

Session 44: Final Curtain

Date: Mar 3rd, 2026

Summary

Outside the crumbling Rose Theater — a half-collapsed Roman coliseum of an amphitheater — Syndle was struck by a sudden, wretched diarrhea that kept him from joining his companions as they ventured inside. A thunderous boom shook the earth and knocked him flat, and as he lay there in the dirt, the sky above him shifted to a night sky of centuries past. He found himself inhabiting the body of Argonath, the great golden titan, watching a meteor streak across ancient heavens before launching into the air on wings of fire. When he snapped back to himself, covered in the aftermath of his runny misfortune, he heard the unmistakable sound of a raucous, booing crowd echoing from within the theater. He pulled his Lucha Libre mask over his face — carefully altered to accommodate his magnificent mustache — and dashed inside, following slime trails, silvery cocoon-like webbing, and the gutted remains of two enormous purple caterpillars down in the basement until he found his companions' footprints leading up into the auditorium.

What greeted him upstairs was chaos. The stadium seating was consumed by jet-black brambly bushes bursting with neon flowers, and from within those bushes, grotesque humanoid shapes made of tangled vines and body parts were rising up like an enraged audience. A fireball had already torn through the stands, igniting the oily vines like rags and sending the half-shell ceiling crashing down into skeletal scaffolding, but the fight was far from over. Xakarium found himself overtaken by a dark, creeping corruption that compelled him to turn on his own allies, and though he managed to shake it off, the dark growths were relentless — they swarmed him, beat him into unconsciousness, and continued to kick him while he lay on the ground. Oiroa fared no better, overwhelmed by a torrent of thorny vine strikes that sent her plunging unconscious into the black delirium stew of the orchestral pit, restrained and grappled beneath the surface. Tark, hovering just above the water, reached down with his long arms and wrenched her free, carrying her up into the air to safety.

The tide of battle shifted in terrifying and spectacular ways. The remaining dark growths pooled together in the water, merging into a massive composite creature the party grimly dubbed Voltron, which then grappled the re-compromised Xakarium and tried to use him as a puppet to swing at Tark. Meanwhile, two brightly colored delirium moths — their wings shimmering purple and green with patterns resembling screaming human faces — emerged from the basement and descended on Yazzy, leaving her sluggish and disoriented. Xakarium, still grappled by Voltron, contorted his hands and unleashed a crackling bolt of lightning that tore through several enemies, and Syndle teleported across the battlefield again and again, striking at the dark growths with

reckless fury. The killing blow came from Ned, whose magical bolts critically struck Voltron and caused it to explode in a cascade of fire, necrotic energy, and rolling thunder that bounced between the remaining enemies and obliterated them in a chain of destruction. The last surviving dark growths, recognizing they were beaten, retreated beneath the bleachers, and the crowd noise finally fell silent as Oiroa stepped forward and crushed the final enemy with her mace, sending it bursting into a cloud of sparkles.

In the quiet aftermath, the party turned to looting the theater. As Yazzy reached for the magical mask worn by the fallen performer, the man — Valerius — spluttered back to life just long enough to deliver a breathless, dramatic final monologue about the light being undying before expiring in her arms. Backstage, the party uncovered a trove of theatrical treasures: a crate of twelve vials of thick crimson stage blood useful for faking injuries, a disguise kit in the form of a makeup kit, a magical hooded lantern capable of producing elaborate stage lighting effects, a lockbox containing four hundred and fifty gold pieces from ticket sales and a ledger filled with scandalous notes on local nobles who had frequented the theater, a magic velvet hood, and an unfinished symphony clearly written by a bard — which Yazzy claimed for herself, already imagining the finished version bearing her name. With their wounds tended and their pockets heavier, the party settled in for a brief rest, Yazzy's voice drifting softly through the ruined theater as she sang to help her companions recover.

Memorable Moments

"Ned's Frenzied Bolts critically hits the massive Voltron creature, causing it to explode into a fireball that bounces between enemies dealing fire, necrotic, and thunder damage, wiping out the remaining threats in a spectacular chain reaction."

—

The party was desperate, with multiple members unconscious or compromised, when Ned's spell turned the tide in one explosive moment.

"Syndle, lying in his own mess outside the theater, experiences a vision of being the golden titan Argonath watching a meteor fall from centuries-old skies, then wakes up and dashes into the chaos."

—

A thunderous boom knocked Syndle down mid-illness, triggering a profound vision connecting him to Argonath and the falling stars.

"The compromised Xakarium, grappled by the giant Voltron bush creature, decides to latch on and have Voltron hold him up so he can swing at Tark flying

above the water — fully committing to the bit."

—

Xakarium had no way to walk on water in chainmail, so he logically asked Voltron to hold him up as a platform to attack his own ally.

