Chapter 19: The Troll Hills

The wagon stopped in mid-afternoon, and the group set up camp on the south side of the river, regardless of the time of day. As the wagoner, a halfling calling himself Big Z, took a long piss over the side of the 30-degree downgrade, the heroes got their bedrolls and set up the two tents they’d retrieved from Amara’s and Kassuq’s haversacks. Eventually the halfling joined them in setting up his bedroll on the floor of the wagon, as he’d discussed with the taller folks while in Baldur’s Gate.

Baldoor, Haal and Nihm had gotten into the habit of synchronizing their spell preparations, and as Kassuq cooked and Amara poorly sang the few sea chanties that she’d learned when getting her sea legs, they all sat together on their unfurled bedrolls in one tent while the other was occupied by Xena and Lucky, who poked their heads out to keep watch from within.



On the second afternoon of the trek, they traversed a miles-vast field of snapdragons that ended with a descent into a valley where warmer grasses coated the countryside. Once in a clearing that could be reasonably defended, they agreed on resting here, and getting an early start the next day.

Under a half-moonlit night sky, Nihm and Lucky periodically circled the camp at a distance of 30’ to 50’. They paid particular attention to possible concealed approaches to the campsite and other possible routes of approach. On occasion, Kassuq accompanied them on their sweeps since his shift usually preceded Nihm’s, and he couldn’t always sleep right after his watch.

In the third morning of the trek, as they struck camp, packing up their gear and readying the horses and wagon, they were first warned by Lucky’s barking, and Xena’s own agitation. They were in what they knew to be a troll-infested area, and had thus prepared their spells accordingly.

Rounds 1 – 5

Not long after the wolf’s and weasel’s initial alarms, the heroes heard approaching movement, first from the east, then the north, and another moving figure to southwest as the hissings of trolls could be heard.

A computer screen shot of a forest

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The three light horses were saddled, while the two heavy horses were already attached to the wagon.

“Leave it,” Baldoor said, “We need ta stand en’ fight.” The others stopped loading the wagon and started preparing for a fight.

Kassuq went to each person and cast *aid* on them staring with Baldoor, then Amara, Nihm and finally Haal.

*Baldoor, Amara, Nihm, and Haal gained a +1 to attacks and saves against fear effects, plus 6 + 4 = 10 temporary hit points.*

Baldoor called the driver down, “Z, help me tie off these horses, you’ll need ta keep them all calm once those things arrive.” Once the horses were secure, Baldoor joined Kassuq on the road, waiting to cast *spiritual weapon* as soon as whatever was running their way came into sight.

Nihm, even as Kassuq is granting his *aid* spell on her, was busy casting her *entangle* spells around them. She focused two of them to cover the approach from the southwest and then two to cover the approach from the north.

Haal climbed on top of the wagon and have a couple of his scrolls ready, hoping to be in a position to be able to support and attack in all directions.

Amara quickly cast *mage armor* upon herself and Xena, hoping to keep the animal from harm, but was unable to cast this on anyone else.

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

She then climbed up on the top of the wagon with Haal, ready to cast *fireball* at the creature approaching from the southwest once it was visible. She hoped that the plants that Nihm had enchanted would entangle whatever it was and stop it.

Nihm had done her best to position the spells so that the radius fell just short of the wagons, but her gauging of their effect radius was a bit off, so she inadvertently left a path open from the north. She then moved with Lucky to stand on the north side of the wagon, waiting to see what emerged, hoping it got entangled in the plants.

After casting *aid* on his friends, Kassuq moved to stand along the road watching to the east. He stood ready, sword in hand, watching for whatever it was to reveal itself. He then drank his potion of *bull’s strength* as he took his position to the east of the wagon and horses.

*Kassuq gained +4 to Strength.*

A screenshot of a computer

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Round 6

They spotted the first troll running towards them from the north, then heard another getting entangled to the south while a third troll rushed them from the east, and also became entangled in Nihm’s spell.

*Automatic fail to bypass entangle.*

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Character** | **Group** | **Initiative** | **Roll** | **Modified Roll** | **Speed** |
| Nihm | 1 | 4 | 20 | 24 | 30’ |
| Trolls | 2 | 7 | 15 | 22 | 30’ |
| Kassuq | 1 | 6 | 14 | 20 | 40’ - 60’ |
| Amara | 1 | 4 | 16 | 20 | 30’ |
| Baldoor | 1 | 7 | 9 | 16 | 30’ |
| Big Z | 1 | 3 | 12 | 15 | 20’ |
| Haal | 1 | 0 | 6 | 6 | 30’ |

Nihm quickly fired off several arrows at the troll approaching from the north. She then said to Lucky, “Lucky, Stay!” as the wolf was growling, ready to attack.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** |
| Longbow +1 | 1d8 | 1 | 1 | x3 | 100’ | 3.0 | +9 | 16 | 25 |
| Longbow, Rapid Shot | 1d8 | 1 | 1 | x3 | 100’ | - | +9 | 10 | 19 |

