

Sept 3, 2014

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Summary

Essie - Human Fighter
Rolan D'crits - Wood Elf Ranger
Niloshis Quietwalker - Half-Elf Sorcerer
Lem Sabler - Halfling Fighter (NEW)
Chi Tan - Human Fighter
Karaam - Half-Elf Fighter (NEW)
Griffin - Hill Dwarf Cleric

Keep now under siege.
Tunnel available to come + go
Keep under surveillance

Commotion on top of keep parapet

Party moves to top of parapet

Governor → Thank you! Ashamed to ask → no more quest.
Crowd carrying loads + circling MILL (Sawmill)
Mill is main export → PROTECT!

15HP

30m left

11:30pm?

BACK IN THE TUNNEL!

LEM takes lead → keeping cover

Stealth Clerk #1 → Griffin → Failed but we make it a bit further!

Continue thru forest → 350 ft from mill

Mill → people carrying loads towards mill

+50 meters → Essie + Griffin BUMP in armor CLASH!! (Failed stealth $\frac{2}{4}$)

COMBAT!

4 ~~Kobolds~~ Kobolds

Karaam → Arrow 10 dmg → Kobold ① dead

Chi → moves + attacks → miss!

Essie → Javelin tossed → HIT! 5 dmg → ?

Lem → moves + attacks → HIT! 7 dmg → DEAD Kobold ②

D'CRITS → arrow → HIT! 6 dmg → ? Kobold ③

Kobold ③ → attacks Chi → 18 HIT! 4 dmg

Kobold ④ → attacks Chi → HIT! 4 dmg > down to 4HP!!

Niloshis → attack Ray of Frost → MISS! Kobold ④

Griffin → heals Chi + 6 (10HP)

Karaam → attack Kobold ③ → HIT! 4 dmg DEAD!

Chi → moves back + short bow → MISS!

Essie → moves + javelin (DISADVANTAGE) → MISS!

Lem → moves to attack → HIT! 11 dmg → DEAD!

CLOSER TO MILL

FALSE LIFE SPELL → FADES → Back to 10HP

RUSH THE MILL

Few fires already set
Guard + 4 Cultists

(L)

(C1)

(C2)

(C3)

(C4)

(2)

SURPRISE ATTACK AT ONCE

Niloshis → HIT 8 dmg (C4)

Chi → (L) MISS

D'CRITS → (C4) 4 dmg DOWN!!

Karaam → (C3) HIT 8 dmg

LEM → (L) HIT 8 dmg

Essie → (L) MISS

Griffon → MISS

3 guards + Leader
Run Ar Mill

Initiative

COMBAT AT MILL

LEM → rushes forward → DASH, drop bow, shield on

C3 enters mill

C2, C1 enter mill

L stays outside

Chi → (L) HIT 7 dmg Leader is down!

Karaam → moves full, DASH

D'CRITS → DASH

Niloshis → DASH

GRIFFON → DASH

LEM → DASH to mill entrance

C1 → Attack LEM - MISS

ESSIE → attack (C1) HIT 9 dmg DEAD

Chi → moves to mill

Karaam → DASH

D'CRITS → DASH

Niloshis → Ray of Frost → put out a fire but miss window!

Griffon → DASH

~~LEM~~ C2 attacks Lem (MISS)

C3 attacks Lem ~~(MISS)~~ → LEM inside mill now
HIT → 4 dmg

ESSIE → enters mill

Chi → enters mill

Karaam → enters mill → attack (C3) → MISS

and hit → HIT 8 DMG DEAD

D'CRITS → enters mill → moves to corner → HIT (C2) 7 DMG

NILOSHIS → DASH to entrance of mill

GRIFFON → moves to entrance

LEM → HIT (C2) 6 DMG DEAD!!

★ Order

(C1) (L) (C2) (C3)

Essie → puts out torch

(3)

Arrow from above → slides in floor at Essie's feet

7 visible enemies → stairs up to 2nd floor

Enemies hiding behind stacks of cut wood

(C7) (C6) (C5) (C4)
1 2 3 4

(C1) 7 Dragon
Do'n
(C2) 6 Draw
(C3) 1 Firemage

2 attacks Lem → 4 dmg

4 attacks ^{Essie} → MISS

5 attacks → miss

7 attacks → Essie 20 CRIT → 6 DMG

LEM → moves to cover → 2nd wind heal

Essie → moves to entrance after attacking (7) ~~MISS~~ MISS REROLL! MISS!

(1) → jumps to ground → attack LEM HIT 4 DMG (5 HP)

(2) → spear at Karaam MISS

(6) → spear at Karaam miss

~~Chi~~ Chi → miss on (1) → moves underneath (1-4)

(4) → attacks Karaam miss

D'CRITS → (1) HIT 6 DMG → still up

(7) ~~ADAMANT~~ → Karaam HIT → 4 DMG

(6) → HIDES

NILOSHIS → MISS on (5)

LEM → HIT 19 DMG (1) DEAD

(2) → Karaam → HIT 4 DMG

Chi → tip (2) SUCCESS 30 MG

D'CRITS → (5) HIT 5 DMG

(6) → moves

GRIFFON → CURES WOUNDS ON ESSIE

ESSIE → moves under cover but attack (5) REROLL ~~MISS!~~

(2) Karaam → DASH upstairs

(4) attacks Chi → MISS

~~ADAMANT~~ (7) → Karaam → MISS

NILOSHIS → FROST KILLS (5) 20 CRIT!!

GRIFFORN → ~~MISS~~ attack ⑦ Dragon-Kin 8 DMG HIT!

LEM → MISS ^{MY} REROLL! → HIT 8 DMG ③

ESSIE → MISS!

② Stands up DAZED

③ swings at LEM MISS!

Chi → tries to grab enemy above NAT 20!

Pulls enemy off ONTO other enemy 6 DMG + 3 DMG

⑥ ⑦

④ DEAD!

Karaam → attack ⑦ ^{2 weapons} MISS + HIT 9 DMG DEAD
moves to ⑥

④ DCRITS → HIT! 2 DMG
2nd Attack MISS

~~Allosaurus~~

Karaam → DOWN

NILOSHIS → MISS Ray of Frost

GRIFFORN → MISS

LEM → attack MISS

ESSIE → attacker HIT 5 DMG DEAD

2 Enemies Left

② → MISS LEM

Chi → MISS

Karaam → Death Saving Throw ★ FAIL

DCRITS → MISS

NILOSHIS → CRIT NAT 20! Firebolt

19 DMG ★ DEAD

GRIFFORN → SACRED FLAME MISS

LEM → MISS

ESSIE → HIT DEAD

Defenders show up to help + heal