

Session 55: Ascending the Inscrutable Tower

Date: 2026-08-18

Summary

The battle against the mysterious spellcaster reached its climax as Syndle leapt onto the shimmering force dome and began hammering it with his axe, screaming down at the man within. The spellcaster casually addressed the furious kobold in a bizarrely high-pitched voice before the party closed in from all sides. Yazzy attempted to dazzle the man with a swirling hypnotic display of colors and light, but the spellcaster merely applauded the show as though it were a fireworks performance put on for his amusement. Oiroa and Ned struck him repeatedly with resonant waves of necrotic energy, each toll of invisible bells wearing down his concentration until the force dome finally collapsed and Syndle came crashing down onto the table beside him. With nowhere left to hide, the spellcaster vanished in a burst of star-like patterns, his voice dropping to a deep, gravelly register as he bid the party a polite "Good night, gentlemen" before dissolving into another dimension, leaving only a flickering web of octarine lightning crackling through the room.

With the spellcaster fled, the party turned their attention to looting the wizard's hall. Among the chess boards, dusty tomes, and decorative plants, Yazzy uncovered a pair of peculiar-looking dice and a mystical deck of cards, while Ned discovered a fine gem resting at one of the gaming tables. Syndle, ever the aristocrat in his self-mending outfit, claimed a fancy pipe and tobacco from beside one of the reading chairs, completing his distinguished velvet ensemble. The real discovery, however, came when the party approached a series of large metal doors lining the walls, one of which opened to reveal a magical elevator shaft. A shimmering prismatic platform materialized beneath their feet, and a formal disembodied voice announced the available floors: Lobby, Great Hall, Residences, Research Levels, Library, and Director's Office.

Syndle, never one to wait, stepped inside and spoke the words "Great Hall" before anyone could stop him, and the doors slid shut behind him. The rest of the party piled into the adjacent shaft and followed, shooting upward at breathtaking speed before the doors opened into a resplendent dining hall. Spectral chandeliers hovered overhead, tall portraits of long-dead Amethyst Academy archmages lined the walls, and an entire orchestra of animated silverware was busily setting the tables with steaming food. Syndle was already elbow-deep in a roasted pig by the time the others arrived, waving them over with a greasy hand. Ned, his vision sharpened by a powerful enchantment, quietly noted that several of the portrait subjects were archmages he recognized

from historical texts — some dead for centuries.

The magical servants anticipated the party's every need, rearranging place settings and ferrying dishes as the group settled in. Syndle attempted to claim the elevated head table at the front of the hall, but a hidden enchantment in the cushion zapped him like a joy buzzer, making it abundantly clear the seat was reserved for someone far more important. He retreated with dignity — and a large chunk of roasted meat — to join the others. Xakarium, ever curious, wandered into the kitchen and discovered a freestanding door that opened not into a pantry, but into a vast, featureless extra-dimensional space lined with neatly organized shelves of magically preserved food. Exotic tropical fruits, fresh vegetables, and ingredients unseen since Drakkenheim's fall filled the shelves, and Xakarium emerged crunching on an apple and carrying a pungent durian, musing aloud that rerouting the portal could feed the starving town for weeks. The magical silverware promptly sliced the durian into an elegant flower pattern on a silver platter, filling the hall with its powerful, unmistakable smell.

The party's feast was cut short by the growing sense that the tower itself was becoming unstable. Periodic lattices of delirium lightning flickered through the walls and ceiling, and the air hummed with a building wrongness that set everyone's nerves on edge. They returned to the elevator and boldly called for the Director's Office, only for the lift to shudder, stall, and announce that levels above sixty-three were unavailable. The doors opened instead into the Academy Library, a dizzying vertical expanse of zigzagging staircases, floating bookshelves of speckled granite and glass, and black marble walkways stretching hundreds of feet into the air. Some of it moved with the quiet, purposeful animation of a well-maintained magical space; the rest was frozen mid-motion, books hanging open in midair, chairs tilted sideways, entire platforms oriented completely upside down.

