

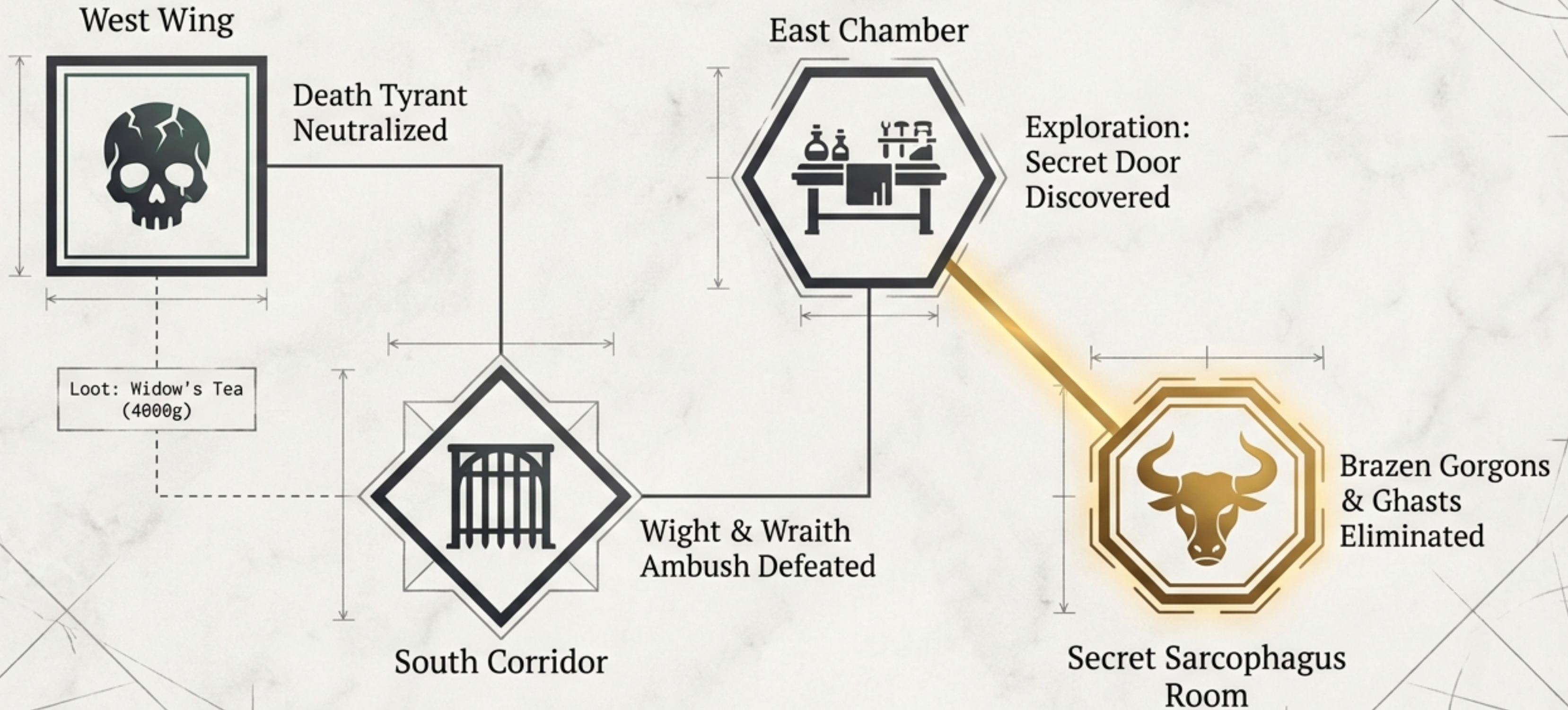


The Crypts of the Cyclops

Tactical Synthesis and Threat Evaluation

Session Parameters: 3 Hostile Engagements | 1 Artifact Recovered | 1 Critical Dilemma

The Delve Itinerary



Act I: Threat Profile - The Death Tyrant

Initial threat assessment indicated a high-lethality control caster capable of disabling multiple party members simultaneously while denying recovery.

