*Chapter 41: Shaedlings*

“No,” concluded the artificer. “What lies ahead looks to be firmly lodged inside Infester QS63.” She didn’t go into the details, but this was no transplanar conduit.

Chart

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Round 17

“What do you advise?” Zvetlana inquired as to what actionable steps should be taken.

“We should approach with caution,” she warned, wondering if they should buff up before proceeding. Though the others could not see as well as Saradette, she was able to spot another series of platforms. These were glowing brightly enough to illuminate the immediate area around them, but there was also a structure to the northeast that stood atop a puddle of magma, with a larger pond of magma to the southeast. It was notable that the smoke emanating from these was wafting over towards them.

Seeing the singular, green pylon to her southeast—lodged into the flat veneer, and bulging with Shadowstuff—Saradette surmised that this was a hinge for the screen, an anchor of sorts, but was a bit short of sure about this.

Tore walked closer to the barrier with the intention to test it with his sword before stepping through it. Before he approached any closer, Tore cast *sanctuary [expired on Round 25]* upon himself.

*Tore gained sanctuary’s protection, DC 14.*

Round 18

He then approached the barrier, testing it with his sword first. It felt cold to the touch, but the sword went through without any damage. The fighter-cleric led the way through the veneer, followed by Akilesh and Zvetlana.

“Beware,” said Zvetlana as she stepped through and spotted about a half-dozen of the black fey within 200’ of their position. “I believe these are shaedlings, hateful fey with command over shadow.”

“What are those spinnerets on their bellies?” asked Akilesh.

“I know not,” the aristocrat had likely forgotten this detail from her studies, and like the others, failed to identify the assassin vine right next to them.

Saradette followed through the barrier.

Once Saradette came through, Tore looked toward the object to their northeast, identifying it as a solid-rock, swiveling, barricade with no visible ballista mounted within the flat disk that sustained the impenetrable, 4’ barrier facing the heroes. There was another such structure to their southeast. He and the others also spotted the fey atop the building before them, and at the foot of its northern curvature.

An additional shaedling began to materialize before them atop a red platform surrounded by an abysmal pit. It studied them for a moment, wearing platinum armor—unlike the rest of the fey, who were unclad—and holding a staff in its left hand.

Chart

Description automatically generated

Round 19

The assassin vine immediately cast *entangle [to expire upon the tree’s death]*.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Save vs.**  *entangle* | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** |
| **Saradette, Reflex** | **8** | **Dex (+3)** | 2 | 13 | 7 | 20 |
| **Tore, Reflex** | **3** | **Dex (+2)** | 0 | 5 | 19 | 24 |

*Success, success.*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Check** | **Ranks** | **Roll** | **Result** |
| Akilesh | Reflex | 4 | 7 | 11 |
| Zvetlana | Reflex | 5 | 18 | 23 |

*Fail, success.*

Akilesh remained held firmly in place despite his efforts to free himself from the vines now tethering his limbs steady.

The plant then attacked Zvetlana

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Dex Mod+** | **Total Score** | **Roll** | **Total** |
| Assassin Vine | Slam | 1d6+7 | 3 | 4 | 1 | 7 | 12 | 19 |
| Assassin Vine | Grapple | 1d6+7 Constrict | 3 | 4 | 1 | 7 | 19 | 26 |

*Hit. Dmg: (4 + 7) + (1 + 7) = 11 + 8 = 19.*

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Total Score** | **Roll** | **Total** |
| Zvetlana | Grapple | Grapple | 6 | 1 | 7 | 11 | 18 |

*Grapple successful; Zvetlana is pinned.*

In the Abyssal tongue, the armored shaedling commanded its conspecifics to attack, and cast a spell upon himself.

*Unidentified boost gained.*

From each barricade platform, there sprung a turret with a heavy crossbow shrouded in a shadow gossamer, and a fey to man it. They fired upon Tore, along with the footmen atop and at the foot of the towering cylinder.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Total Score** | **Roll** | **Total** |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 | 7 | 15 | 22 |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 | 7 | 18 | 25 |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 | 7 | 6 | 13 |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 | 7 | 4 | 11 |

*Miss, hit, miss, miss.*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *sanctuary* | **Ranks** | **Roll** | **Result** |
| Shaedling | Will | 5 | 13 | 18 |

*Success. Dmg: 7 + 1 = 8 [63/71].*

Tore cast *summon monster II [expired on Round 28]* to his northeast, commanding them to head for and attack the shadow creatures on the platform to their northeast.

Zvetlana’s python dropped to the ground as the woman quickly drew her crossbow and fired.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Total Score** | **Roll** | **Total** |
| Zvetlana | Light Crossbow +2 | 1d8+2 | 6 | 4 | 2 | 9 | 2 | 11 |

*Miss.*

Saradette fired on the assassin vine with her glove in an effort to free the people caught in it.

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

*Dmg: 21 electric. Damage negated.*

“Blast!” Saradette noted the ineffective ray that the tree absorbed.

Chart

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Round 20

Tore finished wiggling his fingers, and three Celestial riding dogs charged at the crossbow-toting fey behind the swiveling turret.

