*Chapter 31: Daudhir’s Expeditionary Force*

Elsabet, Saradette, and Tore were taken by horse-drawn wagon to their inn—the Heaving Sternum—and studied the contents on their way there. In short, there was a much larger caravan of siege engines—a dozen mangonels reputed to have been sighted by a falcon familiar—led by Daudhir, a juvenile blue dragon whose mother—Borak—had entrusted with the bulk of the siege engines that had already lay waste a handful of cities across this latitude. There were also fifty or so kobolds surrounding the mangonels and trebuchet components being lugged by stormlizards. Daudhir was reputed to patrol their surroundings by air a minimum of three times per hour, returning to eat any kobold lagging behind in the formation, thereby keeping the pace and morale relatively high. At the moment, they were south of the Ankhwood, along the main rural road where wheeled siege engines could be conveyed, albeit in single file. By morning, they would have to march for only a few hours before reaching the gates of Ankhapur.

As they reviewed the information, Tore wished there were a way to build a trench across the road. Preferably one that could be built under the roadway to collapse as the first siege tower began to cross over it. However, he doubted there would be time for it, though he did mention it to Elsabet and Saradette in case they had some suggestion on how to pull it off.

The tacticians had preferred to send a group to deal with Daudhir’s contingent now, under the cover of night, but they were grossly short-staffed, and all their qualified agents were either still out on missions or preparing for tomorrow’s fight. Needless to say, the heroes’ next trip would be brief, and was a last-ditch effort at damage control, now that Prefect Margo had confirmed that all attempts at diplomacy with the dragon had been exhausted.

The brief also included a note that nearly all of the orcish and goblinoid forces had arrived, and were encamped in the field just north of the city. Tomorrow’s objective for the Fist of Light would be to neutralize the siege engines—none of which were reputed to be golems—before they could arrive at the vicinity of the city. A secondary objective—if it could be met—was the elimination of Daudhir, leaving only a ragtag of kobolds and unruly stormlizards to deal with.

A final clause accompanied the main information, detailing an advance party with several dragons, which the party was directed avoid at all costs. Consequently, their trajectory aboard Astrid’s refurbished carpet would circumvent the lead battalion, which would be engaged by a much larger convoy of carpet-riding combatants and spellcasters, not to mention the cloud giants and the city’s ally, Alazphraxion, or Phrax as humanoids often called him, a young adult brass dragon with a flair for impassioned poetry.

Map

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Morning, 8 Tarsakh

They’d gathered once again in the courtyard of the splendorous city that might by the end of the day be lacking in suck splendor. Prefect Margo Seti-Ryam had registered spellcasters’ available spells, and the three tacticians they’d met the day before—Almitra, Lorenz, and Leander—now looked over the available options in today’s arsenal.

Elsabet’s spellcasting prowess was unchangingly spontaneous, while Saradette’s and Tore’s preparations were slightly different from their prior repertoires.



The brass dragon, giants, Those Who Do Not Fumble, and other forces deployed to intercept the frontmost battalion—now sighted just a dozen miles from the city—had already confirmed by *sending* spell that they had sighted and engaged with a single dragon scout so far.

“Come, heroes,” Margo urged each of them, bestowing from a gorgeous crystal wand with the depiction of Mystra a latent *shield of faith [duration: 5 minutes]* coupled with a *contingency* spell triggered by the drawing of a weapon. “Be blessed that you might challenge evil with Mystra’s aid this day. She will ward you as soon as you draw a bow or blade,” she meant any dedicated weapon.

*PCs and Astrid will have gained +2 deflection bonus to AC the next time they draw a weapon. Opportunity expires by the end of the day.*

Astrid then made her way into the courtyard, announcing that her carpet had been restored to its original quality and functionality, and that the others were ready to be dispatched. The others, today, were a band of mercenaries dubbed the Elmore Gang, even though none of them were named Elmore.

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This “gang” consisted of eight humans, a dwarf, and a halfling, and they looked like they’d been together for their entire adult lives, and most bore the mark of Garagos as a brand or tattoo on an exposed part of their limbs. They were all battle-scarred and hard-bitten adventurers, and Elsabet could tell they’d seen their fair share of strife and sacrifice. Three of them were carpet jockeys, and they all greeted the Fist of Light with stern looks on their faces, and the business at hand upon their lips. Four carpets in all were assigned to this mission, and as the Fist of Light boarded the familiar tapestry that had brought them here from Mintar, they were given one last piece of intel from Almitra.

“We’ve just received word that Daudhir’s group is on the move again. Our falcon scout was nearly spotted as it perched only inches from the canopy of trees near the road, so we have recalled her, and will have no visual on them before you reach them.” Almitra then made sure the four pilots could see the map to which she was referring. “The advance party is currently being engaged here. Take the sea route to avoid this group, or you may get drawn into that fight and compromise your own objectives. If you rendezvous with the road right around here,” she pointed to the precise spot between the two dragon counters they’d placed, “you should be able to avoid the larger battalion. Be warned that Borak is also reputedly on her way, so don’t tarry around after your objectives have been met. We don’t know her exact position, and you don’t want to be there when she reaches the evidence of your success today. May the gods favor you all.”

As they gathered together, Tore inquired, “So, do we have an organized plan, or are we going to play it by ear?” He looked around at the others, “The one recommendation I do have is that we disable or destroy the lead siege engine as well as the rearmost one. Then we can work our way up and down the line.”

Saradette stood next to her compatriots as she examined her newest creation, a metal contraption that covered her right arm and hand. The device appeared to me made mostly of copper, but it also had silver and gold colored metal components, along with some iron at the elbow and the back of the glove. “I can do some damage to anything made of wood, assuming this thing works properly.”

“I like that idea,” Saradette reacted to Brother Pro’s suggestion of isolating the dragon by luring it with one visible team, then ambushing it with the other teams, and neutralizing the relatively defenseless ground troops. “We can deal with the dragon without the other troops trying to crawl up our backs at the same time.”

As the groups gathered, Tore overheard the Elmore Gang talking about isolating and ambushing the dragon. A bit intrigued, he walked over, “Sounds like an interesting plan. Do you have a location where you want to try it and who is supposed to be the ‘bait’ for the dragon?”

“Ah, on that, we would defer to the senior party,” the cleric of Garagos—Brother Pro—suggested that the Fist of Light be the bait.

Tore motioned for Elsabet, Saradette and Astrid to join them.

Tore smiled at the mention of the Fist of Light being the bait. He was not sure how far the groups reputation went, so he was sure the idea of having the 4 of them as bait was more about the group’s makeup making them a choice target for the young dragon.

“Well,” he replied as he looked around at the Elmore Gang, “I guess someone has to do it. What do you have in mind for the rest of your plan? How do you plan on having the dragon spot us? How do you plan on concealing yourselves? Finally, how do you plan on engaging it if it lands or, especially, should it decide to remain airborne?” Tore didn’t just want to be dragon bait unless the other team had a well thought out plan.

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*OOC: Given the lack of a single, coherent plan, I’ve put in motion a scene that I think poses some favorable conditions, such as not having to lure the dragon away from the road. The Elmore Gang will defer to the Fist of Light by default, and are likely to comply with an audible imperative (such as “split up”, “retreat”, “go for the underbelly”, “rush in, fools!”, etc.) coupled with a strong Diplomacy check.*

They spent so much time quarreling over the strategy that they had squandered some of their flight time, and were now hastily rushing over the Lake of Steam at an altitude of about 100’ as whales and other large creatures swam below them.

Map

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Sligson cast *mage armor [expired in 9 hours].*

*Sligson gained +4 to FFAC and AC.*

Seeing no sign of their mark, but based on the last *sending* message that a scout had relayed, they veered northward, and Astrid noted that they were now minutes away from the road. Saradette looked at the map and jotted an arrow to note their roundabout trajectory to avoid the lead battalion. Unable to settle on a singular plan, the team led the other three carpets—who trailed behind by 25’ to 80’—reached the coastline once again, and veered upward with the topography to stay roughly 100’ above the rising tree line.

And that’s when the spotted the blue dragon hundreds of feet above them, swooping down from a cloud that looked like an unlaced boot. Still a good quarter mile from the road that they now spotted, at points where the trees did not obfuscate it.

“Daudhir!” Astrid pointed out the dragon whose downward trajectory was angled in such a way to suggest an expert predator capable of anticipating its prey’s trajectory.

Round 1

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| --- | --- | --- | --- | --- | --- |
| **Character** | **Group** | **Initiative** | **Roll** | **Modified Roll** | **Speed** |
| Daudhir | 2 | 2 | 16 | 18 | 40’/20’/150’ |
| Astrid | 1 | 8 | 9 | 17 | 40’ |
| Elsabet | 1 | 4 | 13 | 17 | 30’ |
| Tore | 1 | 2 | 14 | 16 | 40’ |
| Saradette | 1 | 3 | 9 | 12 | 20’ |
| Elmore Gang | 1 | 2 | 2 | 4 | 30’ - 50’ |

When they had left Ankhapur, Tore had confirmed with Astrid how long she thought the dozen-mile flight time would be. About half-way through that flight time, Tore had cast *luminous armor [expired in 8 hours]*.

*Tore gained +5 to FFAC and AC, plus daylight spell effects, causing -4 to enemies’ melee attacks against him.*

*Dmg to Tore: 2 Strength.*

Daudhir was now 800’ away, coming downward and southward, and would surely be within spellcasting range within seconds.

“I don’t know that we need to lure the dragon any further from the road.” Astrid studied the dragon’s form and slowed her carpet. “It may be safer to fight from a fixed position,” she said as she prepared to show the dragon what an archer was capable of.

Tore asked, “What fixed position?”

“Right about here,” she muttered.

Elsabet said “Saradette, this should help versus the breath,” as she retrieved a scroll from her case. Reading from it, she cast *resist energy [expired in 30 minutes]*, reaching out to touch Saradette on her shoulder, helping her resist electricity for the next half hour.

*Saradette gained Resistance to Electricity 10.*

|  |
| --- |
| *Current Maneuvers* |
| Crusader’s Strike |
| Foehammer |
| Shield Block |
| Stone Vise |
| Battle Leader’s Charge |

“Thanks,” Saradette said with a grim smile. She cast *mage armor [expired in 1 hour]* on herself, and patted the Safewing Emblem she’d securely wired to her armor.

