



CALLOUS CONDUCTOR ENCOUNTER

Key:

(?) = Hypothesising ability

Attack Rolls

Damage Rolls

Healing Rolls

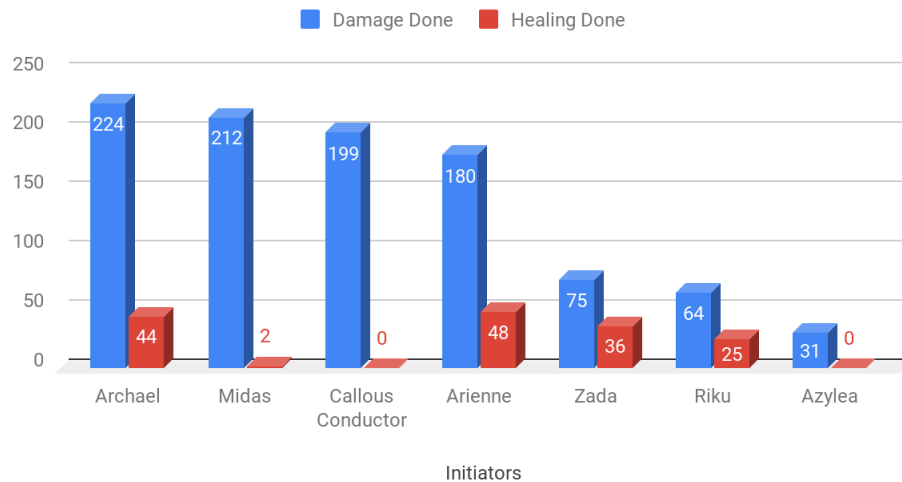
Max HP: 800

AC: 16

Initiative

CC (Revelry) > Arienne > CC (Sorrow) > CC (Metronome) > Midas >
Azylea > Riku > Zada > Archael

Damage Done and Healing Done



Traits

Passive abilities of the encounter/boss

Violet Death - This enemy is a Servant of the Violet and should this enemy kill a player character, all of that player's characters will be destroyed. This character cannot be resurrected. They will be forgotten and removed from the tapestry.

Interruptor - It has multiple reaction abilities and has three reactions a turn. Each one is connected to a certain initiative.

Improved Combo - The abilities can be purposefully combo'd, the enemy can set up their ability to combo with other abilities, not tied to randomness.

Magical Clash - This enemy specializes in Magical combat and can be engaged in magical clashes.

Ruthless - This enemy will target downed players and will attempt to finish them when given the chance.

Auramancer - This enemy's main method of fighting is auras which it will cast on itself and others.

Abilities

Abilities which names/mechanics are identified/intuitively known

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- Creature Type: Wraith/Phantom
- Martial to identify: 14
- +7 to All Saves (?)

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Combat

[SEALED] Cursed Song - Select an enemy within 30ft, that can be seen. At the start of their turn, they take [4d6] Psychic damage for each of their allies that they can see.

- This effect cannot be avoided by closing their eyes, but they can be Blinded to avoid it.

Two Step - As a bonus action: This creature teleports to an adjacent square of an enemy it can see.

The Herald Watches - If there are ever 7 or more **auras**, all enemies within 60ft take **20 maximum HP damage** at the start of their turns.

- This ability cannot be free sealed.

Revelry

(I)

[SEALED] Gloria - Creates an **aura** that lasts for 2 rounds. Whenever a creature within 30ft is **healed**, this creature is **healed** for an equal amount.

Imperia - Creates an **aura** that lasts for 2 rounds. Whenever this creature would be **attacked**, it gains **+1 AC**.

Joviation - As a reaction: Whenever a creature takes an **attack** action, this creature may cause that creature to take **[10d6]** Psychic damage, this cannot be used on enemies that are below half hit points.

Double Time - This creature gains a state, that whenever an **aura** triggers, that **aura** triggers again. This lasts for 2 rounds.

Sorrow

[SEALED]

(II)

[SEALED] Suffering Chord - Creates an **aura** that lasts for 2 rounds. Whenever a creature would take damage within 30ft, the next time **Cursed Song** activates, it deals an additional **[2d6]** damage.

[SEALED] Lamentia - Creates an **aura** that lasts for 2 rounds. Whenever an enemy would move, that enemy and this creature take **[2d6]** damage.

[SEALED] Hesitation - As a reaction: Whenever an enemy would attempt to cast a spell, counter that spell.

[SEALED] Half-Time - This creature gains a state, that whenever an **aura** triggers, another **aura** is chosen and has it's duration increased by 1 round.

Metronome

(III)

Piano - Creates an **aura** that lasts for 2 rounds. Whenever an enemy would miss an attack or the Callous Conductor succeeds a save, the offending character takes [4d6] Psychic damage. If the attack is a **1**, instead they are afflicted with **Cursed Song**.

Mezzo - Creates an **aura** that lasts for 2 rounds. Whenever a creature would hit an **attack or deal damage** with a spell or ability, they are healed for [1d6] hit points. If the attack is a **critical hit**, that creature is **Stunned** for 1 round.

Fortississimo - As a reaction: Whenever an enemy would move out of range of an **aura** controlled by this creature, apply a random **aura** to that creature, it counts as the origin, but this creature is the recipient.

[SEALED] **Crescendo** - Choose a single creature. That creature takes a level of **Exhaustion** for each **aura** they are in range of.

Hidden Abilities

Abilities which names are not initially identified

[SEALED] **Oblivion Sphere** - At half hit points or lower: This enemy may enact an oblivion sphere. This always targets the furthest enemy. If it is the same distance, the choice is random. That enemy must make a Constitution Saving throw or they suffer **Violet Death**.

- When sealed: Its connection to the Herald is weakened and it becomes stunned.

Additional Mechanics

Any mechanics that do not fall under any other category

General Notes

- The Destroyer's Blade allowed them to identify all of the abilities and to seal two of them. The two abilities sealed are **Gloria** and **Hesitation**.

Tactics

- **End of Round 2:** This enemy intends to get them into a fail state in 2 Rounds by using specific abilities. Those abilities are: **Piano**, **Double Time**, and **Half-Time**.
 - **Round 3:** No longer possible due to the sealing of **Half-Time**.
- **Round 3:** Setting up **Crescendo** to kill people.
 - No longer possible due to the sealing of **Crescendo**.