

# Session 36: Tossed Salad and Scrambled Eggs

**Date:** Dec 16th, 2025

## Summary

Following their battle, the party began looting the bodies of their defeated foes, discovering an impressive array of weapons and treasures. Among the most notable finds was the Bow Feastables, a powerful weapon designed for devastating damage that fired oversized arrows of three distinct types: harpoon arrows that could pull targets closer, ensnaring arrows that trapped victims in magical snares, and contaminating arrows tipped with deadly delirium shards. On the body of a gramyr Shaman, they found a unique two-bladed sword with an extended range for critical strikes, along with engraved bone dice and a black velvet mask stitched with silver thread. When Syndle used his ability to sense magical auras, he detected a faint glow from a dead archer's body, which yielded a Cloak of Elvenkind that granted its wearer enhanced stealth capabilities.

The party also discovered scattered coinage including over a thousand silver pieces, gold and silk vestments with elaborate embroidery, a silver chalice set with precious gemstones, and seven large candlestick stands bearing carved candles with sacred flame symbols. After clearing the skulls and debris from around the brazier, Seren the (pocket) cleric began her ritual to reignite it and reconsecrate the cathedral. Almost immediately, the deep haze outside reacted violently to the magical energy, thickening dramatically and pouring into the cathedral through every window and doorway. The supernatural fog filled the space rapidly, limiting everyone's vision and forcing them to resist its contaminating effects.

During the second round of the ritual, especially thick tendrils of deep haze streamed down from the cathedral's two-hundred-fifty-foot dome, hitting the floor and billowing upward. The haze coalesced into living creatures resembling elemental beings made entirely of the supernatural fog, forming into shapes like living Tarasques. Five of these haze elementals manifested and immediately attacked the party. Yazyzy struck first with her moon steel rapier, while Tark entered a rage and unleashed devastating attacks with his weapons. Xakarium conjured a wall of fire that seared through three of the elementals, while the creatures counterattacked with bludgeoning assaults focused on Oiroa, Xakarium, Ned, and Tark.

The battle intensified as Ned discovered the elementals were immune to poison damage, and

Syndle found they were also immune to necrotic energy when his shadowy tendrils proved ineffective. Oiroa imbued Syndle's battle axe with holy power, causing it to glow with radiant energy. Yazzy attacked with psychic blades, and Tark destroyed the first elemental, causing it to dissipate into glittering delirium particles. Xakarium unleashed a devastating lightning bolt that struck through multiple elementals in a line, obliterating the throne in the process. As the cleric continued her fervent chanting despite being attacked and injured, acid rain began to fall from the cathedral's ceiling, forcing everyone to dodge or fall prone in the burning puddles.

Ned teleported himself and the cleric to the balcony using his magic to protect her from the elementals, creating a thunderous boom that echoed through the cathedral. Syndle used his draconic presence to frighten the enemies and grant his allies enhanced accuracy, then attacked with his holy weapon-enhanced battle axe. Yazzy whispered psychic torments to one of the elementals, forcing it to flee ninety feet straight up and out of the building. The acid rain continued to fall relentlessly, dealing damage to everyone and causing some to slip in the acidic puddles. Xakarium took multiple levels of contamination from being near the elementals and fell unconscious, while Oiroa was also knocked out by a brutal attack.

The party fought desperately to protect the cleric and each other while dealing with the ongoing environmental hazards. Ned used a sun blossom petal with a healing potion to restore himself, then fired multiple bolts of magical force that destroyed one of the elementals near Tark. Syndle used his magical boots to kick an elemental before following up with his battle axe, while Yazzy revived Oiroa with healing magic. The party began moving under the balcony and other cover to escape the acid rain, with Syndle feeding Xakarium a healing potion and dragging him to safety beneath the overhang.

As Syndle destroyed the final haze elemental with his battle axe, causing it to dissipate into delirium glitter, the cleric completed the sixth and final round of her ritual. The brazier released a sonic boom-like wave of radiant energy that pulsed through the entire cathedral with tremendous force. All remnants of the living deep haze monsters were blown away and dissipated completely, and the roiling clouds at the top of the dome were exhausted out as all the haze flowed away. The cathedral became clearer than anywhere else in the contaminated city, transformed into a sanctuary where the party could rest safely.

After the ritual's completion, the party noticed the cleric had used a finger bone during the spell, which had been consumed at its completion. They recognized it as similar to a holy relic they had previously stored, raising questions about how it had been obtained. The Brazier of the Sacred Flame had successfully reconsecrated the cathedral, creating powerful protective effects that would shield them from the haze and allow them to rest normally. The party began discussing their next moves, including the need to remove the contamination they had accumulated during the battle, as they stood in their newly secured sanctuary within the corrupted city.