*Hit, hit. Dmg: (2 + 1) + (6 + 1) = 3 + 7 = 10.*

The troll to the north took both arrows to the chest, and pulled them out nearly as quickly as they were delivered, its wounds already beginning to heal. Trampling through the bush between them, the hulking forest troll charge-attacked its archer assailant.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Forest Troll | Claw 1 | 1d4+3+ Poison | 3 | 3 | 2 charge | 8 | 4 | 12 |

*Miss.*

Simultaneously, the troll on the road rushed to strike Baldoor, but was entangled such that it couldn’t rip itself loose from the vines as quickly as more vines came for its limbs and torso.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Forest Troll | Claw 1 | 1d4+3+ Poison | 3 | 3 | 2 charge | 8 | 2 | 10 |

*Miss.*

Seeing the troll to the east held by the vines and plants for now, Kassuq decided to go help Nihm and Lucky as he heard the southbound troll charging them.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Longsword +1 | 1d8 | 6 | 1 | 19-20/x2 | Slashing | 4.0 | +10 | ***19*** | 29 |

*Threat. 1d20 = 2 + 10 = 12, not a critical hit. Dmg: 8 + 6 = 14.*

Looking at the troll to the north, and seeing it was way too close for a *fireball*, she decided to cast *magic missile* instead. She fired a volley of magical projectiles directed at the troll to the north, striking it in the face/head/torso.

*Dmg: 8 + 3 = 11 magic.*

Seeing the troll to the east held by the vines, Baldoor yelled to Big Z “HOLD THA WAGON HERE A BIT LONGER! IF YA LEAVE YA HAVE NO PROTECTION! STAY WITH US AND YA WILL BE SAFE!”

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Skill** | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** |
| **Baldoor, Diplomacy** | 3 | Cha (+0) | 0 | 3 | 6 – 10 | ?? |

*See below.*

Baldoor then turned to the troll entangled in front of him and let loose with a *searing light* spell.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** |
| Ranged Touch Attack | varies |  | 2 | n.a. | varies | 0.0 | +5 | 4 | 9 |

*Miss.*

Seeing Baldoor miss his target, Big Z shook his head and hastened the horses eastward and said something about his life not being worth Baldoor’s word, and to fuck himself if som’n som’n. Haal and Amara did their best to hang on as they rode away on the rooftop.

The riding horses got spooked and started fleeing as a third troll—the largest of them—appeared from the south. The chest-pounding savage spotted the wagon as it got stuck in the *entanglement* spell.

Passing by the *entangled* troll to the east, the one of the horses drawing the wagon was swiped by the grunt’s extensive reach.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Total Score** | **Roll** | **Total** |
| Forest Troll | Claw 1 | 1d4+3+ Poison | 3 | 3 | 6 | 16 | 22 |

*Hit. Dmg: 2 + 3 = 5 + Poison.*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  Poison | **Ranks** | **Roll** | **Check** |
| Horse | Fortitude | 5 | 5 | 10 |

*Fail. Dmg: 5 Con.*

The horse became nearly instantly ill, and weakened from the poison that quickly coursed through its torso.

Haal called forth one of his scrolls of *flaming sphere [expired on Round 10]* and quickly cast the spell, directing the ball of fire to strike the troll from behind so it did not strike the horses. He then yelled at Big Z, “You fucking moron, if we survive this I’ll feed you to the next trolls we find myself!”

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *flaming sphere* | **Ranks** | **Roll** | **Check** |
| Forest Troll 1 | Reflex | 4 | 4 | 8 |

*Fail. Dmg: 10 fire.*

Flaming and smoking now, the troll was nearly done for.

A screenshot of a computer

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Round 7

Nihm, with the seared troll on top of her, quickly drew her rapier, and slashed at the ugly beast.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Rapier | 1d6 | 0 | 1 | 19-20, x2 | Slashing | 4.0 | +6 | 8 | 14 |

*Miss.*

Lucky also attacked, the Wyrmfang Amulet making his attacks a bit more potent.

*Trip attack to knock troll prone.*

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **W+** | **Total Score** | **Roll** | **Total** |
| Lucky | Bite | 1d6+3 | 2 | 1 | 0 | 3 | 19 | 22 |
| Lucky | Trip | Trip | 0 | 1 | 0 | 1 | 12 | 13 |

*Hit. Dmg: 2 + 3 = 5 + Trip.*

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Str Mod+** | **Total Score** | **Roll** | **Total** |
| Forest Troll | Grapple | 3 | 3 | 13 | 16 |

*Trip failed.*

The troll was able to keep its footing, and hissed and snarled at Kassuq, swiping at the dog-faced Celestial.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Total Score** | **Roll** | **Total** |
| Forest Troll | Claw 1 | 1d4+3+ Poison | 3 | 3 | 6 | 14 | 20 |
| Forest Troll | Claw 2 | 1d4+3+ Poison | 3 | 3 | 6 | 18 | 24 |
| Forest Troll | Bite | 1d4+1 | 3 | 3 | 6 | 9 | 15 |

