Chapter 7: The Eldreth Veluuthra

They took their leave and returned the way they’d come for a few minutes before veering off that path. Soon, they found themselves along an abandoned road previously used by the first dynasties of Amn, and since left to nature. A family of deer passed by and scurried away seconds after they spotted the party.



With a little luck, and Nihm in the lead, they found the trail and took it until they found the mouth of the cave, maybe a quarter of the way back to Candlekeep.



“Looks inviting,” Baldoor announced.

Nihm was unsure about whether he meant that sarcastically, but the handful of monstrous spiders perching on rocks just within the mouth of the cave was a telltale sign that their trail had just grown warmer.

After looking at the cave, and deciding that there were likely more spiders waiting within, the group felt it was better to return to Candlekeep, inform them of the location of the cave and determine if they want to send a larger force to deal with the infestation.

~\*~

Returning to Candlekeep via the most direct route they could take, they walked on for another 20 minutes before the sound of hooves alerted them to multiple riders coming up on their six.

Baldoor was the first to turn around to see six horses with a helmeted rider in the lead. They’d taken a transversal trail that the party had just passed a minute ago, and spurred the mounts from a walk to a trot as a few spells were cast by some of the riders.

There was not much cover and 6 against 4 was also not good odds. “Off tha road,” Baldoor said and pointed to the south side of the road. “Stay close!” They moved off the road to the south putting a clump of trees on their right and the side of the road to their left.

As they moved, Baldoor pulled out his shield and warhammer as the riders got into earshot.



Kassuq stood next to Baldoor, his sword in hand and ready for action. Nihm stood slightly behind Baldoor, her longbow in hand and an arrow knocked, but pointed towards the ground until she determined that the riders meant them harm.

The leader put up a hand, the horses slowed to a stop at about 100’ from Baldoor, and the riders dismounted. Based on the ears that he could see, Baldoor identified only elves, none of them the color of drow.

Baldoor now called out, “Who goes there? State yer intent!” when he felt they were within range to hear him.

Baldoor now identified one of the riders as the boy who had called himself Sid Cringe. His black hair and gloomy face were unmistakable, and—was that Scarlet at the rear hiding her face behind a helmet under which red hair peeked out?

“Bastards!” muttered Baldoor as Nihm also took her vantage to see and assess the situation.

Once the strangers dismounted, left their horses about 20’ behind them, and got into positions where they would not hit one another, they began to fire upon Baldoor.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Total Score** | **Roll** | **Total** |
| Emo Syd | MW Sling | 1d4+1 | 3 | +1 | 1 | 5 - 4 range | 8 | 9 |
| Lolthalot | MW Heavy Crossbow | 1d10 | 1 | -3 | 1 | -1 - 2 range | 13 | 10 |
| Rijtram | MW Sling | 1d4+1 | 4 | +1 | 1 | 6 - 4 range | 7 | 9 |
| Scarlet | MW Light Crossbow | 1d8 | 1 | +3 | 1 | 5 - 2 range | 15 | 18 |
| Xiomara | MW Heavy Crossbow | 1d10 | 3 | +0 | 1 | 4 - 2 range | 1 | 3 |
| Zodom | MW Hand Crossbow | 1d4 | 2 | +2 | 1 | 5 - 4 range | 9 | 10 |

*Miss, miss, miss, hit, miss, miss. 1d100 = 41, concealment bypassed. Dmg: 3 [18/21].*

Round 1

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Character** | **Group** | **Initiative** | **Roll** | **Modified Roll** |
| Veltuuthra | 2 | 4 | 20 | 24 |
| PCs | 1 | 4 | 6 | 10 |
| Faram | 1 | 5 | 2 | 7 |

The enemies reloaded and attacked once more as the heroes got their bearings and steeled their nerves. As Scarlet spoke and others responded to her commands, Baldoor and Nihm recognized her voice, as well as that of Rijtram and Zodom, the two lads who had seen to their comfort the day before. Oh, and now Kassuq smelled their scent, plus a hint of Emo Syd Cringe, the depressed boy that had tried to kill them for no apparent reason. Liars!