*Saradette gained +4 to FFAC and AC.*

With a swift command word, Elsabet then activated her amulet of tears, using a single charge to gain a bit of extra vigor for the upcoming fight.

*Elsabet gained 12 temporary hit points [****82****/70].*

Now, Tore quick-drew his longbow and waited until the dragon was just inside 400’.

The Elmore Gang’s three carpets also slowed down as potions were now drunk. They remained spread out about 40’ apart from one another for the moment.

Brother Pro drank a potion of *owl’s wisdom [expired on Round 91]*.

*Brother Pro gained +4 to Wisdom.*

Sligson drank a potion of *eagle’s splendor* *[expired on Round 91]*.

*Sligson gained +4 to Charisma.*

Bedrin Rufflesnag, Barthas the Brave, Surly Sally, Trevor the Flatterer, and Rowena of Saradush drank potions of *cat’s grace [expired on Round 51]*.

*Bedrin, Barthas, Sally, Trevor, and Rowena gained +4 to Dexterity.*

Fror, son of Groth, Serendip du Champs, and Fazmina Feyrüz drank a potion of *bear’s endurance [expired on Round 41]*.

*Fror, Serendip, and Fazmina gained +4 to Constitution.*

The folks from the Elmore Gang then drew their ranged weapons and prepared to volley the drake to death, if that was possible.

Everyone’s *shields of faith [expired on Round 51]* were now activated, subconsciously triggered by the realization that the battle was imminent.

*All PCs gained +3 to TAC and AC.*

“I thought we had to draw our weapons,” Elsabet said upon seeing her own force-shield manifest before her.

“We got the bonus plan, baby!” Astrid explained as hers popped into view.

Round 2

Daudhir cleared diagonal stretches of 100’ or more by the second.

Tore had waited until the precise moment, and fired an arrow at Daudhir from a distance of 400’.

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| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** |
| Longbow | 1d8 | 0 | -8 distance  -2 altitude | x3 | 100’ | 3.0 | -2 | 4 | 2 |

*Miss.*

Being over 600’ closer to the heroes now, the dragon roared as he prepared to munch on munchkins.

*Estimated distance from PCs on their turn = 190’ – 210’.*

Astrid drew her bow, and activated her longbow’s *greater magic weapon* feature. The Deadwood sniper then fired a single arrow upward to test the dragon’s mettle.

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| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** |
| Dragonbone Composite Longbow  +1 Force +2 Strength | 1d8 | +1+2+2+2+3 | 6 – 2 altitude | 19-20, x4 | 165’+20’+20’ | 3.0 | +22 | 9 | 31 |

*Hit. Dmg: 7 + 1 + 2 + 2 + 2 + 3 – 2 altitude = 17.*

“Nice!” someone from the carpet nearest them shouted under the morning sun.

Another voice from another carpet warned, “He’s nearly upon us. Steel your nerves!”

Seeing the dragon rushing forward, Elsabet retrieved another scroll, while saying “Astrid, this boon’s for you.” Reading from it, she then cast *shield other [expired in 3 hours]*, reaching forward to touch their driver/archer on her shoulder, possibly boosting her defenses and creating a link to take half of any damage Astrid took.

*Astrid gained +1 to AC and Saves (can’t stack with current boosts); only takes half (round down); remainder taken by Elsabet.*

With a swift action, Elsabet then activated her Protection Devotion *[expired on Round 12]*, hoping to ensure that the dragon wouldn’t actually hit her or her nearby allies, at least with melee attacks, for the next minute.

*Elsabet and allies gained +4 to AC (including touch and flatfooted) whenever within 30’.*

Tore released his second arrow, which flew 200’ towards the dragon.

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| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** |
| Longbow, 2nd Shot | 1d8 | 0 | -4 distance  -2 altitude | x3 | 100’ | - | -3 | 17 | 14 |

*Miss.*

Saradette tracked the dragon with her flechette launcher. When it reached 150’ away, she would fire, and, riding the recoil, she would then settle in for her next shot.

Pro cast *holy smite* on the incoming reptile.

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| **Character** | **Save vs.**  *holy smite* | **Ranks** | **Roll** | **Result** |
| Daudhir | Will | 11 | 17 | 28 |

*Success. Saves for ½ damage and negates blindness.*

*Dmg: ½ x 17 = 8 good.*

“Whoa-ho, Prometheussss!” Sligson cheered Brother Pro. “You got it to work this time!” The sorcerer then cast *fireball* upon the dragon’s face, engulfing the winged, blue drake in fire.

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| **Character** | **Save vs.**  *fireball* | **Ranks** | **Roll** | **Result** |
| Daudhir | Reflex | 9 | 12 | 21 |

*Success. Saves for ½ damage.*

*Dmg: ½ x 37 = 18 fire.*

“Yeeeah, Sligson!” Bedrin commended his friend as he aimed his halfling-sized arrow at the incoming enemy, and fired off a shot, followed by a second.

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| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Bedrin Rufflesnag | Shortbow +1 | 1d4+1 | 6 | 4 | 1 | -2 altitude  -4 range | 5 | 7 | 12 |
| Bedrin Rufflesnag | Shortbow, 2nd Shot | 1d4+1 | 1 | 4 | 1 | -2 altitude  -4 range | 0 | 16 | 16 |

*Miss, miss.*

“Awww, Bedrin!” Barthas was sad for his friend’s misses, and tried to compensate with his much larger bow.

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| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Dex Mod+** | **W+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Barthas the Brave | MW Composite Longbow Str +2 | 1d8+2 | 7 | 2 | 2 | 1 | -2 altitude  -2 range | 6 | 18 | 24 |
| Barthas the Brave | Longbow, 2nd Shot | 1d8+2 | 2 | 2 | 2 | 1 | -2 altitude  -2 range | 1 | 11 | 12 |
| Barthas the Brave | Longbow, Rapid Shot | 1d8+2 | 7 | 2 | 2 | 1 | -2 altitude  -2 range | 6 | 16 | 22 |

*Hit, miss, hit. Dmg: (8 + 2) + (6 + 2) = 10 + 8 = 18 – 2 altitude = 16.*

“Nice one,” Sally could tell that Barthas’ two shots had gone into the dragon’s chest quite well, and followed this up with a mediocre shot at the drake.

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| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Surly Sally | MW Longbow | 1d8 | 5 | 2 | 1 | -2 altitude  -2 range | 4 | 8 | 12 |

*Miss.*

Fror bit his tongue about how shitty that shot was, knowing full well the mercurial temperament of his bardic associate, and—nodding at Trevor next to him—activated his Cape of Flying, and rushed up to intercept the dragon with his Greataxe in full swing.

“Put a hurtin’ on him!” Trevor said as he fired into what would soon be a melee, avoiding Fror, who was right in the damn way.

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| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Trevor the Flatterer | MW Composite  Longbow Str +2 | 1d8+2 | 4 | 3 | 1 | -4 firing into melee  -2 distance  -2 altitude | 0 | 9 | 9 |

*Miss.*

“Next time,” Serendip consoled the scout as he fired his crossbow and began to reload it.

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| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Dex Mod+** | **W+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Serendip du Champs | Heavy Crossbow +1 | 1d10+1 | 6 | 4 | 1 | 1 | -4 firing into melee  -2 distance  -2 altitude | 0 | 12 | 12 |

*Miss.*

Rowena—the pessimist in the group—shrugged and fired without so much as a humph.

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| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Rowena of Saradush | MW Light Crossbow | 1d8 | 5 | 3 | 1 | -4 firing into melee  -2 distance  -2 altitude | -2 | 11 | 9 |

*Miss.*

Fazmina shook her head, knowing she was the knave among the others, and let an arrow fly with no expectation of hitting the dragon.

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| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Fazmina Feyrüz | MW Longbow | 1d8 | 5 | 1 | 1 | -4 firing into melee  -2 distance  -2 altitude | 0 | 4 | 4 |

*Miss.*

Round 3

The dragon’s frightful presence now overcame the heroes, some of whom were shaken beyond their ability to cope with the terrorizing prospect of being digested over the course of the next few days.

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| **Save vs.**  Frightful Presence | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** | **Notes** |
| **Elsabet, Will** | **10** | **Wis (-1)** | 6 | 15 | 1 | 16 | +3 vs. Enchantments |
| **Saradette, Will** | **4** | **Wis (+0)** | 0 | 4 | 19 | 23 | +1 vs. Fear |
| **Tore, Will** | **5** | **Wis (+2)** | 0 | 7 | 12 | 19 |  |
| **Astrid, Will** | **2** | **Wis (+2)** | 3 | 7 | 11 | 18 |  |

*Success (if this is an Enchantment), success, success, fail. Astrid became Shaken (–2 to BAB, saves, and checks).*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Check** | **Ranks** | **Roll** | **Result** |
| Brother Pro | Will | 9 | 15 | 24 |
| Sligson | Will | 6 | 4 | 10 |
| Bedrin Rufflesnag | Will | 4 | 2 | 6 |
| Barthas the Brave | Will | 4 | 12 | 16 |
| Surly Sally | Will | 5 | 14 | 19 |
| Fror, son of Groth | Will | 1 | 12 | 13 |
| Trevor the Flatterer | Will | 3 | 18 | 21 |
| Serendip du Champs | Will | 6 | 14 | 20 |
| Rowena of Saradush | Will | 2 | 18 | 20 |
| Fazmina Feyrüz | Will | 1 | 15 | 16 |

*Success, fail, fail, fail, success, fail, success, success, success, fail.*

*Sligson, Bedrin, Barthas, Fror, and Fazmina became Shaken (–2 to BAB, saves, and checks).*

The dragon was now 100’ away.

Daudhir was now like, “Aw, yessss...” and let a crackle of lightning rip through Fror as Fror charged upward towards him.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Check** | **Ranks** | **Roll** | **Result** |
| Fror, son of Groth | Reflex | 0 | 14 | 14 |

*Fail. Dmg: 21 electric.*

That didn’t seem to faze the dwarf that continued headlong into the scaly fray.

