

Session 34: Grim, Grimmer and Garmyrs

Date: Dec 2nd, 2025

Summary

The battle in the rubble-strewn plaza outside St. Vitruvio Cathedral raged on as the party faced down garmyrs and their hellhound companions. Oiroa struck a gramyr with dark energy, injuring it severely, but moments later a massive gramyr stomped over its fallen companion and brought a great axe down upon her in a devastating blow. A hellhound bounded toward the group, its maw beginning to glow with gathering flames as spikes along its back heated ominously. Another gramyr wielded a red-hot chain alongside his weapon, the metal glowing with menacing heat.

Ned unleashed bolts of magical force from his wand, striking a gramyr with precision. Syndle burst from cover in a dramatic roll, hurling his axe at an enemy and landing a solid hit, though the gramyr remained standing. Tark's longbow sang, and his arrow punched through a gramyr with such force that it pinned the creature to the cathedral wall, ending its life instantly. The hellhound unleashed a cone of searing fire, forcing Oiroa and Xakarium to dive aside as flames washed over their position.

Oiroa retaliated with powerful kicks that bloodied the hellhound, and Tark switched to his sword and shield before charging forward. With a swift thrust, he skewered the hellhound like meat on a spit, causing the fire building in its throat to dissipate into harmless smoke. The gramyr who had commanded the beast stood frozen in shock and heartbreak at the sight. An enraged gramyr charged into the area where silence had been cast, his howl of fury cut short as he entered the magical zone. Xakarium was ready for him, landing a devastating counterstrike before the gramyr could fully engage.

The gramyr swung his heated chain and great axe at the party, managing to land a blow on Xakarium despite the resistance. Syndle struck back with tremendous force, and Tark delivered the killing blow, snapping the gramyr's neck with brutal efficiency. As the immediate threats fell, the party began dragging bodies into an alcove to hide evidence of their assault. Syndle hurled his axe at a cathedral window, shattering the glass and iron framework to create an entry point.

The party climbed into the bell tower, finding it dusty and abandoned, littered with old coffins that had been dragged in and left empty. Yazzy, still invisible, levitated upward to scout the tower,

discovering a massive bell at the top and confirming the space had been unused for years. After checking for traps and finding none, the party investigated the coffins, determining they held nothing of value. They discovered a door on the second level leading to stairs that went both up and down into the cathedral proper.

Tark carefully approached the cracked door and peered through, using a steel mirror to safely observe what lay beyond. He saw a balcony overlooking a vast hall some twenty-five feet below. Yazzy listened intently at the door, hearing the sounds of yipping dogs, growls, and howls mixed with ritualistic chanting in a dark, otherworldly tongue. Ned translated fragments of the blasphemous prayer for their cleric companion, who confirmed its evil nature. When Yazzy stealthily opened the door, the full scope of the desecrated cathedral was revealed.

The once-holy sanctuary had been transformed into a charnel house of horror. The Lord of the Feast sat upon a throne of war trophies and body parts—an enormous albino gramyr standing over twelve feet tall, covered in mangy, bloodstained fur and wearing patchwork armor adorned with mummified heads. His face was concealed by a skull mask, and he wielded a massive bow with arrows tipped with barbed snares, chains, and crystalline shards. Around him stood four hellhounds, three gramyr warriors, and a gramyr shaman performing a ritual over a brazier piled high with blood-soaked skulls instead of the sacred flame. The party observed from the balcony, formulating their plan of attack while their cleric companion explained she could re-sanctify the brazier if given time and protection.

The party coordinated their opening strike with precision. As Xakarium and Ned stepped onto the balcony, an enemy archer emerged from the shadows on the opposite side and loosed arrows at them. Undeterred, Xakarium unleashed a devastating bolt of lightning that tore through the Lord of the Feast and several of his minions, while Ned simultaneously conjured a massive explosion of fire that engulfed the same area. The combined assault was catastrophic—gnolls and hellhounds were blasted, burned, and bloodied, with several falling immediately. The Lord of the Feast weathered the magical onslaught through sheer resilience, though he was clearly wounded.