Having cast *clairvoyance* on the heroes minutes ago, and still too far from his targets to cast his best spells, Emo Syd had called dibs on the hound archon, and now tried his best to subdue him with a *daze monster [expired on Round 2]* spell.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Save vs.**  *daze monster* | **Rank** | **Ability**  **& Mod.** | **Misc.**  **Mods.** | **Total** | **Roll** | **Check** |
| **Kassuq, Will** | 3 | Wis (+1) | 1 | 5 | **3** | 8 |

*Fail. Kassuq can take no actions, but retains AC.*

Lolthalot—who towered over his elven brethren—reloaded his heavy crossbow as Rijtram fired upon Baldoor. “Die, dwarf filth!” he had to add just before his bolt missed.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Total Score** | **Roll** | **Total** |
| Rijtram | MW Sling | 1d4+1 | 4 | +1 | 1 - 4 range | 2 | 13 | 15 |

*Miss.*

Rijtram had recently drunk a potion of *bull’s strength*, and was fixing to close in on their targets and finish them off up close.

Scarlet aimed for Baldoor’s jugular, and fired, then said something in her language and ventured south into the bushes.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Scarlet | MW Light Crossbow | 1d8 | 1 | +3 | 1 | -2 range | 3 | 10 | 13 |

*Miss.*

As she reloaded her heavy crossbow, Xiomara issued a knight’s *Fighting Challenge* unto Baldoor, proclaiming some things in the Elven language, which baffled the dwarf.

*Xiomara gained +1 to Will saves, attack rolls, and damage rolls against Baldoor.*

Zodom was the only elf not helmeted, and had also recently drunk a potion of *bull’s strength*. He removed the hood from his cloak, and got Baldoor in his crosshairs, casting *magic missile* upon the dwarf behind the tree.

*Dmg: 4 + 2 = 6 magic [12/21].*

The elves then all disappeared northward and southward into the bushes.

*Based on what Baldoor saw Emo Syd, Zodom and Scarlet went northward while Xiomara, Rijtram, and Lolthalot went southward.*

*[DM assumption]* Still cringing from the crossbow bolt that went through his left shoulder, Baldoor named those he had identified, then drank a potion of *cure light wounds* then turned to the others, “Watch for the three to tha south, I’ll watch for tha other three. We’ll hold ‘til the lad,” he pointed at Kassuq, “kin move.”

*Baldoor gained 4 + 1 = 5 hps [17/21].*

Kassuq did his best to steer clear of bolts and stones.

*Kassuq can take no actions on this round, but retains AC.*

Nihm had an arrow ready to go, and Baldoor was prepared to cast *spiritual weapon* once he saw any of those elves in range.

Faram whispered, “Going dark,” then cast *invisibility [expired on Round 61]* upon himself, then stepped northward and around the others to assume a good sniping position. He would forsake the *invisibility* upon attacking anyone, and would have to improvise based on the fluidity of the situation.



Round 2

Emo Syd cast *invisibility [expired on Round 31]* upon himself, moving only 5’ from his position.

Scarlet and Zodom gave the kid a wide berth, and chose positions from which to stalk their former guests.

To the south, Lolthalot, Rijtram, and Xiomara made a bit more ruckus as they hefted their armor with little care for stealth.

Hearing motion to the southeast, Baldoor wanted to run west as quickly as possible, but with Kassuq unable to move and too heavy to carry, he said, “Nihm, get behind us, I hear somethin’ in that direction.”

“Remember that the black-haired boy can turn *invisible*,” Kassuq reminded the others—no longer dazed—as he drew his sword and shifted slightly to face the direction that Baldoor had indicated. He then scanned the area to his south, taking in as much as he could. He also sniffed at the air, hoping that the scent of one of their enemies would give them away. He did indeed smell elf, but the ambiguity of the breeze suggested that they all trust their ears for the moment.