The dragon was now 60’ away from the lead carpet.

Tore cast *Ayailla’s radiant burst*.

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| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *Ayailla’s radiant burst* | **Ranks** | **Roll** | **Result** |
| Daudhir | Fortitude | 12 | 14 | 26 |
| Daudhir | Reflex | 9 | 4 | 13 |

*Success, fail. Saved against blindness. Dmg: 18 good.*

Fror reached the dragon.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **W+** | **Total Score** | **Roll** | **Total** |
| Fror, son of Groth | Greataxe +1 | 1d12+1+3 | 7 | 3 + 2 charge | 1 | 13 | **20** | 33 |
| Fror, son of Groth | Greataxe, 2nd Attack | 1d12+1+3 | 2 | 3 + 2 charge | 1 | 8 | 9 | 17 |

*Threat, miss. 1d20 = 8 + 11 + 2 charge = 21, not a critical hit. Dmg: 3 + 1 + 3 + 2 charge = 9.*

The sky-jousting dwarf’s momentum took him past the dragon, and now he slowed in order to turn back around and flank-attack the dragon, who was nearly upon the heroes.

Astrid did her best to strike the dragon’s wings now.

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| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** |
| Dragonbone Composite  Longbow +1 Force +2 Strength | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | 3.0 | +22 | 14 | 36 |
| DB Longbow +1, 2nd Shot | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | - | +17 | 6 | 23 |
| DB Longbow +1, 3rd Shot | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | - | +12 | 2 | 14 |
| DB Longbow +1, Rapid Shot | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | - | +12 | 17 | 29 |

*Hit, hit, miss, hit. Dmg: (4 + 1 + 2 + 2 + 2 + 3) + (4 + 1 + 2 + 2 + 2 + 3) + (8 + 1 + 2 + 2 + 2 + 3) = 14 + 14 + 18 = 46.*

The dragon was 20’ from the Fist of Light’s carpet, and was about to full-attack them with all his hardware.

Elsabet could tell that the dragon had underestimated this group’s ability to take him down, and received a divine inspiration that alerted her to a possible hazard. She thus unexplainably grabbed Saradette and put up her shield to block a stray arrow that had ricocheted off of the dragon’s hide.

*This uses up both of their turns because I’m a bad man.*

Pro shot at the dragon with his crossbow.

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| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Total Score** | **Roll** | **Total** |
| Brother Pro | Heavy Crossbow +1 | 1d10+1 | 6 | 1 | 1 | 8 | 10 | 18 |

*Miss.*

Unsure as to whether or not he would hit with a targeted *scorching ray*, Sligson cast *Aganazzar’s scorcher* upon the dragon.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *Aganazzar’s scorcher* | **Ranks** | **Roll** | **Result** |
| Daudhir | Reflex | 9 | 12 | 21 |

*Success. Saves for ½ damage. Dmg: ½ x 16 = 8 fire.*

Realizing he was out of his league, Daudhir veered upward as gravity slowed down his trajectory.

Bedrin took the opportunity to fire twice.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Total Score** | **Roll** | **Total** | **Crit** | **Threat** |
| Bedrin Rufflesnag | Shortbow +1 | 1d4+1 | 6 | 4 | 1 | 11 | 6 | 17 | 17 | ý |
| Bedrin Rufflesnag | Shortbow, 2nd Shot | 1d4+1 | 1 | 4 | 1 | 6 | 17 | 23 | 17 | þ |

*Miss, threat. 1d20 = 12 + 6 = 18, not a critical hit. Dmg: 4 + 1 = 5.*

Barthas, Sally, Fror, Trevor, Serendip, Rowena, and Fazmina beheld the dragon falling through a thicket of trees, and crashing onto the ground with a branch now stuck through its abdomen.

“That about does it,” Astrid murmured.

With the road about 1200’ north of them, they were unable to spot the convoy that was to be their next target, but a little altitude would surely fix that.

One of the carpets got close enough to the ground to confirm that Daudhir would not be walking away from this one, and nothing short of magic would bring him back.

Round 4

As their carpet returned to rejoin the other three, a dialogue ensued as to how to approach the next leg of their mission.

Tore watched the dragon plummet to its death, glad that they were able to overwhelm it so quickly. He then looked around at the others, “So, what now? I suggest we split up. We will hit the front of the column, then the Elmore gang can hit the rear. I think Sligson and a couple of their archers should look for and engage the kobolds from a distance.”

Rounds 5 – 7

They flew at an altitude of 50’ and at a speed that allowed them to spot the midsection of the convoy first, then the front end. Everyone looked at one another, and the three rear carpets in the rhombus formation now took a northeastern turn while the Fist of Light veered to the west.

Rounds 8 – 14

Because of the trees, the Fist of Light’s vantage point was partly obfuscated, but they had by now spotted enough of the draconic forces to confirm that their intel was fairly accurate.

They were now about 10 seconds away from reaching the road, and dozens of kobolds could now be seen scurrying in all directions away from the mangonels, though some remained in their positions and drew ranged weapons.

Elsabet cast *bull’s strength [expired on Round 64]*, reach out to touch Tore, and said “Tore, be strong like bull!” Tore looked down for a moment at his frank and beans, then tilted his head as she grinned and started getting a new set of maneuvers, planning to strengthen herself later.

*Tore gained +4 to Str.*

The kobolds below fired upon the heroes.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Kobold Elite | MW Heavy Crossbow | 1d8 | 6 | 5 | 1 | -2 | 10 | 10 | 20 |
| Kobold Warrior | Shortbow | 1d4 | 3 | 3 | 0 | -4 | 2 | 3 | 5 |
| Kobold Warrior | Javelin | 1d4 | 3 | 3 | 0 | -8 | -2 | 1 | -1 |
| Kobold Underling | Sling | 1d2 | 1 | 3 | 0 | -6 | -2 | 14 | 12 |
| Kobold Underling | Sling | 1d2 | 1 | 3 | 0 | -6 | -2 | 6 | 4 |
| Kobold Underling | Sling | 1d2 | 1 | 3 | 0 | -6 | -2 | 18 | 16 |
| Kobold Underling | Sling | 1d2 | 1 | 3 | 0 | -6 | -2 | 8 | 6 |
| Kobold Warrior | Shortbow | 1d4 | 3 | 3 | 0 | -4 | 2 | 7 | 5 |
| Kobold Warrior | Javelin | 1d4 | 3 | 3 | 0 | -8 | -2 | 4 | 2 |
| Kobold Warrior | Shortbow | 1d4 | 3 | 3 | 0 | -4 | 2 | 16 | 18 |
| Kobold Warrior | Javelin | 1d4 | 3 | 3 | 0 | -8 | -2 | 19 | 17 |

*Miss11.*

Map

Description automatically generated

Round 15

Elsabet cast *bull’s strength [expired on Round 65]* again, this time on herself, as she tried to see the head of the enemy column. “Bring us in close, Astrid! But out of bluespawn reach.”

*Elsabet gained +4 to Str.*

|  |
| --- |
| *Current Maneuvers* |
| Battle Leader’s Charge |
| Crusader’s Strike |
| Foehammer |
| Stone Vise |
| Shield Block |

Tore nodded, “Thank you,” he added to Elsabet. He looked forward to getting into combat with the bluespawn and other forces. “Saradette should focus on the siege machines, I will do what I can to keep the masses off of her.”

Saradette nodded. “Will do. I should be able to set them on fire with a hit. I need to be within 120’ to hit them, though.” She checked her glove’s apparatus to be sure it was charged and ready, and then she waited for the first mangonel to come into her range.

As they approached, Tore drew his sword and readied his shield. They could barely see the other three carpets at the other end about 500’ away zapping individual kobolds while they decided what to do with the big guns.

Here at the front end, a few ambitious arrows flew up and towards them with no hope of getting quite that high. The blue kobolds were indeed a poorly train skirmishing force.

A close-up of a net

Description automatically generated with low confidence

Mangonels—twelve in all, and spaced apart about 10’ to 20’ between—were either completely or partly covered in tarps and/or loaded with provisions and weapons, which were now being dealt to soldiers by officers in as orderly a manner as possible.

Map

Description automatically generated

Some of the kobolds had taken up positions among the trees, and now fired upon the carpet.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Kobold Elite | MW Heavy Crossbow | 1d8 | 6 | 5 | 1 | -2 | 12 | 10 | 22 |
| Kobold Elite | MW Heavy Crossbow | 1d8 | 6 | 5 | 1 | -4 | 12 | 7 | 19 |
| Kobold Warrior | Shortbow | 1d4 | 3 | 3 | 0 | -4 | 6 | 16 | 22 |
| Kobold Warrior | Javelin | 1d4 | 3 | 3 | 0 | -10 | 6 | 16 | 22 |
| Kobold Warrior | Shortbow | 1d4 | 3 | 3 | 0 | -6 | 6 | 8 | 14 |
| Kobold Warrior | Javelin | 1d4 | 3 | 3 | 0 | -8 | 6 | 5 | 11 |
| Kobold Underling | Sling | 1d2 | 1 | 3 | 0 | -8 | 4 | 5 | 9 |
| Kobold Underling | Sling | 1d2 | 1 | 3 | 0 | -6 | 4 | 19 | 23 |
| Kobold Underling | Sling | 1d2 | 1 | 3 | 0 | -6 | 4 | 14 | 18 |

*Miss9.*

Round 16

They could see a *fireball* spell blasting the back of the convoy, cooking up a dozen or so kobolds.

“We need to hit the machines at the front and rear first,” Saradette said. “The others will be trapped in the middle.”

Looking forward to the fight, but unable to see any long-range targets for magic yet, Elsabet cast *divine favor [expired on Round 26]* on herself. It had been quite some time since she’d used the spell, and it would only last a minute, but she figured to get some swing in soon.

*Elsabet gained +1 to BAB and damage.*

She looked towards the enemy trying to see where the enemy might be most concentrated, thinking of casting either silence or confusion next. Kobolds could be seen scattering in all directions. It was clear that they were demoralized by the absence of their protector and leader, and now ran for the shores and hills.