*Hit, hit, miss. Dmg: 1 + 0 = 1 + Poison2.*

*1 damage from the first hit and 0 from the second.*

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Save vs.**  Poison, Primary | **Rank** | **Ability**  **& Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** | **Notes** |
| **Kassuq, Fortitude** | 4 | Con (+3) | 1 | 8 | **2** | 10 | +4 vs. Poison |
| **Kassuq, Fortitude** | 4 | Con (+3) | 1 | 8 | **14** | 22 | +4 vs. Poison |

*Fail, success. Primary dmg: 6 Con (-12 HPs) [23/24].*

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Save vs.**  Poison, Secondary | **Rank** | **Ability**  **& Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** | **Notes** |
| **Kassuq, Fortitude** | 4 | Con (+3) | 1 | 8 | **15** | 23 | +4 vs. Poison |
| **Kassuq, Fortitude** | 4 | Con (+3) | 1 | 8 | **7** | 15 | +4 vs. Poison |

*Success, success. Secondary Con damage negated, would have been incurred on Round 16.*

So he would only have one dose of poison, but I think, based on the rolls, only 1 dose affected him anyway, so just the damage would need adjusting.

Kassuq got a wee bit sickly, but staved off the majority of the poison’s effects as he faced off against the raging beast. The other trolls did their best to get out of the *entangling* vines, ripping apart the tendrils that held their wrists and ankles.

“They’ll be free in moments,” one of them said. “We must cut them down while they’re still disabled.”

Big Z kept on hastening the horses as Amara and Haal got their bearings.

Feeling weakened by the troll’s attack, but confident they could finish it off, Kassuq took another slash at the beast with his longsword +1 before taking a slight (5’) step back from the creature.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Longsword +1 | 1d8 | 6 | 1 | 19-20/x2 | Slashing | 4.0 | +10 | 4 | 14 |

*Miss.*

Amara knelt down then sat on the top of the wagon for better stability. Then, seeing the third troll finally come into view, she cast a *fireball* centered on where the beast stood, hoping to engulf it and quickly bring it down.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.** | **Ranks** | **Roll** | **Check** |
| Forest Troll | Fortitude | 9 | 9 | 18 |
| Forest Troll | Reflex | 4 | 3 | 7 |

*Fail. Dmg: 21 fire.*

The troll was still going strong after that blast, doing its best to disentangle itself from the now charred vines that would momentarily grow back.

Baldoor began moving to the east, careful to stay out of the entangle zone. He then cast *spiritual weapon [expired on Round 12]*, sending a magical hammer against the troll to his east near the wagon.

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Spiritual Hammer | 1d8 | 2 | 0 | x3 | Bludgeon | - | +5 | 9 | 14 |

*Miss.*

Haal sat down on the wagon as well as he had the *flaming sphere* once again strike the troll nearest to him. He knew that fire was one way to bring it down and hoped to continue to weaken it.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *flaming sphere* | **Ranks** | **Roll** | **Check** |
| Forest Troll | Reflex | 4 | 14 | 18 |

*Success. Damage negated.*

He also yelled to Big Z, “Stop this wagon, NOW!”

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Skill** | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** |
| **Haal, Diplomacy** | 4 | **Cha (+2)** | 4 | 10 | 14 | 24 |

*See below.*

The trolls’ wounds began to close up slowly.

*Trolls healed 5 hps.*



Round 8

No way Big Z was going to stop right next to the troll that was just inches away from disentangling itself, though he did slow the wagon down so it was well outside the reach of the troll, and kept a watchful eye on it as the man and woman atop his wagon regained their bearings.

Nihm hoped their combined efforts would bring the beast down quickly, so she continued to hack away, slashing at it one more with her rapier.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Rapier | 1d6 | 0 | 1 | 19-20, x2 | Slashing | 4.0 | +6 | 1 | 7 |

*Miss.*

Lucky growled and attacked the troll once again, going for the legs and hoping to bring his prey down to make it easier to finish off.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Dex Mod+** | **W+** | **Total Score** | **Roll** | **Total** |
| Lucky | Bite | 1d6+3 | 2 | 1 | 2 | 0 | 3 | 16 | 19 |
| Lucky | Trip | Trip | 0 | 1 | 2 | -4 | -3 | 6 | 3 |

*Hit, trip fails. Dmg: 4 + 1 = 5.*

The troll to the north full-attacked Nihm.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Total Score** | **Roll** | **Total** |
| Forest Troll | Claw 1 | 1d4+3+ Poison | 3 | 3 | 6 | 14 | 20 |
| Forest Troll | Claw 2 | 1d4+3+ Poison | 3 | 3 | 6 | 6 | 12 |
| Forest Troll | Bite | 1d4+1 | 3 | 3 | 6 | 4 | 10 |

*Hit, miss, miss. Dmg: 1 + 3 = 4 + Poison.*

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Save vs.**  Poison | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** |
| **Nihm, Fortitude** | 6 | **Con (+0)** | 0 | 6 | **15** | 21 |

*Success. Primary Con damage negated.*

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Save vs.**  Poison | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** |
| **Nihm, Fortitude** | 6 | **Con (+0)** | 0 | 6 | **17** | 23 |

*Success. Secondary Con damage negated.*

Kassuq moved to get behind the troll, giving himself and Nihm ‘flanking’ positions as the eastmost troll wrenched yet failed to get free from the entangling vines.