*Jumps not challenging enough to riding dogs for a check. Automatic success to clear 4’.*

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Celestial riding dog | Bite | 1d6+3 | 1 | 2 | 2 charge | 5 | 10 | 15 |
| Celestial riding dog | Bite | 1d6+3 | 1 | 2 | 2 charge | 5 | 11 | 16 |
| Celestial riding dog | Bite | 1d6+3 | 1 | 2 | 2 charge | 5 | 7 | 12 |

*Hit, hit, miss. Dmg: (5 + 3) + (1 + 3) = 8 + 4 = 12. Partial damage negated.*

*I’m interpreting the bite of a Celestial animal to not be “magical” enough to bypass the shaedling’s 5/cold iron Damage Reduction.*

Upon completing the spell, Tore activated the wings of his hawkfeather armor as he quickly pulled out his shield—with its ever-active crystal of arrow deflection—then yelled to Saradette, “Help the others, I will keep them busy.”

Saradette swung her launcher up and shot the vine’s trunk area.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** | **Notes** |
| Minié Ball Launcher | 1d10 | x3 | 100’ + 10’/lvl | 5.0 | 9 | 6 | 15 | 50 musket pellets (Launch Item) |

*Hit. Dmg: 2.*

The fey leader said something, and the shaedlings turned their turrets towards the other heroes.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex**  **Mod+** | **W+** | **Total**  **Score** | **Roll** | **Total** |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 | 7 | 12 | 19 |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 | 7 | 4 | 11 |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 | 7 | 12 | 19 |

*Hit (Akilesh), miss (Saradette), hit (Zvetlana).*

*Dmg to Akilesh: 4.*

*Dmg to Zvetlana: 2.*

The other shaedlings also fired before reloading.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 | 2 height | 9 | 7 | 16 |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 | 2 height | 9 | 16 | 25 |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 | 0 | 7 | 17 | 24 |

*Hit (Akilesh), hit (Saradette), hit (Zvetlana).*

*Dmg to Akilesh: 10.*

*Dmg to Saradette: 6 [47/53].*

*Dmg to Zvetlana: 5.*

Akilesh struggled to get free of the vines as the shadow gossamer bolts that impaled the heroes fizzled out of existence moments after impact.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Check** | **Ranks** | **Roll** | **Result** |
| Akilesh | Reflex | 4 | 1 | 5 |

*Fail.*

Zvetlana fired upon the shaedling leader, then reloaded.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Dex Mod+** | **W+** | **Total Score** | **Roll** | **Total** |
| Zvetlana | Light Crossbow +2 | 1d8+2 | 6 | 1 | 4 | 2 | 9 | 17 | 26 |

*Hit. dmg: 2 + 2 = 4.*

The assassin vine focused on Akilesh, who was firmly in its grip.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Total Score** | **Roll** | **Total** |
| Assassin Vine | Slam | 1d6+7 | 3 | 4 | 7 | 4 | 11 |

*Miss.*

Chart

Description automatically generated with medium confidence

Round 21

Tore flew towards the shadow creatures on the platform south of the 50’ tall tower, reaching a height of 10’ and preparing to charge-attack the shooter.

A bloodfire ooze that had been fomenting snatched at Tore as he flew by.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *sanctuary* | **Ranks** | **Roll** | **Result** |
| Bloodfire Ooze | Will | 4 | 8 | 12 |

*Fail. Ooze cannot attack Tore.*

Tore mentally commanded the summoned Celestial dogs to continue attacking the same targets until they were eliminated, which they did.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Celestial riding dog | Bite | 1d6+3 | 1 | 2 | 2 flank | 5 | 16 | 21 |
| Celestial riding dog | Bite | 1d6+3 | 1 | 2 | 2 flank | 5 | 16 | 21 |
| Celestial riding dog | Bite | 1d6+3 | 1 | 2 | 2 flank | 5 | 9 | 14 |

*Hit, hit, miss. Dmg: (2 + 3) + (4 + 3) = 5 + 7 = 12. I can’t remember if the Celestial plate counters DR/magic, but I’ll rule that it does for now, so no damage negated.*

The crossbow-wielding fey, flew up and away, leaving that turret unmanned. The others fired upon the heroes.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Total Score** | **Roll** | **Total** | **Targeting** |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 | 7 | 3 | 10 | Saradette |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 | 7 | 17 | 24 | Saradette |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 | 7 | 5 | 12 | Zvetlana |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 | 7 | 18 | 25 | Tore |

*Miss, hit, miss, hit.*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *sanctuary* | **Ranks** | **Roll** | **Result** |
| Shaedling | Will | 5 | 8 | 13 |

*Fail. Shaedling cannot attack Tore.*

*Dmg to Saradette: 6 + 1 = 7 [40/53].*

The cleric fluttered westward and cast *necrotic skull bomb* upon Zvetlana. The skull exploded near her feet, then burst with negative energy.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Save vs.**  *necrotic skull bomb* | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** |
| **Saradette, Fortitude** | **2** | **Con (+1)** | 0 | 3 | 4 | 7 |

*Fail. Saradette suffered 3 negative levels, i.e., –3 on attacks, saves, and skill/ability checks; –15 hit points; –3 effective level; and loss of one currently available highest-level spell (player’s choice). In addition, when she next prepares spells or regains spell slots, she gets one less spell slot at her highest spell level. Negative levels remain for 24 hours or until removed.*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *necrotic skull bomb* | **Ranks** | **Roll** | **Result** |
| Akilesh | Fortitude | 7 | 17 | 24 |
| Zvetlana | Fortitude | 2 | 16 | 18 |

*Success, success. Effect negated. Assassin vine unaffected by spell.*

The dwarf and wereserpent shrugged off the spell’s effects, as was the tree that continued to do its best to strangle them.

