*Chapter 46: The Match of Troubles*

Time was dilated, or perhaps diluted, and the more astute among those who had spent time in the Outer Planes could anticipate their exit from the conduit, being familiar with the telltale features of the lightless end of such tunnels. For a moment, humans like Haal and Atlas pondered the rest of their fleeting lifetimes, while those with longer anticipated lifespans reminisced on ages past, and counted their blessings as the comforting voices of their respective deities accompanied the howling winds that conveyed them across this divine conduit.

A person in a blue robe walking in a stone doorway

Description automatically generated

*Played by Adrianne Palicki,* Amara Theren, worshipper of Mielikki, felt a surge in her sorcerous abilities. She nodded to Nihm as they made eye contact momentarily. Kassuq announced the checkerboard below them, and pointed it out as they all felt renewed, even refurbished.

*OOC: All spells that were active by Round 6 of all 3 campaigns have been reset as if cast on Round 1 below. All spell slots have been renewed, with prepared spells being the same as before.*

Round 1

Amara, Alvin, Baldoor, Haal, Kassuq, and Nihm were the first of the heroes to land with little effort on a chessboard, followed by Lucky, Delia, Archer, and the four paraelementals.

No sooner had they landed than the next batch of heroes fell just a few feet from the first group. Akilesh, Saradette, Tore, and Zvetlana. A moment later, the most legendary of heroes joined the ranks of the earthlier warriors and spellcasters.

Some of them noticed that their current spell effects glowed once as if they’d just been renewed, and the spellcasters could remember and cast spells they’d recently cast. Time dilation ceased, and they saw their spiritual weapons at the ready as well.

A mist before them cleared, revealing a comparably eclectic collective of ne’er-do-wells whose semblances announced them as the venerators of Mask, Malar, and other ill-disposed divinities.

A person with a mask on her face

Description automatically generated

*Played by Elizabeth Olsen,* Serasande—a novice duskblade—drew her sword and saw the warriors on the other side of the chessboard, casting what appeared to be *true strike*.

A person in a dress with a cape coming out of the top of a staircase

Description automatically generated

*Played by Jennifer Lawrence,* Lauriel—a half-elf paragon wizard—cast *fox’s cunning* upon herself.

*Lauriel gained +4 to Int.*

A drawing of a demon

Description automatically generated

*Played by James Brown,* Azaron—now nearly fully healed—swooped down from the dark sky and hovered above, casting *desecrate* once again, this time upon the middle of the larger board.

*Area within spell effect cut off from Red Knight’s influence.*



*Played by Billy Bob Thornton,* San-ji—an ascetic cleric—cast *sanctuary*, facing the west as did the rest of the figures now placed on the eastern side of the map.



*Played by Margot Robbie,* Ragnarok identified the hostiles to the west, and cast *dragonskin* upon herself.

*Ragnarok gained +4 to FFAC and AC.*

A person with red hair and a green hat

Description automatically generated

*Played by Ariana Greenblatt,* Viola—wearing only a woolen robe with the simple insignia of a cleric of Lliira—cast *shield of faith*.

*Viola gained +3 to TAC and AC.*

A person in a garment holding swords

Description automatically generated

*Played by Andy Serkis,* Larlumson the Craven manifested his *armor of darkness* ability, and drew his unholy bastard sword, choosing an opponent as he took a few steps forward.

A person in a garment holding a bow and arrow

Description automatically generated

*Played by Meghan Markle,* Anæsthesia—a cloistered cleric of an elven deity—cast *true seeing*.

*Anæsthesia gained true seeing.*

A person in a purple dress next to a dragon

Description automatically generated

*Played by Paris Jackson,* Velvet looked like a dragon shamaness modeled after the antithesis of Teeth of Fire, and stared at the fellow shamaness menacingly as she activated her Aura of Acid Resistance (15).

A person with long hair and ears

Description automatically generated

*Played by Benedict Cumberbatch,* Mellion—a wizard incantator—stared at the heroes with a menacing gaze from behind their eyeglasses, and cast *invisibility*.

A person with snakes on her head

Description automatically generated

*Played by Natalia Vodianova,* Samara—a medusa favored soul and divine agent of some deity—cast *weapon of the deity* upon her Darkwood Haft Adamantine Spear.

*Samara’s spear gained +1 to attack and damage.*



*Played by Julia Lewis-Dreyfus,* Willow—a succubus rogue warlock—held her bloodfeeding sickle as she sprouted wings and took flight.

A cartoon of a character in armor

Description automatically generated

*Played by himself,* Jinx—an ettercap paladin of slaughter—was still *enlarged*, and now pushed Viola aside as gently as such a villain could, then took a few steps towards the fray, selecting from the menagerie of fleshy beings before him. He cast *bull’s strength* as he prepared to charge into the fore.

*Jinx gained +4 to Strength.*



*Played by John Mellencamp,* Kedrik cast *sanctuary*, prepared to further boost himself in the midst of the mayhem that was even now ensuing.



*Played by Zachary Quinto,* Sylar—a silverbrow sorcerer incantator—pointed at Zvetlana, and cast *flesh to stone*.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *flesh to stone* | **Ranks** | **Roll** | **Result** |
| Zvetlana | Fortitude | 2 | 3 | 5 |

*Fail.*

Zvetlana, her snake, and all her gear were instantly petrified.

A person in armor holding a sword

Description automatically generated

*Played by Malin Akerman,* Liberté cast *bull’s strength* as she studied the enemies before her.

*Liberté gained +4 to Strength.*



*Played by Keanu Reeves,* Larlum cast *shield of faith* upon himself, studying his adversaries and wishing he had some of his pawns to throw at them.

*Larlum gained +3 to TAC and AC.*

A person in a black robe holding a staff and a skull

Description automatically generated

*Played by Clint Eastwood,* Who—a true necromancer—didn’t see much of a challenge before him, so he thought to test the enemy’s frontlines with a single skeleton, casting *summon undead I*.



*Played by Christian Bale,* Whisper—a shade battle sorcerer—also lacked his usual posse, mount, and familiar, so he relied on his buffs and sheer prowess to get him through this ordeal. With his unholy heavy flail in his dominant hand, he cast *mage armor* and chose his first opponent.

*Whisper gained +4 to FFAC and AC.*

A portrait of a person with long white hair

Description automatically generated

*Played by Jared Leto,* Xaryn—a drow wizard archmage—already had an active casting of mage *armor around* him, and now cast *stoneskin*.

*Xaryn gained 130 stoneskin points.*

A person in a black and white garment

Description automatically generated

*Played by Evan Peters,* Fingers—a changeling rogue warlock combat trapsmith—read his last remaining scroll of *greater invisibility*, and probably snuck around somewhere.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Skill** | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** |
| **Finger, Use Magic Device** | 17 | **Cha (+2)** | 0 | 19 | 11 | 30 |

*Success. Fingers gained greater invisibility.*



*Played by Claire Selby,* Octane—a cleric rogue—cast *true seeing*, and noted that her *spiritual dagger* was once again floating beside her from her last scuffle. She studied the battlefield before dispatching her weapon forth.

*Octane gained true seeing.*



*Played by Angelina Jolie,* Gretchen—a halfling rogue thief-acrobat ninja scout—activated a single charge of her vanisher cloak, and became *invisible*.

A person in a black dress

Description automatically generated

*Played by Jennifer Connelly,* Karmen—a human ninja fighter scout marshal barbarian thief-acrobat shadowdancer—did the same as Gretchen, rendering herself *invisible*.

A cartoon of a pirate with a sword

Description automatically generated

*Played by Tony Shalhoub,* Kaszüm—a gnome illusionist beguiler ultimate magus—cast *see invisibility* as he surveyed the others from the carpet he’d somehow filched from Rook.

A person in armor with a sword and cape

Description automatically generated

*Played by Ben Affleck,* Rook—a human martial rogue cleric inquisitor divine oracle—found himself mounted atop a steed unfamiliar to him. Shrugging, the rider cast *true seeing* and took a measure of those before them.

*Rook gained true seeing.*

A person in armor holding a staff

Description automatically generated

*Played by Charlize Theron,* Teeth of Fire activated her Aura of Toughness.

*Friendlies within 60’ of Teeth of Fire gain DR 3/magic.*

*Played by Ken Stott,* Akilesh cast *blessed sight* to ensure that there were no evil beings among their number, and to confirm that their enemies were indeed the agents of malice.

*Akilesh gained blessed sight.*

Zvetlana remained in place, now a statue.

Delia—an elven druid—cast *barkskin*.