The third troll still writhed with the pain of his body having been seared, but all three forest trolls began to heal right before the heroes very eyes.

*Trolls healed 5 hps.*

The three loose horses neighed and took different paths away from the trolls.

The southernmost forest troll broke free for a brief moment, threatening to exit the *entangling* spell effect.

Amara cast another *fireball* at the troll to the south, now more mindful of the positioning.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *fireball* | **Ranks** | **Roll** | **Check** |
| Forest Troll | Reflex | 4 | 4 | 8 |

*Fail. Dmg: 27 fire.*

One of the troll’s eyes popped out like a ripe kernel, bursting in air as the monster menaced them further still, though it stayed rigidly in place for the moment.

Concentrating on his *spiritual weapon*, Baldoor came rushing over to assist.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| MW Warhammer | 1d8 | +1 + 2  charge | +1 + 2  charge | x3 | Bludgeon | 3.0 | +6 | 16 | 22 |

*Hit. Dmg: 7 + 1 + 2 charge = 10.*

The *spiritual hammer* continued its attack on the eastmost troll, who also happened to be the most poorly armored.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Spiritual Hammer | 1d8 | 2 | 0 | x3 | Bludgeon | - | +5 | 12 | 17 |

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

Haal directed the *flaming sphere* to strike the troll once more.

*Base dmg: 11 fire.*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *flaming sphere* | **Ranks** | **Roll** | **Check** |
| Forest Troll | Reflex | 4 | 17 | 21 |

*Success. Saved for ½ dmg: 5 fire.*

Haal then used his Gloves of the Starry Sky and sent a pair of *magic missiles* at the troll as well.

*Dmg to T1: 6 + 2 = 8 magic [force].*

Nihm took a step back and would have preferred to fire at the troll besieging her with arrows from point-blank range, but instead continued to slash away with her rapier.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Rapier | 1d6 | 0 | 1 | 19-20, x2 | Slashing | 4.0 | +6 | 15 | 21 |

*Hit. Dmg: 6.*

And while it was still alive, and would staring healing again momentarily, the forest troll before them was down for the next few moments.

Lucky saw that the troll was down, and thus instead of trying to trip it, he bit at its jugular, rending the flesh with a merciful jerk of the monster’s neck.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **Total Score** |
| Lucky | Bite | 1d6+3 | 2 | 1 | 3 |

*Automatic coup de grace. Dmg: 4 + 3 = 7.*

The troll was finally bested and dispatched, leaving its scrawnier and brawnier counterparts to mourn him.

A screenshot of a computer screen

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Round 9

Nihm smiled as Lucky finished off the troll. “Good boy,” she said as she dropped her rapier and turned towards the southern troll, firing off as many arrows as she could.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** |
| Longbow +1 | 1d8 | 1 | 1 | x3 | 100’ | 3.0 | +9 | *1* | 10 |

*Miss.*

Kassuq howled as Lucky finished off the troll. He then turned and began running southeast, prepared to engage the troll to the south, should it get free. If it didn’t, or was finished off, he could still go after the troll to the east. Gauging that he would momentarily have a worthy opponent, he positioned himself so as to fend off the largest of the forest trolls, and possibly keep it from escaping the entangling vines.

Baldoor grunted, satisfied with the troll’s demise. He then also turned and began heading east as his spiritual hammer continued its assault on the eastern troll.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Spiritual Hammer | 1d8 | 2 | 0 | x3 | Bludgeon | - | +5 | 16 | 21 |

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

The *flaming sphere* seared the easternmost troll once more.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *flaming sphere* | **Ranks** | **Roll** | **Check** |
| Forest Troll | Reflex | 4 | 18 | 22 |

*Base dmg: 7 fire.*

*Success. Saved for ½ dmg: 3 fire.*

Big Z had slowed the cart down to a safe distance, and now halted the horses as Haal and Amara got their bearings. He produced a potion that he’d hoped to save a little longer, and quaffed it heartily.

Despite having its ribs crushed and its hide burned, remained afoot, and tore through all of its entanglements, now free from them altogether. It longed for the meat of the horse directly to its south, but was intelligent enough to bring down the humanoids that threatened it, and targeted the two atop the wagon.



Big Z saw this, and cursed in Halfling, urging his horses onward and eastward.

Amara, seeing the closer troll get free, and Kassuq too close to the other troll, she opted to use Magic Missiles on the closer troll (T1), sending three magical projectiles at the beast.

Haal sent the *flaming sphere* after the troll as it escaped the *entangle* spell. He then pulled forth a *summon monster II* scroll from his infinite scrollcase and cast the spell, calling forth a Celestial giant bombardier beetle, placing it in front of the troll and had it attack.