Saradette drew her short sword and attacked the assassin vines that were holding the other two.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Short Sword | 1d4 | -1 | -3 | 19-20/x2 | Piercing | 1.0 | 2 | 16 | 18 |

*Hit. Dmg: 2 – 1 = 1.*

Though successful, she estimated that it would take minutes of hacking away at branches before she would bring the plant down. The plant attacked her.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Total Score** | **Roll** | **Total** |
| Assassin Vine | Slam | 1d6+7 | 3 | 4 | 7 | 7 | 14 |

*Miss.*

Akilesh and Zvetlana struggled against the assassin vine’s *entangle* spell.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *entangle* | **Ranks** | **Roll** | **Result** |
| Akilesh | Reflex | 4 | 19 | 23 |
| Zvetlana | Reflex | 5 | 18 | 23 |

*Success, success.*

Both heroes got clear of the entanglement, ending up at the shoreline.

Chart

Description automatically generated

Round 22

A dull thud resounded throughout the pocket plane, coupled with a brief vibration underfoot.

Akilesh made his way eastward until he got to firm land, catching up to Zvetlana and her python. With her light crossbow, she shot at the fey that had escaped the three dogs’ maws, keeping her eye on the leader, who had just fluttered westward.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Zvetlana | Light Crossbow +2 | 1d8+2 | 6 | 4 | 2 | -2 height | 7 | 10 | 17 |

*Hit. Dmg: 7 + 2 = 9.*

The shaedling looked to be almost dead, and turned as quickly as its buzzing wings could take it before it started to dart away. Akilesh cast *Chaav’s laugh [expired on Round 22]*, being in range of the fleeing fey *and* the leader.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *Chaav’s laugh* | **Ranks** | **Roll** | **Result** |
| Shaedling | Will | 5 | 8 | 13 |
| Shaedling | Will | 5 | 10 | 15 |
| Assassin Vine | Will | 2 | 18 | 20 |

*Fail, fail, success. Assassin vine suffers –2 to attacks and saves vs. fear effects.*

*Akilesh, Zvetlana, and Celestial dogs gain +2 to attack and saves vs. fear effects, plus 4 + 10 = 14 temporary hit points.*

As one shaedling fled, the foot soldier to the north buzzed over to the unmanned turret, took cover, and selected her next target.

Tore anticipated his charge against the shaedling as he mentally commanded the Celestial dogs to attack the closest shaedling to them.

The doggies ran southwestward towards the floating leader that was preparing something shaedy for the heroes. Two of them reached the male fey and nipped at him.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Celestial riding dog | Bite | 1d6+3 | 1 | 2 | 2 charge  2 flank | 7 | 4 | 11 |
| Celestial riding dog | Bite | 1d6+3 | 1 | 2 | 2 charge  2 flank | 7 | 14 | 21 |

*Miss, hit. Dmg: 3 + 3 = 6.*

The shaedling leader flew upward to avoid the dogs.

*Attacks of Opportunity*

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Celestial riding dog | Bite | 1d6+3 | 1 | 2 | 2 charge  2 flank | 7 | 10 | 17 |
| Celestial riding dog | Bite | 1d6+3 | 1 | 2 | 2 charge  2 flank | 7 | 6 | 13 |

*Miss, miss.*

The male fey then cast his doosie: *summon babau demon [expired no later than Round 34, requires concentration]*, which Saradette could identify by its verbal component.

Unable to attack Tore at the moment, the bloodfire ooze made its way northwestwardly where the action was.

Then Tore charged, forsaking his *sanctuary* spell’s remaining protection.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Longsword of Frost | 1d8+1 | +1+1d6 Cold | 1 + 2 charge | 19-20/x2 | Slashing | 8.0 | +11 | 17 | 28 |

*Hit. Dmg: 8 + 1 + 1 + 2 + 3 cold = 15.*

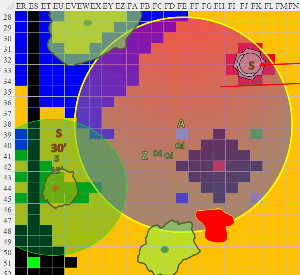
The assassin vine attacked Akilesh.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Total Score** | **Roll** | **Total** |
| Assassin Vine | Slam | 1d6+7 | 3 | 4 | 7 | 16 | 23 |

*Hit. Dmg: 4 + 7 = 11.*

Saradette was already out of reach of the enemies, and right up against the shadow veneer. The level drain had taken a lot out of her, and she needed a moment. She expended all of the charges in her healing belt as she flew away.

*Saradette gained 17 hps [53/53].*



Round 23

The assassin vine tried to entangle Saradette, but she was too high up.

A babau appeared next to Akilesh, and attacked him.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Total Score** | **Roll** | **Total** |
| Babau | Claw 1 | 1d6+5 | 7 | 10 | 17 | 9 | 26 |
| Babau | Claw 2 | 1d6+5 | 7 | 10 | 17 | 15 | 32 |
| Babau | Bite | 1d6+2 | 7 | 5 | 12 | 6 | 18 |

*Hit, hit, miss. Dmg: (4 + 5) + (1 + 5) = 9 + 6 = 15.*

Tore continued to direct his summoned Celestial dogs to attack the shaedling nearest them.