*Delia gained +2 to FFAC and AC.*

Zhrezia—a drow sorceress—cast *nightshield*.

*Zhrezia gained bonuses to saves and immunity to magic missile.*

Archer drank a potion of *bear’s endurance*.

*Archer gained +4 to Constitution.*

The paraelementals had each gained metamagic boosts to their respective abilities, and now tried them out.

*Paraelementals gained unidentified boosts.*

Kassuq looked around, saw his friends, and yelled, “I am guessing those are the bad guys. Hit as many as you can!!”

A screenshot of a computer game

Description automatically generated

*OOC: Gray text represents the actions of a currently invisible character. The assumption is that there are enough PCs and friendlies that I can share the text with both of you, asking you to account for your respective characters’ abilities to see invisibility, and to act in character based on that.*

Round 2

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Character** | **Group** | **Initiative** | **Roll** | **Modified Roll** | **Speed** |
| Rook | 1 | 6 | 20 | 26 | 30’ |
| Xaryn | 3 | 5 | 20 | 25 | 30’ |
| Nihm | 1 | 6 | 17 | 23 | 30’ |
| Devrion | 1 | 6 | 17 | 23 | 30’ |
| Baldoor | 1 | 6 | 17 | 23 | 30’ |
| Brene | 1 | 6 | 17 | 23 | 30’ |
| Zvetlana | 1 | 4 | 19 | 23 | 30’ |
| Haal | 1 | 6 | 15 | 21 | 30’ |
| Karmen | 3 | 8 | 12 | 20 | 50’ |
| Saradette | 1 | 3 | 17 | 20 | 20’ |
| Jinx | 1 | 1 | 18 | 19 | 30’ |
| Steelshade | 1 | 5 | 13 | 18 | 20’ |
| Atlas | 1 | 2 | 16 | 18 | 30’ |
| Gretchen | 3 | 5 | 11 | 16 | 30’ |
| Fingers | 3 | 3 | 13 | 16 | 30’ |
| Tore | 1 | 2 | 14 | 16 | 30’ |
| Larlum | 3 | 0 | 16 | 16 | 30’ |
| Kaszüm | 3 | 3 | 12 | 15 | 30’ |
| Amara | 1 | 3 | 12 | 15 | 30’ |
| Sylar | 3 | 7 | 7 | 14 | 30’ |
| Willow | 3 | 6 | 8 | 14 | 20’ |
| Who | 3 | 1 | 13 | 14 | 30’ |
| Ragnarok | 3 | 7 | 6 | 13 | 30’ |
| Kassuq | 1 | 6 | 7 | 13 | 40’ - 60’ |
| Kedrik | 3 | 2 | 11 | 13 | 30’ |
| San-ji | 3 | 1 | 12 | 13 | 30’ |
| Whisper | 3 | 4 | 7 | 11 | 30’/50’ |
| Anæsthesia | 3 | 1 | 10 | 11 | 30’ |
| Samara | 3 | 0 | 11 | 11 | 30’ |
| Teeth of Fire | 1 | 1 | 7 | 8 | 30’ |
| Akilesh | 1 | 2 | 5 | 7 | 30’ |
| Liberté | 3 | 2 | 5 | 7 | 20’ |
| Viola | 3 | 1 | 6 | 7 | 30’ |
| Larlumson | 3 | 4 | 2 | 6 | 20’ |
| Octane | 3 | 3 | 3 | 6 | 20’ |
| Velvet | 3 | 3 | 2 | 5 | 30’ |
| Serasande | 3 | 3 | 2 | 5 | 30’ |
| Azaron | 3 | 3 | 2 | 5 | 30’/60’ |
| Mellion | 3 | 0 | 5 | 5 | 30’ |
| Lauriel | 3 | 0 | 2 | 2 | 30’ |
| Archer | 3 | 3 | XX | Automatically | 30’ |
| Delia | 3 | 2 | XX | last in | 30’ |
| Zhrezia | 3 | 1 | XX | sequence | 30’ |
| Paraelementals | 3 | 2 | XX |  | 30’ |

Rook *[true seeing]* could not yet move his horse forward, and thus he waited for those before him to move as he cast *energy immunity*.

*Rook became immune to fire damage.*

Xaryn cast *lesser globe of invulnerability*.

*Xaryn and those within 10’ of him were impervious to level 3 and lower spell effects.*

Nihm quickly fired off a pair of arrows at the large, intimidating, evil paladin, hoping the others would follow suit, hoping to quickly eliminate her opponent.

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| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** |
| Longbow +1 | 1d8 | 1 | 1 | x3 | 100’ | 3.0 | +9 | 15 | 24 |
| Longbow, Rapid Shot | 1d8 | 1 | 1 | x3 | 100’ | - | +9 | 19 | 28 |

*Hit, hit. Dmg: (2 + 1) + (3 + 1) = 3 + 4 = 7.*

The hits were true, but were nowhere near the amount of firepower that would stop this bugger.

As she let the arrows go, she called Lucky to her side saying, “Lucky, come, guard,” and pointed to herself. Not ready to have him charge into the fray just yet. Lucky took a 5’ step westward, opening up a space for Rook to come through.

Rook led his gallant steed forward a few feet, now facing Jinx with a menacing look before lowering the visor of his helmet.

Devrion cast *meteor storm* near the enemies who’d turned invisible.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Atk** | **Roll** | **Check** | **Notes** |
| Ranged Touch Attack | 18 | 11 | 29 | Weapon Focus Included |
| Ranged Touch Attack | 18 | 6 | 24 | Weapon Focus Included |
| Ranged Touch Attack | 18 | 2 | 20 | Weapon Focus Included |
| Ranged Touch Attack | 18 | 10 | 28 | Weapon Focus Included |

*Hit, hit, hit, hit.*

*Bludgeoning damage to San-ji, Gretchen, Sylar, and Kedrik: 5 each.*

*Assuming 50% Save success for all enemies.*

*Dmg to Anæsthesia: 29 + 16 + (½ x 21) + (½ x 16)* *= 45 + 10 + 8 = 63 fire.*

*Dmg to Fingers: 24 + 16 + (½ x 14) + (½ x 17) = 40 + 7 + 8 = 55 fire.*

*Dmg to Gretchen: 19 + 15 + (½ x 20) + (½ x 29) = 34 + 10 + 14 = 58 fire.*

*Dmg to Kedrik: 17 + 21 + (½ x 21) + (½ x 22) = 38 + 10 + 11 = 59 fire.*

*Dmg to Larlum: 24 + 12 + (½ x 22) + (½ x 19) = 36 + 11 + 9 = 56 fire.*

*Dmg to Mellion: 19 + 31 + (½ x 21) + (½ x 24) = 50 + 10 + 12 = 72 fire.*

*Dmg to Octane: 29 + 24 + (½ x 26) + (½ x 19) = 53 + 13 + 9 = 75 fire.*

*Dmg to Ragnarok: 25 + 21 + (½ x 23) + (½ x 28) = 46 + 11 + 14 = 71 fire.*

*Dmg to Samara: 24 + 18 + (½ x 31) + (½ x 15) = 42 + 15 + 7 = 64 fire.*

*Dmg to San-ji: 20 + 19 + (½ x 29) + (½ x 18) = 39 + 14 + 9 = 62 fire.*

*Dmg to Sylar: 18 + 20 + (½ x 26) + (½ x 24) = 38 + 13 + 12 = 63 fire.*

*Dmg to Viola: 23 + 23 + (½ x 17) + (½ x 22) = 46 + 8 + 11 = 65 fire.*

*Dmg to Whisper: 22 + 20 + (½ x 14) + (½ x 19) = 42 + 7 + 8 = 57 fire.*

*Dmg to Who: 26 + 24 + (½ x 26) + (½ x 21) = 50 + 13 + 10 = 73 fire.*

*Dmg to Xaryn: 13 + 21 + (½ x 25) + (½ x 23) = 34 + 12 + 11 = 57 fire.*

San-ji and Viola died immediately. A few other villains looked like they were done for, but by the grace of their deities, they were able to commit a few final vile acts.

Baldoor, seeing the large, evil paladin, he quickly directed his *spiritual hammer* towards Jinx.

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| **Melee Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Spiritual Hammer | 1d8 | 2 | 0 | x3 | Bludgeon | - | +5 | *1* | 6 |

*Miss.*

The dwarf fumbled on his attack, then moved 5’ towards the evil beast and activated his Barricade Buckler Shield and held his hammer ready to strike.

Brene cursed and lifted 10’ straight up, then she fired on Jinx with her bow.

