

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 5 - dot Player 7 - tolroc (halfling)</p> <p>-----</p> <p>Player 0 - dungeon master : So in order to get to the grove you all must ascend down towards the shaft in the middle of the room, I need Dex Saves from everyone</p> <p>Player 5 - dot : dot will do a slight curtsy with her rags "Thank you."</p> <p>Player 5 - dot : 16 Dex save</p> <p>Player 0 - dungeon master : You managed to get down the shaft safely. You see a beautiful garden, with luminescent fungus, shedding violet light, clinging to the walls and ceiling of this wide cavern. The air is damp and chilly here. You smell a slight stench of decay. The remains of cave animals cover the floor.</p> <p>Player 7 - tolroc (halfling) : tolroc thanks the hobgoblin chief and then heads down the shaft.</p> <p>Player 7 - tolroc (halfling) : Dex save 20</p> <p>Player 5 - dot : Yelling up to the group "It is safe to come down friends."</p>	Player 0 - dungeon master	TRUE	<p>The group looks down at you. Tolroc says "Thanks, it was kind of tight down here, and then I found this huge sword!". Otyugh says "You think he knows about the rest of us?"</p>	<p>As Tolroc descends down carefully, and manages to get down to the grove without difficulty, he looks upon the beautiful, eerie garden ahead of him. The violet lights eerily dance as if they have a will of their own. The ground is covered in rotting remains. To the left of the corridor stands two creatures. Neither one you are recognize, a hunchbacked, skeletal humanoid with a pair of glowing red eyes, and a humanoid woman with black, glossy skin. They turn their heads in unison, and they spot you instantly.</p>	<p>You all climb down safely and you find yourself in a beautiful garden. The air is damp and chilly here. You smell a slight stench of decay. The remains of cave animals cover the floor.</p>	<p>You join Dot and see what she sees</p>	<p>You continue on following the path until you come across another passageway. This narrow hall is also lined with alcoves, and in the northern one of these is a chest that has been hastily left behind.</p>	<p>As you all descend into the light you can see that the light is emitted not from a fungi as you thought but from the corpse of a humanoid creature that was killed by something, your best guess would be another of the strange creatures that seem to hunt the area. You see in the distance other humanoid creatures, some just sitting down while the others seem to be on the hunt. The floor is covered with the remains of the other dead beasts. You walk to the edge to see what is in front of you.</p>

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<p>Player 0 - dungeon master Player 2 - jupp (goliath)</p> <p>-----</p> <p>Player 0 - dungeon master : (Wow...you are not having any luck with rolls....) He did not seem to take anything.</p> <p>Player 0 - dungeon master : Isow shook his head, " The workers will take him at the end of the day and prepare him then he will be burned as is the Guranam custom." " Family? Yes, his daughter who I mentioned earlier. She is not in town currently but should return soon." He frowned slightly at jupp, " Do not mistake the Guru for a fraud....he is a powerful man and much loved by my people....but he is one of those who has a somewhat revisionist view of history. When we threw off the remnant of the Guranam empire, their children were the ones who lit the flame and assisted us....but when some of my people tell the tale they focus only on our own uprising." Once sure that the priest and his men had truly departed Isow drew the companions in and express his profound doubts that the victim was murdered by one of his own. He reiterates that with the extortion going on of late, there have been increasing troubles between the Guranum and the Lokanans, and Isow thinks that whoever did this did it as a warning to the Guranam community. " I don't dare push the point as long as the Guru is opposed to the investigation; the priesthood can stir up too much trouble among the common folk if he is slighted. If someone else were to look into the matter, of course, I would be very grateful in ways that would fill up empty purses. If evidence proving the guilt of a culprit were to find its way to my office, I would be quite certain that such efforts would be rewarded by as much as 500 silver pana." " But if someone were so incautious as to claim my official sanction on their investigations, however, I would be obliged to deny every word of it and to punish such imposture accordingly. Do we have an understanding?"</p> <p>Player 2 - jupp (goliath) : "I believe we do, but if someone was to take this under there own stead where might you say they should start" as jupp looks for a spot to lay the body then thinks the foremans office would be a great spot.</p> <p>Player 0 - dungeon master : " His daughters due to return on tomorrows high tide.", Isow said casually. He followed jupps eyes, " The office, yes."</p> <p>Player 0 - dungeon master : (You guys are pretty much free to do what you want- general description of the town and districts is in the DM notes on the campaign page. Explore at your leisure. Still got most of the day before you need to find a place to sleep.)</p>	Player 0 - dungeon master	TRUE	Investigation 25	Jupp looks through the draws and desk, noting his interest in the strange black and white symbol carved into the stone slab that he saw earlier.	The body is already gone.	A thorough search of the office reveals nothing related to the name Isow gave you, Raj Senem, and indeed little but building plans, a hidden bottle of arak and some betel nut.	He is carrying a bag full of money- a purse and a small pouch are also in the bag, the wallet he had in his pocket, the key to the room and his carpentry and blacksmithing tools.	Inside the desk was a secret drawer containing several parchments and some charcoal for writing as well as a quill. The first sheet appears to be some sort of letter or record.

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<p>Player 0 - dungeon master Player 5 - matthias (bard) Player 3 - rufus (barbarian) Player 2 - nadrael (bard) Player 9 - valafar (tiefling) -----</p> <p>Player 0 - dungeon master : Wilnor stealthily moves to the archway in the hall and peeks through to see what lies beyond. On the other side of the arch he takes in another large room. A wall to his left extends out about 20 feet before it stops, blocking off the view of what may lie further to the east. Several large square holes have been cut into the ceiling and the floor. As he looks around the room, he hears low whispers coming from somewhere outside of his line of sight, though they're too quiet to understand.</p> <p>Player 5 - matthias (bard) : so impatient. One must learn to be patient to succeed, my friends. Such is the way of Life,Love,and War. matthias follows behind (way behind) and (if we can all hear the whispering) tried to listen to what it's saying. 12</p> <p>Player 3 - rufus (barbarian) : rufus follows beside Mattias, desperately looking around as the source of light grows further and further away. When Sam yells, he jumps a little bit, groaning softly. "Lad, add tact to the list. I may make me own fair share of noise, but I know when the time is right for silence."</p> <p>Player 2 - nadrael (bard) : nadrael will creep up to the now open doorway, and edge forward looking carefully at the ceilings and walls for anything that might indicate a trap or look like a trigger for one. She won't advance beyond where the holes in the room start.</p> <p>Player 2 - nadrael (bard) : Stealth: 15 Investigation: 19</p> <p>Player 9 - valafar (tiefling) : "I hope I'm not too late for today's event of conquering this lost temple." A red tiefling with a set of noticeable large antlers casts Light on his staff as he places himself at the back of the group. "The name is valafar Creed, at your service." He then follows up his introduction casting False Life on himself.</p> <p>Player 9 - valafar (tiefling) : 7 Temporary HP OOC: DM, can I ritually cast Find Familiar and deduct the 10gp worth of materials to summon a Pseudodragon before we entered the temple?</p>	Player 0 - dungeon master	TRUE	<p>You find a hidden room with a large black sarcophagus. Upon opening the lid on it, you see that the corpse within rotted many years ago. If you attempt to remove the lid, the remains of what once was a powerful mage falls on your head and falls to the floor.</p>	<p>As Valafar introduces himself, he can feel the warm glow emit from his antlers. After a quick introduction, everyone moves through the archway at different speeds and times. Some make more noise than others. Some are more stealthy than others.</p>	<p>As the group begins to move forward, they feel a tremor shaking the ground and the sound of a stone block sliding across tile and landing softly at their feet. The next step they take produces a loud clattering sound, but nothing visible has shifted or fallen. The whispering gets louder and faster, though it remains too quiet for any of you to understand.</p>	<p>Nadrael quietly moves into the room past Wilnor, keeping a careful watch for traps as she goes. She detects no traps in the immediate area, though she hears the same quiet voices as Wilnor.</p>	<p>Valafar, Nadrael as you advance towards the arch and look up to a 20 foot by 30 foot room above, two figures appear in the holes in the ceiling: a small winged creature (not the kind of wings you might expect, more insectoid) and a larger amorphous jelly which hovers over a dark pool of water in the center of the room. As you take in these new developments, the winged creature hisses and waves its long, claw-like fingers towards you in a threatening manner.</p>	<p>Wilonor sees that to the north of the room, the floor rises up to meet the ceiling and blocks access to the next area of the temple. The whispers from within the room sound no louder than a normal whisper.</p>

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<p>Player 6 - dungeon master Player 4 - otrov (half-elf,bard)</p> <p>-----</p> <p>Player 6 - dungeon master : As you miss attack number 2, do you stay where you are or retreat further west towards the blocked door?</p> <p>Player 6 - dungeon master : otrov please roll 5 d20 to see if there is a critical hit.</p> <p>Player 4 - otrov (half-elf,bard) : 16 10 2 17 2</p> <p>Player 6 - dungeon master : Three times Dain misses the slime, giving the creature enough time to corner them in the narrow tunnel. The slime takes one swing at Dain</p> <p>Player 6 - dungeon master : Attack: 14 Damage: 5 and 4 acid damage</p> <p>Player 6 - dungeon master : but misses and a moment later at otrov</p> <p>Player 6 - dungeon master : Attack: 5 Damage: 8 and 3 acid damage who can dodge the attack as well, before Dain is able to open the hidden door into the main chamber of the temple.</p>	Player 6 - dungeon master	TRUE	Otrov, you're up!	The last swing is Dain, hoping to do more damage to the ooze but the ooze is able to block the attack.	The group is now safely back in the original chamber, but it has been fully contaminated with this vile slime substance. The walls and floor are now covered in a thick mucus. You can see that the eastern wall has crumbled and now sits at a strange angle. The western wall is intact. There is a narrow door in the center of the western wall that is closed. A large stone sarcophogus is situated in the middle of the chamber.	with plenty of room to move it is easy for the three of you to strike down the yellow slime, only leaving a smelly puddle and a few small rocks on the ground.	The slime strikes again, missing with all 3 swings	As the door is opened the party notice a large empty chamber. You notice that it looks like the room was torn apart as if the stone and its surroundings were torn apart.

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<p>Player 1 - dungeon master Player 3 - graxx (wizard) Player 2 - utar (goblin,bard) Player 5 - neya (druid) -----</p> <p>Player 1 - dungeon master : “Oh, I see!” Shandra says, a bit surprised. “Rorin never was one to follow our worship of the gods, you see. I am happy to see his perspective is changing!” Darvag also shows his appreciation, in his own way: “Typical young lad. Won’t listen to his parents, but is ready to start praying as soon as a hero of Torm shows up with his blessed mace and shining armor. Not that I’m complaining...” Rorin says a few words himself: “Yes, the timing for sharing the news was a bit off. Worry not. I’ll be back in the next ferry trip in a few days after I learn a bit more about Torm.” They all nod. Hugs and handshakes are spread all around. The residents of Thorn Isle say their goodbyes to the Chaotic Relief adventuring party and reassure you are all welcome back at the island whenever you wish. “I’m sure Miss Liela will grant you as many permissions as you’d want!”</p> <p>Player 1 - dungeon master : (OOC : If there is anything else you’d like to do in Thorn Isle before leaving, now is the time to mention it.)</p> <p>Player 3 - graxx (wizard) : graxx shakes the hands and smiles. Chaotic Relief is making a difference. Just a little at a time. graxx is ready to board the boat.</p> <p>Player 2 - utar (goblin,bard) : utar was sure to return any books borrowed from the library of the manor. He resolves to keep a close eye on Rupert on the journey back to the mainland.</p> <p>Player 5 - neya (druid) : "Thank you for being our hosts during our stay. Let us meet again under less tragic circumstances."</p> <p>Player 1 - dungeon master : Goodbyes delivered, the party heads back to the fishing boat and finishes loading it up. Rupert is being a sour-puss, clearly not happy about leaving Thorn Isle. Before too long, the vessel is on the water and the short trip begins.</p> <p>Player 1 - dungeon master : In high contrast with the cloudy skies, the waters in the bay are fairly calm. Unlike your initial approach, Rupert is more than capable of solely controlling the fishing boat past the rocky section of the trip now that it can be easily identified from a distance. The most uncomfortable part of the trip is just how tightly packed the small boat is, as it is clearly not built to transport seven people at once.</p>	Player 1 - dungeon master	TRUE	The return trips to the mainland are the worst.	The first morning of travel is uneventful, even as you all wake to a slightly cold breeze. You spend the time to get ready for the day. After a few more hours, you start to notice a light fog that starts to surround the hull of the boat as you travel further and further away. It appears to be getting colder, but the bay is staying calm.	Rupert and Darvag both share a similar expression of satisfaction. While the seas are very calm, they are also choppy. The fishing boat takes a few heavy bumps now and then. “This is better than the first time at least, I reckon,” Rupert says to Darvag. “We’ll be back soon enough.”	Mid-way through the trip, Drazzim silently reaches into his clothes and pulls out a bloody piece of rolled-up parchment. He shoves it into Utar’s chest and then finally says: “ Consider it a partying gift, Tormite. You’ll need it when talking to Hurn.” Utar soon realizes the dwarf had pried from one of the mercenaries’ bodies the contract Hurn had given them. Showing this to the dwarven sergeant should be enough proof that the Chaotic Relief adventuring party was the one to restore light to the Lighthouse, and not the mercenaries. Explaining the blood may prove to be a little trickier.	About two hours into the journey, the sky brightens up a bit. The sun is not quite out of the woods, but now it seems like it may be clearing up, at least for now. The air also feels more humid than it did when the party arrived several days ago, though the water is still very much cold and fresh.	“Awh... I liked it here!” The halfling calls out as the boat passes through the passage. In an attempt to relieve the tension, the old half orc tries to strike up a conversation. He walks around the deck and leans over the side. “It’s been a while since I sailed these waters...” He scratches his chin. “Anyone else here ever sailed these waters?” He looks at you. “You look like a seafaring type with those clothes... I guess you have! What about you?” He turns to Rupert. “So, are there any sea monsters we should be worried about?” He seems very excited:

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<p>Player 5 - amelia (fighter) Player 4 - lili Player 6 - zalv Player 2 - null Player 0 - dungeon master -----</p> <p>Player 5 - amelia (fighter) : amelia laughs, “the dead Mudhorn would not be a very intimidating name now, would it?” amelia wipes a tear of laughter from her eye, she grins at null warmly, appreciative but uncertain whether he was joking or not, and certainly not able to read the mandolorian's expression or body language.</p> <p>Player 4 - lili : lili hears laughter through her focus. A conversation. Should she engage? She bites her lip and keeps coding. She's almost through the last firewall.</p> <p>Player 6 - zalv : "....what about the Undead Mudhorn?" zalv tosses the slight twist to null's suggestion.</p> <p>Player 5 - amelia (fighter) : “Hmm...” amelia put a hand to her chin in thought, “What about the Deathless Mudhorn, or the Spectral Mudhorn?”</p> <p>Player 2 - null : "Since we rescued it from its miserable life service the Emprise, how about the Revivified Mudhorn?" null adds.</p> <p>Player 5 - amelia (fighter) : “Hmm, I think the name is becoming too clunky. We want it to be easy to say, but not be too complicated...” amelia leans back in her chair, “Mudhorn Prime.. clean yet impresses the idea of power and strength, what do you think?”</p> <p>Player 0 - dungeon master : "How about the Groaning Mudhorn." Emma groans.</p>	Player 6 - zalv	TRUE	"Hmmm... The Mudhorn... It's a little too generic. The Groaning Mudhorn, that sounds more like a ship's name."	"What do we think of the idea of a ship of our own?" Zalv muses to the group as he sips the coffee Null provided.	"I like Mudhorn," Zalv suggests. "Sounds simple. Like a simple weapon for a simple person. I like the simplicity and the elegance of it. Also sounds like a machine of some sort. It's like those names of people who have cool nicknames like 'Thunderfist' or 'Blackfang', but it sounds like something else. It sounds like a machine."	Zalv chuckles at Emma, but nods towards Amelia, "Mudhorn Prime.....i like it~"	"....Hmmm, how about no?" Zalv chuckles at the response.	"If we are going for names then how about 'The Mudhole'?" Zalv suggests with a wink.

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<p>Player 5 - night wine (tabaxi,cleric) Player 6 - erevan (elf,monk) Player 2 - rha'el (centaur) Player 0 - dungeon master -----</p> <p>Player 5 - night wine (tabaxi,cleric) : As soon as he launches he moves to another part of the bush and tries to keep his stealth.</p> <p>Player 5 - night wine (tabaxi,cleric) : Stealth: 14</p> <p>Player 6 - erevan (elf,monk) : erevan curses in Elvish as he gets struck, and wildly swings back at kobold 6 with a strike with his sabre.</p> <p>Player 2 - rha'el (centaur) : rha'el makes another heavy overhead swing towards the last kobold in front of him (K13). "The god of death greets you with open arms!"</p> <p>Player 2 - rha'el (centaur) : Attack: 6 Damage: 8 (OOC: DND Beyond Giveth, DND Beyond taketh away.)</p> <p>Player 0 - dungeon master : Kobold 13 dodges to the side as the large sword comes down and slices into the ground. erevan manages to wildy swing his blade and slit kobold 6's throat. night wine's arrow slips past the half Dragon causing him to turn and look right at night wine. He growls low and starts forward, checking to see if his breath has returned. (Breath check: 1). Seeing that it is not he advances on night wine. He swings his sword at him twice in wild swings.</p> <p>Player 0 - dungeon master : Attack 1: 24 Damage: 9 Attack 2: 7 Damage: 14</p>	Player 0 - dungeon master	TRUE	The last two kobolds are down and their leader turns to see what his soldiers have done. He does not notice Night Wine sneaking up behind him and tries to look menacingly at the Half-Dragon. He lets out a sigh and slumps in defeat.	The first swing cuts deeply into Night Wine's chest. He feels his strength failing and falls under the second sword attack.	His fist clenches as the two hits land, causing both Night Wine and the lizardman to reel a little. His eyes narrow as he says "No challenge at all, are you going to die so easily?"	The first attack slashes along Night Wines chest causing him to stagger back. The dragon eagerly moves forward to slash again but trips over a root and falls forward onto the sword. The sword pierces upwards through his armor and opens an artery. The dragon twitches slightly as his blood flows out, his eyes still fastened on Night Wine, one clawed hand raking feebly at the ground.	Both attacks swing to the right of Night Wine and hit nothing but the air.	Both of the attacks come crashing into Night Wine, but only the first strike manages to draw some blood. The second strike is aimed just a little too high and ends up over Night Wine right shoulder.