The dogs could no longer reach the buzzing leader of the shaedlings, so they went for the babau instead.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Celestial riding dog | Bite | 1d6+3 | 1 | 2 | 2 flank | 5 | 11 | 16 |
| Celestial riding dog | Bite | 1d6+3 | 1 | 2 | 2 flank | 5 | 4 | 9 |
| Celestial riding dog | Bite | 1d6+3 | 1 | 2 | 2 flank | 5 | 5 | 10 |

*Miss, miss, miss.*

Tore then landed and attacked the shaedling that he just charged with his sword.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** | **Notes** |
| Longsword of Frost | 1d8+1 | +1+1d6 Cold | 1 | 19-20/x2 | Slashing | 8.0 | +11 | 4 | 15 | Frostbiter |

*Hit. Dmg: 5 + 1 + 1 + 3 cold = 10.*

As the demon was summoned, Tore looked at the shaedling that had summoned the demon, knowing they would need to break his concentration.

The now injured shaedling fired upon Tore.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Total Score** | **Roll** | **Total** |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 | 7 | 17 | 24 |

*Hit. Dmg: 3 + 1 = 4 [59/71].*

The other shaedlings targeted Akilesh.

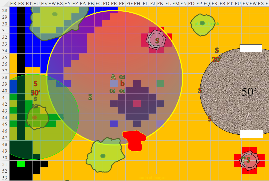
|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 | 2 height  -4 into melee | 5 | 13 | 18 |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 | -4 into melee | 3 | 7 | 10 |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 | -4 into melee | 3 | 3 | 6 |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 | -4 into melee | 3 | 12 | 15 |

*Miss, miss, miss, miss.*

The lead shaedling was now near Saradette, and attacked with his quarterstaff in midair.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Dex Mod+** | **W+** | **Total Score** | **Roll** | **Total** |
| Shaedling | Gossamer Quarterstaff +1 | 1d6+1 | 2 | 0 | 4 | 1 | 3 | 11 | 14 |

*Miss.*



Round 24

Tore continued his attack on the shaedling in front of him, while he checked on the other shaedling that had summoned the demon. Because the shaedling had taken flight specifically to escape the demons, Tore figured it was a better use of his time to try to finish off his current opponent then go after the shaedling that summoned the demon.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Longsword of Frost | 1d8+1 | +1+1d6 Cold | 1 | 19-20/x2 | Slashing | 8.0 | +11 | 15 | 26 |
| Longsword, 2nd Attack | 1d8+1 | +1+1d6 Cold | 1 | 19-20/x2 | Slashing | - | +6 | 13 | 19 |

*Hit, hit. Dmg: (1 + 1 + 1 + 5 cold) + (8 + 1 + 1 + 4 cold) = 3 + 10 + 9 cold = 11.*

The shaedling died, and crumbled to a pile of coal.

The dogs continued to attack the babau that said shaedling had summoned.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Celestial riding dog | Bite | 1d6+3 | 1 | 2 | 2 flank | 5 | 13 | 18 |
| Celestial riding dog | Bite | 1d6+3 | 1 | 2 | 2 flank | 5 | 2 | 7 |
| Celestial riding dog | Bite | 1d6+3 | 1 | 2 | 2 flank | 5 | 10 | 15 |

*Miss, miss, miss.*

Saradette lifted her gauntleted right hand and zapped the shaedling spellcaster with the quarterstaff.

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

*Base dmg: 19 electric.*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *lightning bolt* | **Ranks** | **Roll** | **Result** |
| Shaedling | Reflex | 8 | 15 | 23 |

*Success. Saved for ½ damage. Dmg: 9 electric.*

The ooze overran Zvetlana as Saradette saw the electricity of her contraption coursing through the shaedling leader, who would soon succumb to the opposition that awaited him.

*Dmg to Zvetlana: 5 + 1 = 6 fire.*

The shaedling leader got up in Saradette’s grill and smacked at her with his staff as his minions tried to take out the intruders with ranged attacks.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 | 2 height | 7 | 5 | 12 |
| Shaedling | Gossamer Quarterstaff +1 | 1d6+1 | 2 | n.a. | 1 | 0 | 3 | 10 | 13 |
| Shaedling | Gossamer Javelin | 1d6 | 2 | 4 | 0 | -2 range | 0 | 13 | 13 |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 | 0 | 7 | 4 | 11 |
| Shaedling | Gossamer Javelin | 1d6 | 2 | 4 | 0 | 0 | 2 | 1 | 3 |

*Miss, miss, miss, miss, miss.*

Now with a line of sight, Tore noted an additional sentry to the northeast who shot at him with a crossbow, but missed.

The babau went for one dog, then another, and then the first one again.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Total Score** | **Roll** | **Total** |
| Babau | Claw 1 | 1d6+5 | 7 | 10 | 17 | 4 | 21 |
| Babau | Claw 2 | 1d6+5 | 7 | 10 | 17 | **20** | 37 |
| Babau | Bite | 1d6+2 | 7 | 5 | 12 | 6 | 18 |

*Hit, threat, hit. 1d20 = 16 + 17 = 33, critical hit.*

*Dmg to dog 1: (2 + 5) + ([2 x 5] + 2) = 7 + 12 = 19.*

*Dmg to dog 2: 4 + 5 = 9.*

Both of the wounded dogs remained stalwart threats.

The assassin vine shrieked as if in horror, though it was actually delighted that its groundskeepers would soon regale it with bleeding bodies.

Chart

Description automatically generated with medium confidence

Round 25

The ooze overwhelmed Zvetlana.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  Distraction | **Ranks** | **Roll** | **Result** |
| Zvetlana | Fortitude | 2 | 3 | 5 |

*Fail. Zvetlana is Nauseated, and can only take a move action.*

Nauseated, Zvetlana ran northward, gagging as she escaped the ooze’s sway.

Saradette zapped the shaedling leader again.