Yazzy wove a hypnotic pattern of swirling colors through the air, attempting to charm the remaining enemies. Several hellhounds and a berserker fell under the spell's influence, standing transfixed and harmless. Oiroa followed up by casting a slowing enchantment over the ground forces, hampering the movements of several berserkers and hellhounds. Tark flew down from the balcony using his magical boots, carrying Syndle with him and dropping the bugbear safely near the Lord of the Feast. Syndle entered a wild rage, his body surrounded by protective multicolored lights that shimmered around him and his nearby allies, then charged the massive gramyr and struck him with tremendous force.

The enemies retaliated with coordinated fury. Archers fired from concealed positions, berserkers charged forward with great axes and heated chains, and hellhounds snapped with fiery jaws. The enemy priest raised his hands and spoke words of banishment, and Tark suddenly vanished from the battlefield, sent to a harmless pocket dimension. The cleric companion crawled forward on the balcony, lying prone to avoid detection as she began her lengthy ritual to restore the sacred flame. Oiroa provided healing and blessings to her allies, restoring Syndle's strength and granting

divine favor to several party members.

When a hellhound fell to Oiroa's necrotic energy, the priest's concentration broke and Tark reappeared on the battlefield. Yazzy transformed herself into a colossal Tyrannosaurus Rex, her massive form crashing down into the main hall to join the melee. The Lord of the Feast rose from his throne with a blood-curdling howl that echoed throughout the cathedral, his wounds beginning to close as he rallied his remaining forces. His howl empowered nearby gnolls to strike with renewed ferocity, and he himself lashed out with claws and fangs at Tark and Syndle, dealing vicious wounds.

The party pressed their advantage relentlessly. Xakarium called down another bolt of lightning, Tark struck the Lord of the Feast with his blade multiple times, and Syndle's rage-fueled attacks continued to tear into the massive gramyr. Ned conjured another explosion of fire that consumed multiple enemies, though the blast also caught Tark and Syndle in its radius. The two warriors weathered the friendly fire with their natural resilience, while the Lord of the Feast and his minions suffered grievously. As the flames cleared, the Lord of the Feast stood bloodied and battered but still defiant, surrounded by the broken bodies of his fallen warriors, while the party prepared to finish what they had started.

Scenes

Cathedral Plaza Combat

The party continues a fierce battle in the rubble-strewn plaza outside St. Vitruvio Cathedral, facing off against gnolls and hellhounds.

- Oiroa casts Toll the Dead on a gramyr, injuring it with necrotic damage.
- A gramyr stomps over a fallen companion and critically strikes Oiroa with a great axe, dealing significant damage.
- A hellhound moves rapidly toward the party, its maw beginning to flame as it prepares to breathe fire.
- Another gramyr wields a red-hot chain alongside his great axe.
- Ned uses a magic missile wand to strike a gramyr with bolts of force.
- Syndle charges from cover, performs a dramatic roll, and throws an axe at a gramyr, hitting it but not felling it.
- Tark shoots a gramyr with a longbow, pinning it to the cathedral wall with an arrow, killing it.
- Xakarium prepares for combat by upcasting a spell to gain additional firepower.
- A hellhound breathes a cone of fire, forcing Xakarium and Oiroa to make dexterity saves.

- Oiroa uses powerful kicks to strike a hellhound, bloodying it.
- Tark switches to his sword and shield, then swiftly dismantles the hellhound with a shish-kebab-like attack, causing its fire breath to dissipate and stunning its gramyr master.
- Xakarium moves forward, beckoning the remaining enemies.
- Yazzy casts invisibility on herself and moves to catch up with the group.
- Oiroa climbs and smashes open a window into the cathedral's bell tower.
- An enraged gramyr enters the silence spell's area, his howl cut short, then swings a heated chain and great axe at Xakarium, who was ready for the attack and strikes first with a devastating blow.
- The gramyr's heated chain misses Tark, but its great axe hits, dealing damage.
- Syndle attempts a dexterity save against an attack, succeeding with advantage.
- Syndle strikes the enraged gramyr with a powerful blow, dealing significant damage.
- Tark delivers a final blow, snapping the gramyr's neck and killing it.
- The party begins to drag bodies into an alcove to conceal them.
- Syndle hurls an axe at a window to smash it open, successfully breaking through.