Multiattack Arsenal

- Charm Ray
- Sleep Ray
- Paralyzing Ray

Legendary Actions

- Chomp (2x Bite Attack)
- Slowing Ray Glare
- Fear Ray Glare



Area Denial

- Bonus Action: Negative Energy Cone
- Effect: Prevents all healing
- Effect: Automatically raises dead bodies as zombies

Act I: Tactical Synthesis - A Two-Round Elimination

Lethal combination of preemptive immunities and overwhelming burst damage, culminating in the Tyrant succumbing to Hellish Wound bleed damage at the start of Round 2.

Mitigation & Defense



Zhanis MVP Saves:

- Immune to Charm Ray via Mind Blank
- Saved against Sleep Ray
- Saved against Paralyzing Ray

Cascading Offensive Burst

Kemurial: Misty Step + **Sacred Weapon** + Scimitar
(Max Damage / Strike of the Giants)



Tobias: Beam Gaze
(Force Damage + Grants Party Advantage)



Friar Karl: Guardian of Faith
(Immediate 20 Damage)



Kakariki & Blaze: True Strike + Blaze Crit
+ Hellish Wound Application

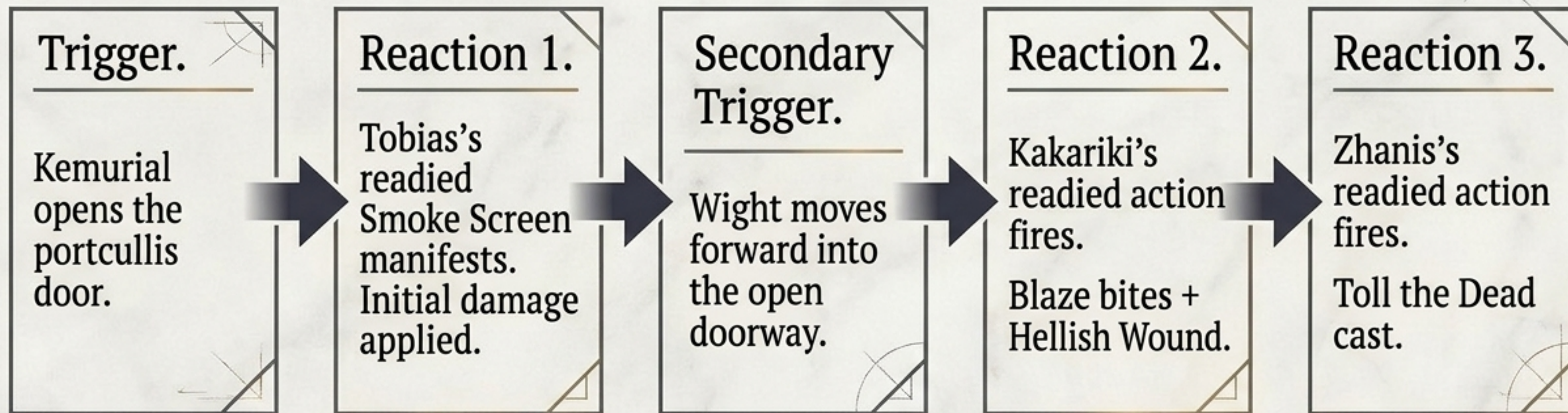
Interlude: The Spoils of the Tyrant

Cup 1: The Corrupted Pour
- Paralyze Save Required +
Incur Damage

Cup 2: The Safe Pour
- Normal Liquid / Trap Disarmed

Recovered Asset: Widow's Tea (Value: 4000g). A devious mechanical trap that isolates its corrupting influence exclusively to the first pour.

Act II: The Chokepoint Action Ecosystem



The Adamantine Anvil

Kemurial absorbs a would-be critical hit from a Necrotic Sword, nullified entirely by Adamantine armor, while reflecting fire damage back onto the Wight via Tobias's Caress of Fire.