Then a human woman came forth from under a tarp that doubled as a tent. Wielding a bastard sword, the favored soul of Tiamat eyed the lead carpet, and took flight diagonally towards them, reaching a height of 40’. She had either just cast *dragonskin*, or was of draconic heritage herself; either way, she was coming straight for the carpet, and Astrid wasn’t in a position to fire upon the incoming woman.

Seeing the woman coming towards them, Tore cast *summon monster II*, calling forth a Celestial eagle that he directed to attack the favored soul of Tiamat.

Kobold snipers and skirmishers continued to make Borak proud, or tried to.

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Other+** | **Total Score** | **Roll** | **Total** | **Crit** | **Threat** |
| Kobold Warrior | Shortbow | 1d4 | 3 | 3 | 0 | -4 | 6 | 16 | 22 | 20 | ý |
| Kobold Warrior | Shortbow | 1d4 | 3 | 3 | 0 | -2 | 6 | 14 | 20 | 20 | ý |
| Kobold Warrior | Javelin | 1d4 | 3 | 3 | 0 | -6 | 6 | 9 | 15 | 20 | ý |
| Kobold Warrior | Shortbow | 1d4 | 3 | 3 | 0 | -4 | 6 | 11 | 17 | 20 | ý |
| Kobold Warrior | Javelin | 1d4 | 3 | 3 | 0 | -8 | 6 | 6 | 12 | 20 | ý |
| Kobold Warrior | Javelin | 1d4 | 3 | 3 | 0 | -6 | 6 | 2 | 8 | 20 | ý |
| Kobold Underling | Sling | 1d2 | 1 | 3 | 0 | -8 | 4 | 6 | 10 | 20 | ý |
| Kobold Underling | Sling | 1d2 | 1 | 3 | 0 | -10 | 4 | 16 | 20 | 20 | ý |
| Kobold Underling | Sling | 1d2 | 1 | 3 | 0 | -8 | 4 | 11 | 15 | 20 | ý |

*Miss9.*

Map

Description automatically generated

Round 17

Elsabet gauged the distance to the incoming enemy and sighed, the woman looked just a bit too far away for her eldritch blast to reach, perhaps 70’ away, maybe 75’ with the height difference, it was hard to say exactly, so she cast one last helpful spell, *guidance [expired on Round 27]*, on herself, and drew her bastard sword.

*Elsabet gained +1 to next attack or save.*

She thought to herself, someday she ought to learn the eldritch spear invocation, so that she could blast at 4 times the range. Maybe she should have readied her crossbow for the flight; she just hadn’t thought of it.

*Leading the Charge stance; Initiator Level = 6; if Celestial eagle charges and hits, it gets +6 damage. See below.*

Seeing that the frontmost mangonel was in her range, Saradette aimed her lightning weapon at it and fired.

|  |  |  |  |
| --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **Rng.** | **Notes** |
| Glove of Lightning Bolt | 5d6 Electric | 120’ | Ref DC 16 for ½; melts most metals |

*No save allowed. Dmg: 17 electric.*

Lightning coursed through the partly tarped mangonel as the metal hinges and other components began to melt, rendering the siege engine effectively useless until it could be mundanely repaired or magically *made whole*.

The Celestial eagle appeared, and Tore now directed it as he had intended. The eagle flew towards the favored soul of Tiamat as the latter prepared to resolve its charge against her attackers in this aerial joust.

*This assumes that the eagle gets a full (i.e., 6-second) attack against a target moving past its threat range at full speed, which I think is more than it should get, so we can assume that one of these is an AoO. A charge-attack is not possible on this round, given Injustine’s starting and ending positions.*

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Total Score** | **Roll** | **Total** | **Threat** |
| Celestial eagle | Talon 1 | 1d4 | 0 | 3 | 3 | 14 | 17 | ý |
| Celestial eagle | Talon 2 | 1d4 | 0 | 3 | 3 | **20** | 23 | þ |
| Celestial eagle | Bite | 1d4 | 0 | -2 | -2 | 7 | 5 | ý |

*Miss, threat, miss. 1d20 = 6 + 3 = 9, not a critical hit. Dmg: 2.*

Tore knelt on the carpet and waited for Injustine to approach and attacked if she got close enough. Tore mentally commanded his Celestial eagle to pursue and attack Injustine, and the bird was on it.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Celestial eagle | Talon 1 | 1d4 | 0 | 3 | 2 charge | 5 | 13 | 18 |

*Miss.*

Injustine charge-attacked Tore, who seemed intent on introducing her to his eagle.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **W+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Injustine | Bastard Sword +2 | 1d10+2+3 | 9 | 3 | 2 | 2 charge | 16 | 19 | 35 |

*Threat. 1d20 = 14 + 16 = 30, critical hit. Dmg: 7 + 2 + 3 + 2 charge = 14 [57/71].*

Tore counter-attacked.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Longsword +1 | 1d8+1 | +2 | 1 | 19-20/x2 | Slashing | 8.0 | +9 | 7 | 16 |

*Miss.*

The kobolds below observed Injustine dealing injustice unto the lead carpet’s cleric as Astrid did her best to maneuver the carpet. The general commanding this group gave the command to stay their missiles for fear of hitting Lady Injustine.

Map

Description automatically generated

Round 18

In the distance, another *fireball* spell was going off, taking yet another mangonel with it. The kobolds nearest the Fist of Light turned their attention to the Elmore Gang, and a few could be seen sprinting eastward now as others dispersed deeper into the swampy woods to the south and towards the hillsides to the north.

A picture containing diagram

Description automatically generated

Injustine full-attacked Tore.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **W+** | **Total Score** | **Roll** | **Total** |
| Injustine | Bastard Sword +2 | 1d10+2+3 | 9 | 3 | 2 | 14 | 6 | 20 |
| Injustine | Bastard Sword, 2nd Attack | 1d10+2+3 | 4 | 3 | 2 | 9 | 13 | 22 |

*Miss, miss.*

Astrid could tell that if she maneuvered the carpet away from the enemy swordswoman, the latter would likely take an opportunistic swipe at one of them, and eventually would catch up. She kept the carpet aloft and hovering, acting defensively while trying to give the Fist of Light room to fight and cast spells.

Elsabet put her left hand gently on Saradette’s right shoulder, her right fist gently on Tore’s left shoulder with her blade pointing back towards herself, stretched her left leg forward to press her foot gently into Astrid’s fine butt, and said “Get ready to be elsewhere.” Mentally she readied herself to use her fey spell-like ability as soon as Saradette finished using whatever device she decided to activate.

Tore continued to attack Injustine.

*Kneeling will either take a move action, or it won’t make any difference in his balance. I’m opting for the latter in your best interest.*

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Longsword +1 | 1d8+1 | +2 | 1 | 19-20/x2 | Slashing | 8.0 | +9 | **20** | 29 |
| Longsword, 2nd Attack | 1d8+1 | +2 | 1 | 19-20/x2 | Slashing | - | +4 | 12 | 16 |

*Threat, miss. 1d20 = 16 + 9 = 25. Not a critical hit. Dmg: 7 + 1 + 2 = 10.*

Saradette drew her blaster with her left hand and shot Injustine with it.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **Rng.** | | **Notes** |
| Horizikaul’s Boom | 2d4 Sonic | 25’ + 2½’/lvl | | Will DC 14 or deafened for 1d4 rounds |
| **Character** | **Save vs.**  *Horizikaul’s boom* | **Ranks** | **Roll** | **Result** |
| Injustine | Will | 10 | 14 | 24 |

*Success. Deafened effect negated. Dmg: 6 sonic.*

As the sound of Saradette’s sonic blaster faded, Elsabet, in contact with her three companions, concentrated briefly and activated her *dimension door* ability. She and all three of her allies disappeared from the carpet, and reappeared suddenly near the forward group of mangonels, off to the northeast side. She pulled her hands and foot back, seeing that the carpet remained aloft and inert, while their assailant spotted them and turned to the eagle to finish it off while her minions had their way with the goodie-goodies. Elsabet grinned, and felt her maneuvers swap out and a new selection begin to be granted.

|  |
| --- |
| *Current Maneuvers* |
| Crusader’s Strike |
| Shield Block |
| Stone Vise |
| Foehammer |
| Battle Leader’s Charge |

The kobolds to the east did their best to bring down the Elmore Gang as the Gang’s three carpets circled around the caravan, exhausting their sorcerer’s supply of *fireball* spells and other area attacks before moving on to more singularly targeted offensive options.

Map

Description automatically generated

Round 19

Injustine full-power-attacked the eagle.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **W+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Injustine | Bastard Sword +2 | 1d10+2+3+6 PA | 9 | 3 | 2 | -3 PA | 11 | 6 | 17 |
| Injustine | Bastard Sword, 2nd Attack | 1d10+2+3+6 PA | 4 | 3 | 2 | -3 PA | 6 | 14 | 20 |

*Hit, hit. Dmg: (5 + 2 + 3 + 6 PA) + (9 + 2 + 3 + 6 PA) = 16 + 20 = 36.*

The eagle left nary a feather in its wake as it dematerialized.

Astrid attacked four kobolds who thought they would close in with daggers and spears in hand. The archer shook her head as she dispatched each one.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** | **Notes** |
| Dragonbone Composite  Longbow +1 Force +2 Strength | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | 3.0 | +22 | 14 | 36 | +1 within 30’ |
| DB Longbow +1, 2nd Shot | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | - | +17 | 15 | 32 | +1 within 30’ |
| DB Longbow +1, 3rd Shot | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | - | +12 | *1* | 13 | +1 within 30’ |
| DB Longbow +1, Rapid Shot | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | - | +12 | 9 | 21 | +1 within 30’ |

*Hit, hit, miss, hit. Dmg on each hit: 5 + 1 + 2 + 2 + 2 + 3 + 1 = 16.*

Three kobolds died before reaching them; one managed to jump out of the way at the right time, and charge-attacked her.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Kobold Warrior | Spear | 1d6-1, x3 | 3 | 1 | 2 charge | 6 | 13 | 19 |

*Miss.*

Elsabet got to her feet while taking a quick look around, seeing foes scattered around the battlefield. Seeing a kobold menacing Astrid, who’d probably rather be shooting at a more significant target, with a swift command word she activated her anklet of translocation to teleport next to the kobold. Then she initiated her Crusader’s Strike and took a single swing at the little, reptilian humanoid, even using her *guidance* to improve her chance to hit, because she really wanted to channel some healing to Tore, who’d actually been hit.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Bastard Sword +1, 1-handed | 1d10+1 | +4 | 2 + 1 + 1 | 19-20/x2 | Slashing | 6.0 | +16 | 12 | 28 |

*Hit. Dmg: 9 + 1 + 4 + 1 = 15.*

*Tore gained 4 + 6 = 10 hps [67/71].*

The kobold’s head spun in the air before landing with a dull thud by the nearest mangonel.

