



THE CRYPTS CLEANSED

Tactical After-Action Report, Arcane Asset Ledger, and Sylvanian Intelligence Vectors.



Threats Eliminated

- 1 Devourer
- 2 Wraiths
- 7 Wights
- 1 Cavern Dracolich



Treasures Secured

5 Major Magical Artifacts
Total value exceeding 44,000g.



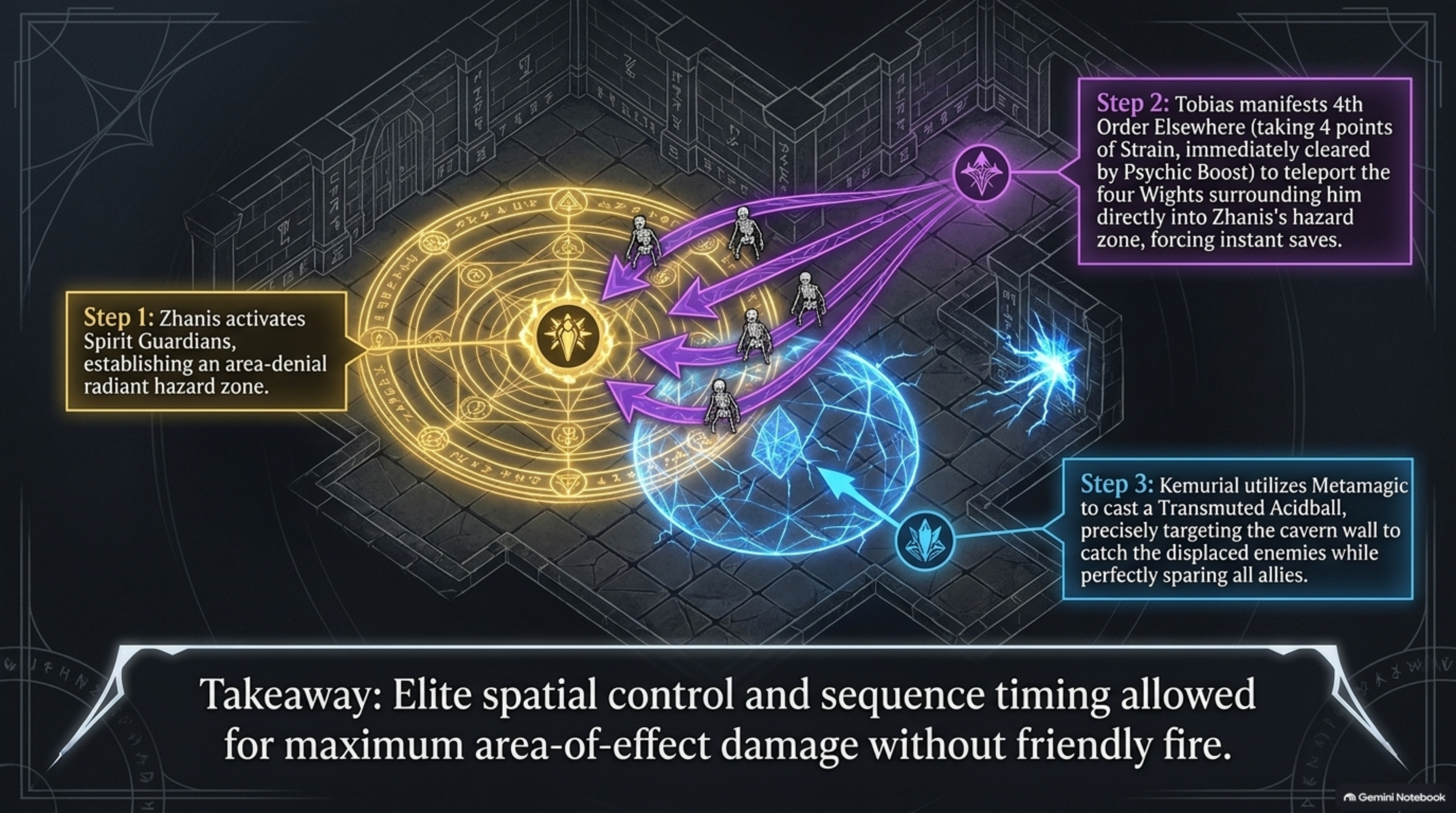
Intelligence Gathered

- The Eye of Nagash identified
- Sylvanian Aristocracy secrets
- Chaos Breach locations

Status: Dungeon Cleared. Perimeter secured. Duke's guards, scholars, and Ulrika have safely established the subterranean research outpost.

