

Descent into Praag

Tactical Dossier, Reliquary Recovery & AAR

Target Location: Praag Catacombs
Primary Objective: Reliquary Recovery & Rescue (Ulrika)
Threat Level: Extreme (Multiple Entity Classifications)

MISSION PARAMETERS



Context:

Arek Daemonclaw defeated; albino sorcerers fled south with ritual fragments.



Objective:

Recover ancient vampire-crafted Reliquary (consumes demons/sorcerers) and locate missing ally, Ulrika.

COMBAT ROSTER

1

Tobias



Gilded Iron, Psionics

2

Kakariki & Blaze



Support, Hellhound Striker

3

Zhanis



Cleric, Frontline

4

Kemurial & Heaven Mane



Melee, Caster, Summon

5

Friar Karl



Cleric, Artillery

6

PRE-DEPLOYMENT ASSETS

2-Week Prep: Acquired Superior/Supreme healing potions & complete elemental Ring of Resistance set.

DESCENT INTO THE CRYPT - MACRO-LEVEL SPATIAL TIMELINE

Audio Intelligence: Rattle of bone against stone and metal detected upon entry. Skeletons walk these halls.



1. The Unlit Staircase 
(Initial breach)

2. The Portcullis Choke 
(Undead Vanguard)

3. The Circular Room 
(Atropal's Lair & Hidden Door)

4. The Ziggurat 
(Ambush Point)

5. The Bronze Sarcophagus 
(Final Reliquary Chamber)

THREAT IDENTIFICATION & EXECUTION PHASE 1

THREAT IDENTIFICATION



6+ Standard Skeletons



Minotaur Skeleton
(Heavy Melee)



Flaming Skeletons
(Ranged Artillery)



1x Death Knight Aspirant
(Command/Caster)

