

Session 52: Hello Lisas

Date: Jun 9th, 2026

Summary

The party stood amid the wreckage of the Pale Man's estate, catching their breath in the uneasy silence that followed the chaos of battle. The Pale Man himself had dissolved into a swarm of insects and vanished, his spellbook vanished via teleportation, and the monstrous Dr. Freed had slipped away into the confusion. With enemies still banging on the doors from both sides, Oiroa performed a desperate ritual using delirium to drag Xakarium back from the edge of death. The resurrection did not come without a cost — a thick, purple, viscous fluid began seeping from every pore of Xakarium's body, pooling in a slick, ten-foot puddle around him, while his eyes ignited with swirling, prismatic light. To make matters stranger still, Xakarium discovered he could only communicate by shouting, his first words upon returning to the living world being a bellowed apology for being covered in goo.

There was no time to marvel at the strangeness of it. The doors burst open and a wave of dregs poured in from both sides. Tark released the door he had been holding shut, flew into a rage, and met the first dreg with a single devastating strike that split the creature cleanly in half. Syndle hurled his axe with precision, staggering another dreg with a solid blow to the chest, while Yazzy unleashed a searing beam of energy from her central eye that dropped an undamaged enemy where it stood. The dregs, it became clear, were not warriors — they were servants, confused and outmatched, and they began to crumble quickly under the party's assault.

The brief advantage did not last. A bizarre, mismatched creature — a displacer dreg with grotesquely displaced anatomy — materialized behind Syndle and unleashed a horrifying wave of contamination that washed the room in radiant and necrotic energy. The blast was catastrophic. Syndle, Xakarium, and Yazzy all crumpled to the ground, leaving only Tark and Oiroa standing. Osiric, the Amethyst Academy wizard accompanying the group, fired a series of arcane bursts from the far corner of the room, striking down a dreg and savaging the displacer creature. Tark, refusing to fall, consumed a powerful healing potion and channeled his rage into a wild surge of energy — a bolt of radiant light that shot from his chest and blinded the displacer creature, contributing to its swift and brutal end.

With the displacer dreg destroyed and the remaining servants fleeing in terror, Oiroa moved quickly through the room, channeling a sustained healing aura that slowly knit the party's wounds back together over the following minutes. Tark intercepted a fleeing dreg in the doorway, nearly cleaving it in two, while another slipped comically on the grease puddle left by Xakarium's resurrection as it scrambled for the exit. Syndle, recovered and furious, pursued the survivors into

the hallway and finished off the last of them. The house fell quiet at last, and the party took a moment to breathe.

Ned and Syndle searched the upper rooms while the others recovered. The master bedroom was lined with shelves of books, scrolls, and glass jars containing floating objects, functioning as a secondary library. The adjacent laboratory was a grim workspace filled with strange equipment, including a hammer crafted from delirium and crates of crystals being ground into dust. Among the macabre trophies scattered around the room were a jar of eyeballs, a severed hand, fleshy tentacles, and a human head with one side dissolved and melted away. A hidden dreg made one last desperate act, hurling a "bottled comet" — a glass orb containing an ignited shard of delirium — at Syndle, which shattered and released a burst of contaminated energy before the remaining enemies were swiftly put down.

The search of the estate yielded more than just horrors. Among the wreckage, the party recovered potions, an oil of slipperiness, protective scrolls, and a scroll that could transform the user into a cloud of mist. In the study, Ned discovered a large book on a shelf titled "The Secret Stairs" that turned out to be a lever, opening a secret door that was already slightly ajar — as if someone had passed through it very recently. Most significantly, the party found the Pale Man's map board: an evidence-style display with red strings connecting locations across Drakenheim, all centered on the Inscrutable Tower. Notes on the board detailed his plans to seize the tower using a living Academy member's ring to open the front door, with a checkmark and Ned's name written beside that particular entry — a chilling reminder of how closely the Pale Man had been watching them.

The party descended the secret stairs, emerging through a hidden hatch concealed within a fireplace in the Wretched Drawing Room below. Xakarium used his magical amulet to scan the surrounding area for hidden threats, finding none within the house itself. A magical trail, however, led clearly through the back hallway and out the rear door of the estate. Outside, a loose collection of dregs wandered the backyard in a daze, seemingly stunned by the collapse of their masters' power. Tark attempted to persuade them to disperse, but the creatures only shuffled closer. Yazzy flew above their heads to lure them into a tight cluster, and Ned unleashed a roaring fireball into the gathered crowd, incinerating most of them. Tark swooped down to finish the survivors as they fled, and the yard fell still.