Threat Assessment Matrix

Threat Entity	Core Mechanic	Mitigation Strategy	Threat Level
 Devourer	Soul Rend (Wail) – triggered waking of dormant Wights in 7 sarcophagi.	Banishment of its Wraith escort; massive burst damage. Ultimately killed by ending its turn in Spirit Guardians.	High
 Wraiths (x2)	Incorporeal flanking and ambush tactics.	Surgical removal. Kemurial cast Banishment immediately, followed by Booming Blade + Divine Smite execution upon its return.	Medium
 Wights (x7)	Swarm tactics, Necrotic Swords, Life Drain (reduced Zhanis's HP maximum).	Forced spatial movement into sustained radiant hazard zones (Spirit Guardians) and Adamantine armor negating critical hits from their bows.	Medium (Swarm)



Step 1: Zhanis activates Spirit Guardians, establishing an area-denial radiant hazard zone.

Step 2: Tobias manifests 4th Order Elsewhere (taking 4 points of Strain, immediately cleared by Psychic Boost) to teleport the four Wights surrounding him directly into Zhanis's hazard zone, forcing instant saves.

Step 3: Kemurial utilizes Metamagic to cast a Transmuted Acidball, precisely targeting the cavern wall to catch the displaced enemies while perfectly sparing all allies.

Takeaway: Elite spatial control and sequence timing allowed for maximum area-of-effect damage without friendly fire.

The 40-foot cavern collapse trapped the party in a locked spatial arena with a suppressed healing vector, forcing an immediate, all-out offensive strategy over attrition.

1

The Maw: Necrotic Breath

High-yield AoE. Caught Tobias, Zhanis, Blaze, and Kakariki simultaneously upon emerging.