Then she glared at the bluespawn creatures, a couple of female stormlizards, expecting them to come at her or possibly Tore, and, of course, the flying foe might swoop down on them, but she had her Shield Block granted, so if any creatures charged either Astrid or Tore, she would use that to protect her ally.

*+1 to hit and damage from divine favor*

*Current strength is 19 due to bull’s strength*

Tore had wanted to continue to attack Injustine, but this was not an option at the moment; not with his sword. Then he peered northwestwardly and noted that the dragon-loving knight had done away with the Celestial bird.

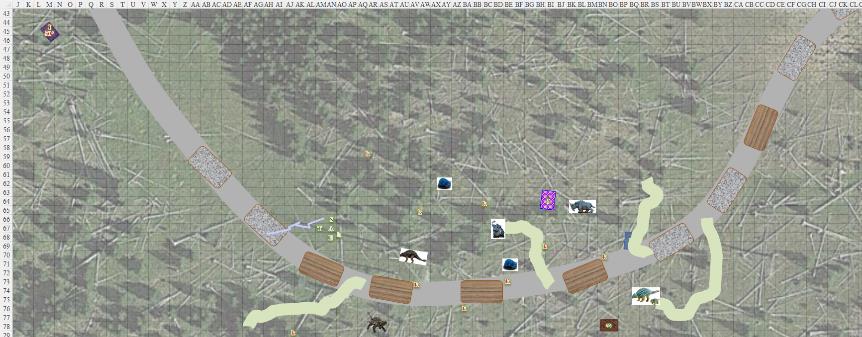
Saradette shot at the next undamaged mangonel with her lightning glove.

|  |  |  |  |
| --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **Rng.** | **Notes** |
| Glove of Lightning Bolt | 5d6 Electric | 120’ | Ref DC 16 for ½; melts most metals |

*No save allowed. Dmg: 16 electric.*

The mangonel’s hinges and bolts became useless slag.

The Elmore Gang finished off several clusters of kobolds, leaving a handful of stalwart commandos scurrying to get to a better defensive position.



Round 20

Injustine rolled up the magic carpet as her foes busied herself with the help, then produced her haversack.

Astrid noted the incoming stormlizard, and sought to end it before it could reach them.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** | **Notes** |
| Dragonbone Composite  Longbow +1 Force +2 Strength | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | 3.0 | +22 | 3 | 25 | +1 within 30’ |
| DB Longbow +1, 2nd Shot | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | - | +17 | 5 | 22 | +1 within 30’ |
| DB Longbow +1, 3rd Shot | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | - | +12 | 15 | 27 | +1 within 30’ |
| DB Longbow +1, Rapid Shot | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | - | +22 | 9 | 31 | +1 within 30’ |

*Hit, miss, hit, hit. Dmg: (2 + 1 + 2 + 2 + 2 + 3) + (8 + 1 + 2 + 2 + 2 + 3) + (7 + 1 + 2 + 2 + 2 + 3) = 12 + 18 + 17 = 47.*

The female stormlizard survived the attack, and charge-attacked the archer.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Dex Mod+** | **Other+** | **Total Score** | **Roll** | **Total** | **Notes** |
| Bluespawn Stormlizard | Gore | 2d6+12+2 charge  +4d6+12 deadly charge  +2 PA | 6 | 8 | -1 | 2 charge  -2 PA | 14 | 14 | 28 | Power Attack |

*Hit (Elsabet’s shield). Dmg: 9 + 12 + 2 + 17 + 12 + 2 = 54. Damage negated by Elsabet’s Shield Block.*

Some of the kobolds took potshots at the party from their positions behind cover. They all targeted the artificer, who seemed to be the wildcard among the strangers... plus she was gnomish, and that was an affront to all koboldkind.

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Other+** | **Total Score** | **Roll** | **Total** | **Crit** | **Threat** |
| Kobold Elite | MW Heavy Crossbow | 1d8 | 6 | 5 | 1 | 0 | 12 | **19** | 31 | 19 | þ |
| Kobold Warrior | Shortbow | 1d4 | 3 | 3 | 0 | 0 | 6 | 5 | 11 | 20 | ý |
| Kobold Warrior | Javelin | 1d4 | 3 | 3 | 0 | -4 | 2 | 18 | 20 | 20 | ý |
| Kobold Underling | Sling | 1d2 | 1 | 3 | 0 | -2 | 2 | 18 | 20 | 20 | ý |

*Threat, miss, miss, miss. 1d20 = 11 + 12 = 23, not a critical hit. Dmg: 6 [47/53].*

Other bluespawns were making their way over as the Elmore Gang did its best to deal with the large stormlizard bull to the east.

Tore activated his boots of the battle charger and moved past Astrid to get next to the stormlizard that just attacked Astrid and make a charge attack against it.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Longsword +1 | 1d8+1 | +2 | 1 + 2 charge  +2 flank | 19-20/x2 | Slashing | 8.0 | +13 | 15 | 28 |
| Longsword, 2nd Attack\* | 1d8+1 | +2 | +2 flank | 19-20/x2 | Slashing | - | +6 | 19 | 25 |

*Hit, threat. 1d20 = 8 + 6 = 14, not a critical hit. Dmg: (1 + 1 + 2 + 2) + (5 + 1 + 2) = 6 + 8 = 14.*

\* *This extra attack is not canon, but I’ll leave it there as compensation for prior imbalancing in the NPCs favor.*

And still the stormlizard cow wasn’t giving up. The cleric then took 10’ back, incurring a swipe from the female stormlizard’s less pronounced horn.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Total Score** | **Roll** | **Total** |
| Bluespawn Stormlizard | Gore | 2d6+12 | 6 | 8 | 14 | 13 | 27 |

*Hit. Dmg: 9 + 12 = 21 [46/71].*

Elsabet now beheld the creature on the other side of her shield, and—having just used her shield block to defend Astrid and protect both of them from taking damage—she wasn’t able to activate an item with a swift word, so she decided to use her one currently granted strike—she was standing on solid ground, after all.

*This was moved because it was resolved later, and ended up dealing the killing blow.*

Drawing the power of the earth into herself with the stone dragon maneuver, she initiated her Stone Vise strike, and swung once at the stormlizard in front of her.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Bastard Sword +1, 1-handed | 1d10+1 | +4 | 2 | 19-20/x2 | Slashing | 6.0 | +14 | 13 | 27 |

*Hit. Dmg: 3 + 1 + 4 + 1 + 4 SV = 13.*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  Stone Vise | **Ranks** | **Roll** | **Result** |
| Bluespawn Stormlizard | Fortitude | 11 | 14 | 25 |

*Success. Movement not impaired, but moot. See below.*

As she recovered from her swing, she felt her next maneuver granted, and grinned as the stormlizard fell over on its side and writhed a bit.

To the east another cow and her calf ran towards the bull, and the bull saw his progeny in danger. Instantly triggered by the dire need to save his legacy, the young but virile male targeted the jockey of the carpet above them— Serendip du Champs—and let loose the fiercest lightning arc he’d ever let loose.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | | **Attack Type** | | | **Damage** | | **Notes** |
| Bluespawn Stormlizard | | Electricity Arc | | | 6d6 electric | | 100’ line; Ref DC 19 for ½ |
| **Character** | **Save vs.**  Electricity Arc | | **Ranks** | **Roll** | | **Result** |
| Serendip du Champs | Reflex | | 3 | 8 | | 11 |

*Fail Dmg: 20 electric + 5 fire from armor melting.*

The paladin held it together, but his melting armor was now impairing his ability to guide the carpet, which slowed to a hovering crawl at an altitude of 40’ as other stormlizards returned to the battlefield and began to harness up some horn energy.

Saradette witnessed a horrific thing coming out of the ground behind her and to the north. Turning to gaze upon it, she identified the vague shape as one of those horrid godslayers.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Save vs.**  *phantasmal killer* | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** | **Notes** |
| **Saradette, Will** | **4** | **Wis (+0)** | 0 | 4 | 6 | 10 | +1 vs. Fear |

*Fail.*



|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Save vs.**  *phantasmal killer* | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** |
| **Saradette, Fortitude** | **2** | **Con (+1)** | 0 | 3 | 20 | 23 |

*Success. Dmg: 10 magic [37/53].*

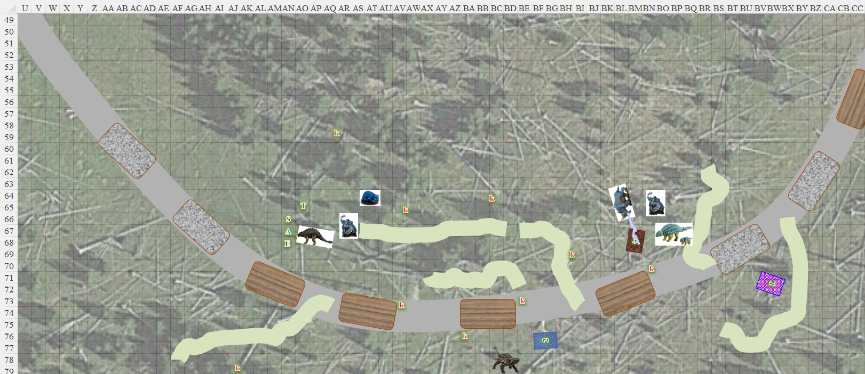
Saradette realized the thing was a figment of her imagination and recent trauma, and snarled in Gnomish, “You little shits.” She aimed at the heavy crossbow-wielding kobold and fired her lightning bolt.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | | **Rng.** | **Notes** |
| Glove of Lightning Bolt | 5d6 Electric | | 120’ | Ref DC 16 for ½; melts most metals |
| **Character** | | **Save vs.** | **Ranks** | **Roll** | **Result** |
| Kobold General | | Reflex | 5 | 10 | 15 |

*Fail. Dmg: 14 electric. Partial damage negated.*

The Elmore Gang coursed over the caravan, firing upon the hapless and helpless, blue reptiles. Though a few aboard the carpets had themselves been wounded, they were doing a good job on the reduction of kobolds, even if they couldn’t do much against the bluespawns.