*Base dmg: 6 fire.*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *flaming sphere* | **Ranks** | **Roll** | **Check** |
| Forest Troll | Reflex | 4 | 15 | 19 |

*Success. Saved for ½ damage: 3 fire.*

Barely scathed by the flames, the troll fixated on Haal now, as Big Z urged the mounts to flee faster.



Round 10

Nihm kept her focus on the troll to the south and fired off two arrows. She hoped they could finish off these last two trolls so they could collect the horses and leave the area.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **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 | 19 | 28 |

*Hit, hit. Dmg: (7 + 1) + (3 + 1) = 8 + 4 = 12.*

*She’ll get three shots per full round when her BAB is 6.*

The forest troll took both arrows squarely in the chest, and fell to the ground, indicating that it was ready to be put down for good.

The remaining troll was intelligent enough to see the approaching archon and other threats, and thus fled northeastwardly at a full sprint.



Kassuq, upon seeing the southernmost troll go down, quickly ran over to finish it off.

*Automatic kill. I love me some gimmes.*

Baldoor headed south as well, just in case it started to recover so that he could help Kassuq finish it off. “That’s it, lad!” he mumbled as the archon growled and cleft the monster’s head clean off with his sword.

Amara, seeing the troll flee to the north, decided to give him a parting gift and blasted it with a *fireball*, then began heading toward the horse that was running east.

*Base dmg: 19 fire.*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *fireball* | **Ranks** | **Roll** | **Check** |
| Forest Troll | Reflex | 4 | 9 | 13 |

*Fail. Full damage taken.*



Big Z cursed in Halfling, which neither of the heroes atop his wagon understood. Nihm’s usual mount, now untethered, made its way over to the pair of horses drawing the wagon as Haal climbed down and went to check on the equines, casting *cure light wounds* on the wounded horse.

The Celestial giant bombardier beetle appeared near where the last troll had just stood, and proceeded to pursue it.

Round 11

The *flaming sphere* spell expired, though the *spiritual hammer* remained in place for a few moments longer.

Nihm began walking towards the two horses that had run west into her entangle spells. Once she got to the edge of the spells area, she dispelled the spells and approached the horses, calling to them softly saying, in elfish, {“Easy now; it’s OK. You’re both safe.”}

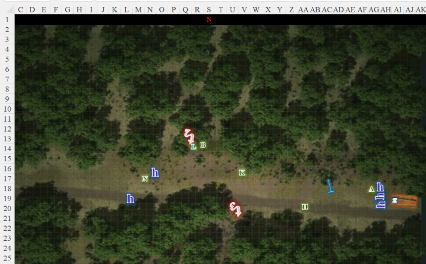
Amara flagged the horse headed her way down as it reached the wagon that Big Z had just turned back around.

Passing by Baldoor’s *spiritual hammer*, Haal went to check on Kassuq and the others to see who needed healing for now.

*OOC: I forgot to account for 4 points for Nihm; fixed below.*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Melee** | **Total Damage** | **HPs** | **Current HPs** |
| **Amara** |  | 0 | 18 | 18 |
| **Baldoor** |  | 0 | 42 | 42 |
| **Haal** |  | 0 | 39 | 39 |
| **Kassuq** | 1 | 1 | 24 | 23 |
| **Nihm** | 4 | 0 | 36 | 32 |
| **Lucky** |  | 0 | 15 | 15 |

The cloistered cleric would need to pray for *lesser restoration* overnight so that he could help Kassuq out.



Round 12

As the group gathered the horses, they moved closer to the wagon.

With the immediate threat gone, the group tended to their injuries. Haal bandaged up Kassuq and Nihm (3 rounds), resolving to later cast *cure minor wounds* on Kassuq.

Nihm drank one of her potions of *cure light wounds*.

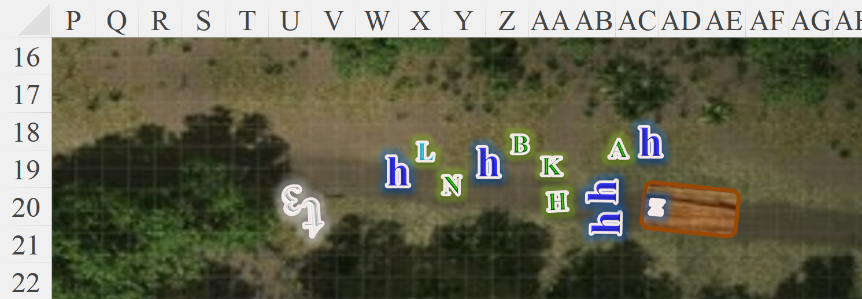
*Nihm gained 2 + 1 = 3 hps [35/36].*

Round 13

As he bandaged Kassuq’s wounds, Haal suggested, “We should get moving and get clear of this area. We can set up camp once we are a good distance away.”

“I agree,” Nihm replied, “just don’t push the horses too hard for now. They may still be a bit skittish and with that one injured, we don’t want to stress it pulling the wagon.”

