

Session 55: Greg The Dragon

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Summary

Before returning to the shadow of the Inscrutable Tower, the party gathered with the true Eldrick Runeweaver in the relative safety of Emberwood Village. The Archmage, identifiable by the staff of power topped with a glowing purple shard he carried rather than the rod his simulacrum had wielded, shared what intelligence he had gleaned from observing the crystalline dragon. The beast was resistant to a terrifying breadth of magical energies — force, necrotic, psychic, and radiant — and possessed both extended darkvision and a supernatural sense that let it perceive the world even in total darkness. Its constitution was its greatest strength, its intellect its only relative weakness, and it wielded a devastating prismatic breath weapon that could reduce even hardened adventurers to ruin. With no known vulnerabilities to exploit, the party steeled themselves and allowed Eldrick to teleport them back into the haze-shrouded plaza.

They arrived on a rooftop roughly a hundred and fifty feet from the tower itself, and the sight that greeted them was as awe-inspiring as it was terrifying. The Inscrutable Tower rose twelve hundred feet into the sky, a monolith of smooth black obsidian anchored by four massive buttresses that splayed out from its base like the legs of some colossal beast. Two-thirds of the way up, a meteor-scarred breach had torn the structure apart, leaving the pinnacle hovering impossibly above a storm of floating debris and ancient tomes, all threaded through with coiling eldritch lightning that reflected off jagged shards of Delirium pulsing with a sickening rhythmic glow. Below, the plaza cobblestones were spider-webbed with frantic arcs of amethyst lightning that pulsed like a dying heartbeat. The party had barely a moment to orient themselves before the shadow detached from the ruins above.

A crystalline terror dove from the breach at terminal speed, its translucent wings webbed with glowing veins snapping open with a crack that split the air. Kaleidoscope patterns of purple and green danced across the tower's obsidian face as the dragon descended, its talons dragging through the haze and leaving trails like comets. It pulled up into a hover before the rooftop, its gaze locking onto Eldrick, and the air hummed with the scent of ozone as static electricity charged the hair of every soul present. The dragon's voice was cold and contemptuous as it mocked the Archmage for returning in person, taunting him about the fate of the Academy strike force it had already destroyed. Eldrick attempted to negotiate telepathically, urging the creature to step away

from the nexus, but the dragon dismissed the entire Amethyst Academy as a fleeting curiosity already dissolving into history.

The party scattered immediately. Tark scooped up Oiroa and dove from the rooftop, dropping to the ground to use the building's bulk as cover while Yazzy vanished from sight entirely. Ned and Xakarium conjured the power of flight and launched themselves off the roof in opposite directions, seeking altitude and angles. Syndle, never one to shy from a fight, hurled his axe at the hovering beast, but the weapon clanged harmlessly off its iridescent scales. Eldrick moved to Syndle's side and conjured a shimmering globe of invulnerability around the two of them just as the distant sound of iron-shod boots and low chanting reached their ears — the Silver Order was advancing from the east, their herald's voice cutting through the arcane chaos with proclamations of sacred judgment. The battlefield was growing more complicated by the moment.

The dragon was not content to simply hover and monologue. It used its supernatural ability to instantly reposition itself, crashing its massive feet through the stone wall of the building where Tark and Oiroa had taken cover, raining debris down on them both. Yazzy, still invisible, unleashed a roaring ball of fire that engulfed the dragon and scorched its scales — fire, at least, it could not simply shrug off. The beast retaliated by throwing its head back and issuing a thunderous roar that sent shockwaves of sonic force rolling across the plaza, leaving several of the party shaken and gripped by a primal, bone-deep fear that made it impossible to advance toward the creature. Oiroa channeled healing energy into Tark's wounds, and Tark fired a desperate shot through a crumbling doorway, but the arrow failed to find its mark. The dragon was toying with them.

Xakarium, deciding that caution had its limits, rocketed upward through the haze and unleashed the full fury of a maximized lightning bolt, channeling every ounce of his divine power to ensure the strike hit with absolute, unmitigated force. The bolt crackled across the sky and tore into the crystalline dragon, and for the first time, the beast visibly recoiled. Eldrick, inspired by his young Academy ally, followed with his own bolt of lightning, adding to the damage. The dragon responded by fixing its gaze on Xakarium and igniting a psychic conflagration in his mind — a searing mental assault that left him burning from the inside out. Yazzy donned the Mask of the Gilded Scorn and projected her voice across the entire battlefield, singing a defiant, improvised battle anthem mocking the dragon as a delirium clown, her magic bolstering her terrified allies' resolve against the creature's overwhelming presence.