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| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** | **Properties** |
| Rapid Sacred Composite  Shortbow of Force, Strength +1 | 1d4+1 | 2 | 3 – 4  into melee | x3 | 60’ x 2 | 2.0 | +25 | 16 | 41 | Sneak Attack 10d6, +1 within 30’ |
| Shortbow, 2nd Shot | 1d4+1 | 2 | 3 – 4 | x3 | 60’ x 2 | - | +20 | 5 | 25 | Sneak Attack 10d6, +1 within 30’ |
| Shortbow, 3rd Shot | 1d4+1 | 2 | 3 – 4 | x3 | 60’ x 2 | - | +15 | *1* | 16 | Sneak Attack 10d6, +1 within 30’ |
| Shortbow, Rapid Shot | 1d4+1 | 2 | 3 – 4 | x3 | 60’ x 2 | - | +25 | 14 | 39 | Sneak Attack 10d6, +1 within 30’ |

*Hit, hit, miss, hit. Dmg: (3 + 1 + 2 + 38) + (3 + 1 + 2 + 42) + (2 + 1 + 2 + 35) = 44 + 48 + 40 = 132.*

“Beautiful,” the halfling archer muttered in appreciation of her bow as she likely slew the ettercap anti-paladin, though he remained on his two feet.

Haal, also noticing the large paladin followed Baldoor’s lead and sent his *spiritual mace* after the large creature.

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| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Spiritual Heavy Mace | 1d8 | 2 | 0 | ×2 | Bludgeon | - | +5 | 8 | 13 |

*Miss.*

Instead of advancing, Haal respected the fact that this paladin would not be brought down by the mettle of his party, and thus held his ground and loaded a sling bullet into his sling +1 and hurled it at Samara.

|  |  |  |  |  |  |  |  |  |  |
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| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** |
| Sling +1 | 1d4 | 1 | 1 | ×2 | 30’ | 1.0 | +6 | 14 | 24 |

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

The already wounded medusa cringed at the entry of the bullet into her scaly flesh.

*Hastened* and unseen by most, Karmen Santiago approached the *desecrated* hemisphere in the middle of the board, and put her right foot into the area, and targeted one of the frontmost knaves *[Archer]*. They all looked like pawns protecting the fancier pieces.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** | **Notes** |
| Deadly Precision Sling | 1d4+1 | 1 | 1 | x2 | 50’ | 0.0 | +18 | 16 | 34 | +4d6 Sudden Strike |
| Deadly Precision Sling, 2nd Attack | 1d4+1 | 1 | 1 | x2 | 50’ | - | +13 | 3 | 16 |  |
| Deadly Precision Sling, 3rd Attack | 1d4+1 | 1 | 1 | x2 | 50’ | - | +8 | 15 | 23 |  |
| Deadly Precision Sling, *haste* | 1d4+1 | 1 | 1 | x2 | 50’ | - | +18 | 2 | 20 | +4d6 Sudden Strike |

*Hit, miss, hit, hit Dmg: (2 + 1 + 1 + 15) + (2 + 1 + 1) + (4 + 1 + 1 + 12) = 19 + 4 + 18 = 41.*

Barely able to stand, Jinx swiftly cast *rhino’s rush*, then was urged by Lolth’s vile might to charge towards Rook’s horse, aiming to smite its rider.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** | **Properties** |
| Unholy Greatsword +1 | 3d6+2 | +10 + 1  + 2 charge | 3 | 17-20/x2 | Slashing | 8.0 | +22 | 13 | 35 | +2d6 to good |

*Hit. 2 x (14 + 2 + 10 + 1 + 2 + 4 evil) = 28 + 4 + 20 + 2 + 4 + 8 evil = 66.*

Rook was taken aback by the mighty, smiting blow.

Lucky *[Reflex check]* saw the incoming *enlarged* paladin.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save to**  Evade | **Ranks** | **Roll** | **Result** |
| Lucky | Reflex | 5 | 15 | 20 |

*Success.*

Steelshade swift cast *dimension hop* to flank Jinx, assumed the Stone Bones stance, and full-attacked the demon lover while channeling her blade’s stored *vampiric touch* spell. She also empowered her strikes (+4).

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Crit** | **x** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** | **Properties** |
| Shattermantle Bloodstone Falchion +5 | 2d4+4d4 | +9 +5 | 7 + 4 | 18 | 2 | Slashing | 8.0 | +37 | 15 | 52 |  |
| SB Falchion +5, 2nd Attack | 2d4+4d4 | +9 +5 | 7 + 4 | 18 | 2 | Slashing | - | +32 | 19 | 51 |  |
| SB Falchion +5, 3rd Attack | 2d4+4d4 | +9 +5 | 7 + 4 | 18 | 2 | Slashing | - | +27 | 6 | 33 |  |
| SB Falchion +5, 4th Attack | 2d4+4d4 | +9 +5 | 7 + 4 | 18 | 2 | Slashing | - | +22 | 18 | 40 |  |
| Greater Crystal of Arcane Steel | +1 to touch spells | 1 | +1 | - | - | - | - | - | - | - | +1 to spell DC |

*Hit, hit, hit, hit. Dmg: (6 + 11 AS + 9 + 5) + (4 + 10 AS + 9 + 5) + (8 + 8 AS + 9 + 5) + (4 + 12 AS + 9 + 5) = 31 + 28 + 30 + 30 + 0 vampiric [none available after 1st hit] = 119.*

Those near Jinx saw the bug-man’s head roll high in the air before dropping down over the edge of the board and unto the dark depths below.

Atlas squeezed between the petrified wereserpent and dwarf, and prayed *greater restoration* over the former.

*Round 1 of 3 to cast spell.*

***Last chance to edit this.***

Gretchen could tell that some of the enemies could see her, and skulked among her accomplices, then selected some naïve-looking elves along the northern part of the enemy frontline, and attacked one of them (Delia).

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** | **Notes** |
| Deadly Precision Blowgun +2 | 1 | 2 | 2 | x2 | 10’ | 1.0 | +21 | 2 | 23 | Sneak Attack 4d6,  Sudden Strike 2d6 |
| Blowgun, 2nd Attack | 1 | 2 | 2 | x2 | 10’ | - | +16 | 7 | 23 | Sneak Attack 4d6,  Sudden Strike 2d6 |
| Blowgun, 3rd Attack | 1 | 2 | 2 | x2 | 10’ | - | +11 | 4 | 15 | Sneak Attack 4d6,  Sudden Strike 2d6 |
| Blowgun, *haste* | 1 | 2 | 2 | x2 | 10’ | - | +21 | 17 | 38 | Sneak Attack 4d6,  Sudden Strike 2d6 |

*Hit, hit, miss, hit. Dmg: (1 + 2 + 16 + 7) + (1 + 2 + 18 + 11) + (1 + 2 + 19 + 10) = 26 + 32 + 32 = 90.*

The druid was slain quickly. The halfling succubus noted the overkill in her attack, and thought to attack two opponents on the next go-around.

Fingers—warded by *greater invisibility*—made his way forward and fired off an eldritch blast at one of the magma paraelementals.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** | **Notes** |
| Eldritch Blast | 1d6 | 0 | 0 | x2 | 60’ | - | +14 | 17 | 31 | +5d6 Sneak |

*Hit. Dmg: 3 + 24 = 27 magic.*

The elemental was nearly dead, and cringed as it crouched.

Tore, seeing the dwarf cleric advance, followed suit, advancing to the frontlines. He had not noticed Who yet; and saw Jinx losing his head. “We meet again! Try not to run away this time,” Tore had wanted to taunt the larger opponent, but instead cast *nimbus of light*.

*Tore gained 30’ light and 1 nimbus charge.*

Larlum cast *fire in the blood*, letting the more ambitious villains do the majority of the initial culling work. He continued to study the battlefield as foes and allies displayed their various strengths and weaknesses.

*Larlum gained fire in the blood contingency.*

From above, Kaszüm *[see invisibility]* witnessed his halfling accomplice downing the druid a moment ago, and noted how poorly organized the northernmost foes were. He then shrugged, mustered a glowing stick of incense, and cast *hypnotic pattern* upon that cluster of morons.

*5 + 10 = 15 HDs affected.*

*Paraelementals 1 – 3 are Fascinated.*

Three paraelementals now stood quietly, taking no actions other than to pay attention to the fascinating effect of the lights above and around them.

Amara cast *mage armor* upon herself and Alvin, who was sitting in her pocket looking at all the strange creatures about the place.