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

*Base dmg: 17 electric.*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *lightning bolt* | **Ranks** | **Roll** | **Result** |
| Shaedling | Reflex | 8 | 4 | 12 |

*Fail. Normal damage taken.*

That was enough juice to zap the leader into oblivion. Rather than falling like his quarterstaff did, the shaedling crumbled to dust that fizzled into the breeze.

Tore reactivated the wings of his armor and headed for the top of the 50’ tall tower and engage the closest shaedling.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Longsword of Frost | 1d8+1 | +1+1d6 Cold | 1 – 2 height  + 2 charge | 19-20/x2 | Slashing | 8.0 | +11 | 12 | 23 |

*Hit. Dmg: 2 + 1 + 1 + 4 cold = 8.*

Tore slew the shaedling, and saw the next one turning towards him as the dead one fizzled to dust just like its master had.

The bloodfire ooze engulfed the dogs and Akilesh instead, getting the babau in its mass as well. It pounced down on the nearest doggie.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Total Score** | **Roll** | **Total** |
| Bloodire Ooze | Slam | 1d8+10+2d6 fire | 9 | 5 | 14 | 18 | 32 |

*Hit. Dmg: 5 + 10 + 5 fire = 20.*

*Dmg to others in squares occupied by ooze: 2 fire each.*

The slammed dog dematerialized while everyone else got a little scorched.

Akilesh attacked the babau.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Akilesh | Spiked Club +1 | 1d8+1+3 | 5 | 2 | 2 flank | 10 | 1 | 11 |

*Miss.*

The shaedling at the top of the 50’ building fired upon Tore.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Total Score** | **Roll** | **Total** |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 | 7 | 10 | 17 |

*Miss.*

The one hovering adjacent to the building buzzed forward, then fired upon Zvetlana as did the one at the northernmost turret.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 | 2 height | 9 | 9 | 18 |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 | 0 | 7 | 11 | 18 |

*Hit, hit. Dmg: (10 + 1) + (3 + 1) = 11 + 4 = 15.*

The babau turned to Akilesh, then dissipated as its conjurer’s life left his body.

Chart, bubble chart

Description automatically generated

Round 26

Seeing the demon disappear was a relief. Now Tore, atop the 50’ tower, wings spread, decided to go after the bloodfire ooze, hoping the cold of his sword would do some damage.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Longsword of Frost | 1d8+1 | +1+1d6 Cold | 1 + 2  Charge | 19-20/x2 | Slashing | 8.0 | +13 | 17 | 30 |

*Hit. Dmg: 7 + 1 + 1 + 4 cold = 13.*

Saradette drew her blaster and hammered the bloodfire ooze with its sonic energy.

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

*Base dmg: 6 sonic.*

Akilesh and the remaining dogs struggled to hold back nausea.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  Distraction | **Ranks** | **Roll** | **Result** |
| Celestial riding dog | Fortitude | 5 | 9 | 14 |
| Celestial riding dog | Fortitude | 5 | 1 | 6 |
| Akilesh | Fortitude | 7 | 8 | 15 |

*Fail, fail, success.*

The dwarven favored soul of Lurue managed to attack the ooze.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Akilesh | Spiked Club +1 | 1d8+1+3 | 5 | 3 | 2 flank | 10 | 19 | 29 |

*Hit. Dmg: 7 + 1 + 3 = 11.*

The ooze retaliated against the cleric.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Total Score** | **Roll** | **Total** |
| Bloodire Ooze | Slam | 1d8+10+2d6 fire | 9 | 5 | 14 | 6 | 20 |

*Miss.*

*Dmg to Tore: 4 fire [burning blood] [55/71].*

The dogs and Akilesh got burnt as well.

*Dmg to Akilesh and dogs: 6 fire each.*

Zvetlana drank a potion of *cure serious wounds*, and braced for the shaedlings’ attacks.

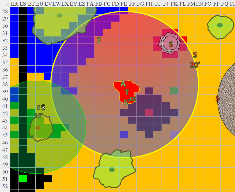
*Zvetlana gained 17 + 12 = 29 hps.*

Three remaining shaedlings fired upon Zvetlana, who appeared to be the most vulnerable among the intruders.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Total Score** | **Roll** | **Total** |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 | 7 | 18 | 25 |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 | 7 | 1 | 8 |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 – 2 + 2 | 7 | 10 | 17 |

*Hit, miss, miss. Dmg: 7 + 1 = 8.*

The assassin vine swung at Saradette, but was too far to reach her.



Round 27

Tore’s *summon monster* spell expired, and the remaining dog disappeared.

They could tell that while the shaedlings were easy to pop off after a few attacks, the ooze would pose a lasting challenge to them. Akilesh struggled to get out of the searing mass with some dignity.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  Burning Blood | **Ranks** | **Roll** | **Result** |
| Akilesh | Fortitude | 7 | 20 | 27 |

*Success. Nauseated effect negated.*

Normally, an ooze wouldn’t impose the nausea and distraction that a swarm often did, but they were in a chaotic pocket plane, and anything was permissible. The dwarf took some steps towards the coast and got his feet and shins in the shallow waves.

Saradette flew up another 10’ and fired on the ooze again with her blaster.