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<p>Player 17 - aerin (half-elf,cleric) Player 4 - n'ruel (monk) Player 10 - esvele (human,cleric) Player 0 - dungeon master -----</p> <p>Player 17 - aerin (half-elf,cleric) : Attack: 6 Damage: 4</p> <p>Player 17 - aerin (half-elf,cleric) : ...the violent purple energy goes wide.</p> <p>Player 4 - n'ruel (monk) : The drow charges in towards the rat (R2) which esvele's bird just distracted. Quarterstaff Attack: 25 Damage: 15 bludgeoning</p> <p>Player 4 - n'ruel (monk) : With a slight hop, n'ruel jumps up in the air at the same time bringing his quarterstaff over his head. As he lands the staff catches the rat at the base of the skull, causing the decapitation of the creatures - quite the feat with a blunt weapon! With no reaction on his face, he quickly turns to the next target (R3) and delivers a roundhouse kick to its ribs.</p> <p>Player 4 - n'ruel (monk) : Bonus Martial Arts Attack: 16 Damage: 5 bludgeoning</p> <p>Player 10 - esvele (human,cleric) : esvele raises her shield, further shining, as she does flames begin to grow beneath R3's feet as a sacred flame attempts to envelop it. (DC 13 DEX Save or 4 radiant damage.)</p> <p>Player 0 - dungeon master : Rat DEX save, DC 13: 11</p>	Player 0 - dungeon master	TRUE	<p>The rat avoids getting scorched on its feet, and is now feeling a little hot under its hide. It turns towards Esvele's raven, feeling its time has come and it leaps right at it, but it is intercepted by N'ruel who catches the rat just in front of its mouth with his staff, and gives it a quick twisting motion as its midsection pops off.</p>	<p>The first swing with his staff causes the rat to stumble as if it were injured. The second swing knocks it back as the rat's bones collapse, leaving only the fleshy layer. It collapses to the ground, dead. (R2.) The third and final rat gets obliterated by N'ruel's kick, which shatters the rib bones of the rat and leaves only it's spine standing, which also collapses. (R3.)</p>	<p>The radiant flames wash around the rat, but fail to pierce the beast's thick hide as it tries to escape.</p>	<p>A cylinder of radiant flame, materializing from small spark, spirals down from the stone ceiling engulfing one of the enormous rats burning away fur and flesh.</p>	<p>R3 bursts into flame, but somehow it stands before N'ruel's next blow. The rat, badly burnt, attempts another bite on Esvele: Attack: 13 Damage: 3</p>	<p>R3 resists the radiant damage.</p>

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<p>Player 5 - allister (wizard) Player 14 - nenne (elf,cleric) Player 3 - boosey (gnome,cleric) Player 2 - dungeon master -----</p> <p>Player 5 - allister (wizard) : "I do not trust communication over the stones anymore. If they have Lemon he has probably been tortured or they read his mind. If Orvex is still with the wizards we have to trust that he either stays out of this or helps us once he sees us</p> <p>Player 14 - nenne (elf,cleric) : nenne, stymied by the interruption in her conversation with allister, keeps her silence until Orvex is mentioned. "Orvex is imprisoned in Shagambi's shrine," she informs them. "Zagmira left him there with two days' worth of water after interrogating him. I spoke with him last night. He has no idea where the Thayans went."</p> <p>Player 3 - boosey (gnome,cleric) : "Do we have time to go to the shrine and release him? His help could prove invaluable if we are to get Lemon back"</p> <p>Player 2 - dungeon master : Eku replies to boosey's question, "We do not have time, but I do. I can free Orvex and meet you near the large amphitheater. I see a field of blood and slaughter. It is there where Lemon is to meet his end if we are not fast enough."</p> <p>Player 3 - boosey (gnome,cleric) : "Then we should go now, there is no time to waste."</p> <p>Player 5 - allister (wizard) : "Blood and slaughter, sounds like a normal day in Chult. I hope our spellslingers have a few spells up their sleeves to stop the mages from overwhelming us." allister checks his weapons and takes his loaded crossbow and bolts.</p> <p>Player 14 - nenne (elf,cleric) : "Can you give us more precise directions, Eku?"</p>	Player 2 - dungeon master	TRUE	1. "There are no precise directions in the jungle, Boosey. I cannot give you more than the direction of the blood and the noise."	"We would go towards the entrance of the amphitheater that leads into the forest, but you can go to the right instead of left," Eku replies."The easiest way to get there is to first reach a tower in the forest and climb all the way up."	"It is by the amphitheater of the moon and sun. You will know it is the place when you see it. On the path ahead to the left, you will find a door. That is the prison where Orvex and Zagmira hide. It leads to a hallway where the torture chamber is located."	The couatl shakes her head and says, "The vision did not provide those. Find the amphitheater and go from there. I will meet you." She uses her coiled tail to spring into the air and unfolds her multicolored, feathered wings to give her flight at an alarming speed across the city. She disappears out of sight and the party starts their three hour trek through the unforgiving landscape that is Omu.	"I can. Go through the northern part of the city. Continue going north along the waterside. You'll notice the water is still there even though it is not dry land. Take the dirt road to the north. Make sure you travel carefully, they could be in hiding. If you have questions you can message me on this stone. I'll have it on my person," Eku directs the party in the direction he pointed to the stone in. "I'll also send a hawk flying above you to keep an eye out for me. Good luck with finding Lemon and Orvex," says Eku.	"From your vantage point, keep going until you see the temple on the left-hand side of the road. You can't miss it. The amphitheater is very close. I will leave my dagger on a boulder near the amphitheater and when you are there, pick it up and take it back to my ship. I will pick up the boat as soon as Orvex is back and it is time to go. This amphitheater is surrounded by the Red Wastes. They are unforgiving place, so be on guard."

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<p>Player 0 - dungeon master Player 12 - bilick (half-orc,barbarian) Player 2 - kendrick (wizard) Player 13 - tella -----</p> <p>Player 0 - dungeon master : Maghiel fades out of existence right before your eyes. The deep indentations of her tracing, as well as the outline of words, are clearly visible on the page. Her notes say “Lapo - find the Magister’s Temple here.”</p> <p>Player 0 - dungeon master : Dain explains that you are in one of the Academy’s many libraries and they may choose to use it for research. Successful DC 13 Intelligence (History) or Intelligence (Arcana) checks will help them to locate information about Maghiel or the Battle of Gambedel's Bridge.</p> <p>Player 12 - bilick (half-orc,barbarian) : (Woof -- I think tella is the only one of us who has any bonuses in either of those skills. Can we all research or would you prefer that one or two of us only try?)</p> <p>Player 2 - kendrick (wizard) : kendrick: OOC: Is Lapo a place that kendrick has come across in his sailings?</p> <p>Player 2 - kendrick (wizard) : "This Lapo place, can we find a map or that atlas here to guide us there? It would seem to be Maghiel's destination," asks kendrick, making himself comfortable and finally getting a rest while the smart ones do the research.</p> <p>Player 13 - tella : "I guess I'm going to have to look for these" she brings herself to her feet, smothers the flames on her with her bedroll, and searches through the...research (OOC: come on, no whammies) Arcana: 24 (That worked out greatly)</p> <p>Player 0 - dungeon master : tella is able to uncover the all meat of what there is to know from the library. She comes up with the following cliff-note summary: Maghiel Maghiel “The Shunned” is a Drendali Battlemage who is, by now, almost 500 years old. She is a veteran of the Divine War, where she fought alongside Elves and Dwarves for years. She was a force to be reckoned with on the battlefield, a decisive leader, and willing to do whatever needed to be done to gain a victory. Maghiel is most famous for her apparent desertion at the Battle of Gambedel's Bridge. After some public invective about her allies' lack of discipline, lack of heart, and lack of balls, Maghiel disappeared from the pages of history. Gambedel's Bridge Also known as the Bridge of Betrayal, at the Battle of Gambedel's Bridge the gods and their allies fought a losing battle against the titan</p>	Player 0 - dungeon master	TRUE	In a book called the History of Tidereach by Dorren de Slade, the notes read:	Maghiel has never been officially confirmed to have lived anywhere specific, but some of her actions seem to indicate a preference for the city of Eldondale.	You learn nothing about the whereabouts of this Magister's Temple but learn everything you could ever want about its creator.	Ahead of you, along the crimson path is a tower.	Lapo Located on the coast of the Dalran Sea, in the Aestral Kingdom, Lapo's Bay is a prosperous merchant's port that attracts many travelers by sea. It also has a long naval tradition, and hosts some of the country's naval academy and military headquarters. The town's economy is centered around fishing, farming, and maritime trade, and many of its inhabitants are fishermen. Its naval academy, the Battlemage's Bay Naval Academy, is considered one of the finest schools of magic in the southern regions.	The only maps you see are the ones she's already handed you.

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<p>Player 13 - esvaris (halfling,cleric) Player 19 - quill (human,cleric) Player 18 - dungeon master Player 1 - korlan (cleric) -----</p> <p>Player 13 - esvaris (halfling,cleric) : korlan</p> <p>Player 13 - esvaris (halfling,cleric) : I step forward and raise my hand with a single finger up. "Warrel, actually ma'am."</p> <p>Player 19 - quill (human,cleric) : "You sure are different than you acted before," quill mutters. "And definitely not a prophetess. Or wouldn't you know where she was?" quill seems unaware of the impending threat, lost in thought as he is. "Unless this is a trick, and you are attempting to manipulate us into completing some kind of task? But, then, what task could you not complete yourself, leader of a group such as you are, and, it appears, not without skills in less social areas? So I suppose we should take you at your word, as it seems illogical for you to be attempting to deceive us, unless, no, hmm..." quill trails off into silence, glancing at the blocked closet.</p> <p>Player 18 - dungeon master : esvaris, korlan, and quill: She stares at the three of you for a moment. As esvaris bluntly speaks of the girl's disappearance and her love's death, Kara-Tur's dove grey skin seems to pale in shock. Her mouth opens, then closes, and she pushes back her thick black hair, as if reconsidering her response. Then she lowers her weapon and sets it down on the desk. Turning to a small wooden end table behind the desk, she opens a decanter of wine and sets out four small crystal tumblers, pouring wine into each. She takes one, tosses it back in one drink and pours herself another. Then she moves to sit on the corner of the desk and gestures towards the other glasses, inviting you to join her. "Well then, 'Sir Not-so-noble'," she grins wryly with her beautiful mouth at esvaris. "It seems we both prefer to gain information while in the guise of someone we are not." A laugh interrupts her attempt to take another drink. "Though, I would not have the audacity to impersonate Dawnlord Menges, himself." She raises her glass to acknowledge your boldness. "Let us forgo further prevarication, and lay our cards on the table. I have been very well paid to locate the duchess. I do not believe she has 'run off', with or without some handsome young guard. I believe she was taken. But the only evidence I have found so far tells me that firstly, she was placed in the Atterley family secretly by her father and secondly, that the Atterley heir, Brackus, had no intention of marrying her... or letting her go." She picks up a piece of parchment from the desk and passes it to esvaris.</p>	Player 18 - dungeon master	TRUE	<p>The avian nods, "Yeah, I was down there last night." I reply "And yes, I know it was very unladylike of me, but it was the heat of battle. I have to admit, though, I like you better than this Dawnlord..."</p>	<p>"Unfortunately, I think that she has."Kara-Tur sits up and takes another drink, while maintaining eye contact. And in this moment, for one fleeting second, you see the dove grey skin turn to gold. In that moment, you are convinced, that this is the same creature you saw before you. But the look disappears as quickly as it came.</p>	<p>enough of a soul that I am optimistic it will all work out. Once your sister arrives tonight, we shall continue this ceremony.</p>	<p>Esvaris: She arches one eyebrow. "Now, that is the question of the hour, isn't it? Which garden? Where?" She gestures with her glass toward the north end of the house. "I've seen every inch of the Atterley's garden. It's nothing more than a few manicured paths between some badly sculpted hedges." Leaning towards you intently she asks, "Tell me, also, what are Yuan-Ti and what do they have to do with the missing girl?"</p>	<p>given birth to a child, and perhaps she will prove strong enough. I shall be there, in the house of my sister, where the ritual will take place. I will leave the rest to you." (She looks at you, Esvaris) "I cannot tell you where she is, so why do you ask? I assume you are here to help her? Good. Then let us talk of more important things."</p>	<p>"Indeed," she says. "My hope is that you may still have something that might shed light on this matter. I feel you are the right person for the job, even without what the last letter said."</p>

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<p>Player 14 - nenne (elf,cleric) Player 3 - boosey (gnome,cleric) Player 2 - dungeon master Player 7 - funderburk (wizard) Player 16 - vargach (ranger) -----</p> <p>Player 14 - nenne (elf,cleric) : "What do you suppose it meant by 'lizard big'?" nenne murmurs when boosey rejoins them. "Some kind of native predator? vargach? The dragon we saw a week hence?"</p> <p>Player 3 - boosey (gnome,cleric) : "They would surely regard a dragon as strange here. Wouldn't they? A dragon here is pretty unusual, although it almost seems normal compared to some of the creatures we've encountered so far! Lizard could mean anything, it could be a "Dunk" for all we know. We should be on our guard at least, although they don't look like their the least bit concerned about it". He shrugs , "I guess, whatever it is, doesn't like lobster"</p> <p>Player 2 - dungeon master : The party moves on from the strange lobsterfolk and as night falls the rain finally comes on with a fury. All of day 37 is lost to trying to keep dry under the meager shelter a tent offers. Day 38 The day after the heavy rain goes by fairly well until the party comes to a fairly open spot in the jungle. A massive beast walking on two legs can be seen in the distance. It has small arms and a huge head with long, sharp teeth and balances itself with a long tail. The creature is sniffing the area, obviously on the hunt. It appears not to have noticed the party yet as it is 900 feet away still.</p> <p>Player 14 - nenne (elf,cleric) : nenne stares at the monstrous creature, mouth agape, until a thought clicks in her mind. "Lizard big, " she remembers, rolling her eyes.</p> <p>Player 7 - funderburk (wizard) : "That very much indeed is a big lizard friend. Just as they have warned us." "I wonder though....," and he began to scratch his chin, "how much gold a tooth may be. Just a thought."</p> <p>Player 16 - vargach (ranger) : vargach has simply shrugged his shoulders as the crabfolk had stopped their advances. He could not help but wonder how one of those large creatures would taste, cracked open and fresh. Unfortunately it appeared he was not going to find out today. they had continued traveling through the jungle, where he felt much more at home. At the appearance of the giant predator, he instinctively lowered his body, attempting to stay out of the giant reptile's field of view. He knew that as a lizard himself, the other likely relied more so on its sense of smell, but it would likely not sense vargach as much as the others. Still, it posed significant danger and</p>	Player 2 - dungeon master	TRUE	"I don't think it has detected us yet. It doesn't seem to have noticed us. It would be bad to sneak away now without engaging it first. We'd just startle it and it could attack us."	Eku turns to Nenne, "Fleeing an animal on two legs is easier when you're in the trees, however the jungle is less dense now. I can get a good visual on it. We can most definitely just skirt it and you may be able to escape. There is a bit of fog though. The creature may be able to smell us if we're not careful."	"You will need to attack it to survive if it is on a path to attack you as you have said" Eku says. "You will die or be enslaved or food if you do not stop the creature from crossing your path when given a chance."	A crouched Eku whispers in reply to the cleric, " I have never encountered such a beast in the wild. I can't say for sure, but I agree with Vargach in that this beast is very dangerous. " She looks like she has more to say, but she keeps the words to herself as she checks the string on her bow. Her golden eyes are locked onto the large beast as she does so. She looks to Vargach and gives the ranger a nod of admiration.	"If you have never encountered such a beast then I highly suggest you do not engage," Eku says in her flat voice. She appears to have been thinking of nothing in particular as she stares out at the beast.	"Oh come on... It won't smell you." "Hey you guys look big and mean... Wanna challenge me and my brother? We wanna hunt something real big for dinner. Wanna fight?" The two brothers laugh back and forth with each other.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 2 - dungeon master Player 5 - allister (wizard) Player 11 - sthara (human,monk)</p> <p>-----</p> <p>Player 2 - dungeon master : The debris crashes down noisily among the spikes, but nothing otherwise changes.</p> <p>Player 5 - allister (wizard) : allister tries to find anything that makes it difficult or impossible to navigate through the pit to the other side. Since he sees nothing he tied the rope around his waist and hands it to Nenne. „Hold on to this please, I will get across to the dais.“ He takes a couple of pitons and a hammer from his pack, after that he is lowered into the pit. He makes his way to the other side, once there he hammers to pitons into the walls of the pit and climbs up.</p> <p>Player 11 - sthara (human,monk) : As allister makes his way across to the other side of the shrine, sthara will quietly watch to see if the pit changes in any way (Perception or Investigation: 1).</p> <p>Player 5 - allister (wizard) : „There is no key hole here. Can you look around on the walls?“</p> <p>Player 2 - dungeon master : allister hops onto the first of many wooden beams radiating around the room. The task is not too difficult, but the position is precarious being on a six inch beam that only protrudes from the wall a mere 16 inches. Aside from the frog carvings that cover the room, the fighter finds nothing of note.</p> <p>Player 2 - dungeon master : allister cautiously hops to the next beam in line and a noise behind him causes him to turn back. The previous beam has retracted to be flush with the wall.</p> <p>Player 5 - allister (wizard) : „Oh shit. I think I have to hurry.“ allister grabs two of the pitons, ready to jab them into the wall and jumps to the next beam.</p>	Player 2 - dungeon master	TRUE	<p>The beam retracts and Allister drops down a good ten feet onto some rubble. He looks up to see a piton is in place and easily climbs up, taking only some minor damage. The climb to the top is tough but Allister eventually finds a platform that rises into the air, just shy of where Nenne is.</p>	<p>Allister leaps along all the wooden beams (Dexterity saves, DC12. 4, 9, 12, and 18) as the first and second beam drop back into the walls.</p>	<p>The beam he now hops to springs back against him with a forceful clang. A pit in the opposite end of the room then retracts in the opposite direction with the same force.</p>	<p>Allister leaps to the next beam, but doesn't quite land his foot correctly. The warrior falls into the pit, but still has the presence of mind to turn himself so that he doesn't impale himself on any of the spikes below. With a sickening thud, he connects with the floor in an odd shape. The breath is blasted out of his lungs and the world spins briefly (11 damage).</p>	<p>As his feet hit the metal of the beam, Allister finds himself on the other side of the room looking down at the spiked pit. The pit is as it was before, as though Allister never made it across.</p>	<p>Allister reaches the second beam, but when he turns around to place the piton against the wall it disappears. There is a loud, clanging clank of metal as the two pitons disappear into the wall along with the beam, leaving him on the remaining beam.</p>

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<p>Player 5 - bronwen Player 0 - dungeon master Player 10 - folas (monk) Player 6 - nasaar (fighter) -----</p> <p>Player 5 - bronwen : Attack: 13 Damage: 4</p> <p>Player 0 - dungeon master : bronwen hits his last target once more, ending the beast. As the last one rears his head, Belegak silences it before it could howl. The wolf's fur takes a sudden chill, freezing on some ends as it succumbs to the cold. As the last of beasts fall, Henri takes a look about the place. "Hmm, human made..the wear suggests more than half a century ago...though the wall was destroyed before being abandoned... There should be a council room nearby, I can probably find out more about this place in there." The mess hall's only entrance that isn't barred is the collapsed wall. Though there are entryways that lead into corridors leading further into the fort. But beside those, the doors leading out have grown moss, covering themselves and their braces.</p> <p>Player 10 - folas (monk) : Ooc: what happened to the one that was distracted by the meat bug? Should we double back and take care of that one?</p> <p>Player 0 - dungeon master : (Yea, they still out there. You can deal with them now or later.)</p> <p>Player 6 - nasaar (fighter) : nasaar moves over to look at the fallen wall, trying to see if he can find a passage through.</p> <p>Player 6 - nasaar (fighter) : Investigation: 22</p> <p>Player 10 - folas (monk) : While Nassar and group are looking for passage, folas will walk backwards a bit to see if he can spot the distracted wolf to see what it is doing.</p>	Player 5 - bronwen	TRUE	<p>1d20 2 "Well. I think it is time we regroup with the group then. I need to see to the bug."</p> <p>"Silence, beast. No need to be alarmed. I am not your foe, nor will I ever hunt down anyone, unless they are evil."</p>	Perception: 20	"Is this place safe? Will we be safe if we leave it unattended?"	Bronwen looks around, "Well that's it now? Isn't it? We found the den and killed the wolves, plus last time I checked, they can't open doors."	Perception: 21	"Let us hurry. We have a lot of questions to ask these...beings. I do not trust these creatures. They seem too well organized and strong for a band of wolves. Something else is at work here, or has been."