The *spiritual hammer* disintegrated as Big Z produced a granola bar and started munching on it.



Round 14

Baldoor steadied the shakiest horse with a soothing coo and a soft caress.

“Agreed, and Kassuq,” Haal said as he turned to the Archon, “if you start feeling weak from that poison from the troll, speak up and I’ll do what I can. Unfortunately, the spell I need I must pray for tonight.”

Haal finished up bandaging Kassuq’s wounds, nodding to the archon before prepping his *cure* spell.

Kassuq nodded, “No worries, I understand. I’ll be fine.” The archon’s ears then twitched as he turned to look behind him.

Two displacer beasts—far stealthier predators than the rampaging trolls—had snuck up on the vanquishers of the forest trolls, and were aiming to finish the job that the green giants had started. Haal knew these resourceful and cunning carnivores to follow apex predators on their hunts at a distance, often keeping downwind of the trolls and other monsters until the end of the action, and opportunistically taking down the creatures that remained, or at least scavenging some of the remains. This time, it was not the trolls that had prevailed.

A black creature with long black tails

Description automatically generated

Directly north and northwest of them, the two displacer beasts ambush-crouched, studying the mammals before them before their initial pounces.

A computer screen shot of a forest

Description automatically generated

Round 15

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Character** | **Group** | **Initiative** | **Roll** | **Modified Roll** | **Speed** |
| Nihm | 1 | 4 | 20 | 24 | 30’ |
| Displacer Beasts | 2 | 7 | 16 | 23 | 30’ |
| Baldoor | 1 | 7 | 7 | 14 | 30’ |
| Haal | 1 | 0 | 13 | 13 | 30’ |
| Kassuq | 1 | 6 | 6 | 12 | 40’ - 60’ |
| Amara | 1 | 4 | 6 | 10 | 30’ |
| Big Z | 1 | 3 | 3 | 6 | 20’ |

Nihm took inventory of her remaining spells.

|  |  |  |  |
| --- | --- | --- | --- |
| *Druid Spells* | | | |
| **Spell** | **Level** | **DC** | **Cast?** |
| Detect Magic | 0 | 12 | q |
| Detect Poison | 0 | 12 | q |
| Read Magic | 0 | 12 | q |
| Enlarge Animal | 1 | 13 | q |
| Entangle | 1 | 13 | þ |
| *Ranger Spells* | | | |
| **Spell** | **Level** | **DC** | **Cast?** |
| Entangle | 1 | 13 | þ |
| - | 1 | 13 | q |

She then focused on the displacer beast to the east, pulling out a scroll of *entangle*, leaving only one such scroll left, and cast the spell to hopefully trap the beast.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *entangle* | **Ranks** | **Roll** | **Check** |
| Displacer Beast | Reflex | 7 | 1 – 10 | ?? |
| Displacer Beast | Reflex | 7 | 11 – 20 | ?? |

*See below.*

Both of the magical beasts appeared to be nearly instantly ensnared, hissing and flailing their tentacles upwardly and outwardly.

Baldoor went over his prayed-for blessings from Moradin.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| *Daily Spells* | | | | |
| **Spell** | **Level** | **Heal?** | **DC** | **Cast?** |
| Detect Magic | 0 | 0 | 10 | q |
| Detect Magic | 0 | 0 | 10 | q |
| Detect Magic | 0 | 0 | 10 | q |
| Read Magic | 0 | 0 | 10 | q |
| Read Magic | 0 | 0 | 10 | q |
| Nimbus of Light | 1 | 0 | 11 | q |
| Nimbus of Light | 1 | 0 | 11 | q |
| Nimbus of Light | 1 | 0 | 11 | q |
| Light of Lunia | 1 | 0 | 11 | q |
| **Sanctuary** | 1 | 0 | 11 | q |
| Bull’s Strength | 2 | 0 | 12 | q |
| Knife Spray | 2 | 0 | 12 | q |
| Knife Spray | 2 | 0 | 12 | q |
| Spiritual Weapon | 2 | 0 | 12 | þ |
| **Shield Other** | 2 | 0 | 12 | q |
| Searing Light (cast now) | 3 | 0 | 13 | q |
| Searing Light | 3 | 0 | 13 | q |
| **Protection from Energy** | 3 | 0 | 13 | q |

Baldoor smiled at the success of Nihm’s spell. He then cast *searing light* at the displacer beast to his right.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **TH+** | **Atk** | **Roll** | **Check** |
| Ranged Touch Attack | 3d8 good | 2 | +5 | 4 | 9 |

*Miss.*

It was not his custom to miss, but miss, the priest did, and shook his head.