The magical trail led to an old well near the back of the property, its lid sloppily closed behind whoever had fled through it. Beneath the lid was a hidden staircase descending into the earth. The party climbed down into a damp, dank cavern reeking of hot garbage and thick moisture, its walls lit by a sparse line of torches. Tark crept ahead into the darkness, signaling the others with a bird call as Xakarium's amulet detected two distinct presences deeper in the cave. One of the signals was positioned just around a nearby corner, and Syndle quietly consumed a potion of heroism before the group prepared to close in.

Dr. Freed made his move first, breaking his invisibility to unleash a bolt of lightning down the narrow passage — but Ned reacted instantly, countering the spell before it could form and leaving the doctor standing exposed in the dark with nothing to show for his ambush. Syndle charged forward and knocked the doctor to the ground with his flying boot strike, and Tark descended on him with a fury of reckless axe strikes that left Freed a bloody, broken mess. Ned finished the job

with a volley of magic missiles. With his last breath, he turned his eyes toward the darkness beyond and whispered, "Lisa, help me."

Something enormous stirred in the shadows. The creature that answered Freed's dying call was a massive, three-headed monstrosity wading through a pool of opalescent, toxic delirium sludge — a thing the party would come to call the Lisas. Tark had already spotted it during his scouting and opened with a bow shot before retreating to warn the others, but Syndle, fueled by rage and heroism, charged straight in. Yazzy launched a fireball into the chamber, scorching the beast, but it responded by letting out a disgusting grunt and hurling a geode-sized chunk of delirium down the hallway. The crystal exploded on impact, releasing a wave of necrotic energy that knocked Xakarium unconscious — though a strange delirium anomaly simultaneously accelerated his movements, leaving him the fastest unconscious person in the room.

Oiroa revived Xakarium with a quick prayer of restoration and then hurled a bead from her necklace of fireballs into the far end of the tunnel, creating a massive explosion that rocked the cavern. Ned fired a bolt of lightning into the creature's multiple heads, and Syndle delivered a series of reckless strikes that severed one of them entirely. The Lisas briefly regenerated and rose from the sludge, swinging a stalagmite blindly at the adventurers, but failed to connect. Tark flew in with precise, devastating strikes, and Syndle delivered the final blows — severing each remaining head in turn to ensure the monstrosity could not rise again.

With the Lisas finally, definitively dead, the party turned to loot the remains of the doctor. His bag yielded a spellbook, a grim bone saw he had used as a weapon, two healing potions, a pouch of hazardous dust capable of inducing violent sneezing and choking, six precious gems worth a small fortune, one hundred and seventy-two gold pieces, and an unfinished love letter addressed to a woman named Amelia. The cavern was quiet now, the delirium sludge still glowing faintly in the torchlight, and the party stood among the wreckage of yet another hard-won victory — battered, depleted, but alive, and one step closer to whatever lay ahead at the Inscrutable Tower.

Memorable Moments

"Xakarium is resurrected and immediately begins leaking purple viscous fluid from every pore, his eyes glow with prismatic light, and he discovers he can only communicate by shouting."

—

The arcane anomaly from using delirium for a revivify produced a cascade of bizarre side effects on the freshly-revived Xakarium.

"I'M SLIPPERY! SORRY! WHY AM I ALL DRIPPING WITH GOO?"

— Xakarium

Xakarium's first words after being resurrected, shouted involuntarily due to his arcane anomaly, as purple goo poured from his body.

"The displacer dreg releases a wave of contamination that simultaneously knocks Syndle, Xakarium, and Yazzy unconscious, leaving only Tark and Oiroa standing."

—

A single ability from a bizarre displaced creature nearly wiped the entire party just moments after Xakarium had been brought back to life.

"Ned counters Dr. Freed's lightning bolt ambush mid-cast, leaving the doctor standing exposed and vulnerable in the dark cavern with nothing to show for his surprise attack."