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<p>Player 1 - dungeon master Player 2 - leon Player 5 - dot -----</p> <p>Player 1 - dungeon master : You get to check the very first door to the right.</p> <p>Player 1 - dungeon master : In this door a circular shaft pierces the floor of this 40 diameter dome. Dim violet light shines out of the shaft, revealing sickly white and grey vines that coat the walls of the shaft. The light is supplemented by 4 lit wall torches around the chamber. A crudely fashioned stone throne sits against the curve of the northwestern wall. A large iron chest serves as the footstool. A sappling grows in a pot next to the throne. Upon the throne sits a great hobgoblin. He looks at you seriously angry.</p> <p>Player 2 - leon : "Hello." leon says with a bow of respect. "Are you the great and respected leader of the goblins around here?"</p> <p>Player 1 - dungeon master : He says " How did you get passed that creature? All though we would have liked to kill it ourselves, we needed it for leverage. Did you all kill it?"</p> <p>Player 2 - leon : "No, we talked it into letting us pass." leon says. "It seemed to be a crime to kill something like that."</p> <p>Player 1 - dungeon master : He looks impressed but also still upset. He says " And just who are you?"</p> <p>Player 5 - dot : Waving slowly at him "I am dot."</p>	Player 1 - dungeon master	TRUE	I meant Leon and Dove, but oh well.	He says " Well, Dot, it's good to meet you! I'm the leader of the goblins here, Targuul. That little creature is my pet, Urgog. It doesn't listen to me as often as I would like. Did you all come here to talk or to join us?"	"Dot?" He says. "My, that's quite a long name. Do you know where I can find the chief?"	One of the goblin counselors steps and says " Cheif Duran has no time for little adventurers who come into his domain. Why are you even here?"	He says " And who brought you here, Dot? And why? Tell me who you are here with because what just happened back there was very very serious."	He says " Are all of you from the camp? Why did you leave?"

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<p>Player 0 - dungeon master Player 5 - anakis (druid) Player 17 - tarek</p> <p>-----</p> <p>Player 0 - dungeon master : A reminder to everyone that, except for Aluzira and tarek (who used his), you all have Inspiration. Let me know when you want to use it. Also, Fluin, just in case you missed it, you have a bardic inspiration die from Aluzira.</p> <p>Player 5 - anakis (druid) : (After hitting her toad, is anakis able to tell how badly hurt it is? She's not been rolling great damage, but anakis is keen to get rid of this toad and start helping out the others.)</p> <p>Player 17 - tarek : tarek will take another thrust at the toad in front of him with his rapier, hopefully finishing it off. (Attack: 6 Damage: 5) (Is the toad still maintaining the defensive stance? If so, here's the disadvantage roll: 17)</p> <p>Player 0 - dungeon master : anakis, your toad shows no visible signs of injury.</p> <p>Player 0 - dungeon master : tarek, no, the toads have dropped their defensive stance and have gone into predator mode.</p> <p>Player 5 - anakis (druid) : (Oh man, that attack roll!)</p> <p>Player 0 - dungeon master : tarek's blade fails to make contact with the toad he's fighting.</p>	Player 0 - dungeon master	TRUE	(Not sure how this roll is possible but I'll take it.) (Attack: 15 Damage: 14) (The toad attempts to attack you in response, as well.)	The toads close the distance between you and the party, they bite down simultaneously on to the nearest target which for now is Othronus.	The other toad closes the distance with Anakis.	A giant toad just tried to grab Ulben with its giant, venomous mouth. What does the half-elf do?	As Tarek's sword fails to penetrate the hide on the toad, the toad lashes out at Tarek with its clawsAttack: 11 Damage: 3The party sees Aluzira take a slash attack 11	The toad tries to take advantage of its predatory stance to lunge at Tarek.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 6 - eriadwyn Player 10 - iibrrr Player 5 - jadrith -----</p> <p>Player 0 - dungeon master : iibrrr: You don't get anyone that seems to know who you are referring to. One man who seems to be loitering as you, does, however step over. "I haven't seen any man, no, but there was a woman with that particular trait around here somewhere... I think she may have wandered into the tavern." Ember: You wait for the next 20 minutes for the woman to even notice you. The crowd is demanding the most of her attention. When it calms enough for her to take notice, she shouts back. "Just a moment! I've got another young lady to take care of first, then I'll be over to you!" Eriadywn: Just as this comment to Ember is made, the barkeep walks over to you. "Now then, miss. You were wanting a room, correct?"</p> <p>Player 6 - eriadwyn : "Yes sir, a nice one if you please, as I mentioned, I'm expecting company."</p> <p>Player 10 - iibrrr : Insight to see if this man is the shady type. 13</p> <p>Player 5 - jadrith : jadrith still outside and realizing that his companions inside haven't had much luck as of yet, begins to peer through the crowd. First looking for well dressed folk, and then trying to get an angle well enough to gauge the color of their eyes. Even if it requires doing a bit of roaming for a moment just to return to his post if the target is not located.</p> <p>Player 5 - jadrith : Perception: 11</p> <p>Player 0 - dungeon master : iibrrr: This man seems to be some sort of bouncer. jadrith: You do see quite a few well dressed people, but none of them seem to have heterochromia.</p> <p>Player 0 - dungeon master : eriadwyn: The woman nods. "That I can get for you. That will be one gold piece, getting you lodging, food, and drink for the night." Once you pay the woman, she shows you upstairs to the room you've rented. You notice as you walk that each room has a piece of silver thread ingrained in the threshold of the doorway. When you arrive, the woman mutters a few words before turning back to you. "You're all set. Please, do refrain from wandering into other rooms. Dinner will be served in the common room."</p>	Player 6 - eriadwyn	TRUE	I give the woman a nod. I take the key to my room and begin unpacking. I make sure my bed is nicely arranged with silken sheets. I place two large crates full of my coin into the room and lock the door behind me. I take a look around for something to drink.	"Oh I will, I'll be resting here."	"Very well. It is most appreciated. May I ask, what time dinner will be for this establishment?"	"Gratitude," Eriadwyn nods to the woman and takes a quick look around the room. She waits for the inn keep to leave, then examines the thread in the threshold of the doorway of her own room trying to determine their purpose.	Eriadwyn pays and thank the woman, heading upstairs following the trail of silver thread through the corridor. As she entered the room, she looks around, her eyes lingering on the golden thread. She sits on the bed, pulling her hood back slightly to let the long silver hair fall away from her face, allowing her amber eyes to shine, and begins running her fingers through her blonde hair. She feels nervous again, like something is wrong. Perhaps she doesn't want this. What will she do here if she isn't going to find anything to do with this woman.	"Thank you." I return the key and head up to my room. I then proceed to pack up my gear, put on the ring she gave me, and begin laying out my bedroll.

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<p>Player 1 - dungeon master Player 14 - lenzo (human,cleric) Player 15 - wilkas (elf) Player 4 - brash (human,fighter) -----</p> <p>Player 1 - dungeon master : Lisrien appears to be some bastardized version of "vagabond" (lisi'ryn) to your understanding, although in this day and age it means "stranger" Rhy'thianen hasn't changed meaning at all. "Dirty mongrel(s)"</p> <p>Player 14 - lenzo (human,cleric) : lenzo is disoriented by the scale of activity near the gate, and feels a great deal of apprehension about his return. He notes the differences in what he is seeing compared to what he knew about typical foot traffic in Arina'lok, but does not feel moved by it. He wonders what the changes have meant for his family, and for the Darkmast enterprise in general. Upon hearing the scream from the person claiming to be innocent, lenzo moves closer to the source, carefully, more interested in learning the new mores of the city than in offering help. He wants to see how law keepers behave now, the old habits of his upbringing coming back full force. He wants to learn what he can about the one being taken to the Cleric, also. Do the guards seem to be acting differently than he remembers?</p> <p>Player 14 - lenzo (human,cleric) : Are they wearing any insignia he would recognize from his earlier days in the city? How is the crowd around the scene of the arrest behaving? Does it seem afraid of the guards, or is there a sense that the person being taken away has done something to warrant it? What can lenzo overhear from the crowd around the scene of the arrest?</p> <p>Player 15 - wilkas (elf) : Initially, wilkas is content to ignore the disruptive noble, but after a few seconds, his curiosity gets the better of him. He walks up to one of the guardsmen near to the noble but not involved in dealing with him. " Pray tell, good sir, who is that man causing a commotion, and what is going on here? "</p> <p>Player 4 - brash (human,fighter) : Backstory: brash was a young teen when the army found him. He was ravaging a group of other boys similar in age. He was large in comparison to them. In a blind rage he was pounding each one to the ground. Soldiers moved in and after some time calmed the boy down. The general approached. "We have use for someone like you." So brash went with them. He was given armor, sword and the other fighters taught him how to fight. He soon proved him self in battle but when a friendly soldier was mistakenly killed during a rage he was quickly shuned by everyone. In disgrace he left the army to seek honor elsewhere. 16.0.8.12.13.10.12.</p>	Player 1 - dungeon master	TRUE	<p>"What I can gather from your behavior and the way people behave around you, is that you are very, extremely wealthy. Your parents, if you come from nobility, must've thrown everything they had behind you to get you out of this city and to safety; and even then it sounds like you're in a tight spot right now. It's almost as if you were given everything and taught nothing." In your head, you can't help but wonder, "Is he really this bad with money, or is it something else? ". Either way, it seems to be something he's been through before.</p>	<p>As Wilkas approaches he hears the man shout that he is not responsible for the damage and is not going to pay for it. A guard then turns and calls for one of the sentinels to detain the man and take him to the City Watch.</p>	<p> class : cleric Lisrien gives you a strange look. Rhy'thianen is the same as it ever was, at least from your perspective.The guards are not wearing anything beyond their mail and tabards. The crowd around you seem to not be concerned with the man's arrest in the distance, but a few are whispering a bit to themselves.</p>	<p>The crowd around the gate itself doesn't respond to the screams much. You see a few duck their heads down a bit more, then seem to realize that might make them look guilty and raise them back up. A couple of the people move a little faster through the gate, and a couple more shake their heads, sigh, and continue upon their path. The few people coming out of the city itself have their faces rather pinched, lips pressed close, and traveling clothes wrapped tight around their frame. No one speaks, and that in itself is rather odd.</p>	<p> class : fighter , the guard at first glance looks at you with an expression of surprise, then you see that it's just a mask. Not really one for small talk, are you?</p>	<p>You're able to get within a few feet away from the group, but are held back by another guardsman as the group is taken down an alleyway. As you get closer however, you can definitely tell that the one being taken away, is in fact, the one speaking. The guards are not zealous, they don't even speak or look at the crowd gathered around them. When they leave the alley, your not even sure what direction they go.</p>

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<p>Player 0 - dungeon master Player 5 - jianyu (elf,wizard) Player 14 - brian_avery (bard)</p> <p>-----</p> <p>Player 0 - dungeon master : "It's just a feather, it doesn't mean anything. It was the Strattons who approached me, they arranged how and when I meet with their 'friend' and he gives me any orders, who to shake down and such. I don't know a lot about the Steel Fist, if they are still around I haven't run into any, maybe the Strattons' 'friend' is a member. I wouldn't put it past them to be associated with the Steel Fist." He seems too scared of what might happen to him down here to waste time lying.</p> <p>Player 5 - jianyu (elf,wizard) : jianyu returns with or without Vosnin. He walks casually into the room and then, seeing Sandrick awake, covers his face and pretends to be more menacing than he may have been moments before.</p> <p>Player 14 - brian_avery (bard) : Bones eyes Sandrick incredulously, and motions for the others to step a bit away, he stands next to Sandrick looking down at him. He whispers a few words and a glow of divine light flashes out from Sandrick to about a fifteen foot radius from the bound Rogue, fading as it moves.</p> <p>Player 14 - brian_avery (bard) : // Bones cast zone of truth ... CHA save 14 to resist its effects, Bones is aware of those who make or fail the saving throw. //</p> <p>Player 14 - brian_avery (bard) : After waiting six or so seconds for the spell to take hold, Bones asks him again, about the feather, who this 'friend' is, who they had him shake down, the process of how he gets his orders, what his last orders were, when he expects new orders. Bones also comments, "What do you mean you don't know of the Steel Fist - you claimed to be a part of them. What of the other family... Have they approached you with any offers?" Bones turns to the others, "If anyone has questions - now's the time."</p> <p>Player 5 - jianyu (elf,wizard) : (-2) jianyu can't resist Bones' charm.</p> <p>Player 0 - dungeon master : Charisma save: 7</p>	Player 0 - dungeon master	TRUE	<p>I'm new. I don't know them personally. I'm just a low life criminal, they just approached me and said they have people who need to be shaken down. I don't know about the Steel Fist, they could have people doing the same and just paying the money to Stratton, who knows." He seems to want not to talk anymore, you can tell he is getting anxious.</p>	<p>"It's the Strattons. I am in debt to him, and I must repay him by giving him what he asked. If I don't he'll kill me."</p>	<p>"All I know is the Strattons ordered me to meet with someone and collect a reward from them! If I knew who the order came from I would give you that information! I swear I do not know the name of their 'friend!'" The rogue seems genuine, but also confused himself!</p>	<p>"I bought the feather to tickle the girls. The strattons are working with some tabaxi friend. He was told to collect from any business with a large amount of coins available. He gets his orders from going once a week to the Stratton mansion. His last orders were to include more businesses. He gets his orders once a week. The tabaxi told me to claim I was the Steel Fist. I don't know anything about the Cromwells or any of the other 'houses.' "Please don't kill me, I can get more info, give me a chance, I know I can be a good spy."</p>	<p>"I was in the Iron Troubadour. It was a few years ago, I'm not with them or anyone. The Stratons just pay me a few gold for information and help their friend get what he wants. I don't know anything about the other family. What other questions do you have I'm not sure what else to say without putting myself in danger."</p>	<p>After casting the spell, the light encircles him but he seems to be unaffected. He responds "I'm not a member of the Steel Fist, I just work for them! The Strattons told me I work for one of their friends in the Steel Fist, I never asked who because I knew it didn't matter and I've never seen this feather until they told me where. I didn't shake anyone down, it was just a routine check, I don't expect new orders"</p>

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<p>Player 4 - kierro (elf,fighter) Player 1 - dungeon master Player 3 - victor (elf) -----</p> <p>Player 4 - kierro (elf,fighter) : kierro helps Torwen with the Oxen.</p> <p>Player 1 - dungeon master : ((So the plan is to meet up in the stable, head to the Lionshield to return the stolen goods, then head to Barthen's to drop off the wagon?))</p> <p>Player 3 - victor (elf) : victor will be along for the ride. [OOC: Will be driving for most of today and not able to post, will try and get back online as soon as I am able but won't be till like 6 PM PST this evening.]</p> <p>Player 4 - kierro (elf,fighter) : (Sounds good to me.)</p> <p>Player 1 - dungeon master : You all meet up in the stable, Torwen having gotten the wagon and oxen ready. Anyone can give you directions to the Coster, which is south of the inn.</p> <p>Player 1 - dungeon master : You head to the Coster. Hanging above the front door of this modest trading post is a sign shaped like a wooden shield with a blue lion painted on it. It is fairly early in the morning and it is quiet.</p> <p>Player 4 - kierro (elf,fighter) : kierro knocks on the door.</p>	Player 1 - dungeon master	TRUE	The door opens to an older human dressed in traveling clothes. "Who would dare ring my door bell? How can I help you young traveler.	Those inside glance up at the door. "Who might that be?" a young man from inside asks as he looks at you.	The door is answered by an unsmiling halfling woman wearing a simple green apron. "Can I help you, sir?"	Kierro - you knock on the door, and from the inside, you hear, "We're not open! Come back in a few hours!"	There's a moment's hesitation, then the door opens with a creaky hinge.	A deep voice growls, " I'm here! Open the door! ". A burly looking man sticks his head out of an open doorway, " What are you selling? "

