

Session 35: The Resurrections of Lil Dragon

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Summary

The cathedral erupted into chaos as the party faced overwhelming odds against the Garmyr forces and their fearsome leader, the Lord of the Feast. Archers rained arrows from elevated balconies while hellhounds unleashed torrents of flame, their fire breath scorching the ancient stone floors. Berserkers wielding great axes and heated chains pressed forward relentlessly, their pack tactics making every strike more deadly. When the shaman conjured churning earth that shattered the balcony beneath their feet, and the hellhounds concentrated their flames on Yazzy's massive dinosaur form, it seemed the tide might turn against the heroes. The T-Rex absorbed devastating punishment before finally collapsing, forcing Yazzy back into her natural form amid the carnage.

Yet the party refused to yield, turning desperation into determination through spectacular displays of magic and martial prowess. Oiroa plucked a bead from her enchanted necklace and hurled it into the fray, the resulting fireball consuming multiple enemies in a brilliant conflagration. Xakarium's lightning bolts arced across the battlefield, striking down archers and scorching the Lord of the Feast himself. Syndle became a symbol of unstoppable resilience, rising from flames and impalement again and again, each resurrection more miraculous than the last. When the Lord of the Feast attempted to ensnare him with a harpoon arrow, Syndle responded by teleporting directly into the enemy leader's face.

In a moment that would echo through Drakenheim's twisted streets, Syndle's blade found its mark and severed the Lord of the Feast's head from his shoulders. The grisly trophy tumbled from the balcony and landed among the remaining Garmyr forces with a sickening thud. As Syndle proclaimed his victory with a battle cry about lightning and falling fire, the surviving minions—berserkers, hellhounds, and the wounded shaman—broke ranks and fled into the cathedral's shadowed corridors. The party stood victorious but battered, surrounded by the bodies of their fallen foes, as they began the slow process of tending their wounds and investigating what secrets the Lord of the Feast and his throne room might hold.

Scenes

Cathedral Combat: Minions and Lord of the Feast

The party engages in a chaotic battle within a cathedral against numerous Garmyr minions, hellhounds, and the formidable Lord of the Feast positioned near a throne and balcony.

- The DM reveals that contamination rolls were missed in previous sessions. Yazzy takes necrotic damage and gains a level of contamination.
- The true lore of the Garmyr is explained: they are mutated dogs from Drakenheim, not invading gnolls.
- Oiroa casts Bless on Xakarium, Syndle, and herself, providing a protective aura with a plus one to armor class.
- Archers positioned on balconies target party members. One archer uses Archer's Eye to enhance their attack, dealing piercing damage to Oiroa.
- Tark takes piercing damage from an archer who also uses Archer's Eye to increase damage output.
- Oiroa is hit by multiple archers, taking significant damage and failing a concentration check, ending the Bless spell.
- Hellhounds charge the T-Rex (Yazzy in polymorphed form), unleashing multiple cones of fire that deal massive damage.
- Berserkers attack Tark with great axes and heated chains, landing several hits despite his defenses.
- Hellhounds bite Syndle, dealing both piercing and fire damage.
- A Shaman casts Blight on Tark causing necrotic damage to wither the last remnants of his inner child.
- Xakarium casts Silence, centering it on the combat area to effectively silence many enemies and Syndle.
- The T-Rex (Yazzy) retaliates by biting and tail-whipping several hellhounds and berserkers, leaving them bloodied.
- Lord of the Feast attempts to reposition by leaping onto a balcony, using his movement and legendary actions.
- The Chaplain is persuaded to heal instead of continuing a ritual, casting Healing Word on Tark.
- The Chaplain also casts Sacred Flame on the Lord of the Feast, dealing radiant damage.
- Xakarium casts a lightning bolt, striking the Lord of the Feast and several archers, dealing significant damage and using Ring Strike to push some enemies.
- Tark disengages and flies past Syndle to reposition himself on the balcony.
- Syndle, despite being silenced, uses Draconic Cry to gain advantage on attacks, then attacks and kills two hellhounds.