Then the dragon made its most decisive move. It swooped down, jaws snapping shut around Eldrick Runeweaver, grappling the Archmage in its maw and carrying him aloft. The situation looked catastrophic — but Eldrick, even trapped between the teeth of a crystalline horror, was not finished. From within the dragon's mouth, he cast a banishment, and with a double crack of displaced reality, both the dragon and the Archmage vanished simultaneously, shunted into another dimension in a tangle of desperate magic. The plaza fell eerily quiet save for the crackling amethyst lightning. With the dragon gone, the party wasted no time.

Xakarium dove toward the base of the tower, landing before a broad staircase of seventeen steps that led up to massive dark steel doors engraved with the sigil of the Amethyst Academy — a lidless arcane eye set within an octagram. The doors bore no handles, no hinges, no visible means of entry. Xakarium pressed his Academy rings against the cold steel, and the arcane runes carved

into the surface blazed to life, followed by a series of ominous clicks before the doors screeched open. Syndle, who had been rocketing upward toward the breach high above, reversed course and rejoined his companions at the ground level entrance. The party stepped inside.

What greeted them defied the tower's exterior dimensions entirely. The lobby stretched nearly fifty feet to its ceiling, supported by obsidian pillars etched with intricate sigils, its floor a sweep of reflective marble decorated with arcane patterns. Despite the tower's solid obsidian exterior having no visible windows, transparent vents along the inner walls offered a clear view of the ruined city of Drakenheim outside. Bobbling moats of spectral light drifted through the chamber, casting everything in soft arcane illumination. And seated at a glass-topped table between the pillars, calmly eating a salad, was a bare-chested man covered in tattoos.

From each of the four corner pillars, a railingless spiral staircase of metal and glass wound upward, and descending each one was a hovering automaton — Amethyst Academy Shield Guardians, though these were clearly malfunctioning, arcing with amethyst electricity and leaking oil from their joints. Yazzy approached the tattooed man diplomatically, but he merely told her to enjoy herself and returned to his meal. Tark, interpreting this as a declaration of war, hurled his axe at the man, missing and knocking over his drink instead. Oiroa used a scroll to grant Ned the power of true sight, and what Ned saw made his blood run cold — the man's true form was a gray, silvery humanoid with a flaming head, a being of terrible and alien power. The Shield Guardians began descending toward the party, and the mysterious figure rose from his table.

The lobby erupted into chaos. The party engaged the Shield Guardians with everything they had — Tark and Syndle hacking at the constructs with their weapons, Xakarium hurling fire that reduced one automaton to a heap of scrap, Yazzy teleporting behind a prone Guardian to drive her psychic blades deep into its chassis, and Oiroa's spiritual gavel ringing out with each strike. The mysterious figure, revealed to be Aduro Mato, conjured an impenetrable hemispherical dome of force around his dining area, sealing himself inside while he launched psychic assaults outward — whispering discordant, maddening voices into Yazzy's mind and attempting to compel her to flee. Yazzy attempted to turn his own mind against him with a powerful suggestion, but Aduro Mato simply responded with cryptic philosophical musings about the Academy's futile attempts to impose order on chaos, then kept eating.

As the last of the Shield Guardians crumpled into wreckage, Aduro Mato escalated his assault, summoning a writhing mass of ebony tentacles that erupted from the lobby floor and filled the chamber with grasping, lashing appendages that turned every step into a desperate struggle. The party fought through the chaos, battered and burning through their reserves, but still standing. Syndle, ever the showman, charged across the tentacle-strewn floor and launched himself into a flying kick at the nearest Guardian, sending it crashing to the ground. The Silver Order was still advancing outside, the dragon and Eldrick were somewhere beyond the veil of another dimension, and somewhere above them, the nexus of the Inscrutable Tower waited. The party had breached the tower — but the hardest battles were still ahead.

Memorable Moments

"Back so soon, Eldrick. And the real you this time. I'm flattered. Did you learn nothing when I unmade your little strike team? Why would you return if not to watch more of your precious mages dissolve into ash and screams?"

— Crystalline Dragon

The dragon hovering before the rooftop, mocking Eldrick Runeweaver as it recognized the real Archmage had come personally this time.