—

Dr. Freed broke invisibility to unleash a devastating lightning bolt, but Ned's quick reaction completely nullified the spell.

"Lisa, help me."
— Dr. EverettFreed

Dr. Freed's dying words as he collapsed in the cavern, summoning a massive three-headed monstrosity from the delirium sludge.

"The Lisas hurls a geode-sized chunk of delirium down the hallway that explodes in necrotic energy, knocking Xakarium unconscious while simultaneously hasting him — leaving him the fastest unconscious person in the room."

—

The delirium explosion triggered an arcane anomaly that granted Xakarium the haste effect even as he crumpled to the ground.

"The Pale Man's map board is discovered, revealing his detailed plans to seize the Inscrutable Tower — including a checkmark next to Ned's name as the key to opening the front door."

—

The party uncovers that the Pale Man had specifically identified Ned as a living Academy member whose ring could open the tower's front door.

Scenes

The Aftermath of the Pale Man's Estate

The party regroups in the wreckage of the Pale Man's estate after his body dissolves and Dr. Everett Freed escapes.

- The party stands amidst the wreckage of the estate, noting the Pale Man's body has dissolved and his spellbook is lost.
- Oiroa performs a ritual to bring Xakarium back to life using delirium, which triggers an arcane anomaly.
- Xakarium's resurrection causes a viscous purple grease to leak from his pores, creating a slippery puddle on the floor.
- Xakarium's eyes begin to glow with multicolored, prismatic light, and he finds himself compelled to shout everything he says.
- Tark and Syndle attempt to hold the doors shut as enemies begin banging from the other side.

The Dregs' Assault

The party faces a sudden ambush by dregs and a horrific displacer creature while attempting to recover from their previous battle.

- Tark releases the door, enters a rage, and slices an incoming dreg in half with a single blow.
- Syndle throws his axe at a dreg, striking it in the chest and leaving it heavily wounded.
- Yazyz unleashes a beam of energy from her central eye, instantly dropping an undamaged dreg.
- A bizarre displacer dreg appears behind Syndle and releases a wave of contamination, unleashing radiant and necrotic energy that knocks Syndle, Xakarium, and Yazyz unconscious.

- Osiric defends the fallen party members, using arcane bursts to strike down a dreg and severely wound the displacer creature.
- Tark consumes a potion for maximum healing and enters a rage, causing a bolt of light to shoot from his chest that blinds and eventually helps kill the displacer dreg.

The Dregs' Retreat

The party recovers from a brutal magical blast as the remaining dregs attempt to flee the estate.

- Oiroa casts a powerful healing spell that restores vitality to the fallen party members.
- A dreg attempting to flee through a doorway is intercepted and nearly cleaved in two by a powerful strike.
- One dreg slips and falls while trying to escape through the door, slowing its retreat.
- Syndle pursues the fleeing enemies into the hallway, finishing off a dreg that had been covered in grease.
- The party discovers the Pale Man's discarded cloak, which fell to the floor when he dissolved into a swarm of insects.

Exploration of the Pale Man's Laboratory

Syndle investigates the upper rooms of the estate, discovering a macabre laboratory and facing a final desperate defender.

- Syndle enters the master bedroom, finding it filled with jars of floating objects and shelves of scrolls and books.
- The party discovers a laboratory containing a strange hammer crafted from delirium and crates of crystals being crushed into dust.
- A hidden dreg in the corner of the lab throws a bottled comet — a glass orb containing an ignited shard of delirium — at Syndle.
- The orb shatters, releasing a burst of contaminated energy that rocks the room, though Syndle's natural resistances protect him from the worst of the blast.
- The remaining dregs in the laboratory are quickly dispatched as the house finally falls silent.

Recovery and Search of the Pale Man's Estate

The party takes a moment to heal their wounds and search the laboratory and study of the Pale Man.