PHASE 1 EXECUTION

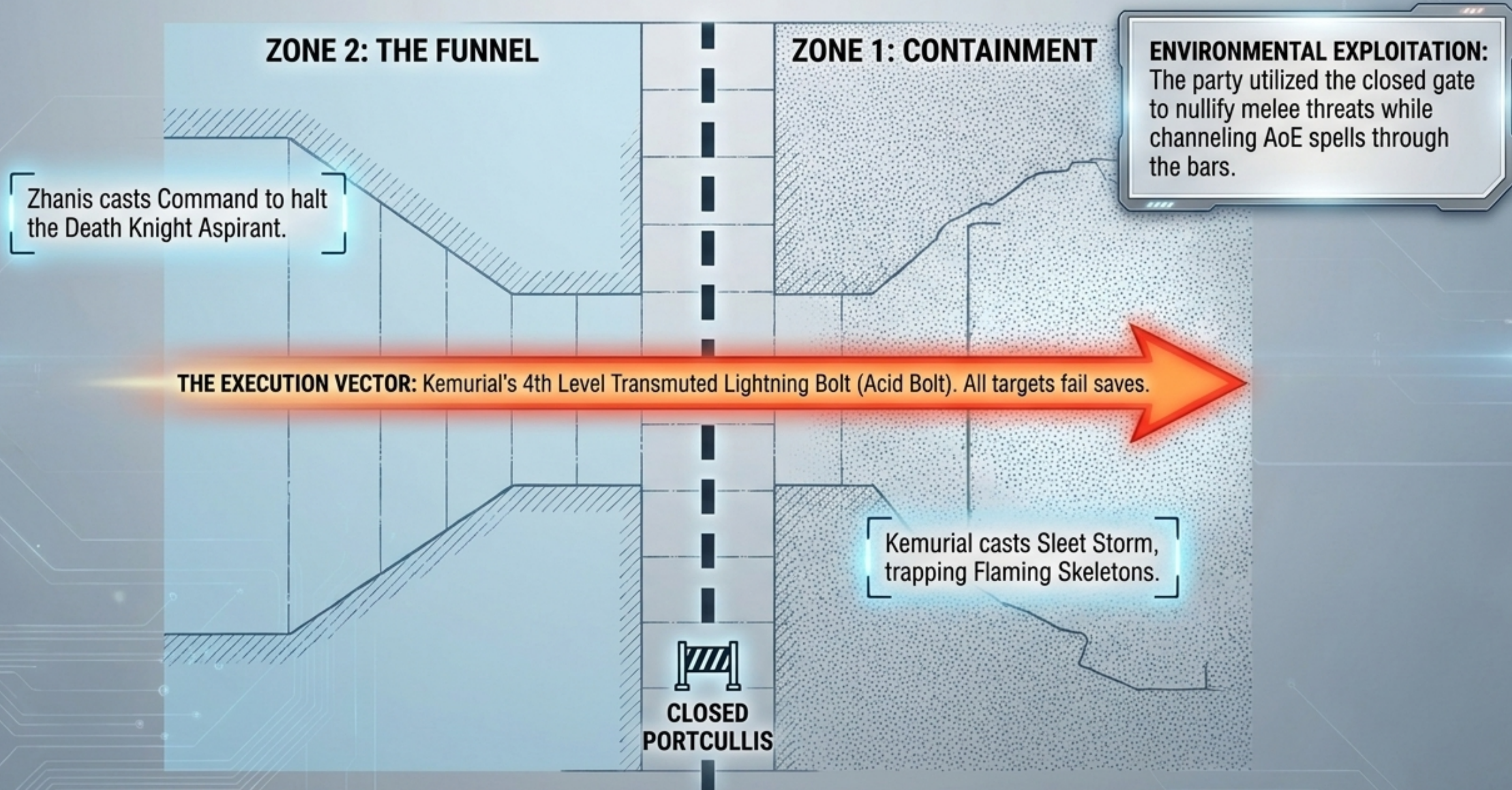


Opening Strike: Blaze executes Fire Breath, instantly incinerating the southern skeleton cluster.

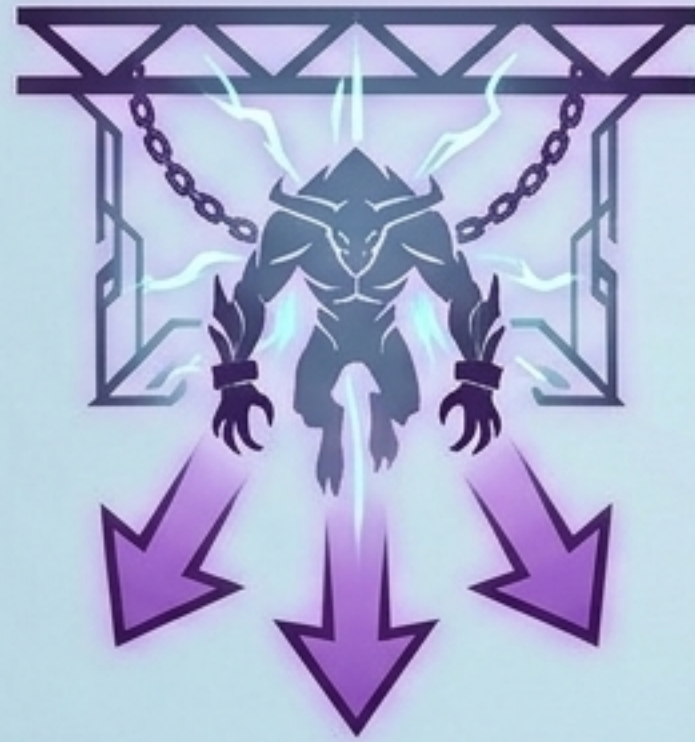


Counter-Offense: Minotaur engages Kemurial (misses); Tobias executes Incinerate for immediate elimination.

TACTICAL EXECUTION - PHASE 1 (THE PORTCULLIS CHOKE)