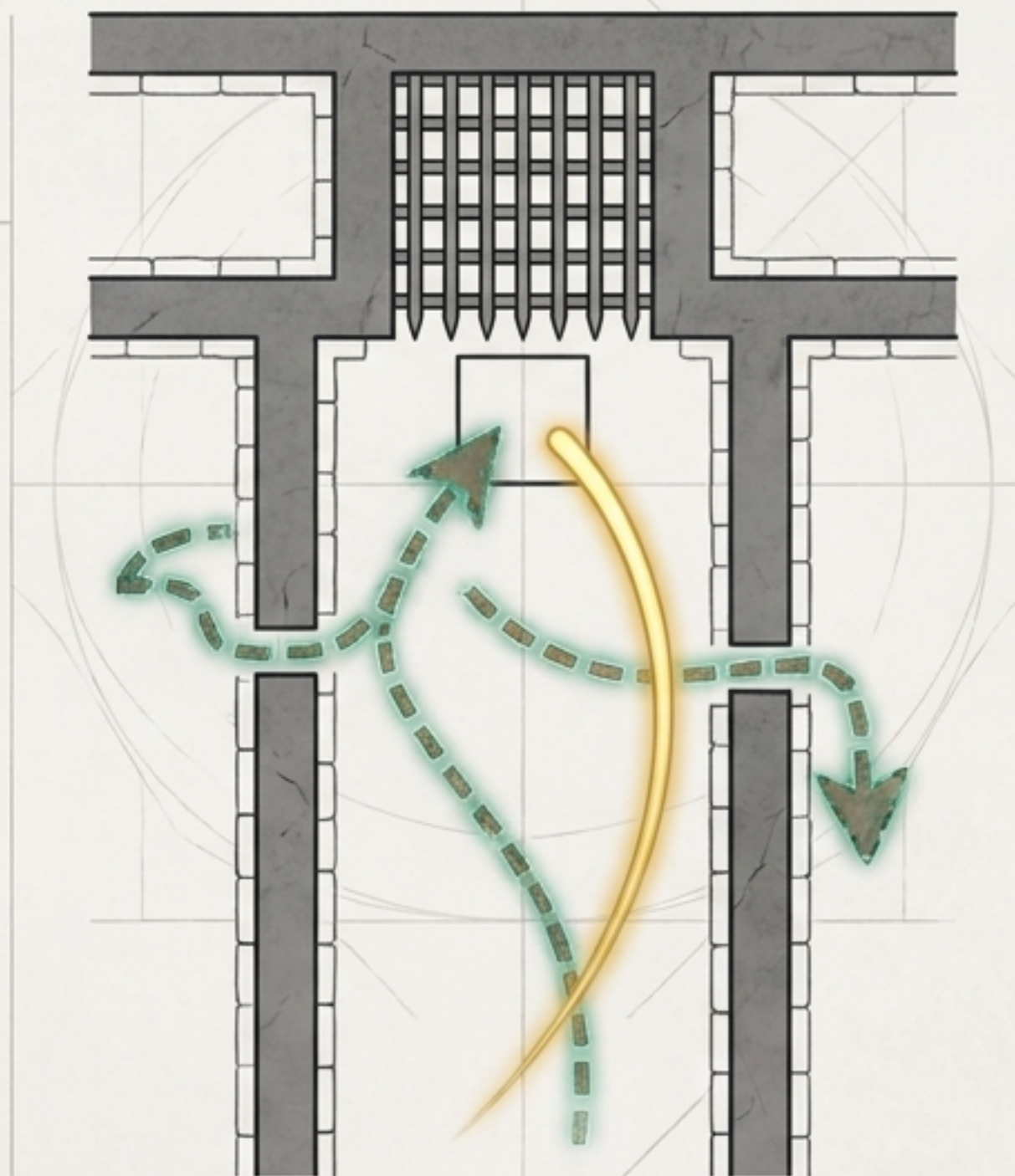
Act II: Spatial Manipulation vs. Ethereal Evasion



The Wraith's Evasion

The Wraith utilized incorporeal movement to pass through solid walls, attempting Life Drain ambushes on Kemurial and Friar Karl.

Both attacks were neutralized by precise applications of the Shield spell.

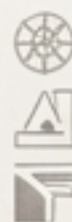


The Psionic Counter

Tobias deliberately dropped Smoke Screen concentration to pinpoint the Wraith's position.

Manifesting "Elsewhere", Tobias forcibly teleported the Wraith directly in front of the choke-point door, reducing its speed to zero.

This setup allowed Kemurial's Divine Smite and Kakariki's True Strike to eliminate the threat.