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<p>Player 3 - otrov (half-elf,bard) Player 2 - relgalyn (half-elf,bard) Player 0 - dungeon master Player 1 - dain (dwarf) -----</p> <p>Player 3 - otrov (half-elf,bard) : "Well I don't know about any of you, but I think it's strange for the leaders to lock themselves away. And I am curious about these Redbands and the other adventurers that I've been hearing about - I'm guessing these are those sent to look for the missing family. I think we should play it awful careful in this town...from my experience the sheriff only locks himself up when it gets real bad." otrov lays out her thoughts to the rest of the group. "I think we should talk to the sheriff first - we know the other adventurers have already done so."</p> <p>Player 2 - relgalyn (half-elf,bard) : Relg will still be yawning and stretching while the others talk plans, "Right, sure. As long as breakfast is in there somewhere, I'm good."</p> <p>Player 0 - dungeon master : You go downstairs into the common room, where Toblen serves you a simple breakfast. Porridge with nuts, dried fruits and a fresh apple for each. You ask him about the Sherrif and he explains you that the Townhall is just across the road next to the village green. He also tells you that his name is Sildar Hallwinter and that he actually stays here in the inn. He tells you that Sildar returned late last night, and that he should be down for breakfast. Soon enough a broad shouldered human in his late 40s comes downstairs to order breakfast , Toblen gives him the same meal as you and points in your direction. The man comes to your table and sits down with his plate: "Hallo, my name is Sildar, and it looks like i am in charge of the locale lawenforcement here. Master Stonehill told me you were looking for me, how may i assit you."</p> <p>Player 1 - dain (dwarf) : "Dese got some questions fer ye." dain nods to the others at his table. He digs into the breakfast as the other talk.</p> <p>Player 2 - relgalyn (half-elf,bard) : relgalyn will slump into a chair and start slowly eating his food. When Sildar approaches, he'll look up at him, then at the other two, "Something about missing folk and adventurers, wasn't it?"</p> <p>Player 1 - dain (dwarf) : dain gives a grunt. "Ye got da right of it. Missin peoples, strange red brand peoples, and da townmaster locked away en da townhall." he says as he finishes his food between words. "Gots us wonderin wat be goin on round ere..."</p> <p>Player 0 - dungeon master : 9</p>	Player 0 - dungeon master	TRUE	<p>You get out a piece of parchment and a quill. "I'll be back in a couple of hours, i'll look up some information on this region". The old man, who looks like he already could retire, disappears upstairs and you hear him shout "Ranma, do your duty and get these new arrivals some rooms!" Ranma gets up, with an annoyed look on his face, and he begins to lead them to their rooms.</p>	<p>Sildar turns around:"Thank you for your trust, the situation is indeed as he explained. Please feel free to ask any further questions, as this is of much importance. "</p>	<p>"As far as i am conserved no one here is missing, and the Redbands come and go from town from time to time, as long as we don't have a full scale invasion on our hands. And since the Townmaster is down from his meeting i'm sure he can answer any questions you may have."</p>	<p>„We had a little bit of a situation yesterday, but it is under controll now. Why do you ask? I didn't see you around here before."</p>	<p>“Well, it looks as if i have all the information i need” says Sildar with a grin “and you are?” he says, not expecting for you four to stand up</p>	<p>Sildar looks at you: “ yes i heard about the disappearance of the family, and the attacks on the Redbands as well as other things, but in order to tell you more i would have to ask you some questions on my own. Who are you four and what brings you through Barthens Produce?”</p>

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<p>Player 0 - dungeon master Player 10 - funderburk (wizard) Player 15 - nenne (elf,cleric) Player 16 - vargach (ranger) -----</p> <p>Player 0 - dungeon master : There is a guy up top that is pending, pending vargach's turn.</p> <p>Player 10 - funderburk (wizard) : "nenne!" funderburk yells. With that, he reaches out with his hand and casts Ray of Frost (Attack: 20 Damage: 16)(If it hits, he speed is reduced by 10ft). Hoping to slow the man down and put him down. With that, funderburk looks to where Allister was last seen, figuring he might have to help him; but knowing his place was here for this battle. With that, funderburk moved ahead of Sthara, only five feet from her.</p> <p>Player 15 - nenne (elf,cleric) : nenne looks down at the Calishite man's frozen corpse, partially restrained anger making her posture tense. "Death comes when Kelemvor wills it, you irrelevant stripling," she growls as more gold floods into her ivory locks. "Beg pardon now for your insolence as you lay your deeds upon his scale." In the distance, as if in confirmation of her theology, the holy avatar of the god of the damned moves of its own accord. (If there are enemies remaining, the spiritual weapon will strike down at whichever is nearest. Attack: 11 Damage: 8)</p> <p>Player 15 - nenne (elf,cleric) : Turning to the wizard, she offers him a slight bow. "Well cast, sir wizard. I thank you." As she straightens, the pirate at the far end of the beach catches her eye. Her expression softens somewhat and she begins walking toward him, stepping over the corpses surrounding her insouciantly. "You there, wise child!" she calls to him. "My name is nenne Amharat. I have no wish to harm those who will turn from their ways and seek peace. Kneel slowly, answer us truthfully, and make no effort to unsheathe your weapon and this day may end fairer for you than for your compatriots. What are you called?" She moves past the bow of the ship and readies herself for any aggressive action she might see from him or others nearby.</p> <p>Player 15 - nenne (elf,cleric) : @DM I'm using my action to Ready a Sacred Flame in case the surrendering pirate gets jumpy or any other enemies pop up from that side of the battle map.</p> <p>Player 16 - vargach (ranger) : vargach feels another hit pierce his shoulder. This one might slow him down a bit, he thinks, as the cold blooded reptile turns to face his assailant.</p> <p>Player 16 - vargach (ranger) : He marks him with a snarling noise, declaring him his prey. Magically enhanced claws from his gauntlets lash out against</p>	Player 0 - dungeon master	TRUE	The wizard is hit for 6 HP, and he's out of the fight for 24 hours. The pirate is not affected by the Sacred Flame, as he's neither undead nor a fiend.	Eldon rushes up close to Nenne and moves to stab the man with a flourish of his mace, "Agency of Torm grant me strength to smite this foul heathen!"	The human is hit hard by the frost ray and drops his head for a split second, before turning and bolting off into the woods.You watch him go, when you realize the pirate has dropped his scimitar and is kneeling in the sand before you, the other hand still on its hilt. He looks up at you and says,"I...don't know what ta tell ya, girl.... I'm....no wizard, me matey told me to attack those bastards or he says he be throwing me overboard....he said to come to you and surrender meself...I don't care for any fighting business..."	The man near the water's edge winces as a man dies, yet again to the ranger's blades, up top in glorious fashion. He kneels slowly and replies to the eladrin, " Fisher. They call me Fisher. I want no trouble." The last man standing on the platform yells out, " Stop! " throwing his scimitar to the side. The weapon clangs to the ground and over the edge to slide down the roof. It's clear he wants no more of the skeletal hand's wrath or the ranger's fury. Eku looks to each of her companions, checking to make sure no one is too seriously injured before returning her gaze warily to the man near the dock.	Seeing the wizard drop an enemy, Sthara let's out a sigh of relief, "This is getting... too easy." She lets her hand hang limply by her side, "I hope there is something else down below."	Nenne steps closer to a man standing over the Calishite man's body, her words provoking him into the act of violence. It was too late for him as she casts a spell on him that freezes him.She turns to face the pirate who surrendered. "You are a fool who thinks to be a pirate. Now kneel and surrender your weapon!" He turns defiantly as he takes his first step backwards. He takes a step, then another, and finally his body falls into the water of the harbor.

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<p>Player 1 - horus (cleric) Player 7 - andolin (paladin) Player 9 - cellica (cleric) Player 0 - dungeon master -----</p> <p>Player 1 - horus (cleric) : horus clings to Darwin for a moment, it's almost embarrassing. "Thank you, Darwin. Thank you." He then straightens up. "Ahem. Let's finish this. andolin? Lead the way?"</p> <p>Player 7 - andolin (paladin) : andolin</p> <p>Player 7 - andolin (paladin) : " Let's go. The dragonborn and I will take point, if he's willing. This may be the only way to rescue Terrence and cellica, short of divine intervention. " andolin leads the others to the door to room 6, and will open it when all are ready.</p> <p>Player 9 - cellica (cleric) : Cell just continues to wander aimlessly around in the fog looking for both Terrance and Darwin when she hears a voice. She turns around but can't pinpoint the location of the voice exactly "Who's there?" she asks and holds her staff at the ready again.</p> <p>Player 0 - dungeon master : Once again, this door is locked.</p> <p>Player 0 - dungeon master : cellica 20 Terrance 2</p> <p>Player 0 - dungeon master : cellica</p>	Player 0 - dungeon master	TRUE	"Who are you?" The voice comes from behind Cellica.	No one else is within 60 feet of you right now. You are on your own.	As you enter the room, you see two goblin figures crouching in a corner of the room, which has been decorated with scraps of cloth used to wipe the goblins' hands and mouths. The goblins are startled by the sudden appearance of the party.	From the fog, a raven flies and lands on your staff. He cocks his head and looks at you, before cawing a few times. It then launches itself into the fog, and you hear the flapping of wings, and glimpses of it in the fog. It seems only a few steps until you are standing before broken door of the Inn. The raven flies at your face, forcing you to duck. As it disappears in the fog with a final cry. A cry that sounded almost like "flee"	Cellica 9 11 3 Terrance 8 18	The whispering voice continues, it grows louder, much louder. "You will let me OUT OF THIS BODY!!!" You hear a noise, like some sort of struggle or fight. The voice of one of the creatures begins to form and then stops in an unsettling way. Silence once again greets you after that.

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<p>Player 1 - horus (cleric) Player 9 - cellica (cleric) Player 10 - dungeon master Player 13 - wren -----</p> <p>Player 1 - horus (cleric) : "All that for nothing," horus looks distraught and sits on the floor, resigned to his fate.</p> <p>Player 9 - cellica (cleric) : "Not necessarily. We still don't know what or who caused all this and what happened. I mean we were talking to the patrons of the tavern a mere 8 hours ago and next thing we get attacked by their undead asses. I for one would like to know what the hell is up." she said and sat down on the edge of the bed. "When I was in the fog right before I lost Darwin, there was a voice cursing about adventurers. Not late after that I was led back to the tavern by a raven or something...I'd like to find the person who caused this and let him know what I think about all of this." she frowned slightly and rested her staff on her lap.</p> <p>Player 10 - dungeon master : ></p> <p>Player 9 - cellica (cleric) :</p> <p>Player 10 - dungeon master :</p> <p>Player 10 - dungeon master : Is it everyone's plan to wait out the dawn?</p> <p>Player 13 - wren : No.</p>	Player 13 - wren	TRUE	I'd like to check on my men, and then I'll wait with them. It wouldn't be a bad decision to gather those injured, either.	"Wait what did you say? I am not sleeping with that thing."	Wren will attempt to rouse the patrons of the tavern for an impromptu town meeting.	Wren is going to go through every room, upstairs and down trying too find anything that has changed. And asks if at least one person would back him up.	I think it'd be useful to rest, but I think we should be a bit more careful, it felt like they knew we were there, but weren't sure what our intent was. Also keep an eye out for them when we rest. And if you're able to heal us, please do.	A loud voice cries from within the room < I did not waste my time fighting my way down these stairs! I am not about to leave now> wrens voice seems to rumble from around the room through the walls, floors, and ceiling. He draws his sword and shield and walks towards the room with the locked door, and the one with his companions.He stops short and turns and looks around at the other three. He waits a moment to see if anyone else will join him.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 4 - gimble (paladin) Player 1 - thaunix (tiefling,paladin) Player 6 - belron Player 2 - dungeon master -----</p> <p>Player 4 - gimble (paladin) : He pauses a moment.</p> <p>Player 4 - gimble (paladin) : But I must ask, do you know who lcanna is?</p> <p>Player 1 - thaunix (tiefling,paladin) : Intimidation 18</p> <p>Player 6 - belron : OCC: im not there anymore, i am somewhere else, you are now left with an angry god of insanity</p> <p>Player 2 - dungeon master : The god of Insanity seems taken back by what thaunix has said, and says 'This is true, but maybe you should try to be much nicer next time.' thaunix is transported to the previous room.</p> <p>Player 1 - thaunix (tiefling,paladin) : thaunix attempts to open the portal with blood magic, cutting his hand over the focus allowing his blood to cover it.</p> <p>Player 2 - dungeon master : The arcane absorber does not like this magic, and converts it and has to take much more blood to power, but is powered. thaunix loses a quarter of his natural health.</p>	Player 6 - belron	TRUE	<p>4 occ: wait, thats my blood magic and they are all my blood, so why did i lose a quarter of my health, the blood was taken from my blood bag, which i now carry in my pocket and dont know the reason for the blood loss</p>	<p>OOC: What is the maximum range of these portals? if there's an exit from the room i am in i would like to see if i can exit through it</p>	<p>Belron begins to search for anything useful around the room. Do I know anything about the arcane absorber or whatever that is?</p>	<p>Belron looks around and tries to figure out where he is and if they is anything that can help him on the floor</p>	<p>OCC: What the fuck, why the fuck is the portal a god now, thats my fucking question</p>	<p>A portal seems to open up in a corner of the room.</p>

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<p>Player 7 - funderburk (wizard) Player 5 - allister (wizard) Player 3 - boosey (gnome,cleric) Player 2 - dungeon master -----</p> <p>Player 7 - funderburk (wizard) : Lo looks to the members and pointing at the door says in an echoing voice, "We seem to now have multiple choices on where to go and what to lead us by. I have no trouble attempting to open or at least inspect the door on the right. We can however come back to it later and inspect the statue if wanted." He then gives a moments pause and says, "The medallion would look great on my shaman..."</p> <p>Player 5 - allister (wizard) : „This whole scene looks familiar. Remember that jackal head with the room and the illusion behind it? Maybe that is the entrance.“</p> <p>Player 7 - funderburk (wizard) : "So what do you suggest warrior? Do you believe we should venture past the doorway to the right or to the statue wielding such a medallion?"</p> <p>Player 3 - boosey (gnome,cleric) : "Id' look through the peep hole, but it's a little high for me or Glimbul," boosey quips. "I think you're right allister, that that could be the entrance to the tomb. Should we brave it while we are relatively fresh. There won't be much time left on those buffs I gave everyone."</p> <p>Player 7 - funderburk (wizard) : Pounding his chest, Lo responded to boosey, "I shall investigate then." Stepping ahead of everyone, Lo walks to the peephole, and peers through.</p> <p>Player 5 - allister (wizard) : allister steps towards the peephole and look through. „Guess what I can see? A picture of a vulture. It appears to be on a dial. We need to find out how to turn the dial and see the next picture.“</p> <p>Player 2 - dungeon master : Lo confirms the same thing. The image of a vulture can clearly be seen on a dial when looking through the peep hole.</p>	Player 2 - dungeon master	TRUE	(I had to re-read the story, and the Vulture is actually mentioned to the left of this location, not to the right.	Grythek tries to listen for sounds from either inside or outside the statue's room.	The medallion in the pedestal starts to radiate a bit of light as it gets closer to sunset. The stone begins to crack and the medallion seems to be about to fall out of its pedestal but it stabilizes after a few seconds.	Boosey mentions the possibility of the medallion turning or being used as a key, which prompts investigation of the stone door. With some luck and a keen eye, a button is found hidden among the art work. Lo presses the button, which causes the entire stone block to sink into the floor, medallion and all.	Everyone, give me a perception check to see what else you can see in the room behind the door.	The sound of grinding metal and scraping stone echos from beyond door D3.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 19 - lilith Player 6 - flint -----</p> <p>Player 0 - dungeon master : Initiative roll for the 5 spiders 17</p> <p>Player 0 - dungeon master : initiatives Annabells 4 Rynnan's 16</p> <p>Player 19 - lilith : Initiative 16</p> <p>Player 6 - flint : Initiative 15</p> <p>Player 0 - dungeon master : Spider 1 lilith tires to land a bite attack To hit 15 Damage: 7 Poison damage 7 Spider 2 Annabelle lunges with it's Pedipalp Jab at her To hit 21 Damage: 6 Poison damage 1 Spider 3 Rynnan Will try to bite him To hit 21 Damage: 5 Poison damage 8 Spider 4 flint using it's Pedipalp Jab towards To hit 10 Damage: 8 Poison damage 4 Spider 5 rolls a d4 which ever the d 4 lands will be it's target. 2 1 Rynnan, 2 flint, 3 Annabelle, 4 lilith</p> <p>Player 0 - dungeon master : spider 5 raises its jaw towards flint To hit 19 Damage: 10 Poison damage 8</p> <p>Player 0 - dungeon master : Spider 1 is blocked Spider 2 unleashes its jabs on Annabelle Spider 3 does bite into Rynnan Spider 4 misses flint but spider 5 bites into him Attacking order is lilith Rynnan flint Annabelle</p>	Player 0 - dungeon master	TRUE	<p>Spider 4 Annabelle Flint Rynnan Spider 2 Spider 3 Spider 1 Spider 5 Spider 4 5</p>	<p>A wave of terror washes over you and you feel an unease throughout your body. The spider's poison is very potent but you manage to shake of the venom. As you shake of the feeling of unease the wave of terror comes at you again. This time you feel your veins become more and more thick and you are completely paralyzed.</p>	<p>The spiders sizzles its venom into Flint's skin causing the rogue to yelp in pain he feels weaker but still ready to fight</p>	Spiders	<p>Lilith lunges in to a strike with her scimitar</p>	<p>The spiders in spider order continue to attack who they are engaged with. Rynnan feeling the spiders fangs into his flesh gives a quick whimper from pain</p>

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<p>Player 2 - dungeon master Player 5 - allister (wizard) Player 7 - funderburk (wizard) Player 3 - boosey (gnome,cleric) -----</p> <p>Player 2 - dungeon master : Nenne finishes casting her zone of truth spell just as allister walks into the small building. The clerics eyes glow with the faintest of shimmers as she looks around the room. Nenne can feel Jago let the spell take full hold over him and he starts his tale pointing to the nape of his neck, " It tingles right here. So here it begins: The night the pirates disappeared was especially odd. For one, it did not rain that night. Two, the south gate was opened, which almost never happens. And three, the priest of Helm changed the memorial service as if no one would notice. We hold a memorial service once a year for fallen soldiers and this year, it was moved up a day. I saw the last of those pirates leaving through the south gate with not a guard in sight. I did my own investigating thinking them harmed, but Igor and Sven were both at the west gate instead. Almost everyone in this fort goes to the memorials, and that priest knows it. I can't help but feel like he told those guards to leave their post and he moved the date of the memorial service. "</p> <p>Player 5 - allister (wizard) : allister takes the bottle, sniffs at the liquid and takes a long sip. „By the gods, this is strong and feels good in my throat. I missed this as much as a big ass wench on my lap.“ He looked at the group, deep red spots appear on his cheeks. „Uhm, that... uhm, you know, that was private and I'm very ashamed of it... What is going on here?“</p> <p>Player 7 - funderburk (wizard) : funderburk, back outside from the fort, decides to go to Dunk, and rest with her for a little bit. Afterwards from resting, he decides to unrope her from the tree, apologizing to her so- for tying her up in the first place- and begins to go on a walk with her. On her back now as they walk around the fort, he leads her to either munch of ferns every so often when she chooses, or to just continue onwards and encircle the fort.</p> <p>Player 7 - funderburk (wizard) : Is there by any chance that I see anything? Just asking cause you never know, but if you need a roll here is mine: 11 Passive perception by the way is 15 if the rolled number is lower.</p> <p>Player 3 - boosey (gnome,cleric) : " You believe the priest had something to do with the pirates escape?" boosey ponders this for a moment. "What about anyone else. These pirates were under lock and key, even if the priest caused a distraction, someone must have released them. Do you trust your Captain Bodur? She</p>	Player 2 - dungeon master	TRUE	I believe they do have a mess hall here, but no rogue. This fort only has 100 people in its staff and that would seem a rather large number to add to that. "	" They do have a mess hall, but those guards don't drink. " It takes awhile for the other guards to return, but there are four other clerics and a half-elf who has a hand crossbow at his hip that they return with in tow. They walk into the small room and the quartermaster introduces you to the two guards Igor and Sven as they walk in. They say only to the quarters: This fort is our home, and we will defend this place with our lives.	first one on the scene everyday. The first sign of any trouble from the fort. She seems honest, but I wouldn't call her reliable. Not with her last name. I don't want to bring up her last name, but she is tied to the Zhentarim. Maybe the pirates were in league with someone higher up on the Zhentarim. Or maybe this isn't about the Zhentarim at all and they just want to leave us be. "	Jago can't suppress a grin and he steals a look at Allister as he says, " Sure, there is a mess in the bailey, but you'd probably work faster if you were a gambling man. Dice is a very popular way to pass the time around here. "	most helpful person I've worked with here in town. I believe she is innocent of these crimes. "The quarter master says this with confidence.	The quarter master nods, " They do have a mess hall, but I think you misunderstood. Igor and Sven might be found in the eastern gate, but they might not be. The two guards aren't really on speaking terms with the rest of this fortress. "