Eldrick Runeweaver, grappled in the dragon's jaws, casts banishment from within the creature's mouth, and dragon cast a similar spell as a reaction, causing both himself and the dragon to vanish simultaneously into another dimension.

A desperate last-ditch gambit from within the dragon's maw that removed the greatest threat from the battlefield at great personal risk.

Xakarium channels his divinity to maximize a lightning bolt, dealing full damage to the crystalline dragon and bypassing its resistances in a single devastating strike.

Deciding to blow his most powerful resources early after learning from a previous near-death experience against a powerful mage.

Tark attempts barbarian diplomacy by hurling his axe at the mysterious man calmly eating a salad in the tower lobby, missing and knocking over his drink instead.

While Yazzy was preparing to negotiate with the stranger, Tark decided the most diplomatic opening move was a thrown weapon.

Ned's true seeing spell reveals the mysterious, tattooed man eating a salad in the lobby is actually a gray, silvery humanoid with a flaming head — a being far more sinister than he appeared.

The party had been cautiously approaching what looked like an ordinary man, only for magical sight to expose a terrifying true form.

"Don't let that dragon get you down. He's just a bit of a delirium clown. Let him go, let him stay. We don't care because we're going to play. Hey, hey, he's an asshole. He's an asshole."

— Yazzy

Yazzy donning the Mask of the Gilded Scorn and improvising a battle anthem to inspire her terrified allies while the dragon loomed overhead.

Xakarium places his Academy rings against the dark steel doors of the Inscrutable Tower, causing arcane runes to glow and the sealed entrance to screech open for the first time.

After surviving the dragon's assault, the party finally reaches the tower entrance and gains access using their Academy credentials.

Scenes

Preparations in Emberwood Village

The party consults with Eldrick Runeweaver in Emberwood Village before returning to the Inscrutable Tower, gathering intelligence on the dragon they will face.

- Eldrick Runeweaver shares intelligence about the dragon's resistances to force, necrotic, psychic, and radiant energy, as well as its extended darkvision and blindsight.
- The party learns the dragon has a devastating prismatic breath weapon and that its best saving throw is Constitution while its worst is Intelligence.
- Ned and Xakarium notice that Eldrick is carrying his actual staff of power with a purple shard rather than the rod of absorption the simulacrum had, suggesting this is the real Archmage.
- The party confirms the dragon has no known vulnerabilities, and that the Academy strike force did not employ the technique of enhancing spells with shards of Delirium.
- Eldrick prepares to teleport the party back to the plaza overlooking the Inscrutable Tower.

Arrival at the Inscrutable Tower Plaza

The party teleports to a rooftop overlooking the obsidian monolith of the Inscrutable Tower and prepares for the confrontation ahead.

- The party arrives on a rooftop approximately 150 feet away from the tower, witnessing the 1200-foot obsidian structure piercing the haze.
- The tower is anchored by massive buttresses, with a meteor-scarred breach two-thirds of the way up where the pinnacle hovers in defiance of gravity amidst floating debris and ancient tomes.
- Eldritch lightning coils through the wreckage, reflecting off jagged shards of Delirium, while the plaza below is spider-webbed with frantic arcs of amethyst lightning pulsing from the cobblestone.

- The party orients themselves in the swirling, obscured haze and prepares for an imminent encounter.

The Dragon Descends

A massive crystalline dragon detaches from the floating ruins of the tower and dives toward the party, triggering a desperate scramble to scatter and survive.

- A massive crystalline dragon with translucent wings webbed with glowing veins detaches from the breach in the tower and dives at terminal speed toward the party on the rooftop.
- Kaleidoscope patterns of purple and green dance across the tower's obsidian face as the dragon descends.
- Tark carries Oiroa and flies down to the ground to seek cover and scatter the party away from the rooftop.
- Yazzy casts a spell to become invisible as the dragon approaches.
- Syndle enters a magical rage and throws his axe at the dragon, but the weapon clangs harmlessly off its scales.
- Eldrick Runeweaver moves to protect Syndle, conjuring a shimmering globe of invulnerability around the two of them.
- The dragon hovers near the rooftop and speaks, mocking Eldrick for returning with the real version of himself after the destruction of the previous Academy strike force.
- Eldrick attempts to negotiate telepathically with the dragon, urging it to step away from the nexus, but the dragon dismisses the Amethyst Academy as a fleeting curiosity.
- The sounds of the battle are joined by the rhythmic stomping of the Silver Order approaching from the east, chanting hymns of the Sacred Flame.
- Ned and Xakarium cast spells to grant themselves flight, moving off the rooftop to gain better positioning against the aerial threat.