"The light... the light is undying..."

— Valerius

The defeated performer Valerius spluttered back to life for one final dramatic death monologue as Yazyzy reached for his magical mask.

Scenes

Syndle's Vision and Entry into the Rose Theater

Syndle, suffering from a sudden illness outside the Rose Theater, experiences a vivid vision of being Argonath in centuries past, witnessing a meteor shower. Upon waking, he enters the theater to find his party amidst a chaotic scene.

- Syndle is struck by a sudden illness outside the Rose Theater, preventing him from entering with the rest of the party.
- A loud, thunderous boom knocks Syndle to the ground, triggering a powerful vision similar to one he had at a farm.
- In the vision, Syndle sees through the eyes of Argonath centuries ago, watching a falling star from the ground before taking flight as the golden titan.
- Syndle awakens on the ground, covered in the aftermath of his illness, and hears a raucous booing crowd from within the theater.
- He dons his Lucha Libre-style mask — altered to accommodate his giant mustache — and dashes into the theater.
- In the basement, Syndle finds silvery thread webbing, slime trails, two dead large purple caterpillars sliced open, and footprints from his companions leading to a staircase.
- Syndle follows his party's footprints up a staircase into the main auditorium.

Battle in the Rose Theater Auditorium

The party battles animated brambly bush creatures containing body parts, a massive coalesced 'Voltron' creature, and delirium moths in the Rose Theater auditorium, while contending with party members being compromised, knocked unconscious, and rescued.

- Syndle enters the auditorium to find jet-black brambly bushes throughout the stands, with body parts emerging from them and acting like an angry booing audience.
- A fireball obliterates most of the brambly bush creatures, and the resulting fire causes the remaining half-shell ceiling to collapse, leaving only scaffolding.
- Xakarium becomes compromised by infusing vines, which compel him to attack his allies, but he eventually shakes off the effect with a successful saving throw.
- The dark growth creatures attack Xakarium, knocking him unconscious, and continue to kick him while he is down, costing him a death save.
- Two dark growth creatures merge into Xakarium, healing him and re-compromising him, compelling him to move toward and attack Tark.
- Oiroa is overwhelmed by multiple vine attacks, taking heavy piercing damage, and falls unconscious, restrained and grappled underwater in the black delirium stew of the orchestral pit.
- Tark heroically reaches down from above the water to rescue the unconscious Oiroa, pulling her free from the vines.
- Syndle uses his teleportation ability to escape grapples and reposition, attacking the dark growth creatures with Draconic Cry for advantage.
- Yazzy is afflicted by two brightly colored delirium moths that emerge from the basement, inflicting the slow condition upon her.
- Multiple dark growth creatures pool together in the water to form a massive composite creature the party dubs 'Voltron.'
- The compromised Xakarium, grappled by Voltron, contorts his hands to cast a lightning bolt, striking multiple enemies.
- Ned's Frenzied Bolts spell critically hits Voltron, causing it to explode and dealing chain reactions of fire, necrotic, and thunder damage to surrounding enemies, destroying many of them.
- The moths release a cloud of delirium dust, causing Tark to fail a wisdom save and take radiant damage, while Oiroa saves.
- The remaining dark growths retreat back under the bleachers, ending the major combat.
- Oiroa heals Yazzy with a healing word and then finishes off the last remaining enemy with her mace, causing it to burst into sparkles as the crowd noise goes silent.

Post-Combat Exploration and Short Rest

After defeating the enemies, the party loots the Rose Theater — including the deceased performer Valerius — and discovers various magical and mundane items before taking a short rest to recover.

- As Yazzy goes to take the mask from the performer, Valerius splutters to life and delivers a dramatic final monologue about 'the light undying' before dying.
- The party investigates the backstage area of the theater, rolling investigation checks.
- They discover a crate of 12 vials of thick crimson stage blood syrup that grants advantage on deception checks to fake an injury.
- A makeup kit functioning as a disguise kit is found backstage.
- A hooded lantern radiating magic, capable of producing various stage lighting effects, is discovered.
- An unfinished symphony, clearly magical and written by a bard, is found; Yazzy claims it along with the magical mask.
- A lockbox containing 450 gold pieces, presumably from ticket sales with stubs still inside, is recovered.
- A ledger with scandalous notes on local nobles who frequented the theater is found.
- A magic velvet hood is discovered
- The party discusses splitting the stage blood vials and stowing items in the bag of holding.
- The party takes a short rest, with Yazzy singing her Song of Rest to provide additional healing, and Ned uses Arcane Recovery.

NPCs

Dark Growths

Animated, jet-black brambly bushes with pops of neon flowers, containing various body parts that emerge from the stands and act like an angry booing audience. They can form humanoid shapes, attack with thorny vines, grapple and restrain targets, infuse vines to heal or compromise creatures with Dark Decay, and pool together to form a massive composite creature the party dubbed 'Voltron.' They react to fire like oily rags and eventually retreat under the bleachers when sufficiently defeated.