Nihm took a step closer to Baldoor and Kassuq, prepared to fire her arrow over or around them as needed.

Faram snuck northwestwardly.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Skill** | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** |
| **Move Silently** | 6 | **Dex (+5)** | 4 | 15 | ?? | ?? |

*Listen DC unknown to PCs, but they can all hear him until…*

<< Niiiihm! >> Scarlet’s voice called out from somewhere to the east-northeast. She spoke in Elven, so most of her friends weren’t understanding what followed, << I thought we had a connection, and want to offer you a chance to return to your people, with whom you belong... not with these *dogs*. >>

The horses stirred to the east, though they did not scamper.



Round 3

Scarlet moved southward, continuing to speak.

<< Your destiny is with your own kind, sister. Come out and join us, and take your rightful place in this world. >> Scarlet’s voice rung loudly as her friends skulked.

Zodom moved closer to the heroes.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Skill** | **Zodom** | **Ability** | **Mod.** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** |
| **Zodom, Move Silently** |  | Dexterity | +2 | **Dex (+2)** | 0 | 2 | 1 | 3 |

*See below.*

Syd moved westward, and cast *silent image*, projecting a figment of himself about 20’ to his southwest. He even gave the illusion a magical aura for added effect.

To the south, Xiomara, Lolthalot, and Rijtram spread out and ventured further west.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Skill** | **Ranks** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** |
| **Lolthalot, Move Silently** | 0 | **Dex (-3)** | 0 | -3 | 5 | 2 |
| **Rijtram, Move Silently** | 0 | **Dex (+1)** | 0 | 1 | 14 | 15 |
| **Xiomara, Move Silently** | 0 | **Dex (+0)** | 0 | 0 | 14 | 14 |

*See below.*

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Skill** | **Rank** | **Ability**  **& Mod.** | **Misc.**  **Mods.** | **Total** | **Roll** | **Check** |
| **Baldoor, Listen** | 0 | Wis (+2) | 0 | 2 | 16 | 18 |
| **Baldoor, Spot** | 0 | Wis (+2) | 2 | 4 | 18 | 22 |
| **Faram, Listen** | 9 | Wis (+0) | 2 | 11 | 3 | 14 |
| **Faram, Spot** | 9 | Wis (+0) | 2 | 11 | 12 | 23 |
| **Kassuq, Listen** | 6 | Wis (+1) | 0 | 7 | 12 | 19 |
| **Kassuq, Spot** | 6 | Wis (+1) | 0 | 7 | 11 | 18 |
| **Nihm, Listen** | 1 | Wis (+1) | 0 | 2 | 2 | 4 |
| **Nihm, Spot** | 4 | Wis (+1) | 2 | 7 | 18 | 25 |

They could all hear someone approaching from the southwest, while there was almost no sound coming from the northwest, and they could still see none of their enemies.

Baldoor said, quietly, “Move across tha road.”

As they moved, they continued to keep their eyes open for any movement. Kassuq continued to sniff the air for any hints of familiar scents; it was all elves so far, and his mates as well.

They all kept their ears open for any noises as Baldoor continued to have his *spiritual weapon* spell ready while Nihm had an arrow ready to let fly.

Faram could be heard casting *see invisibility [expired on Round 603]*, which Baldoor identified as that spell, and produced his wand of *magic missiles* as he scanned the area to the east for any creepers.

Round 4

The horses to the far east settled as their riders skulked in the bush.

Syd drank a potion of *cat’s grace [expired on Round 44]*, and crept slightly closer as he guided his apparition forward*.*

*Syd gained +4 to Dexterity.*

Scarlet drank an identical potion *[expired on Round 44]*, and whispered something that Nihm couldn’t hear well enough to understand.

*Scarlet gained +4 to Dexterity.*

Zodom swung his heavy flail and walked with no concern over being acquired by someone with a sharp ear.

Rijtram hefted his greatsword in both hands before him like a surrogate penis.