- Ned casts a massive Fireball, incinerating multiple berserkers and hellhounds, killing several and severely wounding others.
- Ned moves to Oiroa and administers a healing potion, restoring some of her hit points.
- Hellhounds and berserkers continue their assault, focusing on Syndle and Xakarium, dealing more damage.
- The Shaman casts Erupting Earth on the balcony, causing the ground to shake and forcing saving throws, damaging Ned and the Chaplain.
- The T-Rex is defeated by multiple attacks, reverting Yazzy to her normal form with some damage carrying over.
- Oiroa is knocked unconscious by a barrage of attacks from hellhounds and berserkers.
- Oiroa, now conscious after healing, casts Fireball from a magical necklace, engulfing multiple berserkers and hellhounds, killing several.
- Oiroa then casts Healing Word on Syndle, bringing him back from being downed, and Syndle immediately attacks and kills a wounded enemy.
- Yazzy casts Greater Invisibility on himself and moves to a safer position.
- Lord of the Feast shoots an ensnaring arrow at Syndle, dealing piercing damage and attempting to restrain him, but Syndle's freedom of movement negates the effect.
- Lord of the Feast then attacks Tark, dealing damage.
- The Chaplain casts Healing Word on Syndle again, bringing him back up.
- Xakarium casts another lightning bolt, striking the Lord of the Feast and an archer, dealing more damage.
- Tark stands up, re-rages, and attacks an enemy berserker.
- Syndle uses his wild magic ability to teleport directly to the Lord of the Feast, then makes two attacks, decapitating the enemy leader whose head tumbles to the ground.
- Ned casts Frenzy Bolt, killing the fleeing Shaman and causing the bolt to jump to another archer.
- The remaining berserkers and hellhounds, demoralized by the death of their leader, scatter and flee the area.

Aftermath and Recovery

With Lord of the Feast defeated and his minions scattered, the party begins healing and securing the area.

- Syndle's dramatic defeat of Lord of the Feast causes the remaining Berserkers and Hellhounds to panic and flee.
- The party discusses the use of healing rituals and spells to recover from the intense combat.
- The Chaplain begins a Prayer of Healing ritual, while the party distributes additional healing.
- Oiroa casts Aura of Vitality twice, providing substantial healing over time to the party members.

- The party distributes healing among themselves, prioritizing those most injured, with Syndle and Tark each receiving significant restoration.
- The party plans to investigate the throne and the defeated enemies for any valuable items or information.
- Tark expresses interest in examining the Lord of the Feast's massive bow to see if it's usable.
- The party decides to clear skulls from a brazier and allow the Chaplain to relight it for a ritual.
- The DM reveals there was a chance of another powerful monster joining the fight, but it failed to appear.
- The party discusses the possibility of taking a short rest, but notes the contamination risk in the deep haze.

NPCs

Lord of the Feast

A formidable Garmyr leader who preferred ranged combat with a massive bow but could fight in close quarters. He possessed legendary actions and resistances, regenerative abilities, and used special arrows including ensnaring and contaminated arrows. He had the ability 'close quarters hunter' allowing him to shoot his bow without disadvantage even when enemies were within five feet. He was ultimately decapitated by Syndle in a dramatic confrontation, his head tumbling to the ground and causing his remaining forces to flee.

Garmyr

The Haze has mutated many creatures and people who once lived in the city. In the case of the city's dogs, they have become the garmyr. These creatures are not very intelligent, but they have a social structure and hunt in packs. Not all the dogs turned into garmyr, others have become massive, mutated hell hounds that accompany the garmyr on their hunts. They prefer the security of numbers, but will sometimes stalk and harry their prey until they are weakened enough to take down.

Hellhounds

Fiery, dog-like creatures that fight alongside the Garmyr. They possess fire breath attacks that can be recharged, pack tactics for advantage in combat, and can deal both piercing and fire damage with their bites. They are intelligent enough to attempt strategic retreats when their master falls.

Archers

Garmyr minions positioned on balconies, using longbows with a range of 150/600 feet and an ability called Archer's Eye to enhance their attacks or damage. They targeted party members from a distance throughout the battle.

Berserkers

Melee-focused Garmyr minions wielding great axes and heated chains that deal both slashing and fire damage. They utilize pack tactics to gain advantage in combat and fought aggressively until their leader's defeat.

Shaman

A Garmyr spellcaster who used powerful spells including Blight and Erupting Earth to damage and control the battlefield. He attempted to flee after taking heavy damage from the party's area-of-effect spells but was struck down by Ned's Frenzy Bolt.

Chaplain

An allied cleric who provides support to the party. She was initially focused on performing a ritual but was persuaded to prioritize healing the wounded. She is capable of casting Healing Word, Sacred Flame, Spirit Guardians, and Prayer of Healing. She has an armor class of 18 and was targeted by enemy archers during the battle.

Locations

Cathedral

A large structure where the party engages in a significant combat encounter. It features a throne, balconies at different elevations, and various areas where enemies are positioned. The cathedral has become a battleground with churned earth and difficult terrain created by magical attacks.

Deep Haze

A pervasive, magical fog that causes contamination to those who enter it. The party is now within the city, and the haze has caught up to them, requiring contamination rolls when entering or spending extended time within it.