“I’m alright,” their paladin said, “but my armor has melted stiff, and I cannot maneuver!” The third carpet remained hovering as a menagerie of bluespawns coalesced below in anticipation of bringing down the flat vessel.



Round 21

Injustine finished placing the carpet into her haversack and flew eastward and down into the trees.

Kobolds and bluespawns continued to defend their convoy. A burrower replaced the stormlizard they’d just slain on the ground, and an ambusher came to join in the fun.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Dex Mod+** | **W+** | **Total Score** | **Roll** | **Total** | **Targeting** |
| Bluespawn Burrower | Tail Slap | 1d8+10+shock | 12 | 6 | -2 | 0 | 18 | 10 | 28 | Astrid |
| Bluespawn Ambusher | Claw 1 | 1d8+4 | 4 | 4 | 0 | 0 | 8 | 1 | 9 | Saradette |
| Kobold Elite | MW Heavy Crossbow | 1d8 | 6 | 2 | 5 | 1 | 12 | 16 | 28 | Tore |
| Kobold Warrior | Shortbow | 1d4 | 3 | 1 | 3 | 0 | 6 | 13 | 19 | Saradette |
| Kobold Warrior | Javelin | 1d4 | 3 | 1 | 3 | 0 | 6 | 4 | 10 | Elsabet |
| Kobold Underling | Sling | 1d2 | 1 | -1 | 3 | 0 | 4 | 8 | 12 | Saradette |

*Targeting Astrid: Hit. Dmg: (8 + 10) = 18 + 9 electric shock = 27. Damage split with Elsabet.*

*Dmg to Elsabet: 9 + 4 electric = 13 [69/70].*

*Targeting Elsabet: Miss.*

*Targeting Saradette: Miss, miss, miss.*

*Targeting Tore: Hit. Dmg: 2 [46/71].*

Another electric arc jolted upward and towards the second carpet above the bluespawn cluster to the east.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | | **Attack Type** | | | **Damage** | | **Notes** |
| Bluespawn Stormlizard | | Electricity Arc | | | 6d6 electric | | 100’ line; Ref DC 19 for ½ |
| **Character** | **Check** | | **Ranks** | **Roll** | | **Result** |
| Surly Sally | Reflex | | 7 | 20 | | 27 |

*Success. Saved for ½ damage. Dmg: ½ x 24 = 12 electric.*

The bard flying the second carpet flinched at the pain of the lightning arc, but kept the carpet moving aloft.

Astrid fired upon the kobold general, identifying the decorated leader who had just been struck by Saradette’s lightning bolt.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** |
| Dragonbone Composite Longbow +1 Force +2 Strength | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | 3.0 | +22 | *1* | 23 |
| DB Longbow +1, 2nd Shot | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | - | +17 | 12 | 29 |
| DB Longbow +1, 3rd Shot | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | - | +12 | 9 | 21 |
| DB Longbow +1, Rapid Shot | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | - | +22 | 13 | 35 |

*Miss, hit, miss, hit. Dmg: (2 + 1 + 2 + 2 + 2 + 3) + (1 + 1 + 2 + 2 + 2 + 3) = 12 + 11 = 23.*

The kobold leader was a tough one, and kept the two arrows stuck into his torso as he reloaded his crossbow, commanding his Commodores to do the same. Two Commodores targeted Tore and Elsabet.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Total Score** | **Roll** | **Total** |
| Kobold Elite | MW Heavy Crossbow | 1d8 | 6 | 5 | 1 | 12 | 11 | 23 |
| Kobold Elite | MW Heavy Crossbow | 1d8 | 6 | 5 | 1 | 12 | 3 | 15 |

*Miss, miss.*

“Astrid, step back and shoot!” Elsabet exclaimed, as she felt the secondary pain from the burrower’s attack on the archer flood into her. With a swift command word, she activated one charge from her brute gauntlets to add a bit more power to her blows.

*Elsabet gained +2 to Strength checks and weapon damage.*

Then, with a snarl of fury, she made a full attack on the burrower, swinging twice as hard as she could to start taking the creature down, glad of the flanking bonus provided by Tore as she tried to slice into its very thick hide.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Bastard Sword +1,  1-handed | 1d10+1 | +5 | 2 + 1 FC  +2 flank | 19-20/x2 | Slashing | 6.0 | +16 | 14 | 30 |
| Bastard Sword,  2nd Attack | 1d10+1 | +5 | 2 + 1 FC  +2 flank | 19-20/x2 | Slashing | - | +11 | 18 | 29 |

*Hit, hit. Dmg: (8 + 1 + 5 + 1 DF + 1 FC + 2 BG) + (3 + 1 + 5+ 1 DF + 1 FC + 2 BG) = 18 + 13 = 31.*

With a deep breath, she held her ground, hoping Tore would also be able to chop into the creature’s flank on the other side, taking advantage of the flanking bonus again.

Tore spring-attacked the ambusher.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Longsword +1 | 1d8+1 | +2 | 1 | 19-20/x2 | Slashing | 8.0 | +9 | 9 | 18 |

*Hit. Dmg: 3 + 1 + 2 = 6.*



The Elmore Gang continued to wreak havoc, but now a few more of them had crossbow bolts and arrows sticking out of them.

Saradette fired her glove at whatever target Elsabet attacked.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **Rng.** | **Notes** | |
| Glove of Lightning Bolt | 5d6 Electric | 120’ | Ref DC 16 for ½; melts most metals | |
| **Character** | **Save vs.**  *Lightning bolt* | **Ranks** | **Roll** | **Result** |
| Bluespawn Burrower | Reflex | 10 | 4 | 14 |

*Fail. Dmg: 15 electric. Damage negated.*



Round 22

Injustine landed and disappeared behind the thick foliage to the north.

The kobolds either reloaded their heavy crossbows or ran away now that the bluespawn creatures were in melee.

The ambushers attacked the nearest humanoid upwind of them, in one case, Tore.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Total Score** | **Roll** | **Total** |
| Bluespawn Ambusher | Claw 1 | 1d8+4 | 4 | 4 | 8 | 15 | 23 |
| Bluespawn Ambusher | Claw 2 | 1d8+4 | 4 | 4 | 8 | 1 | 9 |
| Bluespawn Ambusher | Gore | 1d6+2 | 4 | 6 | 10 | 5 | 15 |

*Miss, miss, miss.*

The burrowers did pretty much the same, with the westernmost one targeting Elsabet.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Total Score** | **Roll** | **Total** |
| Bluespawn Burrower | Tail Slap | 1d8+10+shock | 12 | 6 | 18 | 4 | 22 |
| Bluespawn Burrower | Claw 1 | 2d8+3 | 12 | 5 | 17 | 16 | 33 |
| Bluespawn Burrower | Claw 2 | 2d8+3 | 12 | 5 | 17 | 10 | 27 |

*Miss, hit, hit.*

*Dmg: (5 + 3) + (8 + 3) = 8 + 11 = 19 [63/70].*

The stormlizards remained focused on taking down the Elmore Gang for the moment. One of the sows released a meager lightning arc from her dull horn that barely cracked a dent in the moral of the mercenaries aloft.

Astrid stepped back and shot, provoking an attack of opportunity from the burrower’s tail.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Total Score** | **Roll** | **Total** |
| Bluespawn Burrower | Tail Slap | 1d8+10+shock | 12 | 6 | 18 | 4 | 22 |

*Miss.*

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** | **Notes** |
| Dragonbone Composite Longbow  +1 Force +2 Strength | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | 3.0 | +22 | 13 | 35 | +1 within 30’ |
| DB Longbow +1, 2nd Shot | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | - | +17 | 10 | 27 | +1 within 30’ |
| DB Longbow +1, 3rd Shot | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | - | +12 | 4 | 16 | +1 within 30’ |
| DB Longbow +1, Rapid Shot | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | - | +22 | 10 | 32 | +1 within 30’ |

*Hit, hit, miss, hit. Dmg: (2 + 1 + 2 + 2 + 2 + 3 + 1) + (4 + 1 + 2 + 2 + 2 + 3 + 1) + (7 + 1 + 2 + 2 + 2 + 3 + 1) = 13 + 15 + 18 = 46.*

The burrower was still far from mortally wounded, taking the arrows like a tank.

Elsabet had been prepared to unleash her Furious Counterstrike, but stayed her shield for the moment. Realizing Tore was actually not flanking the burrower, the warlock-crusader-favored soul took a step southeast to get below the beast, so that it was now flanked between her and Saradette, provided the beast considered the gnome a threat—it was worth a try, that gauntlet sure looked scary enough! With a swift command, she activated a second charge from her amulet of tears, regaining her buffer of extra vigor. Then she once again used a full attack, hoping to damage the creature as much as possible, as quickly as possible.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Bastard Sword +1, 1-handed | 1d10+1 | +4 | 2 + 2 flank | 19-20/x2 | Slashing | 6.0 | +16 | 20 | 36 |
| Bastard Sword, 2nd Attack | 1d10+1 | +4 | 2 + 2 flank | 19-20/x2 | Slashing | - | +11 | 13 | 24 |

*Threat, miss. 1d20 = 5 + 16 = 21, not a critical hit. Dmg: 7 + 1 + 4 + 1 + 1 = 14.*

*Elsabet gained 12 temporary hps [62/70].*

Looking over at Tore, she thought he should heal himself some, but if he charged the burrower from there, he should be able to get flanking and take advantage of her stance. As she pondered the situation, she felt her maneuvers reset...

|  |
| --- |
| *Current Maneuvers* |
| Battle Leader’s Charge +10 |
| Shield Block +7 |
| Crusader’s Strike 1d6+5 |
| Stone Vise, Fort DC 16 |
| Foehammer +2d6 |

Tore took a moment and activated all three charges on his Healing Belt of Priestly Might, healing himself.