Cathedral Bell Tower Exploration

The party enters the St. Vitruvio Cathedral through a bell tower window, exploring the dusty, abandoned space and planning their approach to the main hall.

- The party climbs into the bell tower, which is littered with old coffins and features a ladder leading to scaffolding and a giant bell.
- Yazzy, still invisible, levitates to scout the bell tower, finding it dusty and abandoned for years.
- Yazzy checks the massive bell for traps, finding none.
- The party investigates sarcophagi in the bell tower, finding some recently moved but empty of valuables, containing only bones.
- The party discovers a door on the second level of the bell tower, leading to stairs going up and down.
- Tark peeks around a corner, seeing an empty hallway downstairs and a cracked-open door upstairs.
- Yazzy listens at the cracked door, hearing yipping dogs, growls, howls, and a ritualistic chanting in Abyssal, indicating a vast space beyond.
- Ned uses a steel mirror to peek through the door, seeing a balcony overlooking a large main floor, about twenty-five feet below.
- Yazzy translates fragments of the Abyssal prayer for the cleric, confirming its blasphemous nature.
- Yazzy stealthily opens the door, revealing a large hall with a throne, four hellhounds, three gnolls, and a gramyr shaman performing a ritual over a pile of skulls in a brazier.

- The party observes the Lord of the Feast, an enormous albino gramyr over twelve feet tall, covered in mangy fur, bloodstained, and wearing patchwork armor adorned with mummified heads, wielding an oversized bow with specialized arrows.
- The party discusses strategy, considering fighting from the balcony or engaging in melee.
- The cleric companion indicates she can re-sanctify the brazier but needs to be within sixty feet and will require six rounds to complete the ritual.
- The party plans a coordinated attack, with Xakarium and Ned preparing to cast spells simultaneously.

Opening Volley and Devastating Spells

Xakarium and Ned unleash a synchronized barrage of lightning and fire upon the unsuspecting enemy forces below, causing widespread chaos and damage.

- An archer emerges from the shadows on an opposite balcony and shoots arrows at Xakarium as the party begins their assault.
- Xakarium casts a powerful lightning bolt, striking the Lord of the Feast, two hellhounds, two berserkers, a witch doctor, and a cleric, dealing massive damage.
- The Lord of the Feast uses a legendary resistance to turn his failed save into a success against the lightning bolt.
- Ned simultaneously casts a devastating fireball, engulfing the Lord of the Feast, hellhounds, berserkers, the witch doctor, and the cleric in flames.
- Hellhounds are immune to the fire damage from the fireball.
- Several gnolls and hellhounds are severely wounded or eliminated by the combined magical assault.
- Two arrows strike Xakarium from the enemy archer, dealing damage.
- Yazzy casts Hypnotic Pattern, attempting to incapacitate remaining enemies.
- The Lord of the Feast uses a legendary resistance to resist the Hypnotic Pattern.
- The witch doctor successfully saves against the Hypnotic Pattern.
- Three hellhounds and one berserker fall under the influence of the Hypnotic Pattern, becoming charmed and incapacitated.

Ground Assault and Tactical Maneuvers

Oiroa casts a slowing spell on the remaining ground forces, while Tark and Syndle descend to engage the Lord of the Feast in melee.

- Oiroa casts Slow, targeting multiple enemies including berserkers, hellhounds, and casters.
- One berserker and one hellhound are successfully slowed, their movements hampered.
- The Gnoll Fang of Yeenoghu and the Yule Shaman of Yeenoghu successfully resist Oiroa's Slow spell.
- Tark flies down from the balcony using magical boots, dropping Syndle safely to the ground near the Lord of the Feast.
- Syndle enters a wild rage, which grants him and nearby allies a protective aura of multicolored lights, providing a bonus to armor class.
- Syndle charges the Lord of the Feast and lands a powerful reckless attack, bloodying the massive gramyr.
- Tark rages and shoots the witch doctor with his longbow, using bardic inspiration to ensure the hit, killing the witch doctor instantly.
- Tark attempts a second shot at the cleric but misses.
- Ned casts Frenzied Bolt, hitting the Lord of the Feast with acid damage, and then the bolt leaps to hit another gramyr with psychic damage.