Xiomara held hers in falcon stance, waiting to pounce on any sneaking gnome in a bush.

Lolthalot dragged his club along the ground, the scraping noise confusing the heroes to his northwest.

The heroes heard a definite presence to their immediate northeast, just beyond their line of sight. One of the elves was toting a heavy flail, and its chains could be heard jingling.

*Based on what is heard, the heroes determine the source to be between H7 and L12. The PCs are confident that an area of effect spell encompassing these squares is likely to encompass at least one enemy NPC.*

Nihm heard Scarlet whispering, but not loudly enough to discern the meaning of the words.

Baldoor turned to the others for a moment, “Keep yer eyes open, they’er gettin’ close.” He continued to have his *spiritual weapon* ready to cast.

Kassuq replied to Baldoor, “I’ll keep an eye to the south. Try to concentrate your fire on one target if you can.”

There was now also movement coming from the southeast, and it was becoming clear that the elves were converging upon them.

Nihm nodded and focused on the area to the north east, an arrow ready to fly at the first sign of a target.

Faram was still close enough to his friends to cast *haste [expired on Round 11]*, an innocuous spell that would preserve his *invisibility*, and boost the heroes in their stand against whatever motives these elves had.

*Faram and PCs gained +1 to attacks, AC, and Reflex saves; one extra weapon attack, and +30’ movement, when applicable.*



Round 5

They began to see rustling branches as their enemies closed in.

Syd moved northwestwardly as his illusion came around a bush and presented itself to the heroes*.*

Faram and the others spotted Emo Syd Cringe—the somber boy they’d met on the side of the road a full day ago—coming out from the bush, crouching, and aiming for him with a hand crossbow as movement to the north-northwest suggested someone else moving in that direction.

Scarlet moved back towards the road, positioning herself behind a dense bush for optimal ranged combat with cover.

With an Elven battle cry, Zodom charged towards the heroes in a crescent arc that positioned him for a nice charge-attack on the next round. It was clear that he could not see Faram, and was making a beeline that would have given the gnome an attack of opportunity if he were armed with a melee weapon... but he wasn’t.

Hearing the call to action, Rijtram, Xiomara, and Lolthalot ran towards the epicenter of what was to become an onslaught.

Rijtram came out from a bush just south of the road, and was now behind Zodom, taking a measure of the three enemies he could see as he presented his extra-long greatsword.

To their direct south, the leather-armored barbarian named Lolthalot was about to charge at them with a club in hand.

Baldoor cast his *spiritual weapon [expired on Round 9]* spell and directed the hammer against Zodom, intending to break up the barbarian’s charge.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Spiritual Hammer | 1d8 | 1 | 0 | x3 | Bludgeon | - | +5 | 7 | 12 |

*Miss.*

Kassuq held his ground and prepared to engage whichever enemy decided to test him and his sword.

Nihm followed Baldoor’s lead and fired at Zodom with as many arrows as she could fire with the aid of the *haste* spell.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** | **Notes** |
| MW Longbow | 1d8 | +0 | 1 | x3 | 100’ | 3.0 | +7 | 16 | 23 | +1 within 30’ |
| Longbow, Rapid Shot | 1d8 | +0 | 1 | x3 | 100’ | - | +7 | 7 | 14 | +1 within 30’ |
| Longbow, *haste* | 1d8 | +0 | 1 | x3 | 100’ | - | +7 | 17 | 24 | +1 within 30’ |

*Hit, hit, hit. Dmg: (5 + 1) + (2 + 1) + (8 + 1) = 6 + 3 + 9 = 18.*

Nihm took note of how easy it was to hit this fellow, though she also saw that it took all three arrows to bring down the unarmored sorcerer.

Faram recognized the figment of Emo as an illusion, and cast *ghost sound* on the spot where the apparition stood, which now emanated, “I am an illusion!” over and over. The clever gnome kept his *invisibility* spell’s effects active, and further studied the incoming enemies with care.