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 11 - keth (wizard) Player 12 - val (elf,druid) Player 2 - aerlian (orc,wizard)</p> <p>-----</p> <p>Player 0 - dungeon master : aerlian's second exclamation makes the light burn bright. It illuminates the room, the light is blinding but once it clears you awake and find yourself in your bunk on the boat. The ship bobbing listlessly in the waves outside the hull, the room silent but for the sounds of breathing around you form your party members. val you go to the chest and open it, inside you find a stack of papers and among them a letter with a red wax seal with the Legerdemain symbol stamped into it. What do you do?</p> <p>Player 11 - keth (wizard) : Put your spoiler here.</p> <p>Player 11 - keth (wizard) : "Hmmm....that normally works. I would if some thunder magic would break it open. I should look for any traps or glyphs first I guess. Or maybe the wall or the chest has something." keth mutters before investigating the wall and chest more.</p> <p>Player 12 - val (elf,druid) : val, after checking for any more things in the chest and check the papers, opens the letter and reads it, if it is in a language he can understand.</p> <p>Player 2 - aerlian (orc,wizard) : aerlian sits up and keeps an eye on the others while they work through their trial on their own.</p> <p>Player 2 - aerlian (orc,wizard) : Come on you can do this my friends".</p> <p>Player 0 - dungeon master : keth roll investigation and claim a place you're looking please.</p>	Player 0 - dungeon master	TRUE	Keth examines the chest and the walls around to his right, after some time he spots a faint outline in the chest which looks like a button of sorts along with some more glyphs. He pushes the button and it slides outwards along with a small section of the wall. Inside you find a scroll case. What do you do?	The chest seems normal, its just a normal chest with the words "Relief" in its title.	Having gotten down to the center of the chest a small needle comes to rest in between two of the locking teeth of the chest. The chest seems to need the key to open. Val as a read the letter there are symbols in there that are unfamiliar to you. It seems to be a poem of some nature. After a few moments of pondering the words you feel a bit more comfortable moving on in your explorations.	Val I will PM you shortly with the letter's contents. Aerlian their all seem to be sleeping soundly but as you look over at Kiera's bunk its empty!	The letter is written in Common and states:	As you try to break it open with thunder Keth you can't feel anything. The chest is not reacting to your magic and yet you can't see any traps or glyphs anywhere or you at least don't know what they might look like.You hear a soft clicking as you are holding the letter. If you look through the paper you're able to see a soft flicker that makes for a very old fire as the letters fade across them

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 1 - dungeon master Player 15 - brian_avery (bard)</p> <p>-----</p> <p>Player 1 - dungeon master : (Bones' turn.)</p> <p>Player 15 - brian_avery (bard) : Bones, trying to gain distance does not notice the wolves catch up, both of them raking the back of his legs and finding purchase with their teeth... (STR saves: 18 & 9) Although managing to maintain his balance, the impact of the second wolf knocks him down once more. Bones once again disengages and moves fifteen feet away from the wolves, opposite of Vosnin, hoping to split them up He once again focuses and casts toll the dead on the injured wolf Vosnin hit! (WIS save 14 or 16 necrotic damage)</p> <p>Player 1 - dungeon master : WIS save: 21 Morale check: 6</p> <p>Player 1 - dungeon master : The last two wolves are running away, howling and whining in dismay. (End of combat, unless any want to take pot-shots at the retreating animals.)</p> <p>Player 15 - brian_avery (bard) : Bones, watching the wolves tear away curses, "Well, that bloody hurt."</p> <p>Player 15 - brian_avery (bard) : Placing his hand o on the worst of the tears in his flesh, Bones mutters a chant as his hands glow with divine light. (Cure Wounds @ level 2 - 17 hp recovered.)</p> <p>Player 15 - brian_avery (bard) : The wounds heal up some to which he comments, "That'll have to do for now..... Shall we move on?"</p>	Player 1 - dungeon master	TRUE	/u/rollme	(Is Kestrell, or anyone else, going to pursue? Also, feel free to continue using this map. I'll keep it in my imgur for as long as needed.)	The wolves continue to run away into the fog, their howls fading into the darkness.	The four of you gather yourselves after fighting off the wolves and thoughts of Cavyre come to mind, among them the shadow hound he summoned and could not control. What if he summoned more than one at a time and they formed a pack. Maybe it is a blessing in disguise, the way this played out. Other dark thoughts such as this haunt you on your walk back to Ashborn.	At the center of the camp, you see a ring of rocks. It is surrounded by an area of flattened grass, with scattered animal bones. The bones are that of many small birds and rodents, but there are several larger bones in the center of the small encampment, the closest to the tent.	The wolves are all dead at your feet. It doesn't take long to check, they weren't wearing any armour or carrying any coin. The forest is quite thick this close to it, and is fairly silent otherwise. You haven't seen any humanoids or houses since exited the town, and are standing just above the stream now.

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<p>Player 4 - dungeon master Player 7 - anne (centaur,wizard) Player 2 - richard (bard)</p> <p>-----</p> <p>Player 4 - dungeon master : ===DM=== As Gotta-go is considering the anne's offer, The shopkeeper went behind into the storeroom to look for items. He mutters by himself: "Yep, rope, maps are here....for the mon...excuse me? monster what?" He peeks back with baffled looks. Adric stands up from corner of the room and tightens his backpack. "Alright let's see... anne, Mister Gotta-go, and Mister Ric...richard right? are you folks do..." That's when a woman dressed as priestess (Aria) suddenly appears behind Adric muttering something. "Whoa! Ca-can I help you?"</p> <p>Player 7 - anne (centaur,wizard) : "A m-o-n-s-t-e-r snack sir, it's a treat for monster. hmmm maybe a common cat food will do, Nic-nic will take anything i'm sure, right nic-nic?"</p> <p>Player 7 - anne (centaur,wizard) : *her glare is met with a reluctant gesture by Nic-Nic*</p> <p>Player 7 - anne (centaur,wizard) : "sooo, How much should I pay again sir?...including the pet food also."</p> <p>Player 4 - dungeon master : ==DM==</p> <p>Player 4 - dungeon master : "Oh! Cat food we does have. I was thinking you are going to feed a monster or something little miss" The shopkeeper rummages stuff from the storage then bring the ordered goods to anne. "Lets see....that'd be 21 silver pieces!"</p> <p>Player 2 - richard (bard) : *with his knowledge from the east region that spice doesn't do well if you put it on your butt, and a scenery of a human mage "threaten" her familiar and a smirk face on the shopkeeper, richard decided to never trust anne a single bit (except maybe roll 20) *</p>	Player 4 - dungeon master	TRUE	(You can make an arcana roll to see if you know anything about this shopkeeper. The result might vary on your backstory.)	#ERROR!	#ERROR!	===DM===	The shopkeeper then shows the rest of Anne's order..."Welp, here's your goods Miss. I hope you come again!"	The shopkeeper then went back into the storeroom after checking his storage.

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<p>Player 4 - iibbrr Player 8 - geex Player 0 - dungeon master Player 5 - jadriith Player 6 - eriadwyn -----</p> <p>Player 4 - iibbrr : "Well, I'm not a fan of you elusive types, but I'm even less of a fan of going against the crowd. Whatever. Let's do it."</p> <p>Player 8 - geex : "This sounds some what okz I guess. I mean I haz most of what I needz. geex iz no criminal..." geex is now a bit worried insinuating the rest here are criminals.</p> <p>Player 0 - dungeon master : Ignoring geex's hesitation, the woman begins again. "Staying in the Lost Elderwyrn Tavern, there is a man with two different colored eyes. One blue, one grey. This man, according to our spies, owns a few very valuable items. We are interested in one particular item, a ring that he wears on the middle finger of his right hand. Rumor has it, this man is leaving Athelta tomorrow afternoon, and the chances of him returning are very slim. Your test is simple. Bring me the ring."</p> <p>Player 4 - iibbrr : "Is this man a 'magic' man? Because I'm not a fan of those types either." iibbrr crosses his arms. "Or, are you not obligated to tell us?"</p> <p>Player 0 - dungeon master : The woman looks slightly insulted by your words and tone. "Why, what kind of guild would be be if we didn't tell our members what they need to know? The thought of that. Ugly business, indeed. The man himself appears to have no magical capabilities. However, as I said before, he is the owner of several valuable and wondrous items, as I said before. I wouldn't be surprised if one of these items turned out to be magical."</p> <p>Player 5 - jadriith : "Are there rules of engagement? Is this a job you want done silently or is this a job you just want DONE.?" jadriith questions this woman for if the case was that they wanted this done without noise, it would seem that he would once again have to rely on his new acquaintances for assistance.</p> <p>Player 6 - eriadwyn : A sly smile stretches across eriadwyn's face, "The lad asks a fair question Lady of the Four, you've given us a task but narry and inkling as to preference for how you'd like it done. We'll get you the ring a'right, but without terms," she winks, "Might could get messy."</p>	Player 0 - dungeon master	TRUE	OOC: I'm going to assume he says, "Quite. But without a more specific time frame, things could prove difficult."	"He'll be traveling with his bodyguard. If you'd like to go undetected, I would suggest you take them down quickly. Of course, you would need to take the bodyguards down quietly, but I won't punish you if they find a few more ways to the afterlife. In fact, I would be impressed if you found more efficient means, for efficiency is important trait in a soldier."	"Our only rule is to retrieve the ring from the man and to not harm nor capture the man."	The woman smiles. "Yes, that is a fair question. Your methods are your own, that's part of the test. Avoidance of bloodshed is preferable, but the choice is up to you. However, under no circumstance are you to mention your connection to the Ring."	"Of course there are rules of engagement!" The woman replies, clearly displeased with these questions. "He is to have no physical harm done to him, unless he fights back. The only harm we want to do is take his ring. We didn't think we would have to spell out these things, but it seems I assumed too much. Please don't make me regret hiring outsiders."	The woman sighs, and replies. "Quietly. Do we have an understanding?"

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<p>Player 5 - neya (druid) Player 3 - graxx (wizard) Player 0 - dungeon master Player 11 - praxx (gnome,bard) -----</p> <p>Player 5 - neya (druid) : "Damned creeps are coming out of the woodworks down here!" neya says as she lets an arrow fly at the closest ghoul to Utar.</p> <p>Player 5 - neya (druid) : Shortbow Attack: 22 Damage: 8 Disadvantage roll: 19</p> <p>Player 3 - graxx (wizard) : "AH! TEMPUS!" graxx shouts!</p> <p>Player 3 - graxx (wizard) : Bonus Action: graxx will begin to rage . Movement: graxx will not move. Action: graxx will make a reckless attack against the ghoul in melee range of him with his greatsword. Attack: 25 Damage: 15</p> <p>Player 0 - dungeon master : neya uses her balance training to stay up despite the treacherous terrain. An arrow flies towards the closest ghoul, going all the way thorough its fleshy shoulder (Ghoul#1 - CMD: 8). graxx froths on the mouth as usual, and then shoves his entire greatsword though the torso of the other ghoul. It is surprising that the monster is still up (Ghoul#2 - CMD: 15). (praxx 's turn is still next. Drazzim will go after that.)</p> <p>Player 11 - praxx (gnome,bard) : praxx attempts to move along the wall as well to get into the action Acrobatics- 18</p> <p>Player 11 - praxx (gnome,bard) : If I can attempt to make an attack I would like attempt to hit the enemy at l70. Vicious Mockery- Damage- 2</p>	Player 0 - dungeon master	TRUE	<p>Praxx will make his way to the wall, staying near Utar as he swings his warhammer across the zombie's head. Attack: 1d20+5=14, and damage: 7. Utar is next.</p>	<p>He hears a groaning sound to his left, then quickly turns to see one of the ghouls on the wall. It seems surprised by his appearance and the sight of him on the wall. It turns from you to face the ghoul in front of itself. It then turns to the one behind it and roars, while slamming into the ghoul in front of it (Ghoul #1 - CMD: 18). Both attacks miss.</p>	<p>The last ghoul, seeing all of his friends die, falls on his knees and starts begging for mercy (Ghoul#3 - CMD: 10). His face looks horribly bloated, like they are filled with some kind of liquid (OOC: the ghoul had a special ability called "Festering Anger", which will trigger if we kill his friends within 5 turns of him joining the fight).</p>	<p>Not wanting to miss on the action, Praxx follows his friends' attempts to cross by the edge. The gnome takes the south path as not to interfere with Neya 's attempt. While moving, the bard makes fun of one of the ghouls foul smell (Praxx is not fully across yet):</p>	<p>"Speaking of woodwork, I've got something for that, too!" He takes a long look at the remaining creature and casts a spell as he says, "Now, you know who you work for, right? The only thing you're gonna kill today is your own reputation!"</p>	<p>(There is nothing in your path right now.) The voice continues. Now the true hunt begins. I will try your patience.</p>

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<p>Player 1 - dungeon master Player 8 - zalv Player 4 - lili</p> <p>-----</p> <p>Player 1 - dungeon master : Disclaimer: Rated X spoiler. You must be over 18 to read this. Alright boy, it's time to do the nasty. Three checks, let's go for triumphs, no despairs. FOREPLAY - Oh this is easy money. She's already soaking wet and ready to go downtown to chinatown on ya. Thing is, you gotta make her kitty purr, too. Don't be selfish. On your knees boy. Pass one (Easy - 1 Purple) Coordination check with a Boost die cuz she's already dripping all over your chin and the Force knows she wants you to hit her spot. Don't forget to "Tune in Tokyo" with those perky nipples of hers when you're down there, she's into that, believe me.INTERCOURSE - She's gonna want to cum more than once, dude, I mean gimme a break. Cowboy, missionary, doggy style, standing face to face, reverse cowboy, pause for another tongue wrestling make out session, then back to pounding that puss. Make the bed bounce. (Average - 2 Purple) Athletics check with a Boost die. You got this, bitch. PULL OUT GAME - It ain't a game, boi. I know we're playing one, but don't be an irresponsible piece of shit here. This bitch aint doin' condoms, she's raw doggin' it, so ya gotta pull out BEFORE ya blast. It's kinda hard - just like you - but it's the right thing to do. Plus everyone wants to see your moneyshot, you stud. Give her that pearl necklace she's always wanted. (No, not the jewelry.) Pass one (Hard - 3 Purple) Discipline test to see if you've got the willpower to do the right thing.</p> <p>Player 8 - zalv : Disclaimer: Rated X spoiler. You must be over 18 to read this. Foreplay - (2 advantage.) Intercourse - (4 success 1 triumph) Pull Out Game - (all dice canceled out)</p> <p>Player 4 - lili : lili blinks as zalv seems to go along with this, and gives him a nod to affirm that yes, they definitely all owe him big for this as he's being led off to the governor's quarters. She maintains her cover through the night as they wait for zalv, despite her mounting concerns about this...particular choice of payment.</p> <p>Player 1 - dungeon master : After a long night of pleasing the Governor, you did indeed get a lot more than you bargained for. As you return to the group, Emma's face wrinkled. "Awwcchhh, I can SEE what you did written all over your face. That poor woman." she remarked. "And poor child.."</p> <p>Player 1 - dungeon master : STATION COMMAND AND CONTROL The next day you recieved a love letter from Governor Prule and papers declaring you are newly hired employees to be transferred to the Perlemian Haul, freighter M226. Now it was time to gain access to Station</p>	Player 4 - lili	TRUE	1 Success. 1 Triumph	(OOC: Did you get my post with the advantage? It's right above this one.)	i Lili frowns at the love-letter she received. Though she was sure Prule had only pretended to offer her job to gain her favor and that she was already out as a Rebel. "If I'm going to be working with criminals..it's best if I come clean, I guess." she says to the others in the group.	When they get to the terminal, she pulls out her slicing gear and rubs her hands together before getting started, her fingers practically blurring over the keys as she navigates the code, neatly circumventing firewalls and code mines. She sits back, eyes bright as she hits the last key on her computer. "Got it. This place isn't half as secure as when we broke into the headmaster's office to 'fix' our midterm grades, remember that Ami?" She grins.	i race : unknown race gender : female character_type : in-character actions : name_mention Lili nods and takes a few steps towards her. "A pity for such a pretty face," she mutters to herself, giving her a playful poke to her thigh through her clothes, a teasing smile on her lips to show just how unimpressed she is, with just a hint more of a blush than normal.	After this, Lili gives Emma a wink. "Is there somewhere you'd like to go? We can leave you in my stead if you like."

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<p>Player 2 - usul Player 1 - crush Player 9 - dungeon master Player 5 - sen (druid)</p> <p>-----</p> <p>Player 2 - usul : Staying in his illusion for the next few seconds that it lasts, usul quietly thinks to Duncan who had hidden himself in the bushes "Go see if you can spot where that thing came from buddy." ((owl perception 21))</p> <p>Player 1 - crush : Medicine! 17</p> <p>Player 1 - crush : The orc would quickly rip out the bolt before sticking his thick leather gloved finger into the wound in an attempt to stop the bleeding. crush would then rip off a strip of his pants near his boot and wrap it around the wound the best he could. Once he thought it was good enough the orc would scoop up the lizard and sling it over his shoulder. "Lizard find.. Maybe... be food if die" He would say to the others.</p> <p>Player 9 - dungeon master : sen thinks to get close to the lizard for closer examination, and then thinks again and backs away. It's a big lizard with sharp talons. Greenish, with very lizard-like qualities, which would not surprise sen in the least because, as mentioned, it is a large lizard. Duncan flies up to take another scan of the area and doesn't see anything that might give clue where it came from. The orcs it saw earlier are still camped, and eating, though they are making fast work of their kill and will likely be on the move again soon.</p> <p>Player 9 - dungeon master : crush is able to perform some pretty handy battlefield medicine, all things considered. He's able to pull the bolt out stop the bleeding reasonably well.</p> <p>Player 5 - sen (druid) : sen thinks it might be a lizard, but sends Nipper over to sniff it, just to be sure. Well then, where next? he asks with false cheeriness, looking around for the next inevitable giant lizard attack.</p> <p>Player 2 - usul : Letting this illusion drop, usul comes out to say "Did we learn what we came here for? crush, you got any interest in meeting those other orcs? They're just cleaning up their kill and will likely move on soon."</p>	Player 1 - crush	TRUE	Nipper seems confused and doesn't bother to do anything, probably thinks that's rude.	"They might be able to help us with where this lizard was taken, they were probably here just before we were, they might know the way to finding the monster."	"I say we go home and get some food."	Holding the giant bandaged lizard over his shoulder, he would turn and look to Usul. "meet orcs... ask know about tiefling..." Crush would say with a grunt .	After putting Nipper away, with a few pats to the small reptile, Crush would look to Usul. "Sounds like a plan. We should probably go get them." With that he would stand up and begin to walk to the location where they saw the orcs before.	"Orc is dead. Dead by dragon. We need go." Crush would say and move on to the next thing the group had planned on doing. "Maybe lizard have clue.." The orc would say as the party walks on.