The Circular Room



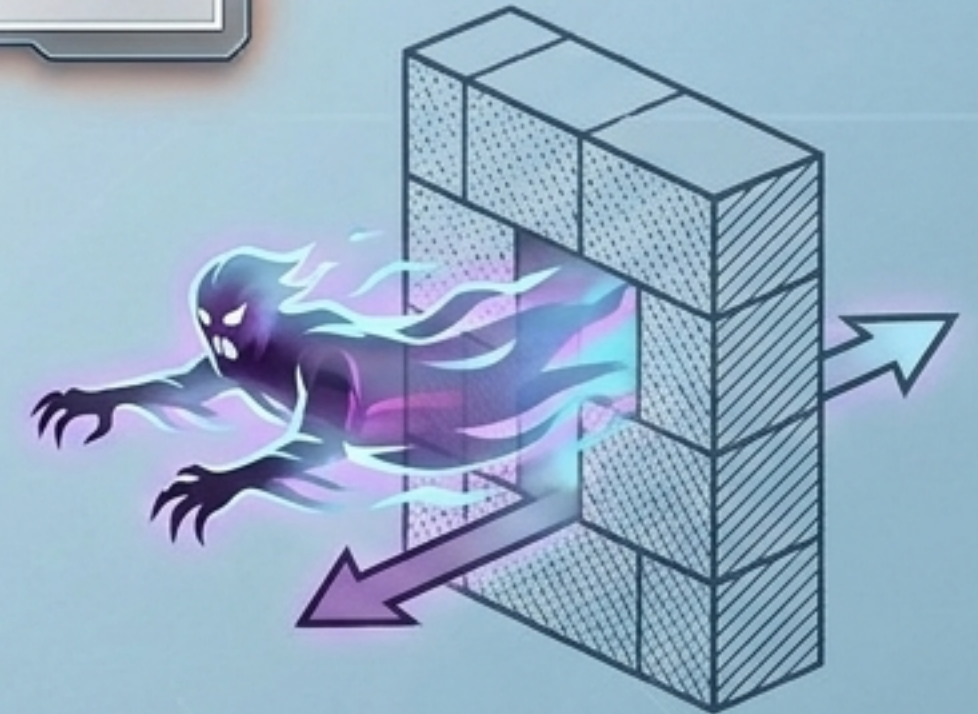
Vertical Threat: The Atropal (Hovering 30ft)

Triggers immediate devastating AoE Wail reaction.

Catalyst: Blaze successfully overruns the Wraith, triggering the Atropal's immediate reaction.

Lateral Threat: The Wall-Phasing Wraith

Uses room architecture to step out, attack, and retreat into solid stone.



The Exhaustion Tax

- **Mechanism:** Atropal's Wail (Legendary Action).
- **Impact:** Multiple failed saves, accumulating crippling Exhaustion across Rounds 7 and 8.
- **Mitigation:** Tobias manifests Beam Gaze to grant Advantage on attacks, countering penalties.

The Radiant Solution

- Test 3:**
Radiant-only attack (Confirmation).
Massive damage.
- Test 2:**
Lightning Bolt (Control).
Normal damage output.
- Test 1:**
True Strike sling pebble (Lightning + Radiant). Heavy damage.

Conclusion: Target Vulnerability to Radiant confirmed and exploited for execution.

Sanctuary Protocols: The Tactical Pause

Quadrant 1: Biological Reset

Friar Karl, Tobias, and Blaze consume Potions of Vitality. Clears Exhaustion, maximizes Hit Die healing for 24 hours.

Quadrant 2: Environmental Security

Kemurial summons an extradimensional mansion using the Archivist's Key for safe, impenetrable harbor.