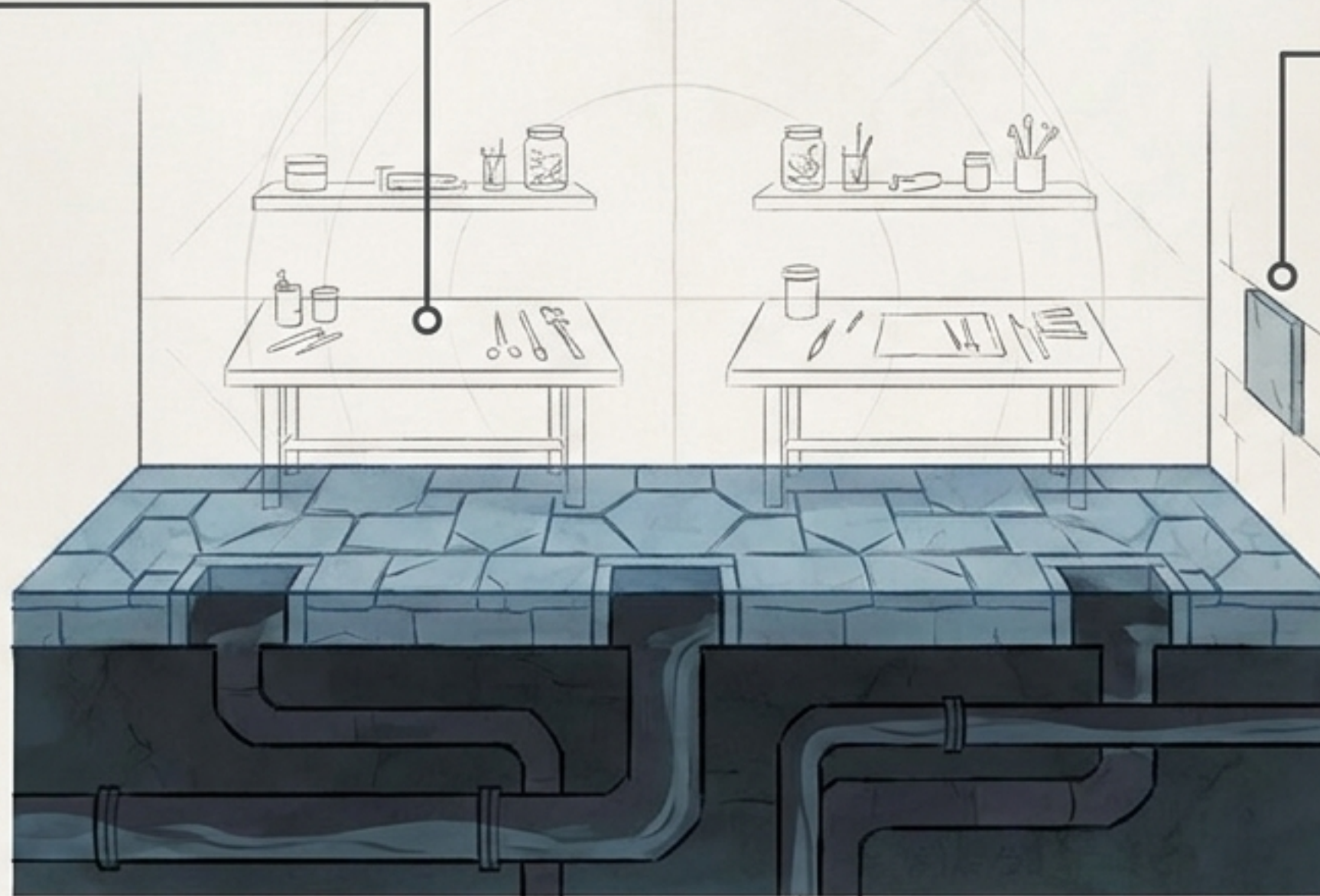
Interlude: The Embalming Room

The Hazard

A rancid, nauseating odor permeated the room. Zhanis's physical fortitude allowed her to successfully save against the immediate Stench effect, maintaining operational capacity.

The Discovery

Tobias identified and triggered a depressed loose stone on the western wall. This revealed a secret corridor leading to an untrapped, locked door, bypassing the room's main architecture.



Act III: Escalation in the Sarcophagus Chamber



The Vanguard

Ghasts attempt to overrun Zhanis at the entryway. Kakariki executes 'Bring Them Down' to drop one prone, while Blaze locks down the available combat space.