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

*Base dmg: 5 sonic.*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *Horizikaul’s boom* | **Ranks** | **Roll** | **Result** |
| Bloodfire Ooze | Will | 4 | 14 | 18 |

*Success. Ooze saved for ½ damage: ½ x 5 = 2 sonic.*

*[DM assumption]* Tore could tell that the sprawling ooze was pouncing to extend itself upward, and thus instinctively flew up after a single swing of his blade.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Longsword of Frost | 1d8+1 | +1+1d6 Cold | 1 | 19-20/x2 | Slashing | 8.0 | +11 | 3 | 14 |

*Miss.*

The ooze tried to snap upward at the cleric, but could not reach him now. Then, the energized platform under the ooze reset, and was instantly triggered by the landing ooze’s weight, zapping it.

*Dmg: 29 electric. Partial damage negated.*

The shaedlings closed in on Zvetlana, hoping to knock down at least one of them before having to flee. The one who had been manning the northeastern turret had buzzed over to the top of the cylindrical building by now, and was providing support.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Total Score** | **Roll** | **Total** |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 | 7 | 13 | 20 |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 | 7 | 17 | 24 |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 | 7 | 8 | 15 |
| Shaedling | Gossamer Crossbow +1 | 1d10+1 | 2 | 4 | 1 | 7 | 9 | 16 |

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

Another two bolts of shadow gossamer entered her abdomen, but the armor amortized most of the force.

Saradette noted that along with the quarterstaff, a few of the lead shaedling’s possessions had also fallen at the sprawling roots of the assassin vine, and among them was a now broken pair of spectacles that looked like what Tore had described a while back.



She couldn’t remember the name he’d given them, but they were somehow linked to that Ephod of Authority that he’d recently been awarded.

|  |  |  |  |
| --- | --- | --- | --- |
| **Item** | **Qty.** | **Wt.** | **Value** |
| Ephod of Authority | 1 | 2.0 | 800 |

The ooze then took on an erect, phallic shape and headed over to Akilesh and Zvetlana.

The dead leader’s influence was no longer boosting the shaedlings’ morale, and the remaining four decided to call it a day, heading eastward.

Chart, scatter chart

Description automatically generated

Round 28

With the ooze being the only thing threatening them right now, Tore flew after it and charge-attacked.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Longsword of Frost | 1d8+1 | +1+1d6 Cold | 1 | 19-20/x2 | Slashing | 8.0 | +11 | 17 | 28 |

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

Akilesh drank a potion of *cure serious wounds*, and stepped further back into the shallow tidepool’s rippling waves.

*Akilesh gained 15 + 10 = 25 hps.*

Zvetlana shot the ooze, then also stepped back into the tidepool, reloading.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Dex Mod+** | **W+** | **Total Score** | **Roll** | **Total** |
| Zvetlana | Light Crossbow +2 | 1d8+2 | 6 | 1 | 4 | 2 | 9 | 3 | 12 |

*Miss.*

The shaedlings continued to flee.

The assassin vine could do nothing harmful to Saradette at the moment.

The bloodfire ooze went for Zvetlana, but was harmed by the water, and thus flinched back.

*Dmg: 4 cold.*

*[DM assumption]* Saradette repeated her blaster attack.

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

*Base dmg: 7 sonic.*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *Horizikaul’s boom* | **Ranks** | **Roll** | **Result** |
| Bloodfire Ooze | Will | 4 | 3 | 7 |

*Fail. Deafened.*

Chart

Description automatically generated

Round 29

The bloodfire ooze quickly healed some of its wounds.

Tore made another flying charge attack against the ooze, striking with his sword and flying past it to pivot under the tree in the tidepool.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Longsword of Frost | 1d8+1 | +1+1d6 Cold | 1 + 2  Charge | 19-20/x2 | Slashing | 8.0 | +13 | 8 | 21 |

*Hit. Dmg: 8 + 1 + 1 + 1 cold = 11.*

Zvetlana attacked and reloaded, taking another 5’ step deeper into the saltwater pool.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Dex Mod+** | **W+** | **Total Score** | **Roll** | **Total** |
| Zvetlana | Light Crossbow +2 | 1d8+2 | 6 | 1 | 4 | 2 | 9 | 8 | 17 |

*Hit. Dmg: 6 + 2 = 8.*

Akilesh couldn’t charge while knee-deep in the water, but he got close enough to swipe at one of the rough limbs forming on the ooze.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Dex Mod+** | **Total Score** | **Roll** | **Total** |
| Akilesh | Spiked Club +1 | 1d8+1+3 | 5 | 3 | 2 | 8 | 18 | 26 |