Haal noted his spells for the day.

|  |  |  |  |
| --- | --- | --- | --- |
| **Spell** | **Level** | **Focus?** | **DC** |
| Detect Magic | 0 | 0 | 12 |
| Detect Magic | 0 | 0 | 12 |
| Read Magic | 0 | 0 | 12 |
| Read Magic | 0 | 0 | 12 |
| Read Magic | 0 | 0 | 12 |
| Entropic Shield | 1 | 0 | 13 |
| Entropic Shield | 1 | 0 | 13 |
| Obscuring Mist | 1 | 1 | 14 |
| Sanctuary | 1 | 0 | 13 |
| **Enlarge Person** | 1 | 0 | 13 |
| Shield Other | 2 | 0 | 14 |
| Spiritual Weapon | 2 | 0 | 14 |
| Summon Monster II | 2 | 0 | 14 |
| **Bull’s Strength** | 2 | 1 | 15 |

He then thought to change it up for tomorrow.

|  |  |  |  |
| --- | --- | --- | --- |
| *Tomorrow’s Spells* | | | |
| **Spell** | **Level** | **Focus?** | **DC** |
| Detect Magic | 0 | 0 | 12 |
| Detect Magic | 0 | 0 | 12 |
| Read Magic | 0 | 0 | 12 |
| Read Magic | 0 | 0 | 12 |
| Read Magic | 0 | 0 | 12 |
| Detect Evil | 1 | 0 | 13 |
| Protection from Evil | 1 | 0 | 13 |
| Protection from Evil | 1 | 1 | 14 |
| Sanctuary | 1 | 0 | 13 |
| **Enlarge Person** | 1 | 0 | 13 |
| Make Whole | 2 | 0 | 14 |
| Make Whole | 2 | 0 | 14 |
| Spiritual Weapon | 2 | 0 | 14 |
| **Bull’s Strength** | 2 | 1 | 15 |

Haal then focused on the displacer beasts, recalling a few other tidbits of Feywild lore, which he conveyed to the others. Haal advised the others, “They are more difficult to hit at a distance because of their displacing ability. Aim carefully!”

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Skill** | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** | **Notes** |
| **Knowledge: Arcana** | 4 | **Int (+2)** | 2 | 8 | 7 | 15 | Knowledge Devotion |

*PCs gained +1 to attacks and damage vs. the displacer beasts.*

The fighter-cleric then pulled out his last *flaming sphere [expired on Round 19]* scroll and cast the spell, placing the ball in front of the beast to the west and striking it with the sphere.

*1d100 = 41, displacement not bypassed. Unclear to PCs as to whether damage was dealt.*

With no ranged weapons, Kassuq began grabbing the reins of the horses closest to him to try and keep them from running away again.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Skill** | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** |
| **Kassuq: Handle Animal** | 1 | **Cha (+0)** | 0 | 1 | **6** | 7 |

*See below.*

The horse shook its head and fled briskly, tearing its bridle free of the archon’s grasp.

Amara’s mana was a bit depleted, but nevertheless, she smiled seeing the beasts trapped and used her last 3rd level spell on the one to the east, blasting it with the day’s last *fireball*.

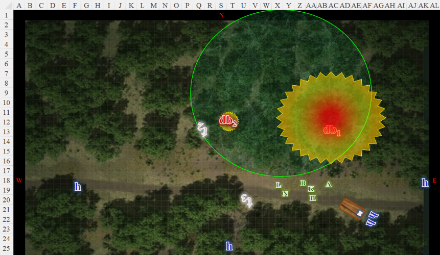
|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *fireball* | **Ranks** | **Roll** | **Check** |
| Displacer Beast | Reflex | 8 | 3 | 11 |

*Fail. Dmg: 26 fire.*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | *Spells per Day by Level* | | | |
|  | **0th** | **1st** | **2nd** | **3rd** |
| **Base Spells** | 6 | 6 | 5 | 3 |
| **Charisma Bonus** | 0 | 1 | 1 | 1 |
| **Total Spells** | **6** | **7** | **6** | **4** |
| **Spell DC** | **13** | **14** | **15** | **16** |
| **Cast?** | **0** | **2** | **0** | **4** |

Big Z urged the horses to turn the wagon around once again.

The untethered horses fled from the displacer beasts.



Round 16

Seeing the displacer beast get struck by the *fireball*, Nihm turned and fired a few arrows in its direction. Lucky at her side growled at the beasts, ready to jump and attack if any of them got near.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** |
| Longbow +1 | 1d8 | 1 | 1 | x3 | 100’ | 3.0 | +9 | 2 | 11 |
| Longbow, Rapid Shot | 1d8 | 1 | 1 | x3 | 100’ | - | +9 | 19 | 28 |

*1d100 = 16, displacement not bypassed.*

The displacer beasts struggled to get out of Nihm’s magical bonds.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Check vs.**  *entangle* | **Ranks** | **Roll** | **Check** |
| Displacer Beast 1 | Escape | 3 | 10 | 13 |
| Displacer Beast 2 | Escape | 3 | 8 | 11 |

*Fail, fail.*

And for the moment, the druid-ranger’s spell was proving to be of good use.

Baldoor decided to try his *searing light* spell one last time, after that, he’d have to let the ugly beasts come to him.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **TH+** | **Atk** | **Roll** | **Check** |
| Ranged Touch Attack | 3d8 | 2 | +5 | 13 | 18 |

*Hit. 1d100 = 98, displacement bypassed. Dmg: 18 light [fire].*

That left the westernmost displacer nearly dead and visibly anxious to wrest itself free.