Round 6

Scarlet came out from their east, and took a few steps before aiming and firing her crossbow at Kassuk from 50’ away.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Dex Mod+** | **W+** | **Total Score** | **Roll** | **Total** | **Crit** | **Threat** |
| Scarlet | MW Light Crossbow | 1d8 | 1 | 5 | 1 | 7 | ***20*** | 27 | 19 | þ |

*Threat. 1d20 = 14 + 7 = 21, critical hit. Dmg: 6 [21/27].*

Zodom, Rijtram, Lolthalot, and Xiomara charged towards the heroes.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Save vs.**  Incoming NPCs | **Rank** | **Ability**  **& Mod.** | **Misc.**  **Mods.** | **Total** | **Roll** | **Check** |
| **Faram, Reflex** | **5** | **Dex (+5)** | 0 | 10 | 3 | 13 |

*Fail.*

Zodom blundered right into Faram.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Skill/Save** | **Zodom** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** |
| **Reflex** | 3 | **Dex (+2)** | 0 | 5 | 17 | 22 |

*Success.*

Zodom remained on his feet, aware that he’d just trampled a gnome that was likely still adjacent to him.

Rijtram lost the momentum of his charge as he gave the area of the blunder a wide berth and instead reached Kassuq, raising his greatsword in anticipation of a sweet attack as Kassuq swung at him.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Longsword | 1d8 | +2 | 0 | 19-20/x2 | Slashing | 4.0 | +5 | ***19*** | 24 |

*Threat. 1d20 = 2 + 5 = 7, not a critical hit. Dmg: 6 + 2 = 8.*

The kid’s chainmail ripped at the arm and chest, and the boy struggled to hold back a cry of pain.

Lolthalot did not lose his momentum on his way northward, and now his club came down hard on Kassuq.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **W+** | **Other+** | **Total Score** | **Roll** | **Total** |
| Lolthalot | MW Club | 1d6 | 1 | 1 | 1 | 2 charge | 5 | 4 | 9 |

*Miss.*

It, however, hit the ground instead as its barbarian wielder grimaced and prepared for another attack.

Xiomara was slower to attend the party, but had already selected—and demoralized—Baldoor right after dismounting. She now locked eyes with the dwarf and sought out the best routes to reach him without getting scuffed by her friends.

*Xiomara has +1 to Will saves, attack rolls, and damage rolls against Baldoor.*

Syd’s illusion continued to fire and reload uneventfully as the *ghost sound* spell alerted them to the fake. Meanwhile, the real Syd was nowhere to be found.

Baldoor moved his *spiritual weapon* to attack Zodom once more, hoping to take him out of the fight completely.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Spiritual Hammer | 1d8 | 1 | 0 | x3 | Bludgeon | - | +5 | 6 | 11 |

*Miss.*

He shook his head at the *hammer’s* blunder as it passed by the enemy, then took a step towards Rijtram and swung his warhammer as quickly as he could, aided by the *haste* spell cast by Faram. He hoped to finish off Rijtram quickly.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| MW Warhammer | 1d8 | +1 | 1 | x3 | Bludgeon | 3.0 | +4 | *1* | 5 |
| MW Warhammer, *haste* | 1d8 | +1 | 1 | x3 | Bludgeon | - | +4 | 15 | 19 |

*Miss, hit. Dmg: 3 + 1 = 4.*

Rijtram instantly took a 5’ step back, partly aided by the knock of Baldoor’s warhammer. He was now practically up against Faram.

Nihm, seeing how badly injured Zodom was, and Baldoor’s spell going to try and finish him off, focused on Xiomara and fired off as many arrows as possible.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** | **Notes** |
| MW Longbow | 1d8 | +0 | 1 | x3 | 100’ | 3.0 | +7 | 17 | 24 | +1 within 30’ |
| Longbow, Rapid Shot | 1d8 | +0 | 1 | x3 | 100’ | - | +7 | 3 | 10 | +1 within 30’ |
| Longbow, *haste* | 1d8 | +0 | 1 | x3 | 100’ | - | +7 | 11 | 18 | +1 within 30’ |

*Hit, miss, miss. Dmg: 1.*

Nihm thought the better of firing on the half-plate-donning knight again.