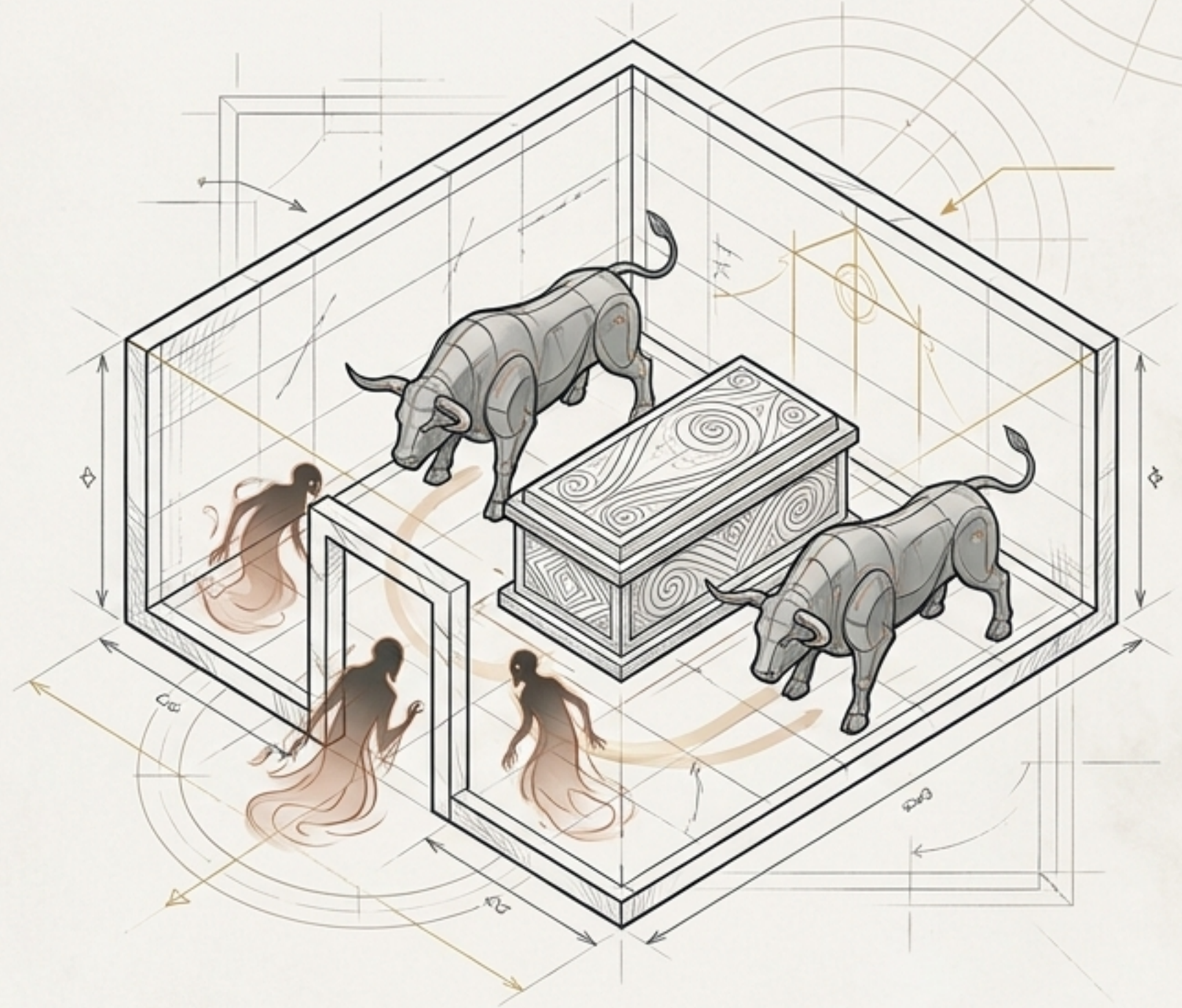
The Commander

A Ghast Gravecaller targets Zhanis. The incoming lethal blow is entirely mitigated by a reaction **Shield spell**.