Enemy Counterattack and Banishment

The enemies retaliate with coordinated attacks, and a powerful enemy Chaplain banishes Tark to another plane of existence.

- Enemy archers fire arrows at Oiroa and Xakarium from obscured positions to the south, but their attacks miss.
- Berserkers and a hellhound move to engage the party, with some slowed by Oiroa's spell.
- Two berserkers attack Tark with great axes and a heated chain, attempting to trip him, but all their strikes miss due to his protective lights.
- A hellhound attacks Syndle, but its bite misses.
- The enemy Chaplain casts Banishment on Tark, who fails his charisma saving throw and is sent to a harmless demi-plane, temporarily removing him from the battle.
- Other gnolls and hellhounds move to engage the party.
- The cleric companion moves forward and lies prone on the balcony, beginning her six-round ritual to re-sanctify the brazier.

Healing and T-Rex Transformation

Oiroa provides healing and blessings to the party, while Yazzy transforms into a mighty T-Rex to join the fray.

- Oiroa casts Healing Word on Syndle, restoring some of his hit points.
- Oiroa casts Bless as a bonus action, granting Syndle, Xakarium, and the cleric companion a bonus to their attack rolls and saving throws.
- The cleric companion makes a free weapon attack against the Lord of the Feast but misses.
- Oiroa casts Toll the Dead on a wounded hellhound, killing it.
- The death of the hellhound breaks the Chaplain's concentration on Banishment, returning Tark to the battle.
- Yazzy transforms into a colossal Tyrannosaurus Rex, joining the battle on the ground floor.
- Yazzy's transformation causes her to lose concentration on the Hypnotic Pattern spell, freeing the charmed enemies.

Lord of the Feast's Fury

The Lord of the Feast unleashes a terrifying howl, rallying his remaining forces and healing some of his wounds, then attacks the party.

- The Lord of the Feast stands from his throne and lets out a blood-curdling howl, beginning to heal some of his wounds.
- The Lord of the Feast uses his legendary action 'Call of the Hunt,' allowing nearby gnolls to move up to half their speed and make a melee or ranged attack with advantage.
- Two berserkers attack Tark with great axes and heated chains, but only one heated chain hits, dealing slashing damage.
- A berserker throws a dagger at a distant target but misses.
- Another berserker attacks with a heated chain, missing.
- A hellhound attacks Syndle, missing with its bite.
- The Lord of the Feast attacks Tark and Syndle with claws and a bite, dealing physical and necrotic damage.
- Syndle's rage and resistances significantly reduce the damage from the Lord of the Feast's attacks.
- Syndle is required to make a constitution save against contamination but is immune due to being sanctified.

Continued Magical Barrage

The party continues their relentless assault with powerful spells, further weakening the Lord of the Feast and his minions.

- The party re-rolls initiative to establish a new turn order for the ongoing battle.
- Xakarium unleashes another powerful lightning bolt, striking the Lord of the Feast, a hellhound, and a berserker.
- The Lord of the Feast uses his final legendary resistance to mitigate some of the lightning damage.
- A hellhound and a berserker are struck by the lightning bolt, with the hellhound waking from its hypnotic state and the berserker being killed.
- Tark attacks the Lord of the Feast with his sword and shield, landing multiple hits and dealing significant damage.
- Syndle uses Draconic Cry, granting allies advantage on attacks against nearby enemies.
- Syndle attacks the Lord of the Feast with reckless attacks, dealing further damage.
- Ned casts an upcast Fire Nucleus, creating a massive explosion of flames.
- The fireball hits the Lord of the Feast, Tark, Syndle, and several berserkers and hellhounds.
- Tark and Syndle take fire damage from the friendly fire, but their resistances reduce the impact.
- The Lord of the Feast takes fire damage but uses his last legendary resistance.
- Hellhounds are unaffected by the fire damage due to their immunity.
- Several berserkers are caught in the fireball, suffering massive damage, with many being defeated.
- The Slow spell and Hypnotic Pattern effects end as the battle intensifies.