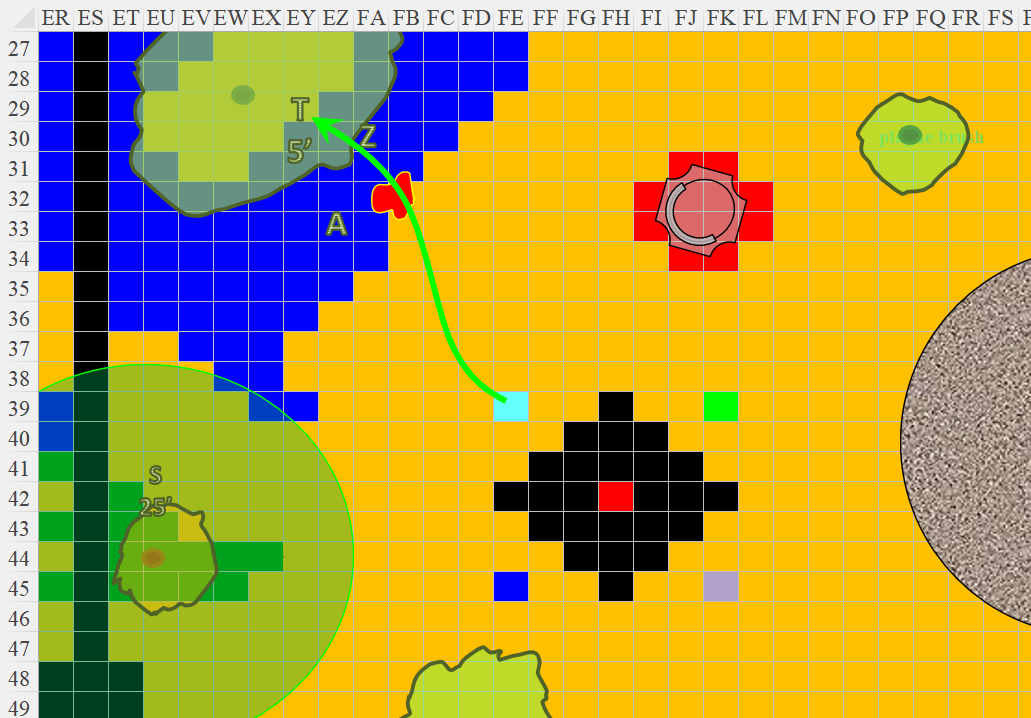
*Hit. Dmg: 1 + 1 + 3 = 5.*

The ooze attacked Akilesh, taking some damage as it got wet.

*Dmg: 4 cold.*

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Dex Mod+** | **Total Score** | **Roll** | **Total** |
| Bloodire Ooze | Slam | 1d8+10+2d6 fire | 9 | 5 | 1 | 14 | 7 | 21 |

*Miss.*



Saradette flew north, pausing just before the tree copse in front of her to blast the ooze again on the way.

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

*Base dmg: 20 electric.*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *lightning bolt* | **Ranks** | **Roll** | **Result** |
| Bloodfire Ooze | Reflex | 5 | 18 | 23 |

*Success. Saved for ½ damage: 10 electric.*

Chart

Description automatically generated

Round 30

The ooze healed a bit once again.

Zvetlana had seen what the platform had done to the bloodfire ooze, and as she got sight of the surface of the ooze up-close, she deduced aloud, “The cyan platform produces electricity!” This wasn’t so much an immediate boon to their plight, but she and the others were beginning to figure out the pattern among the platforms that those in flight had seen by now. She shot at the ooze as it retracted from the shallows, and reloaded.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str**  **Mod+** | **Dex**  **Mod+** | **W+** | **Total**  **Score** | **Roll** | **Total** |
| Zvetlana | Light Crossbow +2 | 1d8+2 | 6 | 1 | 4 | 2 | 9 | 5 | 14 |

*Miss.*

A picture containing chart

Description automatically generated

And then, further to the southeast, there was another cluster of platforms arranged compactly along the same cardinal positions as the others, something odd for a presumably chaotic being’s plane.

Akilesh understood with some confidence, and attacked again as he grunted, “The blue ones—argh!—provide water infused with positive energy.”

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Dex Mod+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Akilesh | Spiked Club +1 | 1d8+1+3 | 5 | 3 | 2 | 2 flank | 10 | 16 | 26 |

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

“So they’re wells of *cure* potions?” Tore deduced and sought to confirm.

“Effectively... I think,” the favored soul of Lurue told the cleric of that goddess.

A picture containing chart

Description automatically generated

The cleric thought twice about trusting the dwarf’s intuition, but the bloodfire ooze was still afoot, and the fight was still at hand, particularly for those who could not fly.

The bloodfire ooze said, “Fuck it!” and fled eastward like the shaedlings had, but not quite as fleetly on foot. Its slug-like form seethed in rage at having to withdraw, and as the heroes decided on its fate, the foul creature escaped along the sand and into the pool of lava to the northeast.

To the south, the assassin vine beckoned for the heroes to come back into its *entangling* radius.

Tore considered going after the ooze one last time, but decided he likely wouldn’t hurt it enough to end it, so he let it go. He landed on the island and waited for Saradette.

“I believe we should test out that healing water theory before we move on anywhere else.”

Saradette moved back to the south and shot the assassin vine with her sonic blaster, keeping clear of the creature’s reach as she did.

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

*Base dmg: 4 sonic.*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *Horizikaul’s Boom* | **Ranks** | **Roll** | **Result** |
| Assassin Vine | Will | 2 | 7 | 9 |

*Fail. Saradette can tell the deafening effect isn’t making much of a difference.*

The tree writhed, unable to reach the wily gnome. Then the gnome’s flight capability ended, and she fell into the vine’s *entangle* spell, which promptly grabbed her.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Save vs.**  *entangle* | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** |
| **Saradette, Reflex** | **8** | **Dex (+3)** | 2 | 13 | 15 | 28 |

*Success. Movement reduced to ½.*

Vines lashed out at her, but only those manifested by magic could grasp her, and she felt them tugging her towards the center, though she managed to slip by the more tenacious ones for the moment as she chose her zagged exit path.

Chart

Description automatically generated

Round 31

The ooze was now an indistinguishable mass of magma within a larger pool of its base compounds.

Rather than trying to escape the vine’s magical ensnarement, Saradette fired her sonic blaster at the assassin vine’s rubbery trunk.