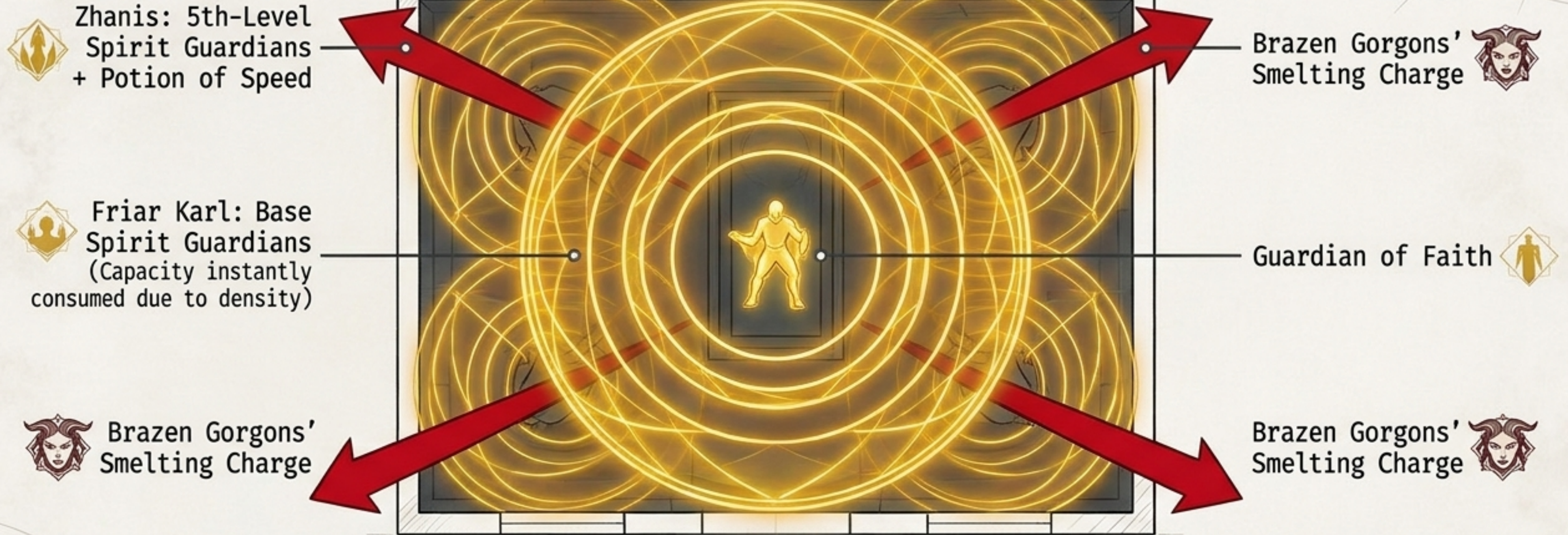


The Escalation

The three **Brazen Gorgon** iron statues unexpectedly animate simultaneously, initiating **Smelting Charges** across the room and exuding a passive **Flame Aura**.