- Oiroa casts a healing aura to mend the party's significant injuries over two minutes.
- Xakarium uses his magical amulet to scan the surrounding rooms for hidden beings.
- Ned and Syndle investigate the laboratory, discovering macabre trophies including a jar of eyeballs, a severed hand, fleshy tentacles, and a half-dissolved human head.
- The party finds several magical items among the wreckage, including potions, an oil of slipperiness, and spell scrolls.
- Ned discovers a secret lever disguised as a book titled 'The Secret Stairs' on a bookshelf, revealing a secret door slightly ajar — as if someone had just passed through it.
- The party examines a map board with red strings connecting various locations in Drakenheim, centered on the Inscrutable Tower, along with notes detailing the Pale Man's plans to seize the tower using Academy members and flying minions.
- The Pale Man's robes are found to be mundane — fancy-looking but not magical, and smelling of filth and insects.
- The party prepares to pursue Dr. EverettFreed down the secret passage.

Descent Through the Estate and Backyard Pursuit

The party sneaks down the secret stairs, tracks a magical trail through the lower floors, and discovers a hidden entrance in the backyard.

- The party descends the secret stairs and emerges through a hidden hatch in a fireplace in the Wretched Drawing Room.
- Xakarium uses his magical amulet to detect creatures with unused spell slots, finding no one in the immediate rooms.
- The party tracks a magical trail leading through the back hallway and out the rear door of the estate.
- A group of dregs is observed wandering aimlessly around the backyard, seemingly stunned by the events inside.

- Tark attempts to persuade the dregs to disperse, but they remain uncooperative and begin to congregate.
- Tark flies above the dregs to act as bait, luring them into a tight cluster, and Ned unleashes a fireball into the gathered crowd, incinerating several.
- Tark swoops down to finish off the remaining survivors as they attempt to flee.
- The magical trail is tracked to an old well in the yard, whose lid was sloppily closed by whoever fled through it, concealing a staircase leading underground.

Descent into the Dank Cave

The party descends into a damp, acrid cavern beneath the estate, using magical detection to track their quarry.

- The party enters a basement area that opens into a damp, dank cave smelling of hot garbage and moisture, lit by a few torches along the cavern edge.
- Tark sneaks ahead into the darkness, using a bird call to signal the rest of the group.
- Xakarium uses his magical amulet to scan for creatures with unused spell slots, detecting two distinct signals deeper in the cavern.
- The party discovers a passageway partially collapsed with rocks, with a puddle of opalescent delirium sludge seeping from beneath the debris.
- Xakarium whispers to Tark that one of the detected targets is positioned just around a nearby corner.
- Syndle takes a potion of heroism before the group prepares to engage.

The Hunt for Dr. Freed

The party corners and eliminates the treacherous Dr. Freed in the cavern beneath the estate.

- Dr. Everett Freed breaks invisibility to launch a lightning bolt at the party, but Ned successfully counters the spell, burning a third-level spell slot.
- The party rolls initiative and engages; Syndle leaps forward and knocks Dr. Freed prone.
- Tark delivers a series of reckless axe strikes, leaving the doctor a bloody mess.
- Ned fires multiple bolts of magical force from his wand, killing the doctor.
- As he dies, Dr. Freed calls out to 'Lisa' for help, revealing a massive, three-headed monstrosity lurking in the darkness beyond.

The Horror of the Lisas

A massive, multi-headed creature known as the Lisas emerges from the delirium sludge to avenge the doctor.

- Tark scouts ahead and discovers a huge, hideous creature wading through opalescent delirium sludge.
- Tark opens the engagement with a bow shot, dealing significant damage before retreating to warn the others.
- Syndle, fueled by rage and a potion of heroism, charges into the cavern to engage the beast in melee.
- Yazzy launches a fireball into the chamber, scorching the monstrosity.
- The creature lets out a disgusting grunt and hurls a geode-sized chunk of delirium down the narrow hallway at the party.
- The delirium chunk explodes upon impact, releasing a wave of necrotic energy; Xakarium is knocked unconscious but is simultaneously affected by a strange arcane anomaly that accelerates his movements.
- Oiroa uses a healing word to bring Xakarium back to consciousness.
- Oiroa launches a bead from her necklace of fireballs, creating a massive explosion at the end of the tunnel.
- Ned fires a bolt of lightning into the creature's multiple heads.
- Syndle delivers a series of reckless strikes, eventually decapitating one of the creature's heads.
- The creature briefly regenerates and rises from the sludge, swinging a stalagmite blindly at the adventurers, but fails to connect.
- Tark flies in and delivers precise strikes, and Syndle delivers the final decapitating blows, severing all remaining heads to ensure the monstrosity cannot rise again.
- The party loots the remains of Dr. EverettFreed, discovering his spellbook, a bone saw, potions of greater and superior healing, dust of sneezing and choking, six valuable gems, 172 gold pieces, and an unfinished love letter to a woman named Amelia.