*Tore gained 16 hps [62/71].*

He then looked around to assess the situation and prepared for his next move.

Saradette backed away from the creatures, and fired her blaster at the ambusher next to her.

|  |  |  |  |
| --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **Rng.** | **Notes** |
| Horizikaul’s Boom | 2d4 Sonic | 25’ + 2½’/lvl | Will DC 14 or deafened for 1d4 rounds |

*Dmg: 5 sonic.*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *horizikaul’s boom* | **Ranks** | **Roll** | **Result** |
| Bluespawn Ambusher | Will | 3 | 16 | 19 |

*Success. Deafened effect negated.*

The Elmore Gang blew up a mangonel, splitting the chassis laterally, and impaling a half-dozen hidden kobolds with wooden stakes.



Round 23

Injustine was nowhere to be seen or heard.

The burrowers continued their attacks, the one near Elsabet favoring her as a target.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Total Score** | **Roll** | **Total** |
| Bluespawn Burrower | Tail Slap | 1d8+10+shock | 12 | 6 | 18 | 12 | 30 |
| Bluespawn Burrower | Claw 1 | 2d8+3 | 12 | 5 | 17 | 2 | 19 |
| Bluespawn Burrower | Claw 2 | 2d8+3 | 12 | 5 | 17 | 7 | 24 |

*Hit, miss, miss. Dmg: 3 + 10 + 7 shock = 20 [55/70].*

The ambushers were either underground, visibly fleeing, or attacking Saradette.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Total Score** | **Roll** | **Total** |
| Bluespawn Ambusher | Claw 1 | 1d8+4 | 4 | 4 | 8 | 14 | 22 |
| Bluespawn Ambusher | Claw 2 | 1d8+4 | 4 | 4 | 8 | 16 | 24 |
| Bluespawn Ambusher | Gore | 1d6+2 | 4 | 6 | 10 | 7 | 17 |

*Miss, miss, miss.*

The stormlizards collectively zapped one of the heroes atop the stalled carpet—Rowena of Saradush—and apparently stunned or disabled her as the paladin broke through the melted plating of his armor and probably cast a *cure* spell on Rowena.

The kobolds attacked some more, but at this point, they were trying to avoid hitting the bluespawns, given the latter’s ability to deal with the intruders.

Astrid fired an arrow at each of the closest kobolds in sight.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** | **Notes** |
| Dragonbone Composite Longbow +1 Force +2 Strength | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | 3.0 | +22 | 8 | 30 | +1 within 30’ |
| DB Longbow +1, 2nd Shot | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | - | +17 | 12 | 29 |  |
| DB Longbow +1, 3rd Shot | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | - | +12 | 16 | 28 | -2 altitude |
| DB Longbow +1, Rapid Shot | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | - | +22 | 10 | 32 | -2 range |

*Hit, hit, hit, hit. Minimal damage killed each underling.*

Elsabet snarled with a bit of battle lust as the pain from the burrower’s tail slap hit and her hair frazzled a bit with the electric shock, as her furious counterstrike kicked in once again. With a swift command she activated the last charge from her amulet to get one more buffer of magical vitality.

*Elsabet gained 12 temporary hps [54/70].*

She then took a 5’ step to the east, and took another full attack at the burrower, hoping to either put it down or set it up for her allies to do so.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Bastard Sword +1, 1-handed | 1d10+1 | +4 | 2 + 1 FC | 19-20/x2 | Slashing | 6.0 | +16 | 17 | 32 |
| Bastard Sword, 2nd Attack | 1d10+1 | +4 | 2 + 1 FC | 19-20/x2 | Slashing | - | +11 | 11 | 22 |

*Hit, miss. Dmg: 8 + 1 + 4 +1 Divine Favor +1 Furious Counterstrike = 15.*

As she felt her crusader’s strike being granted, Elsabet grinned; she expected she might want to be using that soon, provided there was a foe to use it on.

Tore spring-attacked the ambusher, ending up almost 10’ north of it.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Longsword +1 | 1d8+1 | +2 | 1 | 19-20/x2 | Slashing | 8.0 | +9 | 15 | 24 |

*Hit. Dmg: 4 + 1 + 2 = 7.*

Saradette fired her blaster at it once more.

|  |  |  |  |
| --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **Rng.** | **Notes** |
| Horizikaul’s Boom | 2d4 Sonic | 25’ + 2½’/lvl | Will DC 14 or deafened for 1d4 rounds |

*Dmg: 6 sonic.*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *Horizikaul’s boom* | **Ranks** | **Roll** | **Result** |
| Bluespawn Burrower | Will | 5 | 16 | 21 |

*Success. Deafening effect negated.*

The hideous beast seemed to be losing its grip on life.

The Elmore Gang was able to take out the stormlizard bull, causing the cows, calf, and burrower to cower away as the three carpets converged in order to better tend to their wounded.

And that’s when Injustine appeared, flying out of the thicket of trees and bushes standing twice as tall as she had before. The draconic duskblade woman flew straight for Saradette, though she did not reach her yet.



Round 24

Injustine charge-attacked Saradette at a downward angle steep enough to matter.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **W+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Injustine | Bastard Sword +2 | **2d8**+2+3 | 8 | 5 | 2 | 2 charge  2 altitude | 19 | 13 | 32 |

*Hit. Dmg: 7 + 2 + 5 + 2 charge = 16 [21/53].*

The ambusher attacked Saradette as well.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Total Score** | **Roll** | **Total** |
| Bluespawn Ambusher | Claw 1 | 1d8+4 | 4 | 4 | 8 + 2 flank | 9 | 19 |
| Bluespawn Ambusher | Claw 2 | 1d8+4 | 4 | 4 | 8 + 2 flank | 11 | 21 |
| Bluespawn Ambusher | Gore | 1d6+2 | 4 | 6 | 10 + 2 flank | 8 | 20 |

*Miss, miss, miss.*

The burrower attacked Elsabet.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Total Score** | **Roll** | **Total** |
| Bluespawn Burrower | Tail Slap | 1d8+10+shock | 12 | 6 | 18 | 15 | 33 |
| Bluespawn Burrower | Claw 1 | 2d8+3 | 12 | 5 | 17 | 12 | 29 |
| Bluespawn Burrower | Claw 2 | 2d8+3 | 12 | 5 | 17 | 7 | 24 |

*Miss, hit, miss. Dmg: 10 + 3 = 15 [39/70].*

Astrid began to concentrate her firepower on the burrower.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** |
| Dragonbone Composite  Longbow +1 Force +2 Strength | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | 3.0 | +22 | 18 | 40 |
| DB Longbow +1, 2nd Shot | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | - | +17 | *1* | 18 |
| DB Longbow +1, 3rd Shot | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | - | +12 | 10 | 22 |
| DB Longbow +1, Rapid Shot | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | - | +22 | 17 | 39 |

*Hit, miss, miss, hit. Dmg: (6 + 1 + 2 + 2 + 2 + 3) + (1 + 1 + 2 + 2 + 2 + 3) = 16 + 11 = 27.*

And still the burrower threatened their lives.

Elsabet grimaced with the pain from the burrower’s claw, and thought she might have to have the same talk she had once had with Barkley, about working together to take one foe down more quickly rather than attacking foes separately—the burrower was clearly the bigger threat compared to the ambusher.

But perhaps one more furious hit would do the trick after Astrid’s rain of arrows, and at least the ambusher was now twitching on the ground. She glanced past the burrower at Injustine as she took a step back to the west, annoyed at the enemy favored soul for using the same mojo she liked to use herself.

Finding a position to set her feet, now back within 10’ of Saradette, with a swift command she activated a charge from her brute gauntlets and initiated her Crusader’s Strike, hoping to take down the burrower with one last hit and channel the healing energy to her gnome friend.

*Elsabet gained +2 to melee weapon damage and Strength-based checks.*

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Bastard Sword +1, 1-handed | 1d10+1 | 4 + 1 DF  +1 FC | 2 | 19-20/x2 | Slashing | 6.0 | +15 | 18 | 33 |

*Hit. Dmg: 10 + 1 + 4 + 1 DF + 1 FC + 2 brute gauntlets = 19.*

*Saradette gained 4 + 5 = 9 hps [30/53].*

The burrower faltered in its flinching step against the heroine’s slash, but it stood its ground for the moment. As her next maneuver was granted and her fury faded, Elsabet glared up at Injustine...

Tore charge-attacked the ambusher.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Longsword +1 | 1d8+1 | +2 | 1 + 2  Charge | 19-20/x2 | Slashing | 8.0 | +11 | 13 | 24 |

*Hit. Dmg: 7 + 1 + 2 + 2 charge = 12.*

That about killed the poor thing, which tried limping away, but instead dropped and whimpered itself into its final nap.

Saradette backpedaled and turned her glove on the remaining towering assailant.

|  |  |  |  |
| --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **Rng.** | **Notes** |
| Horizikaul’s Boom | 2d4 Sonic | 25’ + 2½’/lvl | Will DC 14 or deafened for 1d4 rounds |

*Dmg: 5 sonic.*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *Horizikaul’s boom* | **Ranks** | **Roll** | **Result** |
| Bluespawn Burrower | Will | 5 | 18 | 23 |

*Success. Deafening effect negated.*

The Elmore Gang was administering the bulk of the healing magic needed to reprise their engagement with the stragglers below.



Round 25

Injustine swift-cast *blade of blood*, quick-cast *shocking grasp*, and full-attacked Saradette. Elsabet immediately used her Shield Block to intercept the enemy favored soul’s first attack. <Saradette gains +7 AC vs Injustine’s first attack.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **W+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Injustine | Bastard Sword +2 | **2d8**+2+5 + 1d6 BoB +5d6 electric | 8 | 2 | 1 height | 16 | 14 | 30 |
| Injustine | Bastard Sword, 2nd Attack | **2d8**+2+5 | 3 | 2 | 1 height | 11 | 4 | 15 |

*Miss, miss.*

Saradette cursed roundly as the blade barely missed her, and scampered to one side to allow Elsabet to attack their enemy.