The Dragon's Assault

The dragon crashes through the party's cover and unleashes a terrifying roar that leaves several adventurers shaken and fearful.

- The dragon uses magical transportation to reposition itself, then dives low and crashes its massive feet through the stone wall of the building where Tark and Oiroa are positioned, raining debris down on them.

- Tark is struck by falling rocks and takes bludgeoning damage from the collapsing structure.
- Yazzy unleashes a fireball that engulfs the dragon in flames, though the beast takes only partial damage.
- The dragon smashes through the corner of the rooftop, nearly sending Eldrick and Syndle plummeting, but they manage to stay within the globe of invulnerability by standing on the remaining corner of the wall.
- Oiroa heals Tark's wounds, granting him the strength to fire a desperate bow shot through a doorway, though the arrow fails to find its mark.
- Oiroa's spiritual weapon strikes the dragon with a forceful blow.
- The dragon lets out a terrifying thunderous roar that buffets the party with sonic energy, dealing thunder damage and striking fear into the hearts of those who fail to resist it.
- Several party members become frightened, suffering disadvantage on attacks and being unable to move willingly toward the dragon.

The Ascent and the Lightning Exchange

The party attempts to navigate the airspace around the tower while Xakarium and Eldrick unleash powerful lightning against the dragon, which retaliates with psychic assaults.

- Syndle decides to fly toward the breach in the tower, launching himself upward using the weight of his axe and double-moving over 150 feet into the air.
- The dragon taunts the party, philosophizing about the nature of reality and the futility of their three-dimensional existence.
- Xakarium unleashes a magically maximized lightning bolt, channeling his divinity to deal full damage to the dragon.
- Eldrick Runeweaver joins the assault, casting his own lightning bolt at the beast, though it proves less effective than Xakarium's.
- The dragon retaliates with Mind Fire, a psychic assault that leaves Xakarium and Eldrick reeling with mental agony and the burning condition.
- Yazzy dons the Mask of the Gilded Scorn and sings a song of hope that projects across the battlefield, bolstering her allies' resolve against the dragon's fear.
- The Silver Order continues to advance, drawing closer to the plaza.

The Dragon's Maw and Eldrick's Gambit

The battle reaches a dramatic peak as the dragon grapples Eldrick Runeweaver, leading to a desperate magical

exchange that removes both from the battlefield.

- The crystalline dragon swoops down and bites Eldrick Runeweaver, grappling him in its jaws and dealing significant damage.
- The dragon uses magical transportation to vanish and reappear hundreds of feet in the air near the tower's nexus, carrying the grappled Eldrick with it.
- From within the dragon's mouth, Eldrick casts a banishment spell on the dragon.
- The dragon attempts a charisma saving throw but fails, and both Eldrick and the dragon vanish from the battlefield simultaneously, shunted into another dimension.
- The party, momentarily freed from the dragon's presence, rushes toward the base of the Inscrutable Tower.

Breaching the Inscrutable Tower

With the dragon temporarily banished, the party reaches the tower's entrance and uses their Academy rings to gain entry.

- Xakarium flies to the tower's entrance, landing before a broad staircase of 17 steps leading up to massive dark steel doors engraved with the sigil of the Amethyst Academy — a lidless arcane eye set within an octagram.
- The doors have no handles or hinges visible from the outside.
- Xakarium places his hands upon the doors with his Academy rings, causing arcane runes to glow and the doors to slide open with a screech.
- Syndle, who had been flying toward the breach higher up the tower, decides to turn back and rejoin the party at the ground level entrance.
- The party enters the tower's lobby, discovering a space that appears magically larger on the inside than the outside.

Confrontation in the Inscrutable Tower Lobby

Inside the tower, the party encounters malfunctioning Shield Guardians and a mysterious figure calmly eating dinner, who is revealed to be something far more sinister.