NPCs

The Pale Man

A powerful spellcaster whose body dissolved into a swarm of insects upon his defeat, leaving behind only mundane robes smelling of filth and insects, and detailed plans for seizing the Inscrutable Tower.

Dr. EverettFreed

A monstrous doctor who initially escaped the estate before being tracked into the caverns below. He attempted to ambush the party with a lightning bolt, which was countered, and was swiftly killed. With his dying breath he called out to 'Lisa' for help, revealing the creature lurking in the sludge.

Dregs

The remaining servants of the estate who attempted to breach the room where the party was resting. They appeared more like servants than warriors, and ultimately fled in terror once their masters were defeated. Some appeared as mismatched, displaced horrors capable of emitting devastating waves of necrotic and radiant energy.

Osiric

A wizard from the Amethyst Academy who accompanied the party. He defended the fallen party members with arcane bursts during the displacer dreg's assault, though he often lingered at the rear and was frequently overlooked when healing was distributed.

The Lisas

A massive, three-headed monstrosity residing in the delirium sludge beneath the estate. Dr. Freed called out to her as he died. She could hurl delirium geodes that explode with necrotic energy and possessed the ability to regenerate unless her heads were fully severed. She wielded a stalagmite as a club and fought with mindless ferocity.

Locations

The Pale Man's Estate

A ruined estate filled with the wreckage of recent combat and the lingering traces of insectoid magic. The interior contains a library-like master bedroom, a refashioned laboratory dedicated to delirium experimentation, and a study with a strategic map board.

Master Bedroom

A room lined with shelves of books, scrolls, and folders. It features glass jars containing floating objects and a desk covered in a strange, viscous octarine substance, functioning as a secondary

library.

Laboratory

A room stripped of its original furniture to house various forms of equipment, including a table with a delirium hammer and crates of crystals being processed into dust. Also contained macabre trophies such as a jar of eyeballs and a half-dissolved human head.

The Study

A room filled with paperwork, tables, and drawings, featuring an evidence board with red strings connecting various locations in Drakenheim, centered on the Inscrutable Tower.

The Wretched Drawing Room

A once-formal reception room now covered in cobwebs, broken furniture, and dirty animal fur rugs, stripped of all valuables. The party emerged here through a hidden fireplace hatch from the secret stairs.

The Pale Man's Backyard

A cluttered outdoor area behind the estate where dregs wandered aimlessly. A hidden well here concealed a secret staircase leading into the caverns below.

The Dank Cave

A subterranean cavern beneath the estate characterized by thick moisture, an acrid smell of hot garbage, a few torches along the cavern edge, and pools of extraordinarily toxic, opalescent blue delirium sludge. Site of the confrontation with Dr. Freed and the Lisas.

Items

Ignatius

Tark's weapon, which was magically lit during combat and used to slice a dreg cleanly in half as it came through the doorway.

Pale Man's Cloak

The mundane but fancy-looking robes left behind when the Pale Man dissolved into insects. They were found to be non-magical and noted for their unpleasant smell of filth and insects.

Delirium Hammer

A strange hammer crafted from delirium found on a table in the laboratory, alongside crates of crystals seemingly being smashed into dust.

Bottled Comet

A spherical glass orb containing a hovering, ignited shard of delirium. A dreg in the laboratory hurled one at Syndle; upon impact it shattered to release a 20-foot radius burst of contaminated energy. Syndle also found one to keep after searching the lab.

The Secret Stairs (Book)

A large book on a shelf in the study that served as a mechanical lever to open a hidden secret door, which was found slightly ajar as if someone had recently passed through it.

Pale Man's Map Board

An evidence-style board with red strings connecting locations in Drakenheim, with a large circle focused on the Inscrutable Tower. Notes on it detailed plans to seize the tower using a living Academy member's ring and flying minions, with a checkmark next to Ned's name.

Oil of Slipperiness

A magical oil found among the Pale Man's possessions during the search of the estate.

Scroll of Protection

A protective magical scroll found during the search of the estate's library.