## Scenes

# Post-Combat Looting and Item Discovery

Following a battle, the party loots the bodies of their defeated foes, discovering unique weapons, magical items, and valuable treasures.

- The party examines the 'Bow Feastables', a powerful bow designed for damage that fires oversized arrows dealing increased damage.
- Three types of oversized arrows are identified: harpoon arrows that pull targets closer on a failed strength save, ensnaring arrows that restrain targets on a failed dexterity save, and contaminating arrows tipped with delirium shards that deal necrotic damage and potentially cause contamination.
- The party loots a gramyr Shaman's body, finding a two-bladed sword with an extended critical range, engraved bone dice, and a black velvet mask stitched with silver thread.
- Syndle uses his ability to detect magic, finding a faint magical glow from a dead archer's body.
- A Cloak of Elvenkind is discovered on the dead archer, which grants disadvantage on perception checks against the wearer and advantage on dexterity stealth checks.
- The party finds scattered coinage including 1,300 silver pieces, gold and silk vestments with gold embroidery, and a silver chalice set with precious gemstones.
- Seven large, fancy candlestick stands with carved candles bearing sacred flame holy symbols are discovered among the church's pilfered items.

## The Brazier Ritual Begins

The party clears the brazier and Oiroa begins a ritual to light it, but the deep haze outside reacts violently, thickening and pouring into the cathedral.

- The party finishes clearing skulls and debris from around the brazier to prepare for the ritual.
- Oiroa begins her ritual to reignite the brazier, which takes ten minutes to complete.
- As the ritual starts, the deep haze outside reacts to the magical energy, thickening dramatically and flowing into the cathedral through windows and doorways.
- The haze fills the space within a round, significantly limiting vision for everyone present.
- Party members are forced to make constitution saving throws to resist the effects of the deep haze, with those failing taking a level of contamination and experiencing clouded vision.

# Living Haze Elementals Attack

As the cleric's ritual progresses, thick tendrils of deep haze coalesce into living elemental creatures that attack the party.

- During the second round of the ritual, especially thick deep haze streams down from the cathedral's dome, hitting the floor and billowing up into circles.
- The haze forms into living creatures resembling Tarasques made of deep haze, functioning as elemental beings.
- The party rolls for initiative as five haze elementals manifest and prepare to attack.
- Yazy attacks a haze elemental with her moon steel rapier, dealing piercing and radiant damage.
- Tark rages and attacks a haze elemental with reckless attacks, dealing significant bludgeoning and radiant damage.
- Xakarium casts Wall of Fire, creating a fiery barrier that damages three haze elementals, with those failing their dexterity saves taking full damage.
- The haze elementals counterattack, focusing their bludgeoning assaults on Oiroa, Xakarium, Ned, and Tark, with some attacks forcing concentration checks.

# Desperate Battle Against the Haze

The party fights desperately against the haze elementals while protecting the cleric as she continues her ritual, with acid rain beginning to fall from above.

- Ned uses Frenzy Bolt, dealing psychic damage to one elemental and attempting poison damage on another, but discovers the elementals are immune to poison.
- Syndle's wild magic manifests as shadowy tendrils that attempt to deal necrotic damage, but the elementals prove immune to necrotic damage as well.
- Oiroa casts Holy Weapon on Syndle's battle axe, imbuing it with radiant power, and attempts Toll the Dead but finds it ineffective due to necrotic immunity.
- Yazy attacks with psychic blades, dealing damage to a bloodied elemental.
- Tark destroys a bloodied elemental with his attacks, causing it to dissipate into glittering delirium particles.
- Xakarium casts Lightning Bolt, striking multiple elementals in a line and obliterating the throne in the process, dealing massive damage.
- The cleric continues her fervent chanting despite being attacked and injured, with the brazier beginning to swell with light.

- Acid rain begins to fall from the cathedral's ceiling, forcing everyone to make dexterity saves or fall prone and take additional acid damage.
- Ned teleports himself and the cleric to the balcony using Misty Step to protect her from the elementals.
- Syndle uses Draconic Cry, granting all allies advantage on attacks against the elementals, then attacks with his holy weapon-enhanced battle axe.

## Turning the Tide

The party continues their assault on the remaining haze elementals while dealing with the ongoing acid rain and contamination effects.