The burrower attacked Elsabet some more, too dumb to know it would soon perish.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Total Score** | **Roll** | **Total** |
| Bluespawn Burrower | Tail Slap | 1d8+10+shock | 12 | 6 | 18 | 8 | 26 |
| Bluespawn Burrower | Claw 1 | 2d8+3 | 12 | 5 | 17 | 12 | 29 |
| Bluespawn Burrower | Claw 2 | 2d8+3 | 12 | 5 | 17 | 9 | 26 |

*Miss, hit, miss. Dmg: 6 + 3 = 9 [30/70].*

The few kobolds in sight were running for their lives at this point. One general was still giving the Elmore Gang a hard time with his heavy crossbow, but a *scorching ray* put an end to the miserable kobold’s strife.

The Elmore Gang finished up their immediate healing and turned their carpets towards Injustine and the Fist of Light. “You’re done for now, lady!” one of the males among them shouted.

Astrid had wanted to cull the burrower before it could do any more harm, but with Injustine about to slay Saradette, and Tore about to slay the burrower, she instead trained her nocked arrow on the duskblade/favored soul of Tiamat, and shot as many arrows as she could.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** | **Notes** |
| Dragonbone Composite  Longbow +1 Force +2 Strength | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | 3.0 | +22 | 19 | 41 | +1 within 30’ |
| DB Longbow +1, 2nd Shot | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | - | +17 | 5 | 22 | +1 within 30’ |
| DB Longbow +1, 3rd Shot | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | - | +12 | 13 | 25 | +1 within 30’ |
| DB Longbow +1, Rapid Shot | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | - | +22 | 11 | 33 | +1 within 30’ |

*Hit, miss, hit, hit. Dmg: (1 + 1 + 2 + 2 + 2 + 3) + (6 + 1 + 2 + 2 + 2 + 3) + (2 + 1 + 2 + 2 + 2 + 3) = 11 + 16 + 12 = 39.*

Elsabet snarled at the burrower, glad that its claw strike seemed weaker than the previous one and that it looked just about done in. She quickly nodded at Astrid, and said “Nice shooting, keep stepping back!” She then focused again on the burrower, drew the power of the earth up into her body, and initiated the Stone Vise strike she had just been granted, once again with her furious counterstrike thanks to the raking claw.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Bastard Sword +1, 1-handed | 1d10+1 | +4 + 1d6 SV | 2 + 1 FC | 19-20/x2 | Slashing | 6.0 | +14 | 6 | 20 |

*Miss.*

She spat at the burrower and took another step north, into the enlarged Injustine’s reach, hoping to attract her attention. She shouted “Try me, loser!” up at the giant-sized bitch, and grinned fiercely as she felt her Foehammer maneuver being granted.

The burrower swiped at Elsabet.

Tore activated his boots of the Battle Charger and charged Injustine, swinging at her with his sword.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Longsword +1 | 1d8+1 | +2 | 1 + 2  charge | 19-20/x2 | Slashing | 8.0 | +11 | 8 | 19 |

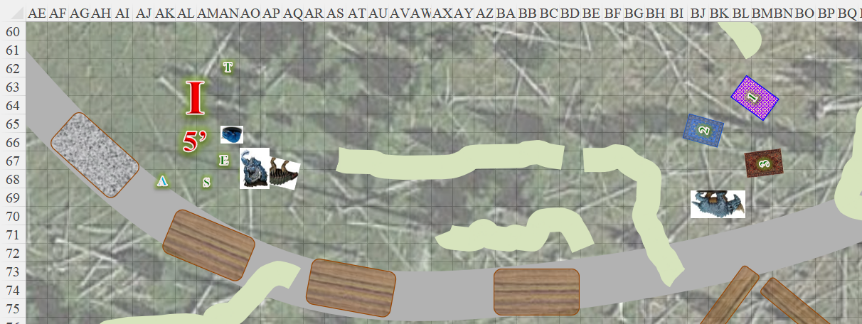
*Miss.*

He then took a 5’ step to the north as he attempted to get into a position to allow his allies to flank their foe.

Saradette backpedaled and turned her glove on the remaining towering assailant.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | | **Rng.** | **Notes** |
| Glove of Lightning Bolt | 5d6 Electric | | 120’ | Ref DC 16 for ½; melts most metals |
| **Character** | **Save vs.**  *lightning bolt* | **Ranks** | **Roll** | **Result** |
| Bluespawn Burrower | Reflex | 10 | 4 | 14 |

*Fail. Dmg: 21 electric. Partial damage negated.*



Round 26

Injustine turned and full-attacked Tore, who now presented the biggest perceived threat.

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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **W+** | **Total Score** | **Roll** | **Total** |
| Injustine | Bastard Sword +2 | **2d8**+2+5 | 8 | 5 | 2 | 15 | 16 | 31 |
| Injustine | Bastard Sword, 2nd Attack | **2d8**+2+5 | 3 | 5 | 2 | 10 | 7 | 17 |

*Hit, miss. Dmg: 12 + 2 + 5 = 19 [43/71].*

The burrower full-attacked Elsabet.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Dex Mod+** | **Total Score** | **Roll** | **Total** |
| Bluespawn Burrower | Tail Slap | 1d8+10+shock | 12 | 6 | -2 | 18 | 1 | 19 |
| Bluespawn Burrower | Claw 1 | 2d8+3 | 12 | 5 | -2 | 17 | 18 | 35 |
| Bluespawn Burrower | Claw 2 | 2d8+3 | 12 | 5 | -2 | 17 | 17 | 34 |

*Miss, hit, hit. Dmg: (6 + 3) + (13 + 3) = 9 + 16 = 25 [5/70].*

Astrid popped off four shots slightly upward and towards Injustine’s torso.

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** | **Notes** |
| Dragonbone Composite  Longbow +1 Force +2 Strength | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | 3.0 | +22 | 15 | 37 | +1 within 30’ |
| DB Longbow +1, 2nd Shot | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | - | +17 | 14 | 31 | +1 within 30’ |
| DB Longbow +1, 3rd Shot | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | - | +12 | 7 | 19 | +1 within 30’ |
| DB Longbow +1, Rapid Shot | 1d8 | +1+2+2+2+3 | 6 | 19-20, x4 | 165’+20’+20’ | - | +22 | 13 | 35 | +1 within 30’ |

*Hit, hit, miss, hit. Dmg: (5 + 1 + 2 + 2 + 2 + 3) + (8 + 1 + 2 + 2 + 2 + 3) = 15 + 18 = 33.*

Injustine looked like she was about to fly away after the first shot hit her, but by the third hit, she cringed, tried to remove the arrows from her armored chest, and collapsed.

The Elmore Gang cheered as their carpets approached, arrows trained on the burrower in case the heroes didn’t take it down in another swipe or two.

Saradette had just moved north to flank Injustine, planning to fire her next *lightning bolt* right into where the sun didn’t shine on Injustine’s armor... but alas: the villain was done for. The gnome instead saw Elsabet about to slice heartily into the burrower, and she looked around for another target to shoot.

Reeling from the pain of the burrower’s claws, her Furious Counterstrike once again activated, she quickly made a decision between healing herself and finishing off the burrower—and decided to risk the latter. With a swift command, she activated the last charge on her gauntlets and launched a full attack on the beast!

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Bastard Sword +1, 1-handed | 1d10+1 | +4 | 2 + 1 FC | 19-20/x2 | Slashing | 6.0 | +14 | 17 | 31 |
| Bastard Sword, 2nd Attack | 1d10+1 | +4 | 2 + 1 FC | 19-20/x2 | Slashing | - | +9 | 13 | 22 |

*Hit, miss. Dmg: 7 + 1 + 4 + 1 DF +1 FC + 2 BG = 16.*

And that allowed them to all sigh with relief as brain parts emerged from the burrower’s sliced skull.

Tore saw no immediate threats, though they could all tell by the subsiding tremors under their feet that the fleeting burrowers were not likely to return.

Round 26

Injustine’s dead body returned to its normal size, her dying cells now unable to channel the magic that *enlarged* them.

The Elmore Gang’s carpets hovered just a few feet above the ground. Brother Pro warned, “There are likely still kobolds and burrowers about. Keep your ears perked.”

With the immediate threats all taken care of, Tore quickly moved to Elsabet and Saradette so he cout heal their injuries. First he went to Elsabet and activated 1 charge of his Ring of Mystic Healing before using his Domain spell: *cure moderate wounds*.

*Elsabet gained 9 + 6 +10 = 25 hps [30/70].*

“Much obliged, kind cleric,” Elsabet was sincerely grateful.

Tore then tuned to Saradette and activated 2 charges from his ring (healing) before casting his Domain spell: *cure light wounds*.

*Saradette gained 4 +5 + 13 = 22 hps [52/53].*

Astrid appeared to need a little healing as well, so he cast *cure light wounds* on her.

*Astrid gained 8 + 5 = 13 hps.*

Meanwhile, the Elmore Gang had managed to quaff and cast enough potions and spells to get back to tiptop condition, though their spells and arrows were depleted. “We did a thorough job here,” Sligson sighed as they beheld Injustine’s haversack.

“Is that where she put your carpet?” Barthas asked Astrid.

“Indeed,” said the archer, now retrieving it, and placing the duskblade/favored of Tiamat’s weapons into the sack. “I’m donating this to the Ankhapuri coffers.”

Elsabet nodded thanks to Tore for the much-needed healing, then focused her will on her fey connection to the elemental realms and began the 6-second process of using *summon nature’s ally V* to try to bring forth multiple medium-sized fire elementals. She hoped nothing interrupted her summoning!

As the summoning finished, Elsabet brought them in on top of nearby mangonels until no more appeared, and then pointed at the wooden siege engines and made a motion like flames billowing up, trying to indicate her desire to see the devices burn.

Then she retrieved a flask of alchemist’s fire, stepped 5’ towards the nearest mangonel and tossed the flask onto it, avoiding the elemental, to reinforce what she wanted to see happen.