- The party finds themselves in a massive lobby with nearly 50-foot ceilings supported by obsidian pillars etched with sigils, and a reflective marble floor decorated with arcane patterns.
- Despite having no windows on the outside, the interior features transparent vents along the outer walls offering a view of Drakenheim.
- Four hovering Amethyst Academy Shield Guardians, arcing with amethyst electricity and leaking oil, descend from railingless spiral staircases in the corners of the room.
- A mysterious, bear-chested man with tattoos is found sitting at a glass-top table, calmly eating a salad.
- Tark attempts a diplomatic approach by throwing his axe at the seated man, which misses and spills his drink.
- Yazzy tries to negotiate with the man, who dismissively tells her to enjoy herself while continuing to eat.
- Oiroa casts true seeing on Ned from a scroll, revealing the seated man's true form: a gray, silvery humanoid with a flaming head.
- Ned attacks the mysterious figure with fire, and the man scowls but appears to take full damage.
- Xakarium attempts to command the Shield Guardians as an Academy member, but Unit 114 refuses to stand down without a controlling amulet.
- The mysterious man conjures a hemispherical dome of force around himself for protection.
- A chaotic battle erupts as the Shield Guardians engage the party and the mysterious figure begins his own assault.
- Yazzy casts a suggestion on the mysterious man, compelling him to call off his minions, but he ignores it, responding cryptically about the Academy's futile attempts to track the space between worlds.
- The mysterious figure, revealed to be Aduro Mato, casts dissonant whispers into Yazzy's mind and later summons a mass of writhing ebony tentacles that fill the lobby floor, turning it into treacherous difficult terrain.

NPCs

Eldrick Runeweaver

A high-ranking Archmage of the Amethyst Academy who carries a staff of power topped with a purple shard. He teleports the party to the tower, provides intelligence on the dragon's resistances, conjures a globe of invulnerability to protect allies, casts lightning bolts against the dragon, and is ultimately grappled by the dragon before casting banishment to remove both himself and the beast from the battlefield.

Crystalline Dragon

A massive terror with translucent wings webbed with glowing veins and scales pulsing with toxic hues of purple and green. It is resistant to force, necrotic, psychic, and radiant damage, possesses blindsight and extended darkvision, and wields a devastating prismatic breath weapon. It mocks Eldrick and the Academy, uses Mind Fire to psychologically assault the party, and grapples Eldrick before being banished.

Aduro Mato

A mysterious figure found calmly eating a salad in the tower lobby. His true form, revealed by magical sight, is a gray, silvery humanoid with a flaming head. He dismisses the party with cryptic philosophical statements, protects himself with a hemispherical dome of force, and attacks with dissonant whispers and a field of writhing ebony tentacles.

Shield Guardians

Four hovering Amethyst Academy automatons (including Unit 114) that descend from the spiral staircases in the lobby corners. They are malfunctioning, arcing with amethyst electricity and leaking oil, and refuse to stand down without a controlling amulet. They attack the party with heavy clubs.

Locations

Emberwood Village

A safe haven where the party spent several days gathering magical items and leveling up before their return to the tower.

Inscrutable Tower Plaza

A plaza dominated by a 1200-foot obsidian monolith anchored by massive buttresses. The pinnacle hovers in defiance of gravity over a storm of floating debris and ancient tomes, with eldritch lightning coiling through the wreckage and frantic arcs of amethyst lightning pulsing from the cobblestone below.

Inscrutable Tower

A massive monolith of smooth black stone anchored by four massive buttresses. A meteor-scarred breach exists two-thirds of the way up, where the pinnacle hovers in defiance of gravity amidst floating debris and eldritch lightning. The entrance is a broad staircase of 17 steps leading to dark steel doors engraved with the lidless eye sigil of the Amethyst Academy.

Inscrutable Tower Lobby

A massive chamber that appears far larger on the inside than the tower's exterior suggests, featuring nearly 50-foot ceilings supported by obsidian pillars etched with sigils, reflective marble floors decorated with arcane patterns, and transparent vents offering a view of Drakenheim despite no visible windows on the outside. Four railingless spiral staircases wrap around pillars in each corner. The site of a chaotic battle against Shield Guardians and the mysterious Aduro Mato.

Items

Staff of Power

A magical staff topped with a purple shard, carried by the real Eldrick Runeweaver. Its presence, as opposed to the rod of absorption carried by his simulacrum, tips off Ned and Xakarium that this is the genuine Archmage.

Rod of Absorption

A magical rod previously carried by Eldrick's simulacrum during the party's earlier visit to the tower. Its absence and replacement by the staff of power helps the party identify the real Eldrick.

Mask of the Gilded Scorn

A magical mask donned by Yazzy during the dragon battle that allows her to project her voice up to 300 feet and sing a song of hope, granting her allies advantage on saving throws against the dragon's frightened condition.

Academy Rings

Magical signet rings of the Amethyst Academy used by Xakarium to interface with the tower's arcane security, causing the runes on the dark steel doors to glow and the doors to screech open.