- Yazzy casts Dissonant Whispers on a haze elemental, forcing it to flee 90 feet straight up and out of the building.
- The acid rain continues to fall, dealing damage to everyone and causing some party members to fall prone in the acidic puddles.
- Tark attacks the remaining elementals, dealing significant damage and causing one to become very bloodied.
- Xakarium takes multiple levels of contamination from being near the elementals, reaching level three contamination and falling unconscious.
- Ned uses a sun blossom petal with a potion of greater healing to restore his hit points, then casts Magic Missile with three charges, firing six bolts that destroy one of the elementals near Tark.
- Syndle uses his magical boots to kick an elemental, dealing bludgeoning damage, then follows up with his battle axe enhanced by Holy Weapon.
- Oiroa is knocked unconscious by an elemental's attack but is revived by Yazzy's Healing Word.
- The party begins moving under the balcony and other cover to escape the acid rain.
- Syndle feeds Xakarium a healing potion, bringing him back to consciousness, and drags him under the balcony for protection.

## Ritual Completion and Cathedral Cleansing

The cleric completes her ritual as the party destroys the last haze elemental, resulting in a powerful wave of radiant energy that cleanses the cathedral.

- Syndle destroys the final haze elemental with his battle axe, causing it to dissipate into delirium glitter.
- The acid rain continues one final time, dealing damage to the party as they make dexterity saves to avoid falling prone.
- The cleric completes the sixth and final round of her ritual, finishing her fervent prayer.
- The brazier releases a sonic boom-like wave of radiant energy that pulses through the entire cathedral.
- All remnants of the living deep haze monsters are blown away and dissipate completely.
- The roiling clouds at the top of the dome are exhausted out, and all the haze flows away, leaving the cathedral clearer than anywhere in the contaminated city.
- The party notices the cleric used a finger bone during the ritual, which was consumed at the spell's completion, similar to one they had previously stored.
- The brazier of the Sacred Flame successfully reconsecrates the cathedral, creating effects similar to hallow or forbiddance, making it a sanctuary where characters can rest normally and be protected from the haze.

## NPCs

### Gramyr Shaman

A deceased shaman whose body was looted by the party. Wielded a unique two-bladed sword with an extended critical range and carried engraved bone dice and a black velvet mask stitched with silver thread. Their powers were supernatural and innate rather than spell-based, requiring no spellbook.

### Seren the pocket cleric

A female cleric of the Falling Fire who performs a crucial ritual to reconsecrate the cathedral's brazier. Despite being attacked by haze elementals and injured by acid rain during the ten-minute ritual, she bravely continues her fervent chanting and successfully completes the spell. She uses a pilfered finger bone as a component for the ritual, which is consumed upon completion. The ritual creates a sanctuary effect that protects against the haze.

## Living Haze Elementals

Creatures formed from the deep haze, appearing as living Tarasques made of magical fog. They are functionally elementals with good dexterity, immune to necrotic and poison damage. They attack with bludgeoning slams and their presence causes contamination to those nearby. When destroyed, they dissipate into glittering delirium particles.

# Locations

## Cathedral of St. Vitruvio

A large, ancient cathedral with a 250-foot dome, multiple windows and doorways, a central brazier, and a throne. The building contains a balcony 25 feet above the main floor and stairs leading down on both sides. During the ritual, it becomes filled with thick deep haze and experiences acid rain, but is eventually cleared and reconsecrated, becoming a sanctuary protected from the haze where the party can rest safely.

## Brazier of the Sacred Flame

A central feature in the cathedral, initially surrounded by skulls and debris. It becomes the focus of a reconsecration ritual that causes violent reactions from the surrounding haze. Upon completion of the ritual, it emits a powerful wave of radiant energy that cleanses the cathedral and creates a sanctuary effect, potentially offering protection and cleansing properties against contamination.

# Items

## Bow Feastables

A powerful bow designed for high damage output, requiring 18 strength to pull normally, though those with the 'large' trait can wield it with 16 strength. Regular arrows fired from it deal 2d6 damage instead of the standard 1d8. It can fire specialized oversized arrows that deal 2d8 damage. Has the same range as a standard longbow (150/600 feet).

## Harpoon Arrow

An oversized arrow for the Bow Feastables. Upon hitting a target, it requires a strength saving throw. If failed, the target is pulled 20 feet directly towards the wielder, or as far as possible if closer than 20 feet.

## Ensnaring Arrow

An oversized arrow for the Bow Feastables. If it hits a large or smaller target, the target must make a dexterity saving throw or become restrained in a magical snare. A restrained target can use its action to repeat the saving throw to escape.

## Contaminating Arrow

An oversized javelin-sized arrow for the Bow Feastables, tipped with a delirium shard. It deals an extra 2d8 necrotic damage and requires a constitution saving throw from the target to avoid gaining a level of contamination.

## Two-Bladed Sword

A double weapon from Pathfinder with twin blades extending from either side of a central short haft, allowing the wielder to attack with graceful but deadly flourishes. It has an extended critical hit range of 19-20 instead of just 20, doubling the chance to score a critical hit.

## Engraved Bone Dice

A set of bone dice found on the gramyr Shaman, part of a full set of 'read the bones' divination tools used for supernatural purposes.