2

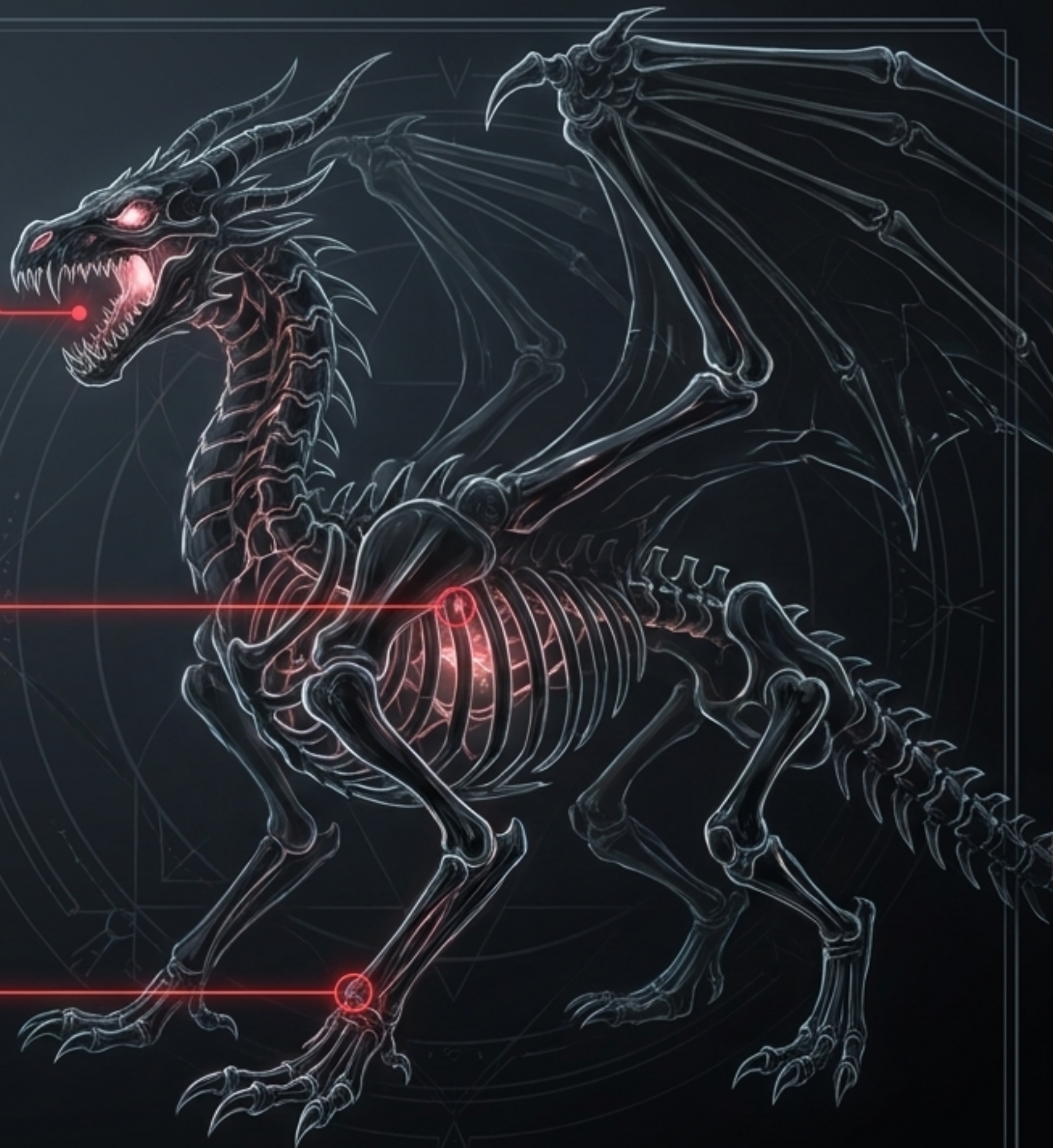
The Core: Life Suppression Aura

Completely nullified Kemurial's attempt to cast Healing Word on an unconscious Blaze, suppressing all healing within 60 feet.

3

The Claws: Legendary Actions

Terrifying Presence (negated by party's Mind Blank), Sickening Ray, and a devastating Pounce/Rend that instantly dropped Blaze.



Tobias's Ally of Time

- Grants Accelerate:
 - +2 AC
 - Advantage on Dexterity Saves
 - Additional action

Enabled Zhanis to spam Sacred Flame, allowed Kakariki to stack attacks and apply Hellish Wound DoT, and positioned Kemurial for rapid strikes.

Deceleration

The Dracolich is subjected to Slow effects, effectively neutralizing its overwhelming action-economy advantage.

Tobias further capitalized on this temporal control by manifesting 6th Order Brain Overload to burn through the Dracolich's Legendary Resistances.

Party Capability Matrix: Dracolich Engagement

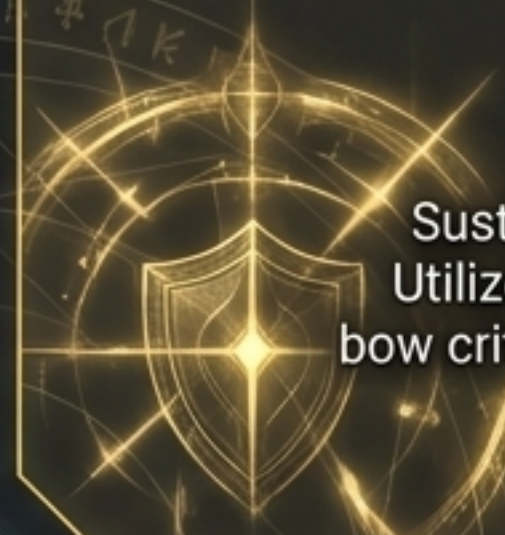
Surgical Execution (Kemurial)

Conjured Acid Minor Elementals, landed a devastating 3-swing combo augmented by Strike of the Giants, and executed the Dracolich with a Quickened Disintegrate.



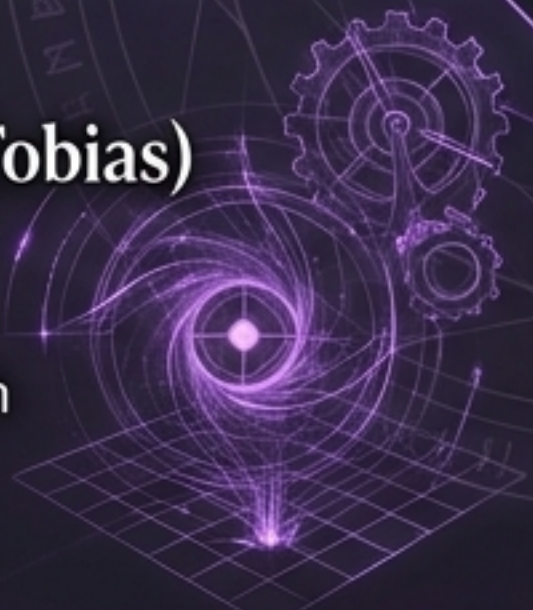
Unbreakable Anvil (Zhanis)

Sustained Spirit Guardians and Flame Strike. Utilized Adamantine armor to negate multiple bow crits. Survived a direct Finger of Death with exactly 9 HP remaining.