Haal continued to focus on his *flaming sphere*, sending it crashing into the beast to their west.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *flaming sphere* | **Ranks** | **Roll** | **Check** |
| Displacer Beast | Reflex | 7 | 3 | 10 |

*Fail. Dmg: 9 fire.*

With the horses getting loose and running, Kassuq decided to take a defensive stance for now and moved to stand between Amara and the beast to the east just outside of the area of entanglement. He wanted to be ready should the beast get loose and charge at Amara.

As Kassuq moved near her, Amara fired off a set of *magic missiles*, sending the magical projectiles hurtling towards the displacer beast on the east.

*Dmg: 7 + 3 = 10 magic [force].*

The felinoid beast was slain, or perhaps just vanquished, by the third missile as the other beast did its best to free itself.

The injured horse pulling the wagon was only slightly flesh-wounded, and continued to pull the wagon alongside its counterpart until Big Z confirmed that they’d bested one of the beasts, and that the other would—in moments—join its hunting mate.



Round 17

Nihm pulled a javelin from her quiver and hurled it at the displacer beast to the east.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Atk** | **Roll** | **Check** |
| Javelins, 18 | 1d6 | 0 | -2 range | x2 | 30’ | +6 | 18 | 24 |

*Hit. Dmg: 3.*

The displacer beast panicked and struggled to flee westward.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Save vs.**  *entangle* | **Ranks** | **Roll** | **Check** |
| Displacer Beast | Escape | 3 | 1 | 4 |

*Fail.*

Haal spoke up, “Let it go; it’s defeated and now knows better than to mess with us again.” He then yelled to the beast, “Be gone! We’ve no need to kill you; you came for us and lost. Be gone.” He knew they could speak Common, but was unsure of the full extent of their understanding. He hoped that it had learned its lesson. He did add, “Be ready in case it charges us.”

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Skill** | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** |
| **Haal, Diplomacy** | 4 | **Cha (+2)** | 4 | 10 | 18 | 28 |

*See below.*

The magical beast was bested, and knew as much. It lowered its tentacles—still *entangled*—and tried to pull away but could not.

Baldoor nodded as he and Kassuq moved to the west. Baldoor standing next to the growling Lucky and Kassuq on Baldoor’s right side.

Amara was prepared with another set of *magic missiles* as she waited for Nihm to drop the *entangle* spell.

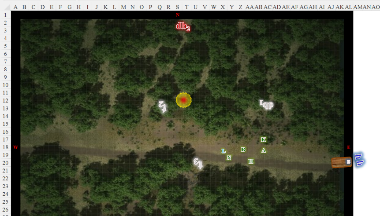
Nihm listened to the beast’s collected breathing.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Skill** | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** |
| **Nihm, Listen** | 4 | **Wis (+2)** | 0 | 6 | **19** | 25 |
| **Nihm, Sense Motive** | 0 | **Wis (+2)** | 0 | 2 | **14** | 16 |

*See below.*

Nihm agreed with Haal, having pity on the creature, then ended the *entangle* spell, but had another javelin ready to throw if it charged.

Big Z murmured something as he took the reins again in case of trouble, but stopped when the displacer beast scurried away northwardly with no hesitation.



Round 18

The displacer beast could still be heard making a mad dash back to its den.

With only a few seconds left of his *flaming sphere* spell, Haal extinguished his spell, allowing it to fizzle out.

The others looked around for the horses that had run off, wondering if it would be worth the bother to try and find them and bring them back.

They could neither hear nor see the stray horses by now, though Kassuq’s nose could faintly detect one upwind, to the west-southwest.

Big Z said nothing at the moment, keeping an eye out for the next nasty thing coming at them.

Haal looked at Kassuq, “Let’s see if we can find at least one of those horses. You lead the way, Nihm. Lucky and I will be with you.” Haal then turned toward Baldoor and Amara, but before he could say anything, they were headed towards the wagon.

“We’ll be here waitin’ fir ya.” Baldoor climbed up next to Big Z and took the reins from the halfling. Amara used her anklets of translocation and pop back to the top of the wagon.

~\*~

It took Nihm a good while to find the first horse, after which her increased mobility allowed her to track the other two much faster. Now on horseback, she brought the other two mounts tethered in tow.

Big Z was quiet, having stated that he’d be getting off in Daggerford. He said more to the horses than to the humanoids as they continued their northward trek.

When Big Z mentioned getting off in Daggerford, Baldoor smiled and said, “Only if we don’t drop ya off somewhere along the way first.” It was hard to tell if the dwarf was serious or not.

With the stray horses collected, the group prepared to head back out, destination Daggerford. Before they left Haal did what he could to help Kassuq.

Nihm and Kassuq on horseback, with the third horse tied to the back of the carriage.

Haal took the reins with Big Z next to him, just in case Haal needed any help.

Amara and Baldoor rode in the back of the carriage.