NPCs

Lord of the Feast

A horrific albino gramyr standing well over twelve feet tall, covered in yellowish-white mangy fur that is bloodstained and scarred from countless battles. He wears patchwork armor of leather, chain, and bladed plate adorned with war trophies and mummified heads hanging from his belt. A mane of bony spines and tufts of barbed gray hair jut from his head down his back to a long white tail barbed with skulls and bone fragments. His snarled visage is filled with razor-sharp fangs and smoldering red eyes, concealed by a skull and horns. He sits on a throne made of war trophies and wields an oversized bow strung with thick sinew, with a quiver holding enormous arrows—some with barbed snares, others connected with coils of chains, and some tipped with delirium shards. He possesses legendary resistances and can heal himself, and uses a terrifying howl called 'Call of the Hunt' to rally his minions.

Gramyr Priest

A gramyr wearing tattered robes of a flamekeeper, much larger than a human. This individual was speaking Abyssal and projecting blasphemous rites towards the central brazier piled with skulls. Capable of casting powerful spells including Banishment.

Fang of Yeenoghu

A particularly vicious and feral-looking, almost demonic gramyr. Wields a flail with three heads, each a small skull with flaming red eyes and tendrils of smoke. Has good wisdom and successfully resisted magical effects.

Shaman of Yeenoghu

A gramyr with a more druidic appearance, carrying a staff and muttering in Gnoll-ish. Has good wisdom and successfully resisted magical effects.

Hellhounds

Fiendish canine creatures with fire breath and spikes on their backs. They are immune to fire damage and serve the gnolls in combat. Some were charmed by magical patterns while others engaged the party directly.

Gramyr Berserkers

Fierce gramyr warriors wielding great axes and heated chains. They fight aggressively, sometimes stomping over fallen companions, and exhibit pack tactics in combat.

Gramyr Archers

Gramyr warriors positioned to provide ranged support, firing arrows from concealed or elevated positions.

Pocket Cleric

An allied cleric accompanying the party, initially cautious and somewhat timid. She has a specific mission to re-sanctify the brazier in the cathedral, a process requiring six rounds of concentration while within sixty feet of it. She receives blessings and support from the party during combat.

Locations

St. Vitruvio Cathedral

A massive cathedral with a two-hundred-fifty-foot tall spire and central dome, flanked by four stocky bell towers. It is covered in religious iconography and angelic sculptures. The plaza outside is in rubble, showing signs of gramyr habitation with dragged bodies, campfires, barricades, and bones scattered everywhere. The interior features a vast space with a monumental dome, colossal marble columns, high-vaulted ceilings, and elaborate murals depicting saints, angels, and martyrs. The sanctuary has been defiled with countless carcasses, broken bones, blood smears, hanging meat, and smoking pyres. At the heart is a tiered platform with a five-foot-wide granite brazier now piled with blood-soaked skulls instead of the sacred flame.

Bell Tower

A dusty, abandoned section of the St. Vitruvio Cathedral, accessible through a window about six or seven feet off the ground. It contains old coffins that appear to have been dragged in and tossed aside, scaffolding that wraps around the tower, and ladders leading up to a massive twenty-foot diameter bell. A door on the second level leads to other parts of the cathedral.

Cathedral Balcony

A ten-foot wide balcony twenty-five feet above the main floor of the cathedral, with a four-foot high banister and columns extending to the ceiling. It offers a vantage point into the main sanctuary and has a door leading to a similar balcony across the way, about forty feet distant.

Cathedral Main Hall

The vast central sanctuary of the cathedral, featuring a monumental dome two-hundred-fifty feet high with elaborate frescoes depicting an angelic host. Four halls extend in cardinal directions like wheel spokes from the rotunda. The space is lined with colossal marble columns and features high-vaulted ceilings one-hundred-twenty feet overhead. The area is now defiled with carcasses, bones, blood, and gruesome decorations, with a tiered platform at the center holding a granite brazier piled with blood-soaked skulls.

Items

Magic Missile Wand

A magical wand used to cast magic missiles, capable of striking targets with bolts of force. It has charges that need to be tracked with each use.

Steel Mirror

A small, reflective mirror used to peek around corners or through cracks without exposing oneself to danger, allowing for safe reconnaissance.

Oversized Bow

A massive bow strung with thick sinew, wielded by the Lord of the Feast. Its quiver holds enormous arrows—some bristling with barbed snares, others connected with coils of chains around the beast's wrist, and others tipped with delirium shards.