Throne Room

A grand chamber within the cathedral featuring a central throne where Lord of the Feast was positioned. The room has balconies overlooking the main area and became the site of an intense battle with Garmyr minions.

Balcony

An elevated section of the throne room where some party members and archers were positioned, providing a vantage point for ranged attacks. The ground here was churned and shaken by an Erupting Earth spell, creating difficult terrain.

Items

Lord of the Feast's Bow

A massively huge bow previously wielded by the Lord of the Feast. Despite its large size, Tark expressed interest in using it due to his own large size and strength. The bow appears to be designed for a creature of considerable power and comes with an assortment of special arrows.

Ensnaring Arrow

A specialized magical arrow used by the Lord of the Feast that deals piercing damage and attempts to restrain the target in a magical snare, requiring a saving throw to avoid being restrained. The arrow can also pull the target closer to the shooter.

Contaminated Arrow

A special arrow used by Lord of the Feast, implied to have additional harmful effects beyond standard piercing damage, possibly related to the contamination present in Drakenheim.

Healing Potion

A consumable restorative liquid used to restore hit points. Ned used one to revive Oiroa during combat. When used as a full action, it can restore full hit points, but when used as a bonus action, the amount must be rolled. Some potions may be Oscar potions that require an additional contamination roll.

Necklace of Fireballs

A magical necklace worn by Oiroa from which beads can be plucked to cast powerful Fireball spells. Each bead unleashes a devastating area-of-effect fire attack when thrown.

Great Axe

A heavy, two-handed weapon used by the Garmyr berserkers in melee combat, dealing slashing damage.

Heated Chain

A weapon used by Garmyr berserkers capable of inflicting both physical and fire damage in combat.

Spells

Bless

A concentration spell that provides a bonus to attack rolls and saving throws for multiple targets. It was broken when the caster took damage and failed a concentration check.

Silence

A spell that creates a twenty-foot radius area where no sound can be made or heard, effectively neutralizing spellcasters who require verbal components and preventing verbal communication within its radius. The spell has a duration and does not require concentration.

Blight

A necrotic damage spell that targets a creature's constitution. It deals maximum damage if the target is a plant and can be particularly devastating, though constructs are immune to its effects.

Healing Word

A bonus action spell that provides a burst of healing to restore hit points to a target. It was used multiple times to bring downed characters back into the fight and can be upcast for greater healing.

Sacred Flame

A radiant damage cantrip that calls down divine fire on a target, requiring a dexterity saving throw to avoid.

Lightning Bolt

A powerful line-effect spell that strikes multiple enemies in its path with electrical damage, requiring a dexterity saving throw for half damage. It was used to devastating effect against Lord of the Feast and his archers.

Ring Strike

A spell that, when the caster hits a target with an attack within the spell's range, launches magical rings that deal bludgeoning damage and can push targets back with a strength saving throw. Multiple rings can be sent if the spell is upcast.

Fireball

A powerful area-of-effect spell that unleashes a burst of flames in a large radius, dealing significant fire damage to all creatures in the area with a dexterity saving throw for half damage. It was used multiple times to devastating effect against groups of enemies.

Draconic Cry

An ability used by Syndle that grants advantage on his attacks, representing a powerful roar or intimidating presence that bolsters his combat effectiveness.

Erupting Earth

A spell that causes a fountain of churned earth and stone to erupt in a cube-shaped area, creating difficult terrain that takes time to clear and dealing damage to those caught within it who fail a dexterity saving throw.

Greater Invisibility

An enhanced version of invisibility that allows the caster to remain unseen even after taking actions, providing superior concealment and tactical advantage in combat.

Frenzy Bolt

A spell that fires a bolt of energy at a target, and upon killing an enemy, the bolt can jump to another target within range, dealing damage again. The damage type can vary, including necrotic damage.

Spirit Guardians

A protective spell that summons spectral guardians to protect the caster and damage enemies within their radius, dealing radiant or necrotic damage to hostile creatures.

Prayer of Healing

A ritual healing spell that takes ten minutes to cast and restores hit points to multiple creatures. It was used by the Chaplain after the battle to help the party recover.

Aura of Vitality

A healing spell that provides continuous healing over multiple rounds, allowing the caster to use a bonus action each round to restore hit points to a target. It can be cast multiple times for extended healing.

Freedom of Movement

A spell that allows the target to move and act normally regardless of magical restraints, difficult terrain, or being grappled, as demonstrated when Syndle escaped the ensnaring arrow's effects.

Polymorph

A spell that transforms a creature into another form with different hit points. When the polymorphed form drops to zero hit points, any excess damage carries over to the original form, as demonstrated when Yazzy's T-Rex form was defeated.

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