiring a DC 14 Dexterity save
- Syndle rages and attacks with his weapon, dealing 32 damage to a knight
- Oiroa casts Slow spell on party members Xakarium, Syndle, and Tark

- Tark attempts a Wild Magic surge, creating a flump that explodes and damages multiple knights
- One Silver Order spellcaster casts Circle of Death, a 6th level necromancy spell dealing 25 necrotic damage to most party members (half on save)
- Knights charge and attack party members with weapons and crossbows
- Ned is knocked unconscious by crossbow fire dealing 11 piercing and 4 radiant damage
- Xakarium attempts to attack Oiroa to break the Slow spell but misses
- Tark heals Ned with a healing potion for 6 hit points and attempts to surrender

Attempted Surrender and Negotiation

Facing overwhelming odds against high-level opponents, the party attempts to surrender and negotiate.

- Tark declares surrender and appeals to the knights' honor, stating he offered no aggression
- Yazy attempts a persuasion roll (15 total) to explain their defensive reaction as reasonable given the dangerous area
- The party argues they had no knowledge of new laws regarding delirium seizure
- Knights agree to detain the party if they lay down arms and submit to detainment
- Most party members agree to be detained and cuffed
- Tark refuses to be put in irons or disarmed, citing cultural reasons
- A standoff develops between Tark and the knights over detention terms
- Session ends with most party members cuffed except for the ongoing dispute with Tark

Npcs

Delirium Golem

A golem made of delirium that resembles Orcus in appearance. Described as ineffective in combat, more of a 'lover' and 'thinker' than a fighter. Attempted to attack the T-Rex (Syndle) but was largely harmless and eventually turned back into an Orcus statue in the hallway.

Marco

One of Oscar's remaining apprentices or associates defending Reed Manor. He was severely wounded by Syndle's firebolt attack, taking 19 damage and left as a smoldering wreck with only 3 hit points remaining before being finished off.

Ogre Zombies

Large undead creatures defending Reed Manor. Multiple ogre zombies were encountered, with some struck by Xakarium's lightning bolt for 24 damage each. One wielded a morning star and attacked party members, while another was killed by Syndle's reckless upward cut attack.

Hedge Mage

A spellcaster who uses acid arrow and magic missile spells in combat. Commands an owl familiar that provides assistance in battle through the help action. Appears frightened by the party's aggressive tactics and was killed by Tark's rapier attack for 16 damage.

Owl Familiar

A magical familiar belonging to the hedge mage that provides the help action to give its master advantage on attacks. Disappears when its master is killed.

Bandits

Multiple crossbow-wielding enemies who attempt to shoot at party members during the Reed Manor battle with varying degrees of success. One bandit with 2 hit points attempted to flee but was killed by Syndle's firebolt to prevent witnesses.

Marcel

An enemy mage who participated in the final battle at Reed Manor. He cast Magic Missile during combat, with the first missile accidentally killing himself and the remaining missiles targeting a bandit near Xakarium for 9 total damage.

Silver Order Knights

Seven armored knights on horseback who patrol the Temple Road enforcing new laws about delirium possession. Led by a powerful spellcaster capable of casting 6th level spells like Circle of Death (dealing 25 necrotic damage). They attempt to arrest the party for possession of delirium and are willing to use lethal force to enforce compliance. They agree to detain rather than kill if the party surrenders.

Familiars

Multiple magical familiars belonging to enemy spellcasters that were instantly killed by Xakarium's lightning bolt and disappeared when their masters died.

Locations

Oscar's Secret Laboratory

The underground laboratory beneath Reed Manor where Oscar conducted his alchemical experiments. Contains magical circles, workbenches, and hidden compartments including a secret floor compartment with valuable potions. The room becomes filled with a deadly cloud kill spell that seeps through door cracks and eventually forms a moving 20x20 square of toxic gas.

Magic Circle Chamber

A room containing a magic circle used for summoning creatures rather than teleportation. Connected to Oscar's laboratory and searched by the party for secret passages and hidden items.

Reed Manor

Oscar Yoren's residence and laboratory that becomes the site of a major battle and is ultimately burned down completely by the party. Contains multiple rooms including a dining room where combat takes place, a foyer where healing potions were stored for delivery, and a front door that Tark picked the lock on. The manor has windows through which enemies can be seen and attacked.

Reed Manor Front Yard

The exterior grounds of Reed Manor where the party emerges from the underground laboratory through a hatch. An empty courtyard that becomes the staging area for the party's arson attack on the building.