Flail with Three Heads

A weapon wielded by the Gnoll Fang of Yeenoghu. The heads of the flail are small skulls with flaming red eyes and tendrils of smoke emanating from them.

Granite Brazier

A five-foot-wide tiered granite brazier at the heart of the cathedral. Instead of holding the sacred flame, it is now piled high with a mountain of blood-soaked skulls, serving as the focal point for the gnolls' blasphemous ritual.

Throne of War Trophies

The seat of the Lord of the Feast, constructed from body parts, bones, armor scraps, and other war trophies. It provides some cover from normal weapons but not from area-of-effect spells.

Great Axe

A large, two-handed axe wielded by several gramyr berserkers in combat.

Heated Chain

A length of chain that appears red hot at the end, wielded by some gnolls as a weapon. It can be used to attack and attempt to trip opponents.

Longbow

A ranged weapon used by both the party and enemy archers to strike targets from a distance.

Sword and Board

A combination of a sword and shield used by some party members for melee combat, providing both offensive and defensive capabilities.

Spells

Enemies Abound

A spell previously cast by Yazzy that caused a hellhound to attack its owner, though the effect was short-lived due to the hellhound's successful intelligence save.

Toll the Dead

A necromancy spell cast by Oiroa that inflicts damage upon a target, particularly effective against injured foes. It requires a wisdom saving throw and was used to finish off wounded enemies.

Silence

A spell that creates an area where no sound can be made or heard. It is concentration-based and cannot be moved once cast on a point. It affected enemies who entered its radius, cutting off their howls and verbal communication.

Invisibility

A concentration spell that renders the caster unseen. Yazzy used this to scout ahead, though it can be broken by attacking or casting certain spells.

Levitate

A spell that allows the caster to float upwards or downwards. Yazzy used it to scout the bell tower and position herself for spellcasting.

Lightning Bolt

A powerful evocation spell that unleashes a line of lightning, dealing massive electrical damage to multiple targets in its path. It can be upcast for increased effect and was used multiple times to strike the Lord of the Feast and his minions.

Fireball

A destructive evocation spell that creates an explosion of fire in a large area, dealing significant damage to all creatures within. It can be upcast for increased effect, though some creatures like hellhounds are immune to fire damage.

Hypnotic Pattern

An illusion spell that creates a twisting pattern of colors in a cube-shaped area, charming creatures who fail their wisdom saves and rendering them incapacitated. It is concentration-based and was used to temporarily disable several hellhounds and a berserker.

Slow

A transmutation spell that reduces the movement speed and actions of up to six creatures within a cube-shaped area. It requires a wisdom saving throw and was used to hinder berserkers and hellhounds.

Frenzied Bolt

A spell that deals damage of a varying type to a target. If the initial attack roll is odd, the bolt leaps to another target. The damage types include acid and psychic, among others.

Banishment

A powerful abjuration spell that attempts to send a creature to another plane of existence. The target must succeed on a charisma saving throw or be banished to a harmless demi-plane, where they are incapacitated until the spell ends or concentration is broken.

Healing Word

A bonus action spell that restores hit points to an ally, used by Oiroa to heal Syndle during combat.

Bless

A bonus action enchantment spell that grants allies a bonus to attack rolls and saving throws for the duration. Oiroa cast this on Syndle, Xakarium, and the cleric companion.

Draconic Cry

An ability used by Syndle that grants allies advantage on attack rolls against enemies within a certain radius, enhancing the party's combat effectiveness.

Polymorph

A transformative spell used by Yazzy to turn into a Tyrannosaurus Rex, gaining the physical attributes and abilities of the creature. This transformation caused her to lose concentration on previous spells.

Freedom of Movement

A spell cast by Oiroa on Syndle and Tark, granting them enhanced mobility and protection from movement-impairing effects.

Fire Nucleus

An upcast evocation spell cast by Ned that creates a powerful fire explosion in a large area, dealing massive damage to multiple enemies, though some creatures are immune to fire.

Bardic Inspiration

A magical effect active on Tark, providing a bonus die that can be added to attack rolls, ability checks, or saving throws.

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