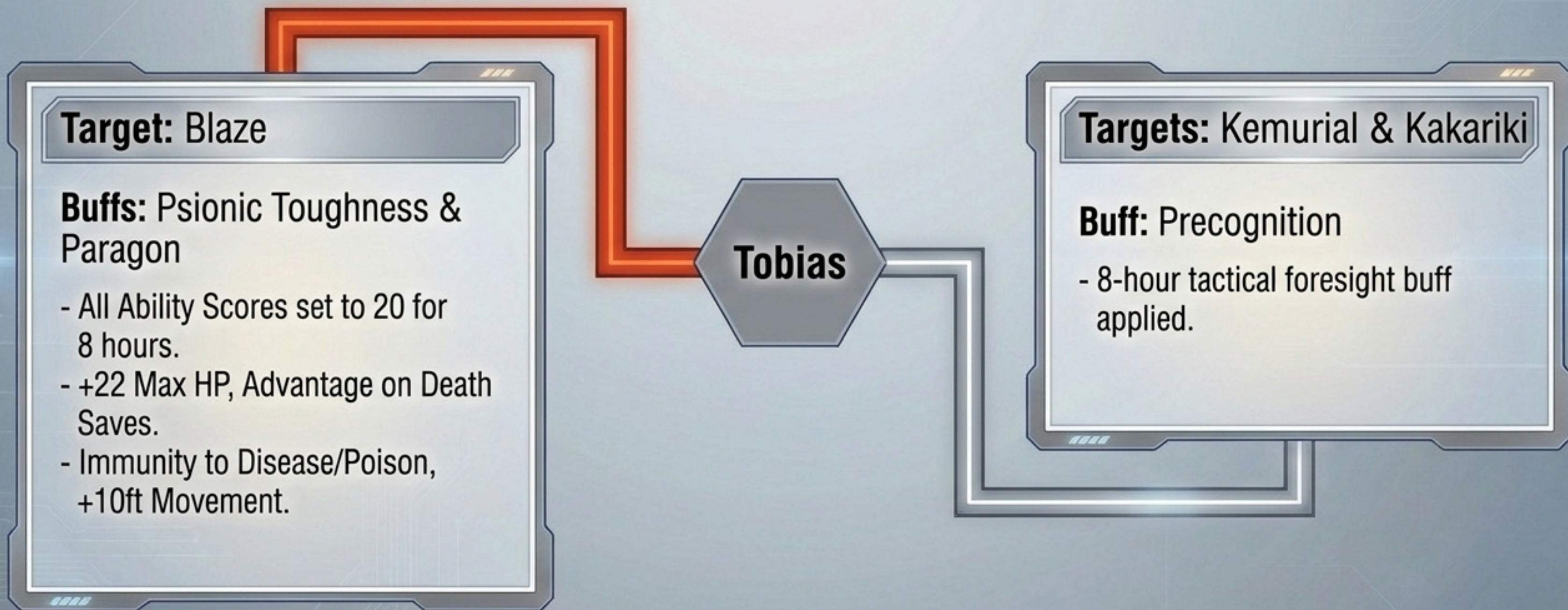
Quadrant 3: Buff Retention

Kemurial, Tobias, Zhanis, and Kakariki successfully maintain prior Mind Blank enchantments.

Quadrant 4: Pre-Buff Stacking

Zhanis casts Heroes' Feast (+10 Max HP). Kakariki distributes Temporary HP across the party.

Force Multiplication: Tobias Prince's Psionic Architecture



The Kill Zone

Vampire Umbral Lord

Casts 5th Level Hunger of Hadar (Blinding AoE, difficult terrain, Cold damage). Executes Sanguine Drain on Blaze.

Cultist Hierophant

Casts 7th Level Jallarzi's Storm of Radiance. Blinds, Deafens, and Silences multiple party members.

The Ziggurat

Marilith

Teleports into melee. Executes devastating 7-strike Multiattacks (Constrict + 6x Pact Blade).

Summary: A multi-layered ambush. The enemy utilized overlapping AoE denial spells to blind and silence the party while the Marilith isolated targets in melee.

The Anatomy of a Downfall

Step 1: The Vitality Siphon

Vampire uses Sanguine Drain. Blaze fails save. (-18 Max HP).