Temple Road

The main road between Reed Manor and Emberwood Village where the party encountered seven Silver Order knights while traveling back to town. A thoroughfare where mounted patrols operate and enforce new laws regarding delirium possession.

Spells

Cloud Kill

A deadly spell creating yellow-green billowing smoke that filled the hallway and began seeping into Oscar's laboratory through door cracks. The party suspects this was cast by the escaped ultraloth to prevent pursuit. The spell eventually formed into a moving 20x20 square of toxic gas that could be dodged.

Dimension Door

The teleportation spell used by the ultraloth to escape from the previous battle, allowing it to flee before the party could finish the encounter.

Firebolt

A cantrip spell used multiple times by party members to ignite Reed Manor during their arson attack and to target enemies. Syndle used it to deal 19 damage to Marco and later to kill a fleeing bandit with 12 damage to prevent witnesses.

Lightning Bolt

A powerful evocation spell cast by Xakarium at 4th level in a line formation, enhanced with Channel Divinity to deal maximum damage of 54 points. The spell killed multiple enemies instantly including bandits and mages, brought an ogre zombie to death's door, and killed familiars.

Aura of Vitality

A healing spell cast by Oiroa that allows healing one creature for 2d6 hit points each round as a bonus action. Used to heal Syndle for 2 hit points before being dropped to cast another spell.

Invisibility

A spell cast by Yazzy to become invisible during the Reed Manor combat, allowing her to move unseen around the battlefield and reposition strategically.

Shadowy Tendrils

A Wild Magic barbarian ability used by Syndle that targets creatures within 30 feet, dealing 10 damage to an enemy and granting 10 temporary hit points to the caster.

Acid Arrow

A second-level spell cast by the hedge mage that requires a ranged spell attack and deals acid damage. Enhanced with advantage from the owl familiar's help action, dealing 21 acid damage to Syndle.

Magic Missile

A spell that automatically hits and deals force damage. Cast by enemy spellcasters, with one instance dealing 13 damage to Xakarium, and another cast by Marcel accidentally killing himself with the first missile while sending remaining missiles to a bandit for 9 damage.

Slow

A spell cast by Oiroa targeting party members Xakarium, Syndle, and Tark in a cube area, requiring wisdom saves to resist. The spell reduces armor class by 2 and hampers movement and actions during combat.

Fly

Cast by Ned to rise 60 feet in the air and avoid arrest by the Silver Order knights, allowing him to escape immediate ground-based threats and detention.

Circle of Death

A devastating 6th level necromancy spell cast by one of the Silver Order knights, creating a 60-foot radius sphere of negative energy that dealt 25 necrotic damage to most party members (half damage on successful Constitution save). This spell demonstrates the high level and power of the Silver Order's spellcasters.

Items

Aqua Delirium

A purple potion that glows dimly with octarine light, swirling and sparkling in its stoppered bottle. Found in Oscar's hidden floor compartment and labeled in his handwriting. Different from other delirium-related substances the party has encountered.

Aqua Expergo Syringes

Four bright orange syringes that provide protection from contamination for several hours. Previously used by Tark, these were found alongside the Aqua Delirium in Oscar's secret compartment.

Invisible Chest

A small invisible chest measuring 6-8 inches square that Ned discovered while searching Oscar's laboratory with a high investigation roll of 26. The chest was hidden and could only be detected by touch. Contents not yet revealed.

Blood Vial

A vial containing blood that is somehow related to planar binding magic, found among Oscar's possessions and placed in the party's bag of holding.

Mysterious Language Scraps

Torn pieces of paper with writing in an unrecognized language found by Tark in the laboratory. The papers appeared to be early drafts of something that had been written, crossed out, and ripped up before being discarded. Tark ate these papers.

Magical Boots

Syndle's enchanted boots that activate when he moves 15-20 feet, allowing him to make special kick attacks requiring a DC 14 Dexterity saving throw from targets, potentially knocking them prone and dealing 1d10 plus strength modifier damage.

Oil Pouches

Three small pouches of oil discovered during the battle that were used as accelerant to help burn down Reed Manor more effectively, spreading the fire to furniture and bookshelves throughout the building.

Crate of Healing Potions

A crate of healing potions found in the foyer of Reed Manor, apparently ready for delivery to either the Queen's Men or Hooded Lanterns. The party took these potions before burning down the manor and plans to claim Oscar asked them to deliver them.

Healing Potion

Standard healing potions used by party members during combat. Syndle drank one to recover hit points, and Tark used one to restore 6 hit points to the unconscious Ned during the knight encounter.

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