Potion of Heroism

A magical draught consumed by Syndle before combat in the lobby, granting him the effects of a bless spell and adding a d4 to his attack rolls for the duration.

Superior Potion of Healing

A potent restorative tonic used by Syndle to recover from injuries sustained during the flight to the tower, restoring a significant amount of hit points.

Scroll of True Seeing

A magical parchment used by Oiroa to grant Ned the ability to see things as they truly are, revealing the true flaming-headed form of the mysterious man sitting in the tower lobby.

Syndle's Flying Axe

Syndle's magical weapon that doubles his jumping distance and grants advantage on athletics checks made to climb or jump. He uses it to launch himself toward the tower breach and later to strike at the Shield Guardians in the lobby.

Spells

Teleport

Used by Eldrick Runeweaver to transport the party from the safety of Emberwood Village to the rooftop overlooking the Inscrutable Tower plaza.

Invisibility

Cast by Yazzy to vanish from sight as the dragon descended upon the party's position on the rooftop.

Fly

Used by multiple party members including Tark, Ned, and Xakarium to navigate the vertical battlefield around the tower and escape the dragon's immediate reach.

Globe of Invulnerability

A shimmering 10-foot radius barrier created by Eldrick Runeweaver around himself and Syndle, blocking external magical effects and protecting them as the dragon crashed through the rooftop.

Spiritual Weapon

Summoned by Oiroa in the form of a gavel, used first against the dragon and later against the Shield Guardians in the lobby, dealing force damage with each strike.

Fireball

Cast by Yazzy at the crystalline dragon, creating a massive explosion of fire that scorched its scales and dealt meaningful damage, as the dragon had no resistance to fire.

Cure Wounds

Employed by Oiroa to heal Tark's injuries during the dragon battle, granting him the strength for an immediate weapon attack.

Dimension Door

Used by the dragon to instantly reposition itself during combat, including carrying the grappled Eldrick hundreds of feet into the air toward the tower's nexus.

Mind Fire

A supernatural psychic ability used by the dragon that ignites the minds of its targets with agonizing mental energy, causing ongoing psychic damage and the burning condition.

Lightning Bolt

Cast by both Xakarium and Eldrick Runeweaver against the dragon. Xakarium's version was magically maximized using his channel divinity, dealing full damage and bypassing the dragon's

resistances, while Eldrick's was cast at a high level but subject to normal resistance.

Banishment

Cast by Eldrick Runeweaver from within the dragon's mouth, successfully shunting both himself and the dragon into another plane of existence and removing them from the battlefield.

True Seeing

Cast by Oiroa from a scroll onto Ned, granting him the ability to see through illusions and revealing the true gray, silvery, flaming-headed form of the mysterious figure in the tower lobby.

Wall of Force

A powerful fifth-level defensive spell cast by Aduro Mato to create an impenetrable hemispherical dome around his dining table, blocking all physical and magical passage from outside.

Frenzied Bolt

A chaotic delirium-based spell cast by Ned that arced between multiple Shield Guardians, dealing necrotic and radiant damage as it bounced through the room whenever it rolled an odd damage result.

Suggestion

Attempted by Yazzy to compel Aduro Mato to call off his Shield Guardians, but the mysterious figure resisted the magic and responded only with cryptic philosophical statements.

Toll the Dead

A necrotic incantation used by both Oiroa and Ned, manifesting as the sound of a melancholy bell that deals increased damage to already-wounded targets. Used against both the Shield Guardians and Aduro Mato.

Dissonant Whispers

A psychic enchantment cast by Aduro Mato that whispered discordant melodies into Yazzy's mind, causing psychic damage and attempting to force her to flee. Yazzy had already used her reaction, preventing the forced movement.

Misty Step

A short-range teleportation used by Yazzy to reposition herself behind a prone Shield Guardian for a surprise attack with her psychic blades.

Evard's Black Tentacles

Summoned by Aduro Mato to fill a 20-foot square of the lobby floor with writhing ebony tentacles, turning the area into difficult terrain and lashing out at creatures who started their turns within.

Firebolt

A fundamental arcane cantrip used by Xakarium to hurl motes of fire at the Shield Guardians, including a devastating critical hit that reduced one construct to rubble.

Healing Word

A brief spoken prayer used by Oiroa to restore Yazzy's hit points from a distance during the lobby skirmish, also granting her an immediate weapon attack.

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