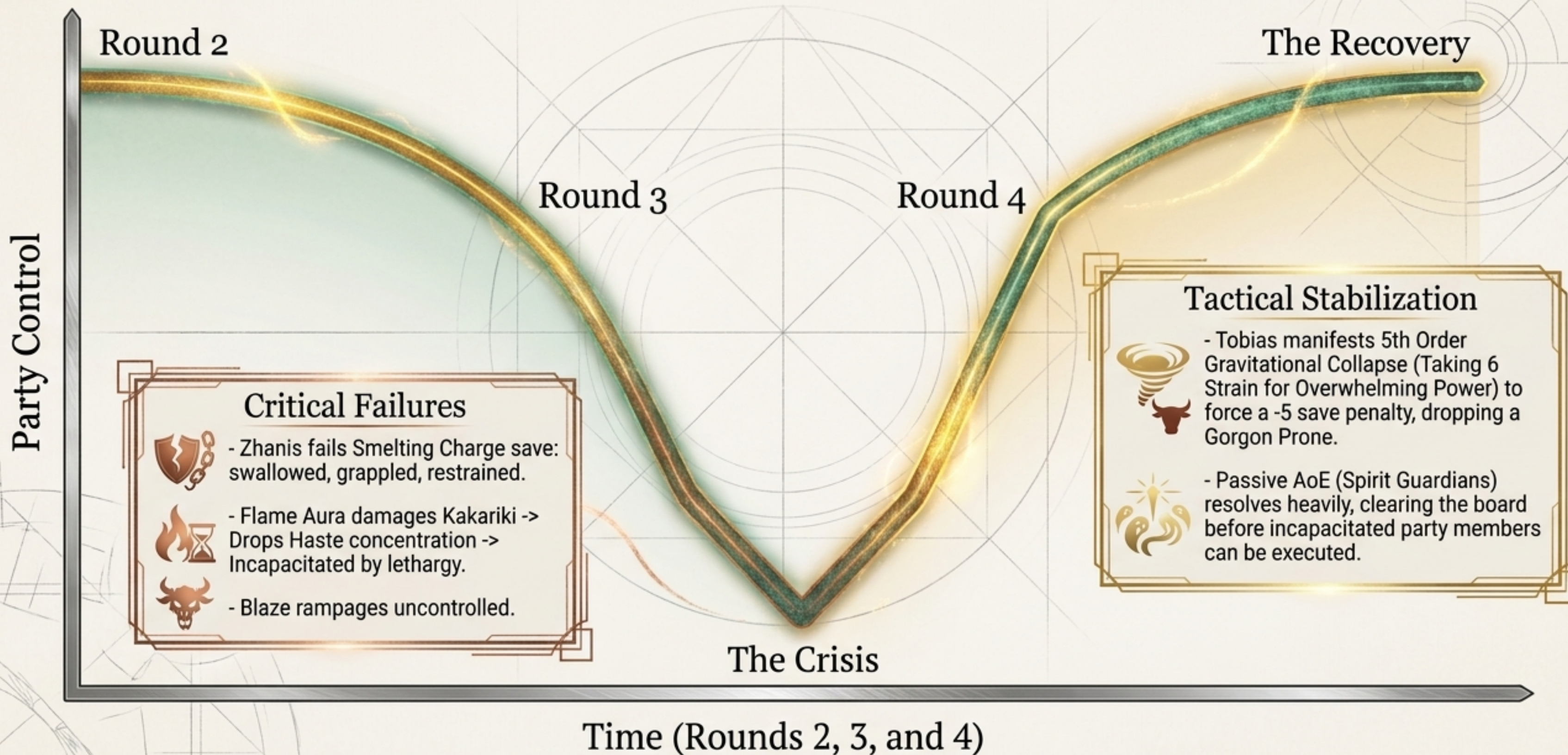


Act III: The Radiant Meat-Grinder Strategy



The Fatal Flaw: By executing lateral Smelting Charges through the heavily confined space, the highly mobile Brazen Gorgons forced themselves through multiple, overlapping layers of passive radiant damage, effectively weaponizing their own movement against themselves.