Delirium Moths

Two brightly colored moths that emerge from the basement of the Rose Theater. They have brilliant patterned wings glimmering purple and green featuring hypnotic shapes resembling screaming human faces, grotesque bat-like faces, curved antennae ending in bioluminescent lanterns, and mosaic fractal eyes. They drift delirium dust and can inflict the slow condition via an intelligence saving throw, deal radiant damage with a cloud of delirium dust, and attempt to drain intelligence from unconscious targets.

Frog

An enemy creature encountered in the Rose Theater that throws fish eggs as an attack, though it misses Tark during the session. It is described as protecting its eggs by the end of combat.

Valerius

A performer whose magical mask Yazzy claims after the battle. As Yazzy reaches for the mask, Valerius splutters to life and delivers a dramatic final monologue about 'the light undying' before dying in her arms.

Locations

Rose Theater

A Roman Coliseum-type amphitheater, half-collapsed, with a basement area containing columns, silvery thread webbing, slime trails, and dead purple caterpillars. The main auditorium features stadium seating covered in jet-black brambly bushes with neon flower pops and body parts. A deeper orchestral pit is filled with a black delirium stew. The ceiling is mostly scaffolding and skeletal remains after collapsing during the battle. A stage and backstage area contain various theatrical props and magical items.

Items

Magical Mask

A mask taken from the deceased performer Valerius. It has performance-based magic — in a previous session the performer was heard whispering from the stage and his voice carried perfectly throughout the entire theater as if he were right beside the listener. Yazzy claims it.

Vials of Stage Blood

A crate containing 12 vials of thick crimson syrup found backstage in the Rose Theater. Each vial grants advantage on deception checks to fake an injury. The party splits them up, with some going to individual members and the rest stowed in the bag of holding.

Makeup Kit

A kit found backstage in the Rose Theater that functions as a disguise kit, useful for altering one's appearance.

Hooded Lantern

A magical hooded lantern found backstage in the Rose Theater that radiates magic and appears capable of producing various stage lighting effects.

Unfinished Symphony

A clearly magical, unfinished symphony written by a bard, found backstage in the Rose Theater. Yazyzy takes possession of it, noting she could complete it as her own finished symphony.

Lockbox with Gold

A small lockbox found backstage containing 450 gold pieces and ticket stubs, presumably from ticket sales at the Rose Theater.

Ledger

A ledger found backstage containing notes on local nobles who frequented the Rose Theater, along with scandalous information about them — described by the party as a blacklist.

Magic Velvet Hood

A magical velvet hood discovered backstage in the Rose Theater.

Spells

Fireball

Cast by Ned in the Rose Theater auditorium, this powerful area-of-effect spell obliterated the majority of the brambly bush creatures in the stands. The resulting fire ignited the oily, vine-covered bleachers like rags, and the force of the blast caused the remaining half-shell ceiling to collapse into scaffolding and debris.

Healing Word

Used multiple times during the session — by Oiroa to revive Xakarium while he was unconscious and being attacked on the ground, and later to restore hit points to Yazzy after she was knocked unconscious by the delirium moths. Yazzy also used a version of this during the short rest via Song of Rest.

Magic Missile

Cast by Ned to precisely target and eliminate multiple wounded dark growth creatures, expending several spell slot charges to clear the battlefield of remaining threats near Syndle.

Frenzied Bolts

Cast by Ned with advantage against the massive Voltron creature. The spell critically hit, causing Voltron to explode into a fireball, with the effect bouncing between nearby enemies and dealing fire, necrotic, and thunder damage in a chain reaction that destroyed several enemies and ended the combat's major threat.

Lightning Bolt

Cast by Xakarium while grappled by the Voltron creature, contorting his hands to release a powerful line of electrical energy that struck multiple enemies. Later cast again after breaking free, with Xakarium using his storm powers to propel himself into the air for a better angle, striking two remaining enemies.

Draconic Cry

Used by Syndle multiple times during the battle to grant himself and nearby allies advantage on attacks against nearby enemies, enhancing combat effectiveness against the dark growth creatures and the Voltron form.

Slow

A condition inflicted on Yazzy by the delirium moths via an intelligence saving throw. It reduced her movement to half and introduced a chance that her spells would not take effect until her next turn, significantly hampering her effectiveness during the final stages of combat.

Song of Rest

Yazzy sang her Song of Rest during the party's short rest after the battle, providing each party member with an additional d8 of healing on top of their hit dice rolls.

Arcane Recovery

Used by Ned during the short rest after the battle to regain some expended magical resources.

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