As the party stepped out onto a staircase that had swung itself obligingly to meet the elevator door, they discovered that gravity in the library was a matter of opinion. Those of sharper intellect found themselves able to simply rise off the ground and drift through the vast open space, while Syndle was left to climb the stairs the old-fashioned way, muttering darkly as his companions floated past him. Far above, roughly a hundred and fifty feet up, the crackling breach in the tower's structure was visible through the chaos of shelves and staircases, eldritch lightning storming at the point where reality had been torn open. Before anyone could form a plan, tears in the fabric of space began to open along the staircase, accompanied by the same bubbling star-like effects the fleeing spellcaster had left behind. Through these rifts stepped the Interlopers — creatures with spindly limbs, tubular bodies, and toothy maws lined with undulating tentacles — and alongside them, a Warp Marauder, a lupine horror of swirling, shifting energy with eight legs and a mass of tentacles where its head should have been.

Tark opened the engagement with a devastating shot from his bow, a specialized arrow that although unable to bind, it still savaged the Warp Marauder before it could fully orient itself. The creature retaliated with terrifying speed, its long tentacles lashing out across the open air to snag Yazy and Oiroa, reeling them in toward its shifting, energy-wreathed body. Syndle raged and threw himself at the nearest Interloper, surrounding himself and his nearby allies with a swirling aura of protective multi-colored light. Xakarium attempted to hurl a bolt of fire at the creatures, but an Interloper reacted with a psychic backlash that shattered the spell and sent a lance of

mental pain through the sorcerer's skull. Ned answered by launching his own bolt of fire at the Warp Marauder, scorching it badly, while Tark unleashed a series of devastating strikes against the tree-stump-like Agog that had warped in to join the fray, leaving it a bloody, staggering wreck. Oiroa attempted to slip the Warp Marauder's grasp by dissolving her physical form into a ghostly translucence, but the creature's tentacles found her anyway and reeled her back in — and then, with a sickening crack, the spine along its back split open to reveal an extra-dimensional maw of jagged teeth, and it swallowed Oiroa whole. She vanished into the creature's fleshy, acid-soaked extra-planar gullet as the battle raged on around her. Syndle's wild magic surged again, shadowy tendrils lashing out at the surrounding monsters and draining their vitality, killing one of the Interlopers outright. Then Yazzy, still grappled and restrained by the Warp Marauder's tentacles, made her move — she transformed into a massive Tyrannosaurus Rex, her enormous jaws closing around the creature in one final, crushing bite that dropped it dead. With the Warp Marauder slain, Oiroa remained somewhere inside its now-collapsing extra-planar gullet, her fate uncertain — until the T-Rex Yazzy, in a moment of bizarre tenderness, began crooning a heartfelt melody directed toward the stomach, hoping the song would reach Oiroa somewhere in the dark and inspire her to find her way back.

Memorable Moments

"Good night, gentlemen."
— The Spellcaster

The mysterious spellcaster, after having his force dome destroyed, teleports away in a burst of star patterns with an unexpectedly polite farewell.

Syndle attempts to sit at the elevated head table in the Great Hall but is immediately repelled by a magical 'joy buzzer' enchantment in the cushion, reserved for the Academy's director.

Syndle, emboldened by his fancy outfit and pipe, tries to claim the seat of power — only to be zapped out of it.

Xakarium steps through a freestanding kitchen door into a vast extra-dimensional larder filled with magically preserved exotic foods, including tropical fruits unseen since before Drakkenheim's fall.

The discovery prompts Xakarium to note that rerouting the portal could feed the starving town.

The magical elevator refuses to ascend past level 63, stranding the party in the Academy Library instead of the Director's Office they were aiming for.

The party's bold plan to go straight to the top is unceremoniously halted by a malfunctioning magical lift.

Yazzy transforms into a massive Tyrannosaurus Rex and delivers a final, crushing bite to the Warp Marauder, slaying the beast and ending its reign of terror in the library.

The T-Rex Yazzy, grappled and restrained, manages to chomp the Warp Marauder for massive damage, dropping it in one bite.

The Warp Marauder's spine splits open to reveal an extra-dimensional maw, and it swallows Oiroa whole, trapping her in a fleshy, acid-filled gullet as the session ends on a cliffhanger.

Oiroa had just turned ghostly to escape the grapple but was reeled back in before the creature consumed her entirely.