Having already wounded Rijtram, Kassuq wanted to finish off the treacherous elf, so he swung again with his longsword.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Longsword | 1d8 | +2 | 0 | 19-20/x2 | Slashing | 4.0 | +5 | 9 | 14 |
| Longsword, *haste* | 1d8 | +2 | 0 | 19-20/x2 | Slashing | - | +5 | ***20*** | 25 |

*Miss, threat. 1d20 = 13 + 5 = 18, not a critical hit. Dmg: 7 + 2 = 9.*

Rijtram was not quite finished, but he was deeply regretting not having run away to the open road to find his beloved Engelbrit.

Faram snuck a bit northward first, then compromised his *invisibility* by casting *fireball* in order to sear at least some of the enemies before the melee really got started.

|  |  |  |  |
| --- | --- | --- | --- |
| **Save vs.**  *fireball* | **Total** | **Roll** | **Check** |
| **Rijtram, Reflex** | 3 | 12 | 15 |
| **Scarlet, Reflex** | 14 | 14 | 28 |
| **Xiomara, Reflex** | 1 | 1 | 2 |
| **Zodom, Reflex** | 5 | 2 | 7 |

*Fail, success, fail, fail. Scarlet saved for ½ damage.*

*Dmg to Rijtram: 19 fire.*

*Dmg to Scarlet: ½ x 21 = 10 fire.*

*Dmg to Xiomara: 23 fire.*

*Dmg to Zodom: 19 fire.*

Rijtram and Zodom became scorched versions of their former selves, while Xiomara’s half-plate cooked her inner organs, causing her to collapse. She would be dead within the minute.

The illusion of Emo Syd Cringe appeared unscathed by the fiery explosion that excluded all the friendlies in his midst.

A picture containing background pattern

Description automatically generated

Round 7

Scarlet and Lolthalot remained standing, and Scarlet knew the jig was up; thus, she shook her head at Lolthalot and they both immediately sprinted eastward. Scarlet reached her horse, and would mount up in a moment.

Syd was last heard to the north, but was now inaudible.



Baldoor saw that the tables had been turned with a single series of carefully orchestrated overtures on their part, and now there remained the task of reining in the fugitives. He moved to Xiomara’s side and attempted to stabilize her.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Skill: First Aid** | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** |
| **Baldoor, Heal** | 2 | Wis (+2) | 0 | 4 | 13 | 17 |

*Success. Xiomara was stabilized.*

Seeing that he had managed to stop the bleeding in her nose and trachea, the cleric of Moradin then instructed the others, “Lad and Lassie, claim us a horse or three if they don’t take ‘em all. Faram, stay alert. I’ll see if we can bring back at least one to question.”

Kassuq nodded and headed off towards the horses, his sword still in hand as he ran after the fleeing elves. (Intent: chase them off and don’t give them time to collect all of the horses.

Nihm followed Kassuq but paused along the way to fire off an arrow at Lolthalot or Scarlet, letting them know that sticking around was not a wise idea.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** |
| MW Longbow | 1d8 | +0 | 1 | x3 | 100’ | 3.0 | +7 | 3 | 10 |

*Miss.*

Faram moved south, then aimed his wand of *magic missiles* at Scarlet, and zapped her with all 3 missiles.

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



Round 8

Scarlet limped the last few steps towards the horse, then mounted.