*Amara and Alvin gained +4 to FFAC and AC.*

The half-elf sorceress then moved south to help her friends.

Spurred by the spirit of an evil deity’s will, Sylar enjoyed the way his *flesh to stone* spell had made a nice statue for his collection, and hurled a second such spell at Akilesh.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *flesh to stone* | **Ranks** | **Roll** | **Result** |
| Akilesh | Fortitude | 7 | 19 | 26 |

*Fail.*

Akilesh and all his gear were instantly petrified in the midst of an agitated expression as Sylar succumbed to his wounds, and likely began to die.

Flapping westward and into the heart of the *desecrated* area, Willow had seen how easily bested those to the north were, and attacked the unharmed paraelemental to see what she could do to it.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** | **Notes** |
| Eldritch Blast | 2d6 | 0 | 1 | x2 | 60’/250’ | 0.0 | +16 | 17 | 33 | +1 within 30’ |
| Eldritch Blast, *haste* | 2d6 | 0 | 1 | x2 | 60’/250’ | 0.0 | +16 | 5 | 21 | +1 within 30’ |

*Hit, hit. Dmg: (6 + 2 + 1) + (5 + 2 + 1) = 9 + 8 = 17 magic.*

This was enough to hurt the paraelemental, but not to vanquish it.

Who finished his spell, manifesting a single skeleton in the midst of the *desecrated* area. The skeleton charge-attacked Baldoor.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Skeleton, M | Longsword | 1d8 + 2 | 0 | 5 | 2 charge | 7 | 18 | 25 |

*Hit. Dmg: 2 + 2 charge = 4 [31/35].*

The master necromancer walked into the middle of the evil circle, noted that his creation had made a dent, and cast *magic missile* upon the paraelemental that the succubus had just blasted.

*Dmg: 13 + 5 = 18 magic.*

Said paraelemental was reduced to a pile of cooling, inert magma.

Ragnarok entered the *desecrated* circle, and cast *orb of acid* upon Tore.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg** | **+ Mod** | **TH+** | **Atk** | **Roll** | **Check** |
| Ranged Touch Attack | 8d6 | acid | 2 | +9 | 13 | 22 |

*Hit. Dmg: 31 acid [48/79].*

Ragnarok then died.

Kassuq drew his sword and moved forward, joining the tall human cleric (Tore) in the frontlines, and now up against Jinx’s daunting form collapsed before them.

Kedrik *[sanctuary]* cast *chasing perfection* upon himself.

*Kedrik gained +4 to all primary abilities.*

Whisper was a guy who had taken down dozens of foes with his signature spell: *necrotic skull bomb*. Before rushing into melee, which he fully intended to do, he cast the spell upon the southernmost foes, seeing what evil he could do there first. The spell succeeded, but the shade battle sorcerer was outside the *desecrated* area, and frowned upon seeing that his spell had been Minimized by Red Knight’s influence.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Save vs.**  *necrotic skull bomb* | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** | **Results** |
| **Amara, Fortitude** | 1 | **Con (+0)** | 0 | 1 | 18 | 19 | +1 vs. spells |
| **Baldoor, Fortitude** | 4 | **Con (+1)** | 0 | 5 | 10 | 15 | +2 vs. Spells |
| **Brene, Fortitude** | 6 | **Con (+3)** | 3 | 12 | 2 | 14 |  |
| **Haal, Fortitude** | 7 | **Con (+1)** | 0 | 8 | 20 | 28 |  |
| **Kassuq, Fortitude** | 4 | **Con (+3)** | 1 | 8 | 7 | 15 |  |
| **Nihm, Fortitude** | 6 | **Con (+0)** | 0 | 6 | 6 | 12 |  |
| **Saradette, Fortitude** | 3 | **Con (+1)** | 0 | 4 | 15 | 19 |  |
| **Rook, Fortitude** | 9 | **Con (+0)** | 1 | 10 | 9 | 19 |  |
| **Tore, Fortitude** | 10 | **Con (+1)** | 1 | 12 | 14 | 26 |  |

*Fail, fail, fail, success, fail, fail, fail, fail, success. All who failed suffered 1 negative level.*

*Each negative level imposes:*

* *–1 on all skill checks and ability checks,*
* *–1 on attack rolls and saving throws,*
* *–5 hit points,*
* *–1 effective level,*
* *Spellcasters lose access to one highest-level spell (player’s choice for spell preppers).*

*Amara [10/10].*

*Baldoor [26/30].*

*Brene [163/163].*

*Kassuq [31/31].*

*Nihm [25/25].*

*Saradette [48/48].*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *necrotic skull bomb* | **Ranks** | **Roll** | **Result** |
| Lucky | Fortitude | 5 | 13 | 18 |
| Celestial Knightly Horse | Fortitude | 10 | 1 | 11 |

*Fail, fail. Both animals suck at most things now. Alvin is exempt.*

Anæsthesia *[true seeing]* limped into the circle, swiftly casting *align weapon (evil)*, and attacked Zhrezia, identifying her as a likely arcane spellcaster.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** | **Notes** |
| Magebane Longbow +1 | 1d8 | 1+3+2 | 1 | x3 | 100’ | 3.0 | +19 | 17 | 36 | +2d6 vs. arcane casters |
| MB Longbow +1, 2nd Shot | 1d8 | 1+3+2 | 1 | x3 | 100’ | - | +14 | 18 | 32 | +2d6 vs. arcane casters |
| MB Longbow +1, Rapid Shot | 1d8 | 1+3+2 | 1 | x3 | 100’ | - | +9 | 9 | 18 | +2d6 vs. arcane casters |
| MB Longbow +1, *haste* | 1d8 | 1+3+2 | 1 | x3 | 100’ | - | +19 | 8 | 27 | +2d6 vs. arcane casters |

*Hit, hit, hit, hit. Dmg: (4 + 1 + 3 + 2 + 5) + (8 + 1 + 3 + 2 + 10) + (5 + 1 + 3 + 2 + 3) + (1 + 1 + 3 + 2 + 4) = 15 + 24 + 14 + 11 = 64.*

Anæsthesia then collapsed onto the battlefield, finally downed by Devrion’s meteor blasts.

The sorceress was instantly killed by the archer-cleric’s first few arrows; the last few were for good measure.

Samara cast *deific vengeance* upon Kassuq, mentioning a few of his shortcomings.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Save vs.**  *deific vengeance* | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** |
| **Kassuq, Will** | 4 | Wis (+2) | 1 | 7 | **6** | 13 |

*Fail. Dmg: 12 evil [19/31].*

And though the hound archon sustained no physical injuries, he found the medusa’s words quite hurtful.

Teeth of Fire did her best to hit Willow with her line of fire.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **Rng.** | **Notes** |
| Breath Weapon (line of fire) | 6d6 | +1d6 | 60’ | DC 10 + 2 focus + 6 |

*Base dmg: 19 + 2 = 21 fire.*

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Save vs.**  Breath Weapon | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** |
| **Willow, Reflex** | 8 | **Dex (+6)** | 0 | 14 | 12 | 26 |

*Success. Saved for ½ damage: 10 fire. Partial damage negated.*

Akilesh was a stiff rock now.

Liberté took her place among the frontline combatants, and cast *divine favor* upon herself.

*Liberté gained +3 to AB and weapon damage.*

Larlumson charge-attacked one of the Fascinated paraelementals.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** | **Properties** |
| Unholy Bastard Sword | 1d10 | +8 +special+1 | 1 + 2 charge | 19-20, x2 | Slashing | 6.0 | +18 | 3 | 21 | Corrupt Weapon |

*Hit. Dmg: 5 + 8 + 1 + 5 unholy + 2 charge = 21.*

The elemental withstood the damage, but remained on his feet, albeit still distracted by the pretty lights.

Octane *[true seeing]* moved westward a bit and directed her *spiritual dagger* at the northernmost paraelemental.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** |
| Spiritual Weapon, Dagger | 1d4 | 3 + 2  charge | 2 charge | 19-20, x2 | varies | 0.0 | +22 | 13 | 35 |

*Hit. Dmg: 3 + 3 + 2 = 8.*

This killed the already wounded fellow.

Velvet identified Teeth of Fire as a fellow dragon shamaness, and came out to meet her on the battlefield, calling her out.