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<p>Player 11 - kai (bard) Player 7 - elber (cleric) Player 2 - jack (cleric) Player 9 - landrae (bard) Player 8 - duncan (bard) Player 0 - dungeon master -----</p> <p>Player 11 - kai (bard) : OOC: I'm down with that.</p> <p>Player 7 - elber (cleric) : ((Amen to acting in initiative order.))</p> <p>Player 2 - jack (cleric) : ((I'm down w that))</p> <p>Player 9 - landrae (bard) : ((Yeah, I am always in favour of actually following initiative. It doesn't change landrae's action this turn, so unless duncan kills the dude in one hit, or he runs away crying, we're good this round from my perspective.)) (@kai - I'll worry about the healing in the middle of the road if you can do the same for the woods? Since this looks like a two part fight)) Advantaged roll on attack: 20 (so hopefully that hits... over the previous 13. I presume keeping the damage as 4)</p> <p>Player 8 - duncan (bard) : ((Initiative is great, though just to be safe if it's ok I may still queue up attacks with if/then statements. If it's simple at least. And at lvl one it's pretty simple for duncan: Swing glaive. bonus action. repeat.))</p> <p>Player 11 - kai (bard) : ></p> <p>Player 0 - dungeon master : (Awesome, saves me some confusion.) The bandit captain loses his nonchalant grin and loads his crossbow, letting a bolt fly in the direction of duncan. Attack: 10 Damage: 9</p>	Player 0 - dungeon master	TRUE	"Duncan! I'm not sure which of you I'd rather face in a fight. We'd better all survive this."	The shot goes wide, not even close to hitting its target.	The bolt flies true striking the barbarian in the shoulder, but doing no damage.The other bandit comes forward and swings his sword at the same person his comrade missed, letting out a roar of laughter. Attack: 10 Damage: 8	Duncan returns the courtesy with a swing of his glaive, staggering the man. Jack's arrow whistles over the head of the bandit captain, ruffling his golden locks. The two men in combat with Elber and Kai hurl aside their crossbows and draw rusted scimitars. They attack as one, their steel singing a song of pain in the shadows of the forest.	The bolt hits just short, slamming into the dirt short of it's intended target.Landerae swings her club in an upward arc, striking the throat of one of the bandits and sending him crashing to the ground.	The rest of the bandits, with seemingly no idea what's going on, try to stab their daggers at their enemies.With Duncan being in plain sight, the captain decides to try him out first.

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<p>Player 6 - fjordix (bard) Player 5 - dungeon master Player 19 - arryn (paladin)</p> <hr/> <p>Player 6 - fjordix (bard) : fjordix stopped in his tracks, the arrow not let loose from his bow as of yet. He eyed the Stag suspiciously, his mind working through the possibilities as quickly as it could, in the end he lowered his bow. "Are you trying to speak with me?"</p> <p>Player 5 - dungeon master : You hear some more sounds from the stag. That was definitely Elvish. Seeing that you still didn't quite understand, the stag speaks again. This time in very accented common. "Greetings, Adventurer. I am called... Ceanairian? No, that's not right. Adhuan? Forgive me. It's been so long since I have used my name, I seem to have forgotten it. Dakerian? Yes. Dakerian! High Prince of a once proud land. These ruins are all that now remain, and my people are no longer remembered. I was cursed by the father of the woman I loved, and now I must roam as the stag you see before you, only to take my true form at times when the day mixes with night. I have tried many times to seek a way to remove this curse, but every time I leave this clearing, I am hunted for my golden coat. I know that a powerful wizard could remove this curse, but I dare not seek one out on my own, or I would surely be killed. Can you help me?"</p> <p>Player 6 - fjordix (bard) : fjordix put his pinky finger in his ear and swabbed it around, in disbelief to what he was hearing. He shook his head a couple times, but then came to the realization that he wasn't hearing things, and he wasn't dreaming, or at least he didn't feel like he was. "Well met Dakerian, I am fjordix Anker. I have to admit you have caught me offguard, I am actually with a caravan of people who are heading north, I am one of the guards. What is it that you think I could do for you?"</p> <p>Player 5 - dungeon master : Upon hearing your name, he starts mumbling to himself, mostly in that babbling brook/wind chime language. [Make a perception check to find out how much you can hear.] To you, he says (with a surprisingly renewed sense of urgency), "Please. A powerful wizard can end this curse. Allow me to accompany you to the North. Get me safely to the largest city you can along your route. There's sure to be somewhere along your path where some wizards can be found. I will reward you handsomely if you can bring me to them."</p> <p>Player 19 - arryn (paladin) : Athletics check w/ adv: 13</p> <p>Player 6 - fjordix (bard) : OOC: I apologize, I thought I had responded</p>	Player 5 - dungeon master	TRUE	The stag smiles, showing his teeth to be in excellent condition.	You hear the mumbling continue, this time followed by a few more lines (just enough to let you know that you recognize these words. I'll PM them to you to let you know exactly what they are).Fjordik now feels that there must be a good chance of something happening to him if he doesn't help this creature, but he's not sure what, so he decides it's best to just let it be. He looks up to see if the woman and her group have returned.	The stag gives you a look of mock pity (even though its face is covered in golden fur, so it's hard to tell. But that's sort of the stag's nature, to look down upon everyone, so this is likely just an automatic response to anyone it comes into contact with). "I'll just be going now. Don't have much time, and you're wasting it!" The stag starts to back up toward the road, making it clear that it wants to be on its way.	"This blasted curse will prevent me from being able to communicate the moment I leave the grounds of my former home. When the day mixes with night, however, my true form will be revealed. Keep me safe until the sun dips below the horizon, and I can prove to those travelling with you that I am more than I seem. As for what reward I can offer, the riches of my kingdom have faded to dust save for one artifact: a magical bow that was used for Great Hunts. A cruel reminder from the one who cursed me. I will gladly give it to you once the curse is ended."	The reward is 50,000 gold, but he'll take that down to 10,000 gold if you'll bring me all the way to the capital. I haven't told you yet, but I can change my form to any animal at will, and I've used it for my own purposes many times. I can be a small bird, a big fat rodent, anything."	He pauses for a moment, and then he says, "I am a prince. I am sure I could offer you some fair amount of gold if you return me with a wizard who can aid me. I would also offer you an audience with my father who still lives in the capital city. However, he has not left the castle for the past 6 months, so I am unsure as to whether or not that offer would even come to fruition."

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<p>Player 5 - tab (druid) Player 1 - dungeon master Player 7 - mel (tiefling,monk) -----</p> <p>Player 5 - tab (druid) : Bano will attempt to find that shifty fellow that just disappeared - Perception 6 If he spots him, Bano will move to D10, drop his shield (which Veterans don't have in their stat-block), draw his longsword, and make some Longsword attacks - if not, Bano will move to E9 and perform the attacks against Mbano instead. Attack: 23 Damage: 4 Attack: 12 Damage: 8</p> <p>Player 1 - dungeon master : (@Winenose yup!)</p> <p>Player 7 - mel (tiefling,monk) : In moving away, Marana will provoke an oppor</p> <p>Player 7 - mel (tiefling,monk) : "Hold it!" Mandawa shouts as he makes an unarmed strike opportunity attack on Marana. If it hits, she must make a constitution saving through DC 13 or be stunned until the end of Mandawa's next turn.</p> <p>Player 7 - mel (tiefling,monk) : Mandawa Stunning Punch : 18 Damage: 6 . This should cancel out her attack as well.</p> <p>Player 1 - dungeon master : (@winenose Actually, no. I just realized you have to be within 30 ft. of him, but if you are, yup!) (Whipping up an update right now)</p> <p>Player 7 - mel (tiefling,monk) : (@winenose & Woobydoobydoo He'd be just within it for the shot, but outside of it for the save.)</p>	Player 1 - dungeon master	TRUE	6 (Alas, the shield-block is invalid. Oh well.)	The gnome's spell fizzles out as he watches his last remaining companion disappear into the fog, unable to reach them. The ranger swiftly brings his blade to bare and moves it across Mandawa's chest, causing her to falter in her stride and nearly trip over herself.	A few steps after passing by the goblin, the monk suddenly disappears right in front of you! (@Elite : Your attack is against air, because she moved away before your attack resolved. But that can be fixed if you want :))The veteran follows her movement to D10, and strikes her viciously with the tip of his blade! (@Elite: Is that a critical? If not, no damage. If it is..)	Mandawa runs toward Marana, looking around as he does. He can't find anyone.	With a swift attack, Mandawa's fist makes contact with Marana's jaw, sending a shock of lightning through her body. She collapses to the floor for a moment.	The man seems surprised by your attack, but manages to dodge it at the last second. Seeing you strike where he stood before, he ducks back in the same spot you strike, his face now clearly revealed. He looks to be in his early twenties, and rather short for a man. With an apathetic face, he simply nods and a strange translucent energy surrounds him and appears to leave his body.

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<p>Player 5 - allister (wizard) Player 2 - dungeon master Player 14 - nenne (elf,cleric) Player 7 - funderburk (wizard) -----</p> <p>Player 5 - allister (wizard) : "I didn't say we invite him to our family dinners but what is so unusual about his story? We see snake marks, he admitted to traveling with Red Wizards, which no one in his right mind would do to strangers if he knew about their foul reputation, he suffered injuries from the falling debris. You think he killed the wizards, piled up the rubble and crept under it?"</p> <p>Player 2 - dungeon master : Orvex nods and gestures to allister encouraging his words. After the fighter is done speaking he adds, " If it helps, I doubt I could even move one of these rocks on my own, much less pile them up on top of myself. My home is in Thay...I suppose the country has a certain reputation for certain travesties around the world, but I am not Thay. I am a dedicated scribe and seeker of knowledge past and present. I jumped at the opportunity to seek out ruins in Chult, even if that meant I might never get the chance. "</p> <p>Player 14 - nenne (elf,cleric) : "Anyone who has business here is suspicious, and that includes us," nenne says quietly to allister. "This place is fit for no one." "I admit, I am surprised you would wish to join forces with us without even knowing our names or our mission here, friend poet," she inclines her head. Her tone is polite and, though not as welcoming as usual, offers no hint of hostility. "However, anyone who has survived the journey to this wretched place knows well that solitude is dangerous. I can respect that motivation wholeheartedly. Please excuse our friends. They can be...less than diplomatic. And please forgive my manners, for I have allowed my concern for my friends' welfare to cloud me. I am nenne Amharat, cleric of Kelemvor. May I ask you - how long ago did you arrive?"</p> <p>Player 7 - funderburk (wizard) : funderburk, walking back to inspect and cast his spell on Boosey, ignored allister and the man especially. However, he did mumble that he said blasted into the wall, not purposefully put himself underneath it. He decided to drop his previous spell, more than likely already expired by now anyways, and decided to cast a ritual on Boosey to inspect the ales that are within his body.</p> <p>Player 5 - allister (wizard) : allister walks to nenne and whispers something to her.</p> <p>Player 5 - allister (wizard) : @nenne</p> <p>Player 5 - allister (wizard) : Thank you for</p>	Player 2 - dungeon master	TRUE	((OOC - I'd be happy to continue but I dont know exactly where to start. Is it still Nenne, Orvex, and Allister talking or is it now the whole group present?	" The people I was traveling with were on their way to the ruined city of Iltkazar to investigate the cause of an earthquake there. We were looking for books on historical artifacts there. The earthquake and the following swarm of insects chased them from the site, and they sought asylum in the only village they could find. I saw my chance to investigate the site in their stead and took it. "	"Thank you for resolving this mess," says Orvex to Allister"Call me Allister, and you have a lot to tell us."The elf looks around at the other members of the party and clears his throat to get their attention once again. "Now! Onward to the next room then?" he gestures down the corridor to the side passage with a grin.	Orvex puffs out his chest and replies to Nenne , " I have been in Chult for one hundred and eighty two days and have seen fourteen ruins. Mind you this does not include this city. This....Omu. " He says the last word with reverence as he looks around the cityscape.	Nenne chuckles a bit. " It was a bit of an ordeal, though I find it funny how they all thought it was me who did the interrogation. While I have experience interrogating spies during my service, I would prefer if the rest of you all were a bit more wary of the next person we run across. " The girl is very much amused at these words and gestures to Apos who was being interrogated before, " Though this one is very much the talkative type. It's hard to believe he was in such a state of despair as he tells. I suspect he is withholding some truth, however, perhaps out of a fear that we will not treat him as well as he would like. "	The fighter remains silent, clearly not convinced. The others around him glance at you with some concern on the words being passed between you. One of the guards leans in close and says, " I hate to be rude, but this place is becoming an inhospitable mess of a city. We should leave before more chaos descends on us. I don't think it can get any worse, but if it can I don't know if we can survive it."

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<p>Player 14 - nenne (elf,cleric) Player 3 - boosey (gnome,cleric) Player 19 - glimbul (yuan-ti,fighter) Player 2 - dungeon master -----</p> <p>Player 14 - nenne (elf,cleric) : nenne scoops up Allister's rapier and darts to the tunnel only to see the fighter's face twist in fear once again. "No!" she whispers in frustrated anguish. She glances at boosey, chest tightening as she takes in his dire health, and feels her own bloodied body start to shake from fatigue and injury. "Evade him as long as possible and fire from cover!" she shouts to both glimbul and boosey. "Till Allister comes back to us or we can retreat!" Her fists clench in futility and she vanishes.</p> <p>Player 3 - boosey (gnome,cleric) : Seeing the cleric vanish boosey panics, few options open to him. He moves close to the passage and peers in, seeing the slaad at the far end. Ducking out of sight, he heals himself and shuts his eyes tightly. "Sorry Moa. If I could avoid this, I would." He clutches papazotls amulet tightly and when the god appears, he allows it into himself without a struggle.</p> <p>Player 19 - glimbul (yuan-ti,fighter) : glimbul trying to keep his distance from the horrific creature carefully moves away from melee range to behind the chariot. He then fires off an arrow in his hurry only to hit the wall again.</p> <p>Player 2 - dungeon master : The quick, throaty sounds that emerge from the creature's mouth can only be guessed as laughter as Allister and glimbul retreat into Papazotl's tomb. The thing turns around and sprints towards nenne's end of the secret hallway. Her surprise is absolute when the thing changes posture to attack her directly. It manages to clamp its jagges teeth around her arm and bash her twice with the pommel of its greatsword even though the eladrin is completely invisible.</p> <p>Player 14 - nenne (elf,cleric) : Vision blurry, nenne drops her invisibility and clutches her holy symbol. "Help us endure, Fair Judge," she prays as she casts Sanctuary and stands her ground, preparing for more blows.</p> <p>Player 3 - boosey (gnome,cleric) : Seeing nenne reappear, boosey moves through the Slaad, turns and strikes with his staff, swinging with both hands. It's a mighty blow for a small gnome, and the thing takes some damage at least. He shouts encouraging words at the cleric, enough to give her some inspiration, but he's unsure if she hears the words. He knows now that their situation is desperate.</p>	Player 2 - dungeon master	TRUE	2 2 4 It's been so long since this game has been active that the dice roller has decided that no one wants to play anymore. Sorry guys :(The creature seems to only become more agitated with Boosey's presence. Glimbul manages to deal it a solid blow from its rear, but it shrugs it off. Nenne's arms are still restrained and she can feel the thing's weight crushing down on her.	The creature turns its gaze towards the yuan-ti that stood by the tomb and prepares to deal with the small danger.	The creature reaches out with the flat of its sword trying to push Boosey to the ground, but the bard nimbly dodges out of the way. With a croak of frustration, the thing slashes out at Boosey twice, both connecting solidly. The first hit comes down in the form of a pommel against the bard's head. Boosey's vision blurs and he is easily kicked back several feet placing him perfectly for the stroke that comes next. The greatsword takes Boosey straight to the ground in a heap. The monster takes off down the hallway into Papazotl's tomb.	When it stops laughing the slaad runs towards its fellow combatants, slashing furiously with the pommel and the greatsword. The slaad takes 10 damage.	Boosey tries to bring down the beast with a mighty hit but the slaad manages to avoid most of contact. It feels however the sting of Boosey's swing.