Scroll of Gaseous Form

A magical scroll discovered in the laboratory that allows the user to transform into a misty cloud.

Xakarium's Amulet

A magical device used by Xakarium to detect the exact location of any creature within 120 feet that possesses unused spell slots, and to track the magical trail left by recent spellcasting.

Potion of Heroism

A magical concoction consumed by Syndle before descending into the cavern, providing temporary hit points and the effects of a bless spell for up to an hour.

Mace of Warning

A magical weapon held by Oiroa that prevented the party from being surprised by Dr. Freed's ambush in the cavern.

Necklace of Fireballs

A magical necklace worn by Oiroa adorned with beads that can be detached and thrown to create powerful fiery explosions. Used to blast the end of the cavern hallway during the fight with the Lisas.

Wand of Magic Missiles

A magical wand used by Ned to fire multiple glowing darts of force, delivering the killing blow to Dr. Freed.

Delirium Geode

A large, volatile crystal hurled by the Lisas that exploded into a burst of necrotic energy upon impact, knocking Xakarium unconscious and triggering an arcane anomaly.

Dr. Freed's Spellbook

A tome belonging to the apothecary, recovered from his remains after his death in the cavern.

Bone Saw

A grim, non-magical surgical tool carried by Dr. Freed as a weapon.

Potion of Greater Healing

A potent restorative liquid found among Dr. Freed's belongings.

Potion of Superior Healing

An even more powerful healing draught recovered from Dr. Freed's bag.

Dust of Sneezing and Choking

A hazardous magical powder found on Dr. Freed's person.

Valuable Gems

Six precious stones worth approximately 200 gold pieces each, found among Dr. Freed's possessions along with 172 gold pieces.

Spells

Revivify

Cast by Oiroa using delirium to bring Xakarium back from the dead, triggering an arcane anomaly that caused purple viscous fluid to pour from Xakarium's pores, his eyes to glow with prismatic light, and compelled him to shout everything he said.

Wave of Contamination

A horrific ability used by the displacer dreg that washed the room in radiant and necrotic energy, knocking Syndle, Xakarium, and Yazzy unconscious and causing a level of contamination on those who failed the saving throw.

Arcane Burst

A series of magical strikes unleashed by Osiric to repel the dregs and the displacer creature while most of the party was incapacitated.

Wild Surge

A chaotic manifestation of Tark's barbarian rage that produced a blinding bolt of radiant light from his chest, which he directed at the displacer dreg to blind it and contribute to its defeat.

Aura of Vitality

Cast by Oiroa to provide sustained healing to the party members over two minutes, restoring significant hit points to those who had been knocked unconscious by the displacer dreg's attack.

Fireball

Cast by Ned to incinerate a large group of dregs that had been lured into a cluster in the backyard, and later cast by Yazzy into the cavern chamber to scorch the Lisas.

Counterspell

Ned used this to instantly negate Dr. Freed's lightning bolt ambush in the cavern, burning a third-level spell slot and leaving the doctor exposed and vulnerable.

Bless

Cast by Oiroa to bolster the accuracy and resolve of Tark, Xakarium, and Yazzy during the confrontation with Dr. Freed and the Lisas.

Lightning Bolt

Attempted by Dr. Freed as an ambush against the party, successfully countered by Ned. Later cast by Ned to strike the Lisas during the cave battle.

Haste

An arcane effect triggered by a delirium anomaly from the exploding geode that significantly accelerated Xakarium's movements, even while he was briefly unconscious.

Shield

A reactive magical barrier used by Ned to deflect the physical impact of the delirium geode hurled by the Lisas.

Healing Word

A quick prayer of restoration used by Oiroa to revive Xakarium after he was downed by the necrotic explosion, and later used by Xakarium to bolster Tark during the fight with the Lisas.

Invisibility

Used by Oiroa to hide and hover above the battlefield after the initial clash with the Lisas. Dr. Freed also used invisibility to conceal himself in the cavern before breaking it to cast his lightning bolt.

Toll the Dead

A necrotic spell cast to damage the Lisas and hinder its ability to recover from its wounds, causing it to lose a death save.

Revision #1

Created 10 June 2026 20:39:58 by admin

Updated 10 June 2026 20:40:25 by admin