Serasande *[true strike]* teleported a slight distance, then charge-attacked Amara.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Crit** | **x** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Scimitar +1 | 1d6+1 | +2 | 1 + 2  Charge | 18 | 2 | Prcg/Slash | 4.0 | +9 | 6 | 15 |

*Miss.*

Azaron cast *doom* upon the dwarf in the frontlines.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Save vs.**  *doom* | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** | **Notes** |
| **Baldoor, Will** | **4** | Wis (+2) | 0 | 6 | 17 | 23 | +2 vs. Poison & Spells |

*Success. Effect negated.*

Barely alive, Mellion cast *disintegrate* upon Rook, becoming visible once again.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Save vs.**  *Disintegrate* | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** |
| **Rook, Fortitude** | **9** | **Con (+0)** | 1 | 10 | 12 | 22 |

*Fail. Dmg: 74 magic.*

The spell caused Rook’s body to disintegrate, leaving his mount intact and in dismay.

Mellion then fell to his knees and passed out.

Lauriel could tell by now that she was far out of her league with most of these foes, and noted that the paraelementals had been easy pickings for others. She targeted the unharmed one to see what a *lightning bolt* spell would do.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Check** | **Ranks** | **Roll** | **Result** |
| Magma Paraelemental | Reflex | 0 | 8 | 8 |

*Fail. Dmg: 13 electric.*

The target of the spell sizzled a bit, and both remaining paraelementals remained Fascinated by the rainbow lights.

Nearly stunned by the pain of the onslaught against them, Archer quaffed her only potion of *cure serious wounds*, and took a few steps back in the formation.

*Archer gained 21 + 15 = 36 hps.*

Delia’s and Zhrezia’s bodies were quite dead now.

A screenshot of a computer

Description automatically generated

The skull bomb’s burst dissipated into a puff of black smoke as did Devrion’s four explosive, fiery meteor blasts.

A screenshot of a computer

Description automatically generated

“You little shit!” Saradette zapped Whisper with her glove.

|  |  |  |  |
| --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **Rng.** | **Notes** |
| Glove of Lightning Bolt | 6d6 Electric | 120’ | Ref DC 16 for ½; melts most metals |

*Dmg: 18 electric.*

The zap caused the shade to jitter a bit before regaining his composure.

A screenshot of a game

Description automatically generated

Round 3

Rook was nowhere to be seen. His horse had neighed and reared rampantly at the sight of the ghastly Jinx dropping to the ground, and backed up a few feet.

Xaryn had prepared *cloudkill*, but in this situation, such a spell would also lower the number of allies amongst him, and thus, he experimented with *magic missile* for the moment, targeting the least injured paraelemental.

*Dmg: 13 + 5 = 18 magic.*

The quintet of *missiles* destroyed the magma man, leaving only one of its species left. “Hmph!” the drow approved of the outcome, and prepared to release another casting.

Nihm, seeing the *magic missiles* strike and destroy one of the magma elementals, took aim and fired off a volley at Xaryn.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** |
| Longbow +1 | 1d8 | 1 | 1 | x3 | 100’ | 3.0 | +9 | 19 | 28 |
| Longbow, Rapid Shot | 1d8 | 1 | 1 | x3 | 100’ | - | +9 | 9 | 18 |

*Hit, miss. Dmg: 3 + 1 = 4. Stoneskin absorbed damage.*

She had suspected as much when witnessing him casting the Abjuration, but Nihm was rather certain now that the *stoneskinned* wizard would be a challenge to bring down with her bow.

Devrion cast *magic missile* at Larlumson.

*Dmg: 13 + 5 + 6 Edge = 24 magic.*

The blackguard turned to face his attacker through his helmet visor.

Raising his hammer, Baldoor struck the skeleton in front of him, not wanting to use up a turn undead at this time.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| MW Warhammer | 1d8 | +1 | 1 | x3 | Bludgeon | 3.0 | +4 | 17 | 21 |

*Hit. Dmg: 4 + 1 = 5.*

He then directed his spiritual hammer to strike Serasande as she stood her ground.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Spiritual Hammer | 1d8 | 2 | 0 | x3 | Bludgeon | - | +5 | 14 | 19 |

*Miss.*

Brene fired at the doofus who’d purloined their carpet.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** | **Properties** |
| Rapid Sacred Composite  Shortbow of Force, Strength +1 | 1d4+1 | 2 | 3 – 4  carpet/altitude | x3 | 60’ x 2 | 2.0 | +24 | 6 | 31 | Sneak Attack 10d6 |
| Shortbow, 2nd Shot | 1d4+1 | 2 | 3 – 4 | x3 | 60’ x 2 | - | +20 | 10 | 30 | Sneak Attack 10d6 |
| Shortbow, 3rd Shot | 1d4+1 | 2 | 3 – 4 | x3 | 60’ x 2 | - | +14 | 11 | 26 | Sneak Attack 10d6 |
| Shortbow, Rapid Shot | 1d4+1 | 2 | 3 – 4 | x3 | 60’ x 2 | - | +24 | 4 | 29 | Sneak Attack 10d6 |

*Hit, hit, hit, hit. Dmg: (3 + 1 + 2 + 45) + (4 + 1 + 2 + 25) + (1 + 1 + 2 + 30) = 51 + 32 + 34 = 117.*

Four arrows shot straight up through the carpet and into the body of the craven gnome. One went in via his ass and was the one that slew him, causing the carpet to hover motionlessly with four small holes now dripping blood onto the chessboard.

Zvetlana and Akilesh remained petrified.

Haal approached Amara and Baldoor, and redirected his *spiritual mace* to strike Serasande to assist his friends.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **Critical** | **Type** | **Atk** | **Roll** | **Check** |
| Spiritual Heavy Mace | 1d8 | 2 | ×2 | Bludgeon | +5 | 13 | 18 |

*Miss.*

Haal then loaded another sling bullet and launched it at Whisper, hoping to do some damage or possibly distract the human shade.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** |
| Sling +1 | 1d4 | 1 | 1 | ×2 | 30’ | 1.0 | +6 | 12 | 18 |

*Miss.*

Karmen targeted Steelshade from a crouching, invisible position.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** | **Notes** |
| Deadly Precision Sling | 1d4+1 | 1 | 1 | x2 | 50’ | 0.0 | +18 | 3 | 21 | +4d6 Sudden Strike |
| Deadly Precision Sling, 2nd Attack | 1d4+1 | 1 | 1 | x2 | 50’ | - | +13 | 13 | 26 | +1 within 30’ |
| Deadly Precision Sling, 3rd Attack | 1d4+1 | 1 | 1 | x2 | 50’ | - | +8 | 15 | 23 | +1 within 30’ |
| Deadly Precision Sling, *haste* | 1d4+1 | 1 | 1 | x2 | 50’ | - | +18 | 12 | 30 | +4d6 Sudden Strike |

*Miss, miss, miss, miss.*

None of the assassin’s shots made it past the master duskblade’s armor.

Saradette zapped Whisper with her glove.

|  |  |  |  |
| --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **Rng.** | **Notes** |
| Glove of Lightning Bolt | 6d6 Electric | 120’ | Ref DC 16 for ½; melts most metals |

*Dmg: 26 electric.*

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Save vs.**  *lightning bolt* | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** |
| **Whisper, Reflex** | **4** | **Dex (+4)** | 2 | 10 | 16 | 26 |

*Success. Saved for ½ damage: 13 electric.*

Steelshade activated her scout’s headband (2 charges).

*Steelshade gained see invisibility.*

The duskblade then quick-cast *Bigby’s clenched fist* right behind the previously-undetected little shit who’d pelted her with rocks, and sent it after her.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **Atk** | **Roll** | **Check** | **Properties** |
| Bigby’s Clenched Fist | 1d8+11+stun | +0 | 20 | 10 | 30 | Fortitude DC 21 |

*Hit. Dmg: 1 + 11 = 12 + stun.*

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Save vs.**  Stun | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** | **Notes** |
| **Karmen, Fortitude** | **11** | **Con (+0)** | 0 | 11 | 1 | 12 |  |

*Fail. Stunned/Flat Footed on next round.*

Atlas *lion-roared* at his enemies, wishing he could center his attack on an enemy in the rear of the group, but alas, the effect always burst outwardly from his person, and now encompassed all mortals present.