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

*Base dmg: 6 sonic.*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *Horizikaul’s Boom* | **Ranks** | **Roll** | **Result** |
| Assassin Vine | Will | 2 | 10 | 12 |

*Fail. Deafened, but probably irrelevant.*

The *entangle* spell did its best to restrain Saradette so that she could no longer effectively act.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Save vs.**  *entangle* | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** |
| **Saradette, Reflex** | **8** | **Dex (+3)** | 2 | 13 | 20 | 33 |

*Success. Not yet entangled.*

Seeing Saradette playing with her victim, Tore was content to let the assassin vine be, as it was no threat as long as they kept their distance; Saradette, on the other hand, had extra ammunition she wanted to burn before upgrading her blaster again. The cleric looked out for any other threats and asked the other two if they required any healing.

Zvetlana had actually just chugged down a potion of *cure moderate wounds* as she came back onto the shore.

*Zvetlana gained 9 + 10 = 19 hps.*

Back up to full health, she offered a *cure light wounds* potion to Akilesh.

Following the wereserpent ashore, the dwarven favored soul promptly drank the potion and thanked Zvetlana, saying to Tore, “Save your spells, brother. I don’t believe we’re out of the woods yet.”

*Akilesh gained 7 + 5 = 12 hps.*

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Character** | **TAC** | **FFAC** | **AC** | **HPs** | **Current HPs** |
| **Saradette** | **16** | **21** | **24** | 53 | 53 |
| **Tore** | **13** | **21** | **23** | 71 | 55 |
| **Akilesh** | **13** | **21** | **23** | 70 | 70 |
| **Zvetlana** | **14** | **14** | **18** | 50 | 50 |

“Better yet,” Zvetlana tossed Tore a *cure moderate wounds* potion across the shallow water between them, underestimating the severity of his wounds slightly. “This should get you back up to this morning’s state.”

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Save to catch vial** | **Rank** | **Ability**  **& Mod.** | **Misc.**  **Mods.** | **Total** | **Roll** | **Check** |
| **Tore, Reflex** | **3** | **Dex (+2)** | 0 | 5 | 9 | 14 |

*Success.*

*[DM assumption]* Tore smiled at the kind wereserpent, and drank down the good stuff.

*Tore gained 5 + 10 = 15 hps [70/71].*

Chart

Description automatically generated

Round 32

“Does she need help?” Zvetlana asked herself and the two males.

Akilesh looked at Tore, then called out, “Artificer! Step away from that thing; it’s liable to eat you whole if it gets a good hold of you!”

Tore began walking across the shallows to join Akilesh and Zvetlana. He nodded to the wereserpent, “Thanks.” He felt much better now and looked towards Saradette. “Saradette,” he yelled, “leave the plant alone and join us.”

Saradette activated her dimension stride boots to move northeast and out of the creature’s reach. “That thing has a pair of glasses I want.”

Tore thought for a moment, “How valuable are they? If they are that important and useful, perhaps we can all wear it down for you to grab the glasses.”

Akilesh and Zvetlana agreed that the vine had to be put down at this point, and headed south a bit as Akilesh shouldered his club and drew his heavy crossbow.

Zvetlana, meanwhile, got into a good position in the sand, and fired her own crossbow.

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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Total Score** | **Roll** | **Total** |
| Zvetlana | Light Crossbow +2 | 1d8+2 | 6 | 4 | 2 | 12 | 18 | 30 |

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

Ending up waist deep in the tidepool, the artificer took care to keep dry her gadgets that weren’t water resistant.

Chart

Description automatically generated

Round 33

The bloodfire ooze seemed to be coming back for more action, though no one noticed it yet.

Akilesh fired his crossbow at the assassin vine as Zvetlana reloaded hers.

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| --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **Total Score** | **Roll** | **Total** |
| Akilesh | Heavy Crossbow +1 | 1d10+1 | 5 | 2 | 7 | 17 | 24 |

*Hit. Dmg: 9 + 1 = 10.*

Zvetlana shot at the tree as well.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Total Score** | **Roll** | **Total** |
| Zvetlana | Light Crossbow +2 | 1d8+2 | 6 | 4 | 2 | 12 | 16 | 28 |

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

The tree was nearly done for by now, and writhed as its roots wrested themselves from the ground.

“It will attempt to flee,” surmised the dwarf.

“Or engage in a mad, impetuous death-charge,” argued the wereserpent.

Then they noticed the bloodfire ooze inching back towards them, looking much refreshed by the magma infusion.

Saradette fired her sonic blaster at the assassin vine, hoping to kill the thing.

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

*Dmg: 6 sonic.*

“Phew!” she said as the *entangle* spell began to dissipate, and the tree’s myriad vines fell limp, dripping acidic sap onto the ground.

Tore saw the ooze coming once again and moved south as he drew his longsword. “We need to keep moving or get back into the water. The ooze does not want to give up.” Tore now regretted his decision to let the ooze get away earlier.

Chart

Description automatically generated

Round 34

Akilesh reloaded his heavy crossbow.

Zvetlana fired upon the ooze, and reloaded her light crossbow.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Total Score** | **Roll** | **Total** |
| Zvetlana | Light Crossbow +2 | 1d8+2 | 6 | 4 | 2 | 12 | 13 | 25 |

*Hit. Dmg: 6 + 2 = 8.*

Tore readied his Barricade Buckler Shield (holding it but not activating the barrier yet) and said to Saradette, “Recover the item; then we need to decide which way to go.” Tore had no preference. They could continue to explore this pocket universe or head back. Though, he wasn’t quite sure how to get home from where they were.

Saradette turned towards the bloodfire ooze, who decided against any further offensive, and went back in for additional healing.

“It’ll be back,” Akilesh guessed. “It’s not up to its prior stature.”

Chart

Description automatically generated