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<p>Player 7 - funderburk (wizard) Player 2 - dungeon master Player 18 - alynoa (druid) Player 5 - allister (wizard) Player 3 - boosey (gnome,cleric) -----</p> <p>Player 7 - funderburk (wizard) : Afterwards, he looks to their new companion and casts his hands out. Warmth flows from them to her as he casts the spell (Healing Word) 9</p> <p>Player 2 - dungeon master : Lemon's club swings in, but the creature catches his wrist. The two opponents shift back and forth in a short struggle for power before the creature pushes the immovable dwarf away enough to disengage.</p> <p>Player 18 - alynoa (druid) : alynoa turns to the still glowing monster and growls out a series of deep speech curses. She then brings her blade down twice on the poor creature, her skill with a blade showing.</p> <p>Player 2 - dungeon master : The poor creature gets separated in the middle by a fair margin. It falls to the ground as its insides spew gore all over the floor around it. The second swing comes in at the next creature in line. It raises its hands to defend against the blow, but only manages to lose a few fingers for the effort. Eku drives her dagger into the creature's thigh in front of her. She has to leave the weapon as she backs away from a heavy sweep of the thing's arm, but she is quick to roll forward to retrieve it.</p> <p>Player 2 - dungeon master : The cobra headed yuan-ti retreats into the next room firing two arrows at the deadly barbarian. The first arrow gets lost in the wall of water, but the second plows through, sinking into the woman's side (6 piercing and 6 poison damage).</p> <p>Player 5 - allister (wizard) : allister tries to distract the yuan-ti with Eku's dagger in its thigh... and nearly collides with Eku. He has to make to short jump to the side, and accidentally pierces his rapier through the heart of the yuan-ti. After a quick look over the battle scene he moves to Alyona's side, driving her opponent back with a slash of his cutlass across its midsection.</p> <p>Player 3 - boosey (gnome,cleric) : boosey peers through the wall of water looking for the Yuan-ti still lit by faerie fire. Moving to the centre of the passage he spots the creature and lifts his arms as he speaks the incantation, sending a deafening sound, a swarm of hornets, deep into its mind.</p>	Player 2 - dungeon master	TRUE	6 damage) The monster is shaken, but recovers quickly. It lashes out at the druid.	OOC: Thunderwave centered on C4. I forgot to roll damage for Faerie Fire... It only effected one target so the DC was 14.	The hornets begin to fly in a swarm, but the creatures is protected by its mask.	Boosey's spell has less effect than he's used to on the thing, but there is another curious sight that draws the bard's attention. A torch goes flying across the room towards the triceratops. The beast rages at the open flame, breaking free of the tiny fence. The thing appears to be stampeding directly towards the party!	Allister's slashes open the front of the cobra-headed yuan-ti, and Boosey's spell makes it twitch. The spell takes it as it twitches away, but it is enough to stun it briefly.	The creature falls to the ground in a writhing heap, its body a chaotic jumble of limbs and broken parts. The other creature in the next room sees some of its brethren fall as the adventurers have begun dealing severe amounts of damage. It snak-like head peaks out from behind the water and sees that the tide may soon turn in the battle. It is very quick to act and moves out towards the rest of the group.

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<p>Player 13 - mal Player 5 - samnang (gnome) Player 0 - dungeon master -----</p> <p>Player 13 - mal : (Just for fun, Deception: 5)</p> <p>Player 13 - mal : (He comes across as definitely dodgy, but not ill-intentioned - he's scruffy looking, and his demeanor is meant to be putting you at ease, but he's a little too enthusiastic.) "Why, for the very low cost of five coppers, I can show you and your companions to the finest lodging in Parakan, the heart of the Veiled Garden, close to amenities, safe from dangers, and home to some of the finest food and drink you'll find around the lagoon." A mouse appears on his shoulder, and he turns to speak to it in a mock whisper, "I know, Bubu, they aren't local, that's why they need a guide - and no better guides than us, right?"</p> <p>Player 5 - samnang (gnome) : "Ahh, so is this you card?" The orang pendek smiles lightly at the mild wonder of the crowd. It'd been a while since she could just sit and run simple tricks to entertain folk. Although one or more of these folk could easily be murders. Keeping this in mind samnang carefully watches the crowd. Is there any animosity between the villagers that are watching?</p> <p>Player 5 - samnang (gnome) : Insight: 20 Perception: 4</p> <p>Player 0 - dungeon master : With her keen insight samnang does pick up on some ill feeling between the two main ethnic groups, though its mostly very low level and restricted to some of the adults more than others. The kids seem to have no issues with each other, indeed she is so distracted by the many interactions that she does not see two men approaching dressed in somewhat dirty black sarongs and vests. " You! Uh....Miss? Do you have a permit to panhandle here?", one of the men says brusquely, but a little off kilter at seeing one of your people. The crowd seems grumpy at the interruption.</p> <p>Player 5 - samnang (gnome) : "Ah good sirs! I don't see the need for a problem here!" samnang palms them a gold piece each "Why don't you come and enjoy the show?" The orang pendek smiles warmly at the two men, but recognises their uniforms from the group with the guru. She's curious to see how the common folk engages with them.</p> <p>Player 5 - samnang (gnome) : Persuasion:9 Insight: 9</p>	Player 0 - dungeon master	TRUE	With a wink Samnang directs the first two to join the group, and they do with almost indecent haste. With a sly grin the crowd seems to be warming up.	The two man look slightly embarrassed and take the coin, which they then quickly pass to the guru who thanks them.	The two men look at each other and then at each other confusedly. " A....show? We don't-....ah... sure" they say finally and they turn to look over the people milling about, the group behind them watching from a distance.	The mens expressions are implacable and they seem to care little about the opinions of others, " Five silver and we can forget that you neglected to follow procedure." The rest of the crowd doesn't seem angry with them just accepting but eager for the interruption to finish.	The commoners watch warily as the two men stand and wait. The man on the left moves into a ready stance after a while "I would like to see a permit or I shall have to place you both under arrest." He says. "You see, we have been getting reports of illegal immigrants using this area to panhandle, and I am looking to shut them down."	the two men look to one another and then start taking notes. " This is my friend here", the man says and gestures to the bearded man as "my friend" to you the group. " Now, did you get that 'Permit' I think that was the word?". The two men look around to you all

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<p>Player 8 - demoiselle (human,fighter) Player 18 - dungeon master -----</p> <p>Player 8 - demoiselle (human,fighter) : Simeon Grey</p> <p>Player 8 - demoiselle (human,fighter) : I answer Sister Naphtali's call to clean up. While I take care of the business of wiping down tables and so forth, I make an effort to chat, seemingly casually, about the snakes that have recently appeared in and around the Basilica. "When did they first appear? Do they seem concentrated in any particular area? Do they seem to avoid any particular area?"</p> <p>Player 8 - demoiselle (human,fighter) : If this line of question goes nowhere, then I pursue conversation about the higher-ups in the temple. Allowing the person I speak to the latitude to discuss whichever person or persons may be on his or her mind. I do what I can to make all of this conversation look like I'm just another new novice trying to learn about his new home. Deception: 2 (that's promising)</p> <p>Player 18 - dungeon master : Korlan: When Emungo comes back out he seems surprised. "Dawnlord Menges gave you the day free to settle in, but you're already cleaning? You must be a hard worker!" He tells you that Friar Bernard asked him to put the books used in his class away in the scriptorium. They're spell books that Brother Annan, the scribe master, has his scribes use to make spell scrolls. They sell them to make money to support the basilica. Gesturing at the bust you are dusting he asks, "So, have you chosen hospitality to serve in, then?"</p> <p>Player 18 - dungeon master : Quill does not find anyone who has seen or heard from Dawnlord Wintermoon.</p> <p>Player 18 - dungeon master : Esvaris , investigating the door at the far end, finds a room with a much larger bed in it and fine furnishings including a desk and wardrobe. There is a door to the left that leads to a bathing chamber and guarderobe which consists of an empty copper tub and a half wall hiding a chamber pot. In the west end of the room are double wood framed glass doors with sunburst motifs leading to a small sunroom with a view of the basilica and square. In the other room, on the south wall of the men's dorm, Esvaris discovers the women's dorm where a dwarvish girl with short-spiked red hair is changing. She shouts a cantrip and the door slams shut in your face. That's followed by the sound of cursing and the word "pervert!"</p> <p>Player 18 - dungeon master : demoiselle finds Friar Bernard beginning a class on the use of the</p>	Player 18 - dungeon master	TRUE	<p>Korlan finds Brother Annan and tells him that Friar Bernard was looking for him. The priest thanks you and asks you to put away the books in the scriptorium when you get a chance.</p>	(OOC: This is a busy morning.)	<p>Sister Naphtali asks, "About... six weeks ago. They were mostly outside but last week they started coming under the floorboards into our dorm. I've put up barriers and wards but there's still one that escapes into the cistern."</p>	<p>Simeon learns that some of the other clerics are avoiding the gardens between the library and the northern transept at the northeast corner of the basilica due to the increase in snakes since about four fivedays ago. High Lord Emeritus had said he would look into the problem after complaints were made, but with him gone, it seems the problem may continue. Sister Naphtali seems suspicious of your questions about the leadership and shuts down any gossip as "innapropriate conversation for novices".</p>	<p>Brother Andres, on your way over to make some rounds, comes upon you, saying, "My friend. The priest of Sune had some special guests over for her services this morning. You could not have been far from her when you heard. I hope you can make it back in time for her evening prayer." And the old man starts heading that way while you two walk down the corridor that he's coming up.</p>	<p>With a few exceptions, the basilica is still vacant. You find no one who has seen or heard from Dawnlord Wintermoon. When talking to the staff of the basilica it is clear that some of them are new. You find the sisters to be kind and helpful. It doesn't take long before you are a familiar face in the basilica. One Sister recognizes your voice and says, back to the basilica." She gives a nod and a smile you've probably seen before as you approach. One of the other novices seems to be eyeing you and as you walk away you hear her say to another novice, a familiar face."</p>

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<p>Player 1 - dungeon master Player 17 - ulrich (cleric) Player 15 - wilkas (elf) Player 9 - lenzo (human,cleric) -----</p> <p>Player 1 - dungeon master : Aelar is on pause for the moment.</p> <p>Player 17 - ulrich (cleric) : ulrich idly examines the emblem from the bag as he listens to the directions given by Zilech. The names of inns and the like in these areas struck him as odd and inelegant, but he accepted he couldn't be terribly picky about such things at the moment, nor could he wonder about the quality of such an establishment. Cheap and accepting would have to do for now. "I thank you for everything. I'll be on my way, now," ulrich says with a nod. With a deep breath, steeling himself to face the outside once more, he turns and steps out of the room to follow the given instructions through the city and to the building known as the Immoral Wench. All the while, he keeps a steady grip on the bag and the emblem, wishing for no further difficulty from any of the great city's guards or anyone else of the like.</p> <p>Player 15 - wilkas (elf) : wilkas is thoroughly confused. Curiouser and curiouser, he thinks as he walks in and starts searching the house, starting on the ground floor, going clockwise, then advancing to the next floor, going counterclockwise, until he finds someone or he finishes scouring the house.</p> <p>Player 9 - lenzo (human,cleric) : At his cousin's embrace, any doubts that lenzo had about his presence in the city evaporate. He feels a resurgence of affection for his family, and remembers how important it is that he prevents Vlaakith from destroying it. He can't muster what it would take to tell Tamela it's good to be home, since that isn't quite how lenzo feels. For the first time, it occurs to lenzo that it's going to be very difficult to explain to his family why he's back.</p> <p>Player 9 - lenzo (human,cleric) : After returning Tamela's enthusiastic hug, lenzo says, "Tell me, how are you? How is the family? I've heard ill tidings about things in the city."</p> <p>Player 1 - dungeon master : The right door leads down a slight hall to three rooms. The first is a sitting room that your mother uses to entertain guests. The second room is a small reading room that, again, tends to be for guests and tending to guests. The third leads to a small enclosed green room. In each of these rooms you find nothing undisturbed, no signs of real life. The left door leads down a slight hall to three more rooms. The first is a small library. Your father would handle meetings with other control folk here. The second</p>	Player 1 - dungeon master	TRUE	What's the result of the check? I'm guessing you mean the symbol.	There are three other people besides the three adventurers that have recently passed through the portal. Two are guards, while the third is a short stocky man of Asian origin. They are standing out in front of the pub they had been drinking in, apparently having an argument about whose fault it was that the group hadn't returned to work yet.	the bag and hold it in your hand. The doors to the other bedrooms remain in front of you, one to the left and two to the right. You see the three doors to the rooms. The room to the right is the children's room where you slept.	You try and determine how long it has been since the kitchen has been used, looking at the oven and embers, and the meal that seems to be part-way prepared	the pocket. On your return to the house you place the symbol in the bag again and hold onto it firmly. It is a little larger than your palm and you could feel the heat coming off of it if you didn't have gloves on.	The first time you enter the tavern, there's nobody there. You can see what appear to be rooms and halls beyond the empty taproom. As you're going about your business, you notice a large winged creature fly into the tavern, straight toward the ceiling. It looks like an owl from behind. It turns into a person as it flies up. It disappears into the ceiling. At the same time, a strange, translucent, golden skinned, translucent golden eyed, translucent golden horned, translucent golden bearded, translucent golden robed, translucent golden booted, translucent golden gloved, gold, white haired, white bearded man appears, hovering in place, and says, in a perfect, crisp, accented dialect of celestial.

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<p>Player 18 - dungeon master Player 9 - demoiselle (rogue) Player 5 - quill (human,cleric) Player 13 - esvaris (halfling,cleric) Player 1 - korlan (cleric) -----</p> <p>Player 18 - dungeon master : korlan: As you climb the large tree, almost to the roof, you see a place where the grasping roots of the tree tore a small hole about two hands wide in the back wall of the temple. Inside you see a shadowy room with dim pictures painted on the walls that you can't quite make out. There must be an upper room to this temple, although there are no windows to it. The bell tower, on the roof, however, does appear to have iron rungs running down one side.</p> <p>Player 18 - dungeon master : demoiselle: Friar Bernard, sitting on the temple steps and ripping off chunks of dried beef, gestures towards the main entrance to the temple. You can just barely make out a single stone door, arched at the top, almost lost within the shadows of the pillared veranda.</p> <p>Player 9 - demoiselle (rogue) : demoiselle nods agreeably and walks to the front door, checking to see if there is a knocker or suchlike or if she should simply enter.</p> <p>Player 5 - quill (human,cleric) : quill, not really sure what to do, follows demoiselle.</p> <p>Player 13 - esvaris (halfling,cleric) : korlan</p> <p>Player 13 - esvaris (halfling,cleric) : I will call esvaris over to the hole in the wall. I pick up a small stone piece from the roof. I hold the stone in my hand and cast light on the stone. I toss the illuminated stone into the room.</p> <p>Player 1 - korlan (cleric) : esvaris I answer korlan's call and try to find where the stone landed.</p>	Player 18 - dungeon master	TRUE	Esvaris: When the little black stone lands in the far end of the room, Esvaris spots what looks like the back of an altar. No light has penetrated past that. You hear a quiet but faint noise coming from the altar.	Is anybody else following along....?	The glowing stone drops into the room and illuminates the painted picture of a large dragon, with a humanoid sitting on it's head, which resembles a dragonborn with a large, pointed nose. This stone flies only ten feet before it hits the floor next to one of the pillars and rolls to a stop. On the opposite side of the room, a small hole the same size as the one in the back wall is visible.	Within, Korlan and Esvaris see the stone fetch up against a small shrine, covered in dust and webs. There are also several faded dusty murals along the walls. would need cleaning to see them fully, but you make out a night sky and another that looks like a tiled pool with something large in it.	Looking through the hole you see... The main room has a tall ceiling, perhaps twenty feet above the door, and two dark alcoves on each side of the entrance, opposite of each other. The temple room itself is about a third of the size of the alcoves, but the entrance is the only door within the room. The back wall of the temple looks like a combination of bricks and plaster, showing cracks where the door was ripped off and pieces of rock jutted out. The ground within the temple itself is made of red-brick, and the temple itself has been neglected for years -- it appears as old and worn, as the wall it sits on.	The stone hits the ground and rolls a bit, revealing a small door. Inside the temple lies an empty room, the darkness obscuring any detail you might see.

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<p>Player 8 - rex (dragonborn,monk) Player 0 - dungeon master Player 4 - arliden (monk) Player 3 - fjordix (bard) -----</p> <p>Player 8 - rex (dragonborn,monk) : He is a dragon, of course he is!</p> <p>Player 8 - rex (dragonborn,monk) : Hatchling will take the first fruits of all of arliden's food as tribute.</p> <p>Player 0 - dungeon master : [I probably should have given this info sooner.] There are 8 wagons total in the caravan. 3 of which belong to the cult. You only know this because you saw them purchasing the wagons and can recognize some of the travelers. Their wagons never travel next to each other during the day, and they don't camp together at night. The wagon rex is with tends to travel toward the middle of the pack. While being hired as a guards for different wagons, there are built in moments for downtime during the trip. Interacting with one another wouldn't be seen as particularly odd, unless you only spent time with each other during downtime and didn't interact with other members of the caravan. Getting messages back and forth is rather simple (no roll required), but you are certainly welcome to communicate through Hatchling if you wish. arliden, make whatever Intelligence roll you feel would be most relevant to what you're looking for (along with why you feel that skill would work). fjordix, you can absolutely join the hunt if you wish. By the time anything is organized, the deer have disappeared into the nearby woods. You'll have to track it down. rex, your strong and silent ruse is mostly working, save for a vocal and physical tic that seems to happen roughly every hour. Sometimes, sooner, but never longer than an hour. [Disguise Self only lasts an hour. What words and somatic gesture do you use to cast it to prevent the cult from realizing that you're not a red Dragonborn?]</p> <p>Player 8 - rex (dragonborn,monk) : rex will pull out the oldest trick in the book... sneeze! A particularly strong version while keeping his arms beneath his traveling cloak that he is actually wearing.</p> <p>Player 4 - arliden (monk) : Whoa, there Hatchling...maybe not "the first fruits" buddy LOL. But arliden does take a genuine interest in making friends with Hatchling. As for the Stagg, arliden likes to "collect" and tell stories so he would probably be searching his mind of either something he read, or was told about such a magnificent creature that lived in this area. [History: 7.]</p> <p>Player 3 - fjordix (bard) : While fjordix isn't a great tracker (Survival: 5) he isn't a bad shot with a</p>	Player 0 - dungeon master	TRUE	<p>You just have to go through a checklist. Are you a dragon? Are you a dragon in human form? No? Oh ok, then you're a dragon, I got this.</p>	<p>Kail has little interaction with the group and spends his time doing his own thing. He is a very strong but socially awkward person. He will be working on his blacksmithing while he is resting and looking for the most valuable components he can find. When the party rests, he will try and strike up conversations with the other dragonborns if he can. Persuasion 23</p>	<p>After several hours of unsuccessfully calling the deer out of the nearby brush, those involved can hear rumblings ahead of them. Suddenly the noise comes to a sudden stop. There are several moments of quiet and then a few sounds can be heard coming toward the rest of the caravan. Two humanoids and a wolf stand about 40 feet away from the group, their attention focused on the group that just exited from the woods. One of the humanoids looks familiar to one that one of the caravan travelers is trying to keep tabs on. From this distance, there's no way to tell if they're cultists or simply travelers who spotted the dragonborn rogue and took some time to take him in.</p>	<p>Fjordix, you make it about 20 feet into the wooded area it was last seen when you spy the golden stag poking it's antlered head from behind a tree. You have a pretty clear shot, so you take aim and loose your arrow, which thunks into the tree in front of the stag. You hear a yelp followed by a curse as you realize what you had thought was the stag was actually one of the other members of the caravan passing by a tree, the movement of the branches looking like antlers in a ray of golden light created by the sun breaking through the leaves. The hunter who lent you her bow promptly asks for its return.</p>	<p>Arliden tries his hand at keeping the wagon on the road while the others talk and take care of Hatchling.</p>	<p>(As the group is discussing hunting tactics.)</p>

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<p>Player 3 - serifey Player 0 - dungeon master Player 2 - ezal Player 6 - vrailin (elf) -----</p> <p>Player 3 - serifey : serifey bangs him on the back to try to get him to stop choking.</p> <p>Player 0 - dungeon master : Nothing is happening. It must be a figment of his imagination.</p> <p>Player 2 - ezal : "Ah, geez. I'm not too good at this," ezal muttered, trying to figure out what was wrong with Gunnar.</p> <p>Player 2 - ezal : [Not sure if it'll be Arcana or Medicine, so...] Arcana: 12 Medicine: 7</p> <p>Player 6 - vrailin (elf) : "He is... choking" says vrailin not sure what to do...</p> <p>Player 6 - vrailin (elf) : [Arcana: 9]</p> <p>Player 0 - dungeon master : ezal can detect traces of powerful mind-altering magic. The magic appears powerful, but controlled. The source must be near.</p>	Player 2 - ezal	TRUE	He could tell he was doing something with his powers.	"This is... no good," He muttered still. He sighed before turning to the others, "What should we do then? Should we try to fight him?"	Ezal sighs, "Alright, lets see about getting you unchoked."	"Vrailin, Serify, keep him stable. I'm going to go try something," Ezal said, standing up. He calmed himself down and attempted to hear the Weave flowing around him, guiding him to the source of the magic.	Ezal relayed this to the party, "Hey, I think there's something up with this guy. I get the sense he's being controlled through magic. Could he be one of those mind flayers we keep having to fight?"	"The man's got mind control magic on him." The goblin explains. "Let me try and shake him free. Hey, I said no choking!" He slaps Gunnar on the back, this time with a bit more force.