*Allies gained +1 to AB and Saves vs. fear, plus 6 + 20 = 26 temporary hit points, which got Wild Magicked into stoneskin points.*

*Base dmg to all enemies: 53 sonic + stun for 1 round.*

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Save vs.**  *lion’s roar* | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** | **Properties** |
| **Larlumson, Fortitude** | **8** | **Con (+4)** | +2 | 14 | 5 | 19 | Armor of Darkness +2 vs. Good, Holy, Light |
| **Velvet, Fortitude** | **7** | **Con (+2)** | 0 | 9 | 15 | 24 |  |
| **Lauriel, Fortitude** | **1** | **Con (-1)** | 0 | 0 | 20 | 20 |  |
| **Liberté, Fortitude** | **10** | **Con (+4)** | 6 | 20 | 18 | 38 | True Believer bonus +2 |
| **Octane, Fortitude** | **9** | **Con (+1)** | 0 | 10 | 8 | 18 |  |
| **Xaryn, Fortitude** | **4** | **Con (+2)** | 0 | 6 | 9 | 15 |  |
| **Serasande, Fortitude** | **4** | **Con (+1)** | 1 | 6 | 7 | 13 |  |
| **Samara, Fortitude** | **6** | **Con (+2)** | 0 | 8 | 15 | 23 |  |
| **Larlum, Fortitude** | **8** | **Con (+1)** | 5 | 14 | 16 | 30 | Armor of Darkness +2 |
| **Gretchen, Fortitude** | **5** | **Con (+1)** | 0 | 6 | 3 | 9 | +2 if ≥ 1 Luck rerolls remain |
| **Fingers, Fortitude** | **7** | **Con (+1)** | 0 | 8 | 17 | 25 |  |
| **Kedrik, Fortitude** | **8** | **Con (+5)** | 13 | 26 | 20 | 46 |  |
| **Willow, Fortitude** | **6** | **Con (+1)** | 0 | 7 | 6 | 13 |  |

*Fail, fail, fail, success, fail, fail, fail, fail, success, fail, fail, success, fail.*

*Liberté, Larlum, and Kedrik ignore stun effect, and take ½ damage: 26 sonic.*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *lion’s roar* | **Ranks** | **Roll** | **Result** |
| Azaron | Fortitude | 3 | 13 | 16 |

*Fail. Full damage taken.*

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Save vs.**  *lion’s roar* | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** |
| **Whisper, Fortitude** | **4** | **Con (+1)** | 2 | 7 | 11 | 18 |

*Fail. Full damage taken.*

Lauriel’s and Serasande’s bodies were severed by the sonic blast.

Octane dropped to her knees and died, as did Mellion, Whisper, and Samara.

Gretchen moved forward 5’ and targeted Archer with her blowgun.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** | **Notes** |
| Deadly Precision Blowgun +2 | 1 | 2 | 2 | x2 | 10’ | 1.0 | +21 | 12 | 33 | Sneak Attack 4d6,  Sudden Strike 2d6 |
| Blowgun, 2nd Attack | 1 | 2 | 2 | x2 | 10’ | - | +16 | 8 | 24 | Sneak Attack 4d6,  Sudden Strike 2d6 |
| Blowgun, 3rd Attack | 1 | 2 | 2 | x2 | 10’ | - | +11 | 12 | 23 | Sneak Attack 4d6,  Sudden Strike 2d6 |
| Blowgun, *haste* | 1 | 2 | 2 | x2 | 10’ | - | +21 | 3 | 24 | Sneak Attack 4d6,  Sudden Strike 2d6 |

*Hit, hit, hit, hit. Dmg: (1 + 2 + 10 + 10) + (1 + 2 + 17 + 7) + (1 + 2 + 19 + 4) + (1 + 2 + 14 + 5) = 23 + 27 + 26 + 22 = 98.*

Archer was slain, and fell off the board into the dark depths below.

Fingers targeted Devrion with his sling.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** | **Notes** |
| Deadly Precision Sling | 1d4+1 | 1 | 1 | x2 | 50’ | 0.0 | +15 | 9 | 24 | +5d6 Sneak |
| Deadly Precision Sling, 2nd Attack | 1d4+1 | 1 | 1 | x2 | 50’ | - | +10 | 9 | 19 | +5d6 Sneak |
| Deadly Precision Sling, *haste* | 1d4+1 | 1 | 1 | x2 | 50’ | - | +15 | 2 | 17 | +5d6 Sneak |

*Miss, miss, miss.*

Tore saw the skeleton out of the corner of his eye. As he shifted his attention he saw Who. He quickly activated his Boots of the Battle Charger and charged Who, slashing with his sword.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Longsword of Frost | 1d8+1 | +1+1d6 Cold | 1 + 2  Charge  +1 *lion’s roar* | 19-20/x2 | Slashing | 8.0 | +15 | 14 | 29 |
| Longsword, 2nd Attack | 1d8+1 | +1+1d6 Cold | 1 + 1 | 19-20/x2 | Slashing | - | +8 | 19 | 27 |

*Hit, threat. 1d20 = 3 + 7 + 1 lion’s roar = 11, not a critical hit.*

*Dmg: (8 + 1 + 1 + 2 + 1 cold) + (7 + 1 + 1 + 5 cold) = 12 + 9 + 6 cold = 27.*

Who curled up and died.

After the strike, Tore moved back to prepare for another charge.

*The posted move was greater than 30’ so it had to be shortened. It ended up being 35’ after the attack.*

Larlum cast *divine power* upon himself, moving forward to whet his appetite for blood with a few lesser foes before moving on to more worthy opponents.

*Larlum gained +4 to BAB, +6 to Str, and +11 hps.*

Kaszüm hovered over the chessboard, likely dead or dying, his blood now dripping through the carpet and dotting the floor beneath.

Amara cast *invisibility*.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Crit** | **x** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Scimitar +1 | 1d6+1 | +2 | 1 | 18 | 2 | Prcg/Slash | 4.0 | +7 | 1 | 8 |

*Miss.*

The sorceress then stepped away from Serasande, moving to the southwest.

Willow targeted the remaining paraelemental.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** | **Notes** |
| Eldritch Blast | 2d6 | 0 | 1 | x2 | 60’/250’ | 0.0 | +16 | 8 | 24 | +1 within 30’ |
| Eldritch Blast, *haste* | 2d6 | 0 | 1 | x2 | 60’/250’ | 0.0 | +16 | 15 | 31 | +1 within 30’ |

*Hit, hit. Dmg: (8 + 1) + (10 + 1) = 9 + 11 = 20 magic.*

Who was extra dead now.

Seeing that his longtime friend was looking a bit beat up, Kassuq had been running over to help out with Who’s skeleton when it was burst into bits by the *lion’s roar* spell.

Barely alive, but fanatical about the next world, Kedrik moved into the *desecrated* square, and cast *flame strike* upon Devrion, who was now exposed and looked like a fine target.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Save vs.**  *flame strike* | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** |
| **Devrion, Reflex** | **8** | **Dex (+7)** | 3 | 18 | 3 | 21 |

*Fail. Full dmg taken.*

*Dmg: 53 (26 fire + 27 evil [divine]). Fire damage negated [141/168].*

Teeth of Fire took a 5’ step forward and confronted Larlumson.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Returning Shortspear +2 | 1d6 | +3 +2 +2 | 2 | x3 | Piercing | 9.0 | 15 | 7 | 22 |
| Returning Shortspear, 2nd attack | 1d6 | +3 +2 +2 | 2 | x3 | Piercing | - | 10 | *1* | 11 |

*Miss, miss.*

Liberté quick-cast *rhino’s rush* and charge-attacked Atlas.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** | **Properties** |
| Adamantine Illuminating  Holy Greatsword +1 | 2d6+2 | +10 + 1 | 3 + 2  Charge | 17-20/x2 | Slashing | 8.0 | +25 | 5 | 30 | +2d6 to evil |

*Miss.*

Ignoring the young dragon shaman that had just jabbed at him in vain, Larlumson took a 5’ step and responded to Devrion’s assault with his menacing sword in both hands.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** | **Properties** |
| Unholy Bastard Sword | 1d10 | +8 +special+1 | 1 | 19-20, x2 | Slashing | 6.0 | +16 | 3 | 19 | Corrupt Weapon |
| 2nd Attack | 1d10 | +8 +special+1 | 1 | 19-20, x2 | Slashing |  | +11 | 16 | 27 | Corrupt Weapon |

*Miss, miss.*

Octane’s *dagger* stood by motionlessly while the cleric-rogue lay on the ground, dead.