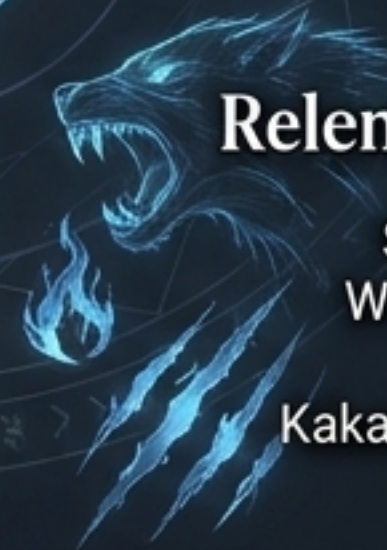
Battlefield Architecture (Tobias)

Teleportation (Jaunt, Elsewhere), Chronomancy (Ally of Time, Minor Acceleration), and targeted buffs (4th Order Amplify on Kakariki).



Relentless Output (Kakariki & Blaze)

Sustained DoT via Hellish Wound, consistent Wrath of the Pack knock-downs, and a chaotic Rampage from Blaze (who bit Zhanis while Kakariki was incapacitated from dropping Haste).





Zhanis's Mortality

Maximum HP physically drained by Wight Life Drain.
Survived the Dracolich's Finger of Death by a margin of 9 Hit Points.



Blaze's Fall

Dropped unconscious by Legendary Rend. Failed one death save before ultimately dying.
Resurrected post-combat via Kakariki's channeling.



Kakariki's Exhaustion

Suffered Incapacitation (lethargy) from dropping Concentration on Haste. Took a level of Exhaustion to resurrect Blaze.



Tobias's Strain

Pushed psionic limits repeatedly, requiring Psychic Boosts and managing up to 4 points of Strain mid-combat.



Omenbringer's Mantle

Appraised Value:
40,000g



Puzzle Ring of Vitality, Life, and Power

Assigned to: Kemurial



Dracolich Dragon Armor

Grants Necrotic
Resistance; scales can
be affixed to any
existing armor.
Assigned to: Tobias



+1 Breastplate

Appraised Value:
4,000g



Sovereign Glue

4oz container

Post-Operation Status: Two short rests successfully cleared Kakariki's exhaustion. Artifacts distributed.

The Sylvanian Aristocracy

Intel:

The old noble houses of Sylvania are ancient vampires.

Context:

This is a non-secret secret in the realm—officially denied, but practically understood.

Opportunity:

Potential allies exist within these fractured noble houses.

The Vector for Ulrika

Intel:

A cure for Ulrika's condition definitively exists.

Requirement:

Securing this cure requires venturing directly into the heart of Sylvania and navigating its vampiric political landscape.

Current Designation:

The relic held by Krieger, currently known as the Eye of Khemri.

True Designation:

The Eye of Nagash

Origin File:

Forged in ancient Nehekara, tied directly to Nagash, the first Necromancer.

Threat Capability:

Grants the wielder absolute power to control undead and vampires across any faction. It is the ultimate trump card, capable of subjugating even the Sylvanian Aristocracy.



DECISION MATRIX: BRANCHING PATHWAYS

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Path A: The Subterranean Descent

Dungeon vents lead to caverns emitting eerie sounds and a foul stench. Ritual data suggests these are breach points into the Realms of Chaos.

Path B: The Sylvanian Court

Travel to Sylvania to cure Ulrika and confront the vampiric nobility.

The Synthesis Insight

By selecting Sylvania, the party achieves strategic convergence. They merge their localized, personal objective (curing Ulrika) directly into the path of the macro-threat (countering Krieger and the Eye of Nagash before he can subjugate the vampire lords).

Completed Operations

☒ Eliminated Dracolich apex threat.

☒ Established subterranean research perimeter with Duke's forces.

☒ Completed 2-day downtime
(Exhaustion cleared, artifacts attuned).

Pending Operations

☐ Chart travel route and secure transport to Sylvania.

☐ Identify potential sympathetic contacts within the vampiric noble houses.

"The dead have been laid to rest in the crypts. The truly immortal await in Sylvania."