Yazzy, still in Tyrannosaurus Rex form, begins singing a crooning melody directed at her own stomach in an attempt to inspire Oiroa's escape from the Warp Marauder's extra-planar gullet.

A T-Rex serenading its own digestive tract to rescue a trapped cleric is not something the party expected to end the session with.

Scenes

The Battle of the Dome

The party continues their confrontation with a mysterious spellcaster protected by a force dome.

- Syndle jumps onto the force dome and begins smashing it with his axe.
- The spellcaster inside the dome addresses Syndle in a high-pitched voice, questioning his behavior.
- Yazzy attempts to cast a hypnotic pattern on the spellcaster, but he appears to be immune to being charmed and simply applauds the display.
- Oiroa and Ned both target the spellcaster with necrotic energy, striking him with resonant tolling sounds.
- The spellcaster's concentration is broken by the repeated magical assaults, causing his protective force dome to vanish.
- Syndle falls onto the table next to the now-exposed spellcaster.
- The spellcaster teleports away in a burst of star-like patterns, bidding the party 'good night' in a deep, gravelly voice, leaving octarine lightning flickering through the room.

Looting the Wizard's Tower

With the spellcaster fled, the party searches the upper hall for valuables before discovering a magical elevator.

- The party loots the area, finding gaming boards, books, chess sets, and decorative plants among the wizardly clutter.
- Yazzy discovers a pair of interesting-looking dice and a mystical deck of cards.
- Ned finds a fancy gem at one of the gaming tables.
- Syndle claims a fancy pipe to complement his magical outfit.
- The party discovers a magical elevator shaft with runes indicating various floors: Lobby, Great Hall, Residences, Research Levels, Library, and Director's Office.
- Syndle enters the shaft and is greeted by a formal, disembodied voice asking him to choose a floor.
- Syndle impulsively selects 'Great Hall' and the elevator doors close, separating him from the rest of the party.
- The rest of the party follows Syndle by calling for the Great Hall, experiencing a rapid gravity-defying ascent.

Feast in the Great Hall

The party reunites in a grand dining hall filled with magical servants and an endless supply of fresh food.

- The elevator opens into a resplendent dining hall featuring marble and granite tables, spectral chandeliers, and animated portraits of long-dead Amethyst Academy archmages.
- The party finds Syndle already elbow-deep in food at one of the tables.
- Animated silverware and unseen servants begin serving the party fresh food.
- Ned uses his True Sight to observe the unseen servants and identifies some of the portrait subjects as archmages who died hundreds of years ago.
- Syndle attempts to sit at the elevated head table but is repelled by a magical 'joy buzzer' effect in the cushion.
- Xakarium discovers a freestanding door in the kitchen that leads to a vast, featureless extra-dimensional space filled with fresh, magically preserved food — including exotic tropical fruits.
- Xakarium retrieves an apple and a pungent durian from the larder, noting the potential to feed the town if the portal could be rerouted.
- Magical silverware slices the durian into a flower pattern on a silver platter, filling the hall with its pungent smell.
- Periodic lattices of delirium lightning flicker through the room, indicating the tower's growing instability.

Ascent to the Academy Library

The party uses the magical elevator to attempt to reach the Director's Office, but the lift malfunctions and deposits them at the Academy Library on level 63.

- Yazzy uses her arcane knowledge to decipher the runes in the elevator, identifying the various levels including residences, research levels, and the library.
- The party attempts to reach the Director's Office, but the elevator stutters and halts, announcing that levels past 63 are unavailable.
- The elevator doors open at level 63, revealing the vast Academy Library.

Arrival at the Academy Library

The party steps out of the magical elevator into a vast, gravity-defying library where books and furniture float in a state of partial magical stasis.