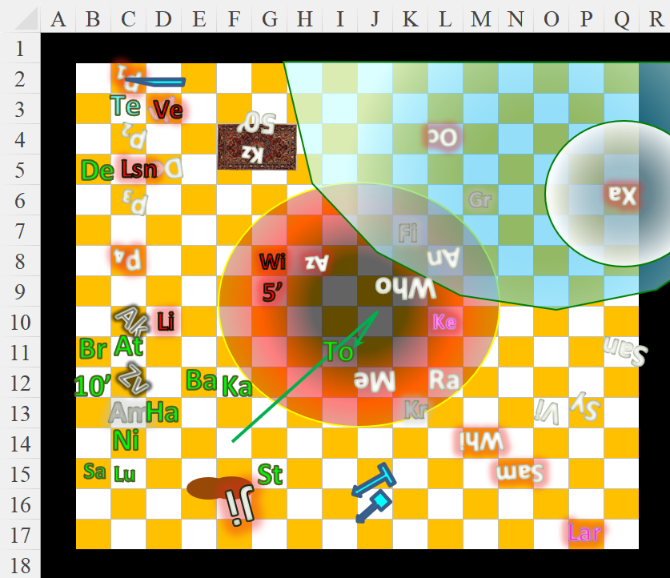
Velvet charge-attacked Teeth of Fire.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Returning Shortspear +2 | 1d6 | +5 +2 +2 | 2 + 2  Charge | x3 | Piercing | 9.0 | 18 | 4 | 22 |

*Miss.*

Suddenly and with no explanation, Kedrik and Larlum turned into bunny rabbits, leaving Karmen *[stunned]*, Larlumson, Liberté, Velvet, and Willow as the only threats on the battlefield, defiant and ready to serve their deities to the last drop of their blood... or until it seemed convenient to flee.

Malar showed his face and torso once again as lightning crackled overhead. He pounced upon Red Knight, who deflected his form with her shield and parried with her sword as other gods sparred and contended with one another. Aasterinian, Tiamat, Mayaheine, Mask, Lurue, Lolth, Lathander, Velsharoon, Shaundaukul, Cyric, the Earthmother, and others.



Round 4

Nihm took aim and fired at Willow with her bow.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** | **Notes** |
| Longbow +1 | 1d8 | 1 | 1 | x3 | 100’ | 3.0 | +9 | 18 | 27 | +1 within 30’ |
| Longbow, Rapid Shot | 1d8 | 1 | 1 | x3 | 100’ | - | +9 | 11 | 20 | +1 within 30’ |

*Miss, miss.*

Devrion pointed at the blackguard. “Erőgömb!”

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **D+** | **TH+** | **Atk** | **Roll** | **Check** | **Notes** |
| Ranged Touch Attack | +6 | 1 | 18 | 8 | 26 | Weapon Focus Included |

*Hit. Dmg: 60 force.*

That took Larlumnson out of the picture.

Baldoor, seeing most of the enemies dealt with, cast *cure light wounds* upon himself, surrendering a casting of *nimbus of light*.

*Baldoor gained 7 + 6 = 13 hps [30/30].*

He then directed his *spiritual hammer* after Liberté, hoping to, at a minimum, harass the foul being.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Spiritual Hammer | 1d8 | 2 | 0 | x3 | Bludgeon | - | +5 | 8 | 13 |

*Miss.*

Brene saw that Teeth of Fire was in danger, and she shot Velvet with her bow – repeatedly.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** | **Properties** |
| Rapid Sacred Composite  Shortbow of Force, Strength +1 | 1d4+1 | 2 | 3 | x3 | 60’ x 2 | 2.0 | +29 | 2 | 31 | Sneak Attack 10d6 |
| Shortbow, 2nd Shot | 1d4+1 | 2 | 3 | x3 | 60’ x 2 | - | +24 | 13 | 37 | Sneak Attack 10d6 |
| Shortbow, 3rd Shot | 1d4+1 | 2 | 3 | x3 | 60’ x 2 | - | +19 | **20** | 39 | Sneak Attack 10d6 |
| Shortbow, Rapid Shot | 1d4+1 | 2 | 3 | x3 | 60’ x 2 | - | +29 | 11 | 40 | Sneak Attack 10d6 |

*Hit, hit, threat, hit. 1d20 = 1, not a critical hit.*

*Dmg: (2 + 1 + 2 + 29) + (1 + 1 + 2 + 37) + (4 + 1 + 2 + 45) + (3 + 1 + 2 + 28) = 34 + 41 + 52 + 34 = 161.*

The first few arrows made the woman cease to exist, and the last few opened her up a bit more.

Haal directed his *spiritual mace* at Liberté as well, hoping to distract the villain or even get in a lucky hit.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Spiritual Heavy Mace | 1d8 | 2 | 0 | ×2 | Bludgeon | - | +5 | 16 | 21 |

*Miss.*

Haal also, for good measure, launched a sling stone at Liberté as well.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** |
| Sling +1 | 1d4 | 1 | 1 | ×2 | 30’ | 1.0 | +6 | 4 | 10 |

*Miss.*

Karmen *[stunned]* could do very little at the moment.

Saradette moved forward to get a clear shot and zapped the next flying doofus (Willow) with her glove.

|  |  |  |  |
| --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **Rng.** | **Notes** |
| Glove of Lightning Bolt | 6d6 Electric | 120’ | Ref DC 16 for ½; melts most metals |

*Base dmg: 25 electric.*

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Save**  *lightning bolt* | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** |
| **Willow, Reflex** | 8 | **Dex (+6)** | 0 | 14 | 5 | 19 |

*Success. Saved for ½ damage: 12 electric. Partial damage negated.*

“Damnable succubus!” the artificer cursed.

Steelshade quick-cast *dimension hop*, empowered her strikes (+4), and channeled *inflict serious wounds* through her blade as she full-attacked, hacking down the stunned woman who had foolishly sought to do her harm.

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Crit** | **x** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** | **Properties** |
| Shattermantle Bloodstone  Falchion +5 | 2d4 | +9 +5 +4d4 | 7+4 | 18 | 2 | Slashing | 8.0 | +41 | 19 | 60 | *+ISW* |
| SB Falchion +5, 2nd Attack | 2d4 | +9 +5 +4d4 | 7+4 | 18 | 2 | Slashing | - | +36 | 6 | 42 |  |
| SB Falchion +5, 3rd Attack | 2d4 | +9 +5 +4d4 | 7+4 | 18 | 2 | Slashing | - | +31 | 18 | 49 |  |
| SB Falchion +5, 4th Attack | 2d4 | +9 +5 +4d4 | 7+4 | 18 | 2 | Slashing | - | +26 | 1 | 27 |  |
| Greater Crystal of Arcane Steel | +1 to touch spells | 1 | +1 | - | - | - | - | - | - | - | +1 to spell DC |

*Hit, hit, hit, miss. Dmg: (5 + 9 + 5 + 12) + (5 + 9 + 5 + 11) + (3 + 9 + 5 + 13) = 31 + 29 + 30 + (15 + 15= 30) ISW = 120.*

The incapacitated Karmen died, and her *invisibility* faded.

Atlas unlimbered his shillelagh and beat Liberté with it.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Blackthorn Shillelagh +4 | 1d6 | +5+4 | 4 | x2 | Bludgeon | 1.5 | +21 | 3 | 24 |

*Miss.*

Gretchen fled the scene with her handy *teleport* ability, seeing that she was about to be finished off.

Tore charge-attacked Liberté in the hopes of ending the villain as he had just ended Who.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Longsword of Frost | 1d8+1  +2 charge | +1+1d6 Cold  +2 charge | 1 | 19-20/x2 | Slashing | 8.0 | +14 | 7 | 21 |

*Miss.*

Larlum *[bunny]* hopped around like an asshole.

Amara broke her *invisibility* spell and cast *magic missile* at the closest evil being still standing.

*Dmg: 6 + 2 = 8 magic.*

Liberté seemed to stop in her stance as she was hit in the head twice, and others noticed her eyes glowing red. She then returned to the moment as Willow fled along with Gretchen, *teleporting* away.

Kassuq was too close to charge the closest enemy, so he took a 5’ step and full-attacked Liberté, announcing, “Surrender of flee, stay and you will die.”

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Longsword +1 | 1d8 | 3 | 1 | 19-20/x2 | Slashing | 4.0 | +7 | 12 | 19 |

*Miss.*

Kedrik *[bunny]* hopped around like a total douche.