Lolthalot knew that he would be mauled if he tried to mount his horse, so he turned around a few steps shy of it, and swung his club at the dog-faced archon. Kassuq smiled and howled when he saw Lolthalot turn to face him and charged in.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Character** | **Attack Type** | **Damage** | **BAB** | **Str Mod+** | **W+** | **Total Score** | **Roll** | **Total** |
| Lolthalot | MW Club | 1d6 | 1 | 3 | 1 | 5 | 18 | 23 |

*Hit. Dmg: 4 + 3 = 7 [14/27].*

Kassuq replied.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Melee Weapon** | **Dmg** | **D+** | **TH+** | **Critical** | **Type** | **Wt.** | **Atk** | **Roll** | **Check** |
| Longsword | 1d8 | +2 | +2 charge | 19-20/x2 | Slashing | 4.0 | +7 | 18 | 25 |

*Hit. Dmg: 8 + 2 + 2 = 12.*

The barbarian hardly cringed at the well placed laceration to the chest.

To the east, Baldoor made sure to remove her armor and weapons while adding, “Yer just full o’ tricks, my little friend,” and gave Faram a little smile and chuckle.

“Aside from Divinations,” the *unseen seer* stated the obvious, “*fireball*’s my signature thing.”

At a distance of about 95’, just within her ideal firing range, Nihm stopped and fired off three arrows at Scarlet as the female elf tried to mount one of the horses. Perhaps they could bring all three in for questioning.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** | **Notes** |
| MW Longbow | 1d8 | +0 | 1 | x3 | 100’ | 3.0 | +7 | 19 | 26 | +1 within 30’ |
| Longbow, Rapid Shot | 1d8 | +0 | 1 | x3 | 100’ | - | +7 | 12 | 19 | +1 within 30’ |
| Longbow, *haste* | 1d8 | +0 | 1 | x3 | 100’ | - | +7 | 2 | 9 | +1 within 30’ |

*Hit, hit, miss. Dmg: 5 + 1 = 6.*

Almost dead, and with two arrows sticking out of her torso, Scarlet turned her mount eastward to flee as Lolthalot was left to fend for himself. “For Glory!” she cheered.

“In Glory shall—we—forever—be—enshrined!” Lolthalot struggled to say as he positioned himself in anticipation of parrying Kassuq’s next swing.

Faram saw that Nihm could probably take down Scarlet with another volley, and thus selected Lolthalot as the next recipient of his triplet *magic missiles*.

*Dmg: 9 + 3 = 12 magic [force].*

Lolthalot got hit in the genitalia, face, and genitalia again, and lost all notion of himself as he dropped to the ground and began to bleed to death.



Round 9

Scarlet took off eastward, urging her steed to a full gallop as quickly as she could.

Once Xiomara’s armor and weapons were removed, Baldoor tied her hands. He then looked to where the others were. “Nihm!” he yelled, “Come watch this one, I’ll help the lad.”

The *haste* spell wore off.

End of rounds

Nihm didn’t respond verbally as she watched Scarlet ride off into the distance. She felt the spell fade away and decided not to waste any more arrows. She then turned and went back over to keep watch on Xiomara with her rapier in hand and her bow slung across her back.

Baldoor jogged over to Kassuq where the archon stood over the body of Lolthalot, not sure what to do. He attempted to stabilize Lolthalot. “Collect tha horses,” Baldoor instructed Kassuq.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Skill: First Aid** | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** |
| **Baldoor, Heal** | 2 | Wis (+2) | 0 | 4 | 10 | 14 |

*Fail.*

The young archon nodded and then turned to the horses. He took the leads of two of the horses and led them to a third which he mounted. “I’ll be right back,” Kassuq said as he led the two horses over to Nihm and Faram.

Baldoor saw that he wasn’t going to stop Lolthalot from dying, so he cast a *cure minor wounds*, sacrificing *detect magic* in order to do so.

*Lolthalot gained 1 hp, and stopped bleeding out.*

Lolthalot did not regain consciousness, but he would live yet another day.

Kassuq rode back to the others as they removed the armor, weapons, and special items from the wounded, and tied off Lolthalot’s hands. Baldoor got on one horse after they got Lolthalot onto a horse, whereupon Kassuq took the reins of Lolthalot’s horse and led it back while Baldoor followed close behind.