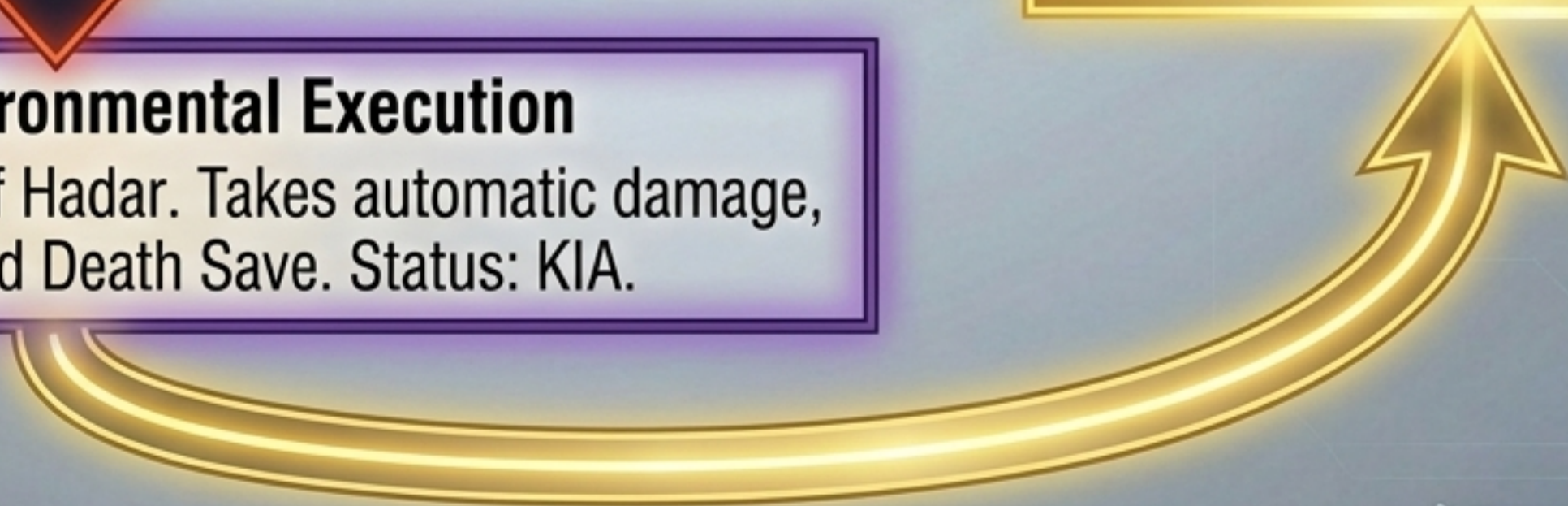
Step 2: The Blender

Marilith executes Multiattack on Blaze. Three simultaneous hits overwhelm defenses. Blaze is downed.



Step 3: The Environmental Execution

Blaze starts turn in Hunger of Hadar. Takes automatic damage, registering a 3rd failed Death Save. Status: KIA.



Step 4: The Rebound

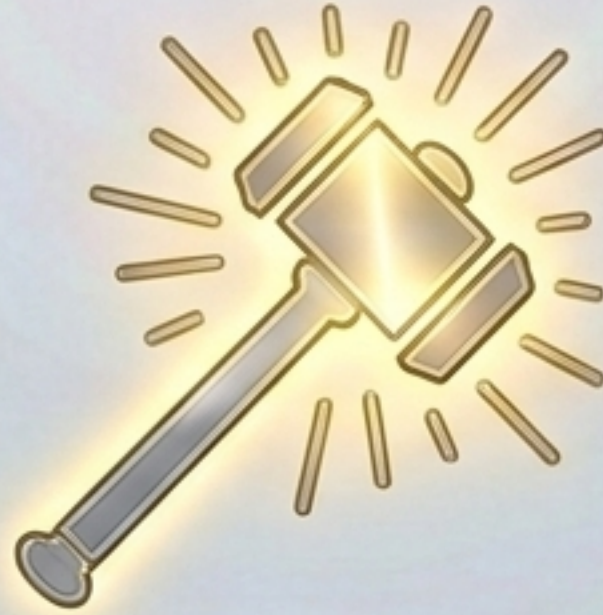
Kakariki bypasses immediate threats, endures 1 minute cast time and Exhaustion tax to cast Resurrection. Blaze returns to the field.

Tactical Spotlight: Breaking the Ambush



Karl's Precision Spikes

Friar Karl casts Spike Growth. Rolls absolute minimum damage (2 points). This precise micro-damage breaks the Hierophant's Concentration on the 7th-level Storm of Radiance.



Zhanis's Radiant Hammer

Zhanis locks the Vampire in 6th-level Spirit Guardians. Executes a maximum-damage Booming Blade with the Radiant War Pick, doubled via Illusionist Bracers.



Kemurial's Execution

Kemurial threads a Lightning Bolt through the chaos. The Vampire saves but sustains lethal damage, instantly dropping the debilitating Hunger of Hadar.

The Bronze Sarcophagus

The Bronze Sarcophagus

Event 1: The Trap

Blaze and Kemurial force lid open. Swarm of Crawling Hands erupts. Kemurial instantly smites and obliterates the swarm.

Event 2: The Guardian

Magebreaker rises, casting Fear. Entire party succeeds saves (immune to Frightened, maintain weapon grip).

Event 3: The Execution

Kakariki lands consecutive True Strikes. Blaze triggers Wrath of the Pack, knocking target prone, then lands fatal critical hit.
Duration: < 1 round.



Entity	Primary Mechanic	Discovered Vulnerability	Key Party Countermeasure
Death Knight Aspirant	Hellfire Orb / Destructive Wave	Susceptible to bottlenecking and range.	Sleet Storm & Acid Bolt via portcullis funnel.
Atropal	Wail (Stacking Exhaustion tax).	Radiant Damage.	Kakariki's Radiant sling assault.
Vampire Umbral Lord	Hunger of Hadar & Sanguine Drain (Max HP reduction).	Reliance on concentration spells for area denial.	Sustained high-damage bursts to force concentration drops.

Asset Ledger



Radiant War Pick
(Acquired: Zhanis)



Hydra Charm
(Acquired: Kemurial)



Weapon of Verdict
(Unassigned)



Beads of Meditation
(Unassigned)

Mission Status & Next Steps



Objective 1 (Reliquary): Secured from the ziggurat altar, amidst signs of recent blood sacrifices.



Objective 2 (Ulrika): Unresolved. Target remains missing in the lower depths. The pursuit continues.