## Black Velvet Mask

A mask stitched with silver thread, found on the gramyr Shaman and presumed to have been stolen from somewhere.

## Cloak of Elvenkind

A magical cloak found on a dead archer. When its hood is up, it gives people disadvantage on perception checks to see the wearer and grants the wearer advantage on dexterity stealth checks, making it ideal for sneaking.

## Silver Chalice Set

A valuable silver chalice set with precious gemstones, found among the church's pilfered items. Not magical, but quite valuable.

# Candlestick Stands

A set of seven large, fancy metal candlestick stands, each standing about three feet tall. They hold three to four-foot carved candles that bear sacred flame holy symbols, similar to baptism or Easter candles from a Catholic church.

# Finger Bone

A bone finger, possibly from Saint Vitruvio or a similar holy relic, that the cleric uses as a component for her reconsecration ritual. It is consumed at the end of the spell. The party suspects it may be one they previously possessed that was pilfered, or a similar relic the cleric's group obtained separately.

# Sun Blossom Petal

A magical component that doubles the healing effect of a potion when used together. Ned uses one in conjunction with a potion of greater healing during combat.

# Potion of Greater Healing

A magical potion that restores hit points. When used as a full action, it provides maximum healing without rolling. Ned and Syndle both use these during the battle.

# Spells

## Detect Magic

An ability used by Syndle to sense magical auras from objects or creatures within 60 feet, revealing the faint glow from the archer's body and the brazier.

## Freedom of Movement

A persistent magical effect that Syndle possesses, granting him enhanced mobility and immunity to restraint effects.

# Reconsecration Ritual

A ten-minute ritual performed by the cleric at the brazier to reignite it and reconsecrate the cathedral. Requires a finger bone component that is consumed upon completion. Creates effects similar to hallow or forbiddance, making the cathedral a sanctuary where characters can rest normally and be protected from the haze.

# Wall of Fire

Cast by Xakarium, this spell creates a wall of fire one foot thick that deals fire damage to creatures within its area when it appears and to those ending their turn within 10 feet of the damaging side. Targets make a dexterity saving throw for half damage. Lasts for one minute with concentration.

# Holy Weapon

Cast by Oiroa on Syndle's battle axe, this spell imbues the weapon with holy power, causing it to deal an extra 2d8 radiant damage on hits. The spell has a duration and can be ended early with a bonus action to create an explosive effect.

# Toll the Dead

Cast by Oiroa, this cantrip deals necrotic damage to a target based on a wisdom saving throw, with increased damage if the target is already injured. Proved ineffective against the haze elementals due to their necrotic immunity.

# Frenzy Bolt

Cast by Ned, this spell deals damage of a specific type (determined by rolling) and can bounce to another nearby target. During the battle, it dealt psychic damage to one elemental and poison damage to another, though the poison was ineffective.

# Draconic Cry

Used by Syndle, this ability frightens enemies and grants all allies advantage on attack rolls against affected creatures for one round.

# Psychic Blades

A bardic ability used by Yazzy that adds psychic damage to her attacks, expending one of her bardic inspirations.

## Lightning Bolt

Cast by Xakarium, this spell unleashes a 120-foot line of lightning that deals significant lightning damage to all creatures in its path. Creatures can make a dexterity saving throw to take half damage. During the battle, it struck multiple elementals and obliterated the throne.

## Thunderous Rebuke

Cast by Xakarium as a reaction when hit by an attack, this spell forces the attacker to make a dexterity saving throw or take lightning damage, with half damage on a successful save.

## Misty Step

Cast by Ned to teleport himself and the cleric to the balcony, creating a thunderous boom that deals thunder damage to nearby creatures and can be heard from 300 feet away.

## Healing Word

Cast by Yazzy and Oiroa as a bonus action to restore hit points to injured allies at range, used multiple times during combat to keep party members conscious.

## Dissonant Whispers

Cast by Yazzy, this spell deals psychic damage and forces the target to use its reaction to move as far away from the caster as possible. Used to make a haze elemental flee 90 feet straight up and out of the building.

## Vicious Mockery

Cast by Yazzy, this cantrip deals psychic damage based on a wisdom saving throw and can impose disadvantage on the target's next attack roll.

## Magic Missile

Cast by Ned, this spell launches multiple darts of magical force that unerringly strike targets, dealing force damage. Ned used three charges to fire six bolts, destroying one of the haze elementals.

## Word of Radiance

Cast by Oiroa, this cantrip deals radiant damage to creatures of her choice within 5 feet based on a constitution saving throw.

## Purge Contamination

A spell discussed by the party as a means to remove levels of contamination, requiring one hour to cast. The party considers using it after the battle to cleanse contamination effects.

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