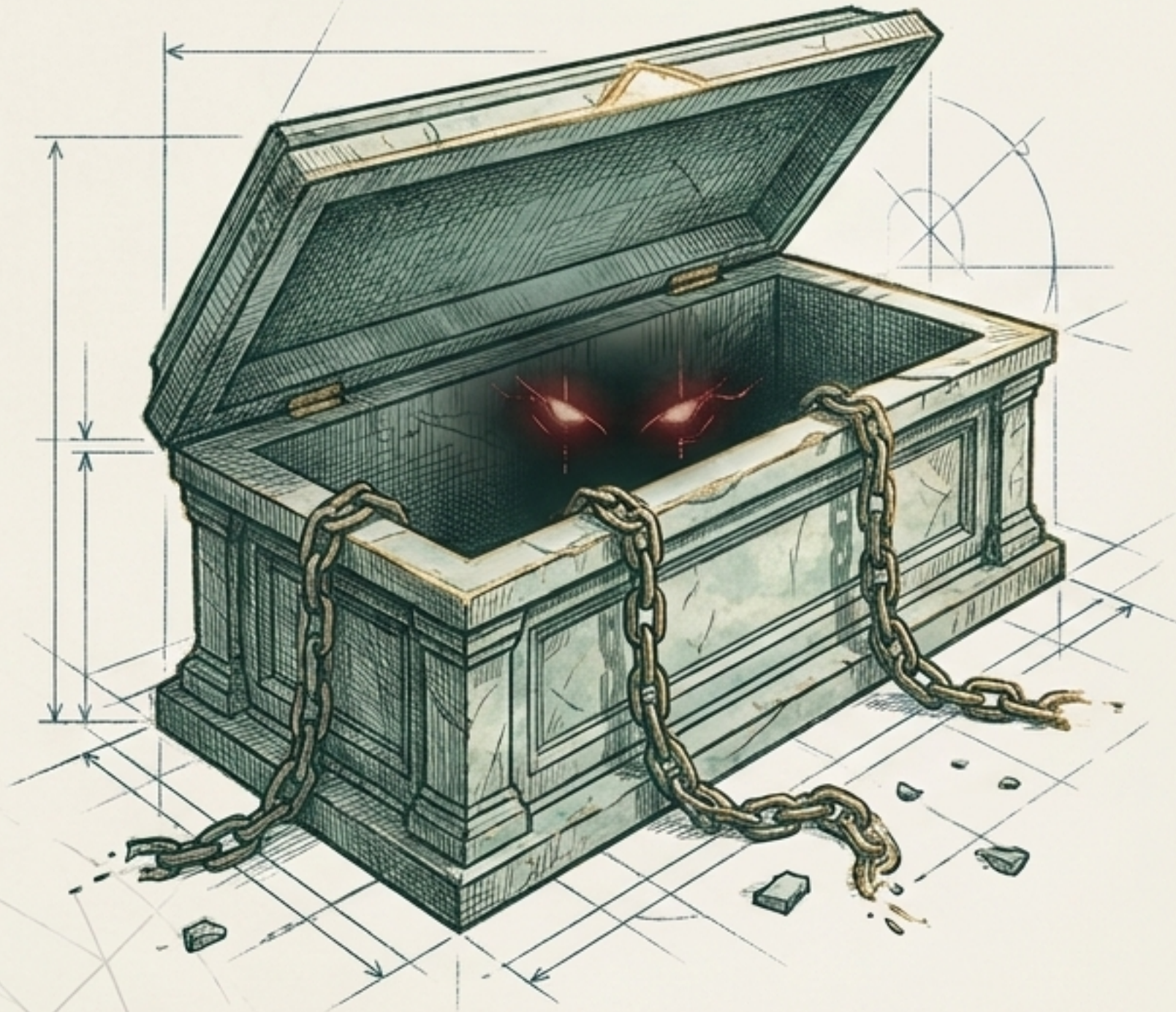
Momentum Analysis: The Sarcophagus Engagement



Session Synthesis: Threat Typology Matrix

	Target: Death Tyrant	Target: Wights & Wraith	Target: Brazen Gorgons
Threat Archetype	Save-or-Suck & Area Denial 	Hit-and-Run & Evasion 	Brute Force & Area Damage 
Key Mechanics	Eye Rays / Negative Energy Cone 	Life Drain / Wall-Phasing 	Smelting Charge / Flame Aura 
MVP Counter-Strategy	Pre-buff Immunities (Mind Blank) & First-Strike Burst 	Spatial Control (Elsewhere, Smoke Screen) 	Overlapping Radiant AoE (Spirit Guardians) 

The Discovery: Ulrika's Fate



SUBJECT: Ulrika

CONDITION:

Interrupted Vampiric Transmutation

SYMPTOMS DETECTED:

Physical bite marks present. Ocular mutation (red eyes).

DIAGNOSTIC STATUS:

Because her restorative sleep cycle was forcibly interrupted, full vampiric transmutation is halted. However, she is permanently afflicted with Vampire Spawn baseline traits.

Decision Matrix: Four Paths Forward

Option 1: Monitor



Keep her alive and assign a permanent minder. Preserves life, but introduces a severe, ongoing logistical burden to the party.

Option 2: Release



Set her free and command her to run. Low immediate effort, but creates a high risk of a future, untracked regional threat.

Option 3: Cure / Consult



Restrain her and seek external intervention (Cleric, another Vampire, or the Duke). Highly resource intensive, but yields the highest narrative and intelligence potential.

Option 4: Terminate



Kill her immediately. Ensures absolute party and civilian safety, ends her misery, but permanently forecloses future narrative options.

Strategic Consensus Required Before Advancing

Outstanding Objectives

Immediate Imperatives



Determine Ulrika's final disposition based on the Decision Matrix.



Return to the Duke for tactical counsel and post-mission debriefing.

The Primary Directive



Locate and secure the missing Artifact (Ulrika's original mission target).



End of Report. Awaiting Command Directives.