Teeth of Fire charge-attacked Liberté.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Returning Shortspear +2 | 1d6 + 2  charge | +3 +2 +2  +2 charge | 2 | x3 | Piercing | 9.0 | 17 | 6 | 23 |

*Miss.*

Liberté full-attacked Atlas.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** | **Properties** |
| Adamantine Illuminating  Holy Greatsword +1 | 2d6+2 | +10 + 1 | 3 | 17-20/x2 | Slashing | 8.0 | +23 | 11 | 34 | +2d6 to evil |
| 2nd Attack | 2d6+2 | +10 + 1 | 3 | 17-20/x2 | Slashing |  | +18 | 18 | 36 | ignores 20 hardness |
| 3rd Attack | 2d6+2 | +10 + 1 | 3 | 17-20/x2 | Slashing |  | +13 | 7 | 20 | +1 to AB & dmg., *divine favor* |

*Miss, miss, miss.*

The woman’s eyes then glowed no more, and she nearly dropped her sword as she realized she’d been possessed. “What have I done?” she asked rhetorically in Common as she looked around and took a step back from Atlas. The archivist had been confused by the emblems of Sune across the woman’s lapel, and intuited that she was a threat no more; perhaps she might even be an ally against the remaining foes.

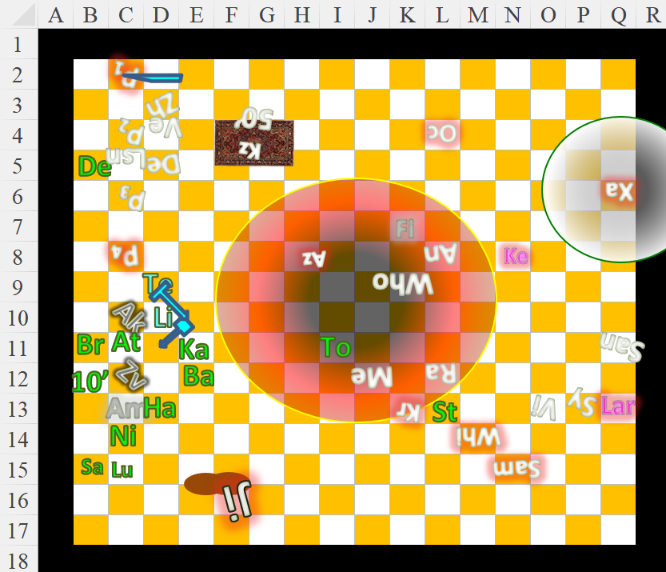
*[DM assumption; edit as needed]* Baldoor’s and Haal’s *spiritual weapons* floated in place, and their casters—reading Atlas’ and Liberté’s body language—did not direct them to continue attacking the paladin of Sune.

Saradette felt something strange within herself as yet another crackle of lightning—this time, red—lit up the darkness around them, and displayed a sprawling, flat landmass around and below them, as well as a multitude of gods, and Mayaheine’s form now took a long moment to fall in battle, and perish to the mortals’ amazement.

Mask and Malar had collectively finished her off after a long struggle, and the heroes now witnessed the goddess wither, her domain powers dispersing across the multiverse, absorbed by other gods, some of them present.

Malar reeled, and grew in musculature, his red, glowing eyes lighting up the sky once the lightning had faded. Lolth and other evil deities had either also been vanquished, or had faked their demise, escaping to some far-off layer of some wretched plane.

From the perspectives of other worlds decades had passed, but they were in a place out of time, and among gods.



Round 5

Kedrik and Larlum hopped around some more as Liberté regained her wits, faced the heroes, and declared, “This servant of Sune was swayed by powerful forces loyal to Mask. I sincerely apologize for any transgressions against you and your allies.”

The horse on the battlefield remained in place, calming itself down and portraying the skills of a well-trained battle mount.

It was a peculiar outcome: the heroes had been victorious, yet the deity that one of them worshipped was killed. Seeing the riderless horse, Nihm and Kassuq walked over to calm it. Nihm made sure Lucky behaved himself, keeping him at her side, “Heel,” she commanded and scratched him behind his ear when he obeyed.

Round 6

When they reached the horse, Kassuq tried his tongues ability, unsure if this was an ordinary horse or a magical mount of some sort. “We are friends, I am sorry for the loss of your companion, can we do anything for you?” They waited for the horse’s reaction before getting closer, identifying it as a trained mount for a paladin or knight, but not particularly magical.

End of Rounds

The mare conveyed calmness despite the atrocities committed in her midst.

Baldoor walked over to Liberte, “There is nothing to apologize for. If you were under tha control of an evil deity, then yer actions were not yer own.”

Atlas and others had also noticed the same red glow on the eyes of the one called San-ji, a robed ascetic killed early in the conflict.

Nihm and Kassuq watched as Steelshade walked around by the horse and asked, “Can we help with anything? What are you doing and looking for?” Both unsure what the wand wielding person was doing.

Tore shrugged his shoulders when Saradette asked her question. “We can hope that another deity accepts her followers, or perhaps one of her favored souls will be elevated to lesser goddess status and take her place. Perhaps your friend Laryssa will be chosen.” Tore then motioned for Saradette to follow him. When they reached Liberte, Tore bowed, “It is good to see you again and I am glad you are free of the evil that held sway over you. Is there anything you need?”

The duskblade looked at them. “I’m trying to find any remains of the man who was riding that horse. He’s a friend. I can raise him if there’s anything at all left of him, even dust.”

Kassuq nodded, “I was near him when it happened, perhaps a piece is still in my fur,” he suggested as he leaned over to let the duskblade look, if he/she chose to do so. He then asked, “If there are any charges left after you raise your friend, could I get you to raise the magma elementals that were destroyed? Or would it even work for them?”

Nihm watched and when Kassuq offered to let Steelshade look through his fur, she smiled and let a small chuckle escape.

Haal walked over to join Baldoor nodding, “My friend is right: you are not at fault for your actions. My name is Haal, this is Baldoor. The two over by the horse are Kassuq, the hound archon, and Nihm with her companion, Lucky.” He then turned to his left as Amara walked up, “And this is Amara, it is good to meet you all.” Haal then looked over where the piles of ash were all that remained of the magma elementals. “Too bad our other friends did not survive. We freed them from a prison only to have them forfeit their lives in an apparently pointless conflict.”

Tore walked over to Saradette, “How are you, are you injured at all?”

“Well enough,” she said.

Tore nodded, “Good, and we no longer have to be concerned about Who; he is dead,” Tore turned pointing to the dead necromancer. “I was able to deal the death blow and end his foul existence.”

Steelshade put up her sword and took out her wand of *raise dead*. She went to where Rook had died, and looked for any trace of him she could use the wand on.

“Brene, are you alright?” Atlas called to her.

“I’ll be with you in a moment,” the halfling replied as she went to check on Teeth of Fire. “Honey, are you hurt?”

The dragon shamaness was doing well, but still looking upward for any sign of movement atop the carpet or in the skies. “I *am* intact.”

Devrion gathered up both the rabbits and brought them to the group. “These are two of our enemies. What do we do with them?”

A few creative options came to some minds.

Atlas looked around. “Does anyone need healing?”

A line formed to receive healing.

Saradette nodded. “I think I was weakened somehow.” She went over and spat on Who’s corpse. “Good riddance. Bastard.” She turned back to Tore. “What do we do now that Mayaheine is gone?”

The sky began to slowly light up, becoming violet at the surrounding horizon. The faction of deities that remained now coalesced around Mayaheine’s disappearing form, and the heroes could see themselves and the chessboard now clearly situated atop a mound surrounded by the vastness of a flat plain whose only elements of topography were the footprints of the gods.

Spacetime was fluid once again, and the gods now conferred with their respective worshippers as Saradette’s mind felt the void of Mayaheine’s absence in the multiverse. Malar had slain her patron deity, and though she was no cleric or favored soul, she would be hard pressed to find her lifelong ontological comfort under the wing of an unfamiliar deity.

Then the fabric of the Weave flickered around them.

~\*~

With their carpet nowhere in sight, Atlas, Brene, Devrion, Steelshade, and Teeth of Fire stood in a circle surrounded by four pillars. To their presumed north, they beheld a twelve-sided illustration on the floor that the archivist immediately identified as a demonologist’s work, and within the figure was what appeared to be a mummified body wrapped in black bandages. It lay with its wrists bound to its chest, and betrayed no sign of life or undeath.

A map of a dungeon

Description automatically generated

~\*~

Amara, Baldoor, Haal, Kassuq, Nihm, and Lucky now stood atop a bridge spanning the 10’ width of a stream that cut through a grove. The site was pristine, its flora flourishing and seemingly cared for by divine forces, and the air smelled of pines and pollen. Delia, Archer, and Zhrezia were in full health, and were now standing atop a platform to the northwest. They greeted the heroes, and Delia added, “We are in the Earthmother’s realm.”

A video game screen capture

Description automatically generated

The heroes could see the symbols of the Earthmother carved into the rock platform, as well as those of Lathander and Shaundaukul.