- The party enters the Academy Library, a dizzying space filled with zigzagging staircases, wall-to-wall walkways of black marble, and massive floating bookshelves of speckled granite and glass.
- A shifting staircase maneuvers itself to connect directly to the elevator door, allowing the party to exit onto it.
- The party discovers that gravity in the library is subjective — those with sufficient intelligence find themselves able to levitate and fly, while Syndle is left to climb the physical stairs.
- Ned, Tark, and Yazzy hover and fly through the vast vertical space while Syndle and Xakarium navigate the stairs.
- The group observes a massive breach in the ceiling approximately 150 feet above, where crackling eldritch lightning storms within the tower's structure.
- A spiderweb of delirium lightning flickers through the room, and tears in the fabric of reality open near the staircases, accompanied by bubbling star effects similar to the spellcaster's earlier teleportation.
- Horrific creatures known as Interlopers step through the rifts, manifesting with spindly limbs and tentacled maws, emanating a psychic aura of intense hunger that the party can feel emotionally.

Battle in the Academy Library

The party faces a desperate multi-front battle against interdimensional horrors across the library's shifting staircases and gravity-defying platforms.

- Tark opens the engagement by firing an ensnaring arrow from his magical bow, severely wounding the Warp Marauder.
- The Warp Marauder lashes out with long tentacles, grappling Tark and reeling him in, while also snagging Yazzy and Oiroa.
- Syndle enters a wild magic rage, surrounding himself and nearby allies with protective multi-colored lights before recklessly attacking an Interloper.
- Xakarium attempts to cast a firebolt at the creatures, but an Interloper reacts with a psychic backlash that causes the spell to fail and deals psychic damage to the sorcerer.
- An Interloper attacks Syndle with spindly claws and a suckered bite, dealing necrotic and psychic damage that leaves the kobold bewildered.
- Syndle's wild magic causes a bolt of radiant light to shoot from his chest at his attackers.
- A new horror, the Agog — a tree-stump-like creature with eyes in its palms — warps into the reading room and advances down the staircase toward Tark.
- Ned fires a firebolt at the Warp Marauder, dealing significant fire damage.
- Another Interloper appears in the library, joining the fray.
- Oiroa attempts to escape the Warp Marauder's grasp by turning ghostly and translucent, but the creature's tentacles reel her back in.
- Tark rages and unleashes a devastating series of strikes with his sword, severely wounding the Agog.
- The Warp Marauder opens the jagged rift on its back and swallows Oiroa whole, transporting her into a fleshy, extra-planar gullet.
- Syndle's wild magic surges again, manifesting as shadowy tendrils that lash out at the surrounding monsters while drawing life force back to the kobold, killing one of the Interlopers.
- Xakarium attempts to cast a healing word on himself but is struck by psychic interference from an Interloper, causing the spell to fail.
- Tark and Xakarium endure a barrage of necrotic claws and psychic bites from the remaining Interlopers.
- Yazzy transforms into a massive Tyrannosaurus Rex and delivers a final, crushing bite to the Warp Marauder, slaying the beast.
- With the Warp Marauder dead, Oiroa remains trapped within its extra-planar gullet, leaving the session on a cliffhanger.
- In a bizarre display of encouragement, the T-Rex Yazzy begins singing a crooning melody to her own stomach to inspire Oiroa's escape.

NPCs

The Spellcaster

A mysterious figure who speaks in shifting voices — high-pitched when startled, deep and gravelly when departing. He employed a force dome and magical tentacles for protection, and teleported away in a burst of star patterns after his concentration was broken, bidding the party 'good night.'

Interloper

Creatures of nearly impossible proportions that step through tears in reality. They possess spindly limbs ending in sharp digits, a tubular body, and a toothy maw lined with undulating tentacles. They emit a psychic aura of hunger and can cause spells to fail through mental backlash, also draining life force with their suckered bites.

Warp Marauder

A lupine creature composed of swirling, shifting energy with eight legs and no visible eyes. It has a mass of tentacles capable of grappling and reeling in prey from great distances, and its spine can split open to reveal an extra-dimensional maw that swallows targets whole into a fleshy, acid-filled gullet. Ultimately slain by Yazzy in T-Rex form.

Agog

A horrific entity resembling a tree stump with four root-like legs and knobbly arms ending in sharp claws. It has a gaping broad mouth at the top of its body and yellow eyes embedded in the palms of its hands. It warped into the library and advanced down the staircase toward Tark.

Locations

Amethyst Academy Tower Lobby

A high-ceilinged hall featuring obsidian pillars wrapped in spiral staircases of metal and glass. The room is filled with gaming tables, chess boards, and bookshelves, and was the site of the final confrontation with the fleeing spellcaster.

Magical Elevator

A shaft within the tower where a shimmering, nearly opaque prismatic barrier acts as a floor, ascending and descending between levels based on vocal commands. A formal disembodied voice lists available floors: Lobby, Great Hall, Residences, Research Levels, Library, and Director's Office.

The Great Hall

A resplendent dining hall featuring an elevated marble-topped head table, long granite tables, spectral chandeliers, and animated portraits of Amethyst Academy archmages. Served by unseen servants and an orchestra of magical animated silverware, with a kitchen containing an extra-dimensional larder.

Extra-dimensional Larder

A featureless, magically preserved extra-dimensional space accessed through a freestanding door in the Great Hall's kitchen, containing neatly organized shelves of fresh and exotic food, including tropical fruits.

Academy Library

Located on level 63 of the tower, this vast, dizzying chamber features zigzagging staircases, black marble walkways, and massive floating bookshelves of speckled granite and glass. Gravity is subjective here, allowing sufficiently intelligent creatures to fly. Partially frozen in time, with a crackling eldritch breach visible in the ceiling roughly 150 feet above. Site of the party's battle against interdimensional horrors.

Items

Outfit of Mending Itself

A fancy leather outfit worn by Syndle that magically repairs and cleans itself. Syndle used it as a napkin during the feast in the Great Hall, and it complemented his aristocratic pipe.

Mystical Deck of Cards

A deck of cards discovered by Yazzy among the wizardly clutter of the tower's upper floor. Its properties were not fully explored, though the party was cautious about flipping through it.

Fancy Gem

A high-quality gemstone discovered by Ned at one of the gaming tables during the party's search of the tower's upper floor.

Fancy Pipe

An aristocratic-looking tobacco pipe that Syndle claimed from the tower's upper floor to complement his magical outfit and new mustache.

Durian

A pungent, exotic tropical fruit retrieved by Xakarium from the extra-dimensional larder. Magical silverware sliced it into a flower pattern on a silver platter, filling the Great Hall with its powerful smell.

Ensnaring Arrow

A specialized magical arrow fired by Tark from his bow to open the battle in the library, binding and heavily damaging the Warp Marauder on the first strike.

Flying Axe

Syndle's magical axe, which he can hurl like a projectile — whirling it like a thrown weapon before it returns to his hand after striking foes.

Spells

Evard's Black Tentacles

Squirming ebony tentacles that filled a 20-foot area, restraining and damaging those caught within them. The spell was maintained by the spellcaster as a concentration effect until it was broken by the party's sustained assault.

Hypnotic Pattern

A swirling display of colors and patterns cast by Yazzy in an attempt to incapacitate the spellcaster. The target proved immune to the charmed condition, and simply applauded the display as though it were a fireworks show.

Toll the Dead

A necrotic cantrip cast by Oiroa and Ned that rings a spectral bell, dealing necrotic damage to the enemy spellcaster. Cast multiple times during the confrontation, contributing to breaking the spellcaster's concentration.

True Sight

An active magical enhancement on Ned that allowed him to see through invisibility and illusions, spot the unseen servants in the Great Hall, and identify the animated nature of the archmage portraits.

Firebolt

A fire cantrip attempted by Xakarium against the Interlopers, which was instantly countered by a psychic backlash that caused the spell to fail and dealt psychic damage to the sorcerer. Later cast successfully by Ned against the Warp Marauder, dealing significant fire damage.

Healing Word

Attempted by Xakarium to mend his own wounds during the library battle, but the spell was disrupted by psychic interference from an Interloper before it could take effect.

Wild Magic: Shadowy Tendrils

A chaotic surge from Syndle's wild magic barbarian path that lashed out with dark filaments at nearby enemies, draining their vitality while restoring some of Syndle's own health. The effect killed one of the Interlopers outright.

Wild Magic: Protective Lights

A wild magic surge triggered by Syndle's rage that surrounded him with multi-colored protective lights, granting a bonus to his armor class and extending that protection to nearby allies within ten feet.

Revision #2

Created 19 August 2026 14:32:50 by admin

Updated 19 August 2026 14:34:58 by admin