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<p>Player 2 - mel (human,rogue) Player 7 - mel (tiefling,monk) Player 9 - gynugri (goblin,druid) Player 4 - tab (druid) Player 11 - gene -----</p> <p>Player 2 - mel (human,rogue) : "I'm afraid you won't be needing that anymore." (He also takes any possessions of the captain that have any sort of jewel.)</p> <p>Player 7 - mel (tiefling,monk) : (Oh! Ohhh.... Now I just feel bad.)</p> <p>Player 7 - mel (tiefling,monk) : With threat over, the wind quickly leaves Nobody's sail. Sadly, he can't(or doesn't think) end of the cantrips he cast sooner than later, though only the booming voice lasts for longer than the minute. But then, his primary goal since has been to find his bucket again... and promptly begin cradling it as the sensation of sickness begin making itself known again. If he sees anyone return their ship with the strange objects and/or light crossbow in hand, he'll wave them over. Otherwise, he is just mostly out of commission for awhile.</p> <p>Player 9 - gynugri (goblin,druid) : "I guess we turned a bad encounter into something good. Now we have extra gold for our task once we turn the pirate captain at Chult, isn't it right Captain Ortimay?" gynugri comes out of hiding after the unwanted passengers were dealt with. "Speaking of Chult, gene did say he was a local. Any place or activities you recommend once we get there? The foggy weather would persist for at least a day from what my spell had forecast. I think it's a good time to take a tour of the place while we wait for it to pass."</p> <p>Player 4 - tab (druid) : tab relaxes, and then a thought strikes him. "Pirates. Pirates have rum."</p> <p>Player 4 - tab (druid) : tab will quietly back up, and attempt to slink out of sight and go looking for rum/grog/anything drinkable. Stealth: 21 Investigation: 21</p> <p>Player 11 - gene : gene is pretty much out. He got hit by the arrow in a really bad place and it's not getting better by itself.</p>	Player 11 - gene	TRUE	What do you need for a long rest?	A couple of pirates turn and notice him, but don't appear to recognize him.	"That would be wonderful. In the mean time I think I will head back to town and get some more arrows and some rations to last a little while. It was fun! Let me know where you decided to sail to, I'd love to explore the other islands with you in the morning."	"Resting sounds perfect. But there's also dinosaur races. I like to go shoot undead though outside the city walls. People there can't help themselves that much."	Not that it stops him from praising the dark ones out of sheer adrenaline.	" I think we should hit the shore and rest for awhile. I got no fight in me. " Gene will nod in agreement.

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<p>Player 9 - dagron Player 4 - sogasri (human) Player 0 - dungeon master Player 6 - alwyn -----</p> <p>Player 9 - dagron : "I've handled a few wagons in my time."</p> <p>Player 4 - sogasri (human) : " Then it sounds like we're off." sogasri drops his pack in the wagon and follows them out the gate.</p> <p>Player 0 - dungeon master : You ride for a short time along the forest road then stop to make camp when you notice the sun disappearing over the tree line. As you get ready to sleep, you figure this is the perfect time to make a plan regarding the camp (like whether you want to capture the leader or get his head, and how you will approach the camp)</p> <p>Player 4 - sogasri (human) : " I have spells that can help us to capture the camp's leader if we deal with the rest of the camp. I am happy to act as a bulwark against a rush of bugbears, if Farin has spells that might work best against massed enemies? Perhaps Dagrán and Folski can do their best to cut enemies down to size while pressing them in against my shield. alwyn, you're with me and Farin unless any of them try to run. Catch the runner, and especially the leader." : spins the manacles around his finger "And these - along with some rope - will help to keep the leader around for King Damien's justice. The only thing left to figure out would be a means to cause them to rush out at my target. Perhaps a fire? Or no, there may be captives or stolen goods... thoughts anyone?"</p> <p>Player 6 - alwyn : "I can try to stun the leader before trying to cuff him to make it easier. I would be interested with trying to maintain the goods and return it as an act of good faith and charity. It might make it easier to convince the king to help. Anyone tries to flee though, they will have a hard time outrunning me..... before we set up a full plan can we scout and watch? Figure out how many there are, any patrols? We might be able to pick some off.</p> <p>Player 9 - dagron : "Cause a panic amongst their animals. That oughta stir them up good"</p> <p>Player 4 - sogasri (human) : "These are good ideas. Scouting and information gathering sound like work for our members who can see in the dark. Folski? alwyn? That's all you, we'll wait for your return."</p>	Player 6 - alwyn	TRUE	"I can see in the dark but I am not exactly good at tracking in the dark. Though, if anyone gets the jump on anyone they might become good trackees." I can't say that came out right	Seeing as he didn't have darkvision and the moon was mostly obscured " Alwyn and I could go check for patrols and numbers"	Alwyn shrugs. "Fine. No one seems to think I will be of any further use anyway." He wanders off and sets up a little ways out of camp.	"Oh me? Well okay. I'm ready Folski when you are."	"I think I can make out about 2 or 3 things in the dark. Just no distance. We should let the others know though. I know one thing I can try to do."As Alwyn stands and walks to the woods and find a secluded spot.He takes out his spell book and uses about 1 minute to cast Thaumaturgy . As he casts the trees will seem to come alive swaying and moving around from the wind and even making faint noises.	"Alright, but how can I be sure they don't wake up again or come looking?"

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<p>Player 12 - jadriith Player 1 - dungeon master Player 13 - geex Player 11 - brini (gnome) -----</p> <p>Player 12 - jadriith : Initiative: 2 Turns: 3 ((Wow))</p> <p>Player 1 - dungeon master : Rolls for Ember: 4 turns 19 Initiative geex, you are still up</p> <p>Player 13 - geex : geex will move in and cast inflict wounds (lvl 5) on him. Attack: 13 Damage: 38 necrotic. Bonus action will nible escape to disengage and move down the hall, but not so far I cannot see what is going on. Advantage roll: 10</p> <p>Player 11 - brini (gnome) : Seeing the elf going after somebody he'll shoot another firebolt at him. Attack: 22 Damage: 21 Fire damage.</p> <p>Player 1 - dungeon master : geex grasps the elf and black cracks begin to spread across his skin. Before they finish spreading, a mote of fire catches the man on the side of the face. Your allies arrive just in time to see the body, sword, and stone clatter to the ground.</p> <p>Player 11 - brini (gnome) : "Check his right hand middle finger there supposed to be a ring there." brini check the elf room if there anymore belonging there perception 10</p> <p>Player 13 - geex : geex will head toward the body. "We should getz him back in hiz room." geex grabs his arms and begins to pull on the elf, trying to get him into the room. Strength: 3</p>	Player 12 - jadriith	TRUE	<p>*He begins to go after Geex* "G-get him into his room! He's dead! I did it! I'M A MURDERER! H-help!"</p>	<p>Milamber follows Brini into the room, and nods at his suggestion. He then casts Prestidigitation and cast it against the floor. He creates a bright light above the elf, in which the light appears as if it were a healing magic, and casts Cure Wounds on himself. He then moves to the corner and stands ready for further action.</p>	<p>"Let's hope no more people get lost," Jadriith says, looking at the body. The monk follows the others back to the room.</p>	<p>If now that the fight is over and Jadriith makes his way up to the room he will walk up next to Geex grab the man and toss him into the room.</p>	<p>(OOC: I'm just realizing that I have no idea which side of the door we are on...) "Wait!" Brini shouts. He turns to the rest of the group. "Geek, you've got one of those rings, right? If you hold him, we'll get our guy to take out the ring."</p>	<p>Jadriith will grab his hand. "Let him go back, we need him on our side."</p>

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<p>Player 0 - dungeon master Player 1 - damakos (sorcerer) Player 4 - bilberry Player 5 - vahl (fighter) -----</p> <p>Player 0 - dungeon master : You said you got a item that determined what powers the necklace had and if it was usefull</p> <p>Player 1 - damakos (sorcerer) : Well I have if it's alright a ring of water breathing. And a ring of dodging.</p> <p>Player 1 - damakos (sorcerer) : The ring of dodging let's me dodge a attack three times a day. And the ring of water breathing is pretty self-explanatory.</p> <p>Player 4 - bilberry : bilberry dives from the rigging to the ocean before and swims to his ship, climbing up the side when he reaches it.</p> <p>Player 0 - dungeon master : You are swimming to your boat and the people you boarded start firing Canon balls and arrows at you make a dex check</p> <p>Player 4 - bilberry : 10 So bilberry just rolled a critical fail. smh</p> <p>Player 5 - vahl (fighter) : "Who are you!" vahl says to the person walking towards her.</p>	Player 0 - dungeon master	TRUE	"None of your business, that I can tell you."	<p>"I'm Vahl, who might you be?" The man's shadowy visage slowly resolves into a handsome man around mid-thirties, with an unkempt brown beard and light-grey hair. He doesn't wear armor, but his clothes definitely look like the kind you'd expect from a sailor. He's got a sword at his side, but if he's a master swordsman, that's unknown. He walks past you, and he turns towards you. He smiles slightly."G'day, traveler. I'm a humble merchant, so if you're a mercenary by trade..."</p>	"I'm Sir Ion, you guys looked like you had fun fighting and I was wondering if you lot could take me to the battle for a reward"	demakos - as your putting the necklace on it fades into nothing and the trap stop's. A man's voice behind you says, " we thought that would intice you."	"I'm me" they reply.	The man says " I'm here to collect taxes my good lady"

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<p>Player 0 - dungeon master Player 9 - cellica (cleric) Player 2 - terrance (fighter) Player 5 - darwin (paladin) -----</p> <p>Player 0 - dungeon master : Catching up Wren... Wren The door is locked..</p> <p>Player 9 - cellica (cleric) : "Well this is great." she said when she noticed that Wren tried to open the door but it wouldn't budge. Turning around to the others who followed them downstairs she said "What do you guys think we should do? We could try to open the door with force or lockpicking or hunt down the rest of the undead and see what we can find..." she was more inclined to fight her way out but also not really looking forward to fighting off an undead blind old man or a young woman... This entire place gave her the creeps and a shiver ran up her spine. She palmed one of the daggers on her belt while her eyes darted around the empty space.</p> <p>Player 0 - dungeon master : Everyone seems to be headed downstairs... So..</p> <p>Player 0 - dungeon master : darwin Just to save time, please give me 2 Wis & 1 Const save...</p> <p>Player 2 - terrance (fighter) : Well nevermind ((terrance nods at darwin and smiles, "Well it was worth a shot. Regardless you're right it is our duty and I'm glad to have you around as we fulfill it."</p> <p>Player 2 - terrance (fighter) : terrance looks around downstairs shining his shield around the room. "Well for some reason there are some embers in this here fireplace." Looking around for some firewood terrance continues, "Before we carry on lets start a nice fire in this fireplace. It will give us light for the battles ahead, and I'm sure a little bit of warmth would be a pleasant thing for all of us." Looking around for some firewood if none is readily available terrance would like to use his mace to smash a pair of chairs and use that to start the fire. Survival: 21 ((Advantage if someone assists me and nothing stops me)) 15))</p> <p>Player 5 - darwin (paladin) : Constitution Save: 11 Wisdom Save 1: 12 Wisdom save 2: 7</p>	Player 0 - dungeon master	TRUE	I'll take the one that I am able to grab.. I think we have an ample supply You see the other ones	(I can't do advantage in this combat thread. What it does is adds 2 to the roll and will double the result if one is rolled. So it isn't needed.)	The fire goes up quickly as Darwin creates a few fire pits using the surrounding wood. The fire is blazing quite nicely. As the fire roars, the room warms up, the chill of the undead vanishes.	As Darwin calls on the spirit of his God to show sense the source of the evil...	Terrence can easily smash a chair with a mace and then use it to start a modest fire in the fireplace. You can't fit much firewood in the fireplace but it's enough for one campfire's worth of heat.	The group seems to have started a small campfire. The fireplace was covered by a door that, when opened revealed a fire pit on the ground floor.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 4 - boosey (gnome,cleric) Player 14 - nenne (elf,cleric) Player 5 - allister (wizard) Player 2 - dungeon master -----</p> <p>Player 4 - boosey (gnome,cleric) : As soon as he says this he sneaks off towards the campfire 21 (stealth), and if he gets close undetected he will wait and listen to the party for a while, to try and judge if they are friendly or not. 18 (perception or insight, whichever is more appropriate)</p> <p>Player 14 - nenne (elf,cleric) : nenne glances around and sighs as she realizes it may be a long while yet until the group is reunited with Eku. "Lady mage," she says to Sthara, "have you any notion where we are in relation to Mezro? I plan to send Eku a message telling her we are returned and to rendezvous with us, but I hardly know what to say."</p> <p>Player 4 - boosey (gnome,cleric) : The gnome spends a while watching the group round their campfire and trying to listen to their conversations. Without making himself known he sneaks back to the group. As soon as he's back to the group he smiles. "Looks like good news. There's 15 flaming fist round that campfire, and by the sounds of it they are out hunting undead, going by what I could pick up from them. don't know I was there, but they have three raptors with them. They look quick, covered in feathers, about the size of a man. Want to go and introduce ourselves? I think they'll be friendly," he pauses and looks at everyone in turn, "but in this place, who knows."</p> <p>Player 14 - nenne (elf,cleric) : "Perhaps not a poor idea. Thank you, friend storyteller, for your reconnaissance. If they are hunting undead, we certainly have similar philosophies, and we might even provide assistance to one another should any abominations happen upon us in our sleep. I would be glad to go introduce ourselves - or at least myself, as an emissary of Kelemvor."</p> <p>Player 5 - allister (wizard) : „They will probably do what the Flaming Fist does best in Chult, search for old tombs and ruins to plunder. Anyway, they might have information on enemies in the vicinity or areas we should avoid. If nobody has any objections, I will introduce myself. You stay back a few yards and see how they react.“ allister walks up to the group, making enough noise to be heard and holds his hands, palms towards the group, away from his body. Once he is near enough he says „Greeting fellows, how are you on this wonderful day? My name is allister Halving, here on a mission given to me by Captain Horace of the Flaming Fist. Mind if I come near and join you for a moment?"</p>	Player 2 - dungeon master	TRUE	<p>What have you been doing so far away from the ports? Can you tell us about any dangers or places to avoid? We are traveling farther inland, to the south, any tips would be appreciated. By the way, has anyone some booze hidden away? I'm dying for a strong drink. " You are greeted by a friendly 'I dunno, I just got here'. It seems most of them know the region only by hearsay.</p>	<p>The men give an immediate shake of their heads. "There's enough to worry about. We don't need to think of that." They say, gesturing over to an empty can sitting by the tree. "It's a hard time, so no need for drink." The guards say.</p>	<p>land. Do either of you happen to know the terrain in the area? I am on a mission by Captain Horace of the Flaming Fist and could use information on where the best places to go are and where to avoid. Are there any ruins in this region to be avoided?"</p>	<p>They explain that they've been travelling around the Aldani Basin 'cleansing' the walking dead from the area. There is rum to be shared and Allister is invited to have some. The soldiers are kind and make good small chat, but decline to share any more about what they're doing in the area. They warn that the area is full of undead, some of which are large and powerful reptiles. They tell of a large garden several days east of here on the other side of the river. They say that they lost three men to a medusa that hunts near the area.</p>	<p>cursed jungle. Tell me, have you had any luck with finding undead, especially skeletons?"</p>	<p>Sure, we got some booze, just make yourself at home. We've been out looking for a relic of a local legend. Some kind of mask that's supposed to be super-powerful and help you rule like a king. We've gone a few islands in by now, hoping we'd find more clues, but no such luck. Do you know anything about it? Maybe it's in your realm?"</p>

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<p>Player 14 - nenne (elf,cleric) Player 3 - boosey (gnome,cleric) Player 2 - dungeon master</p> <hr/> <p>Player 14 - nenne (elf,cleric) : "Shh," nenne says, holding up a hand. "I hear clicking." She points back to where the flights of stairs are, and where the pit is at the bottom. "Coming from there. I do not believe we are back where we started."</p> <p>Player 3 - boosey (gnome,cleric) : "Should we look inside the chamber first? How did we not fall when we walked through there, it's...." He waves his hands about in the air in exasperation. Turning to the entrance to the tomb, he walks down the corridor, and peers into it, without entering. He returns to the group and at nenne's suggestion heads off to walk another loop of the passage.</p> <p>Player 14 - nenne (elf,cleric) : "For heaven's sake, have you not yet learned to stay with the group!" nenne calls after him.</p> <p>Player 3 - boosey (gnome,cleric) : He's only gone a few moments before he returns with a puzzled look on his face. "No goat man that side," he says. "The tomb chamber is just the same as this one and the other. This place could be infinite. Who knows how many versions there are."</p> <p>Player 2 - dungeon master : The rest of the party hears a noise coming from the passage nenne indicated earlier. A rhythmic, metallic thudding echoes into the small hallway.</p> <p>Player 14 - nenne (elf,cleric) : "That is not the same sound I heard," the cleric tells the party. "It is different, and far louder. I think perhaps we should investigate the room before we trigger whatever shifting is happening again. It may be a long while yet before we return to this place - if we do so at all."</p> <p>Player 3 - boosey (gnome,cleric) : "Just before we go anywhere..." boosey pulls out his dagger and starts carving a number one into the flagstone in the floor of the intersection. Once he's finished he says, "Just in case we do get lost. I'll do that for each one we come across."</p>	Player 2 - dungeon master	TRUE	<p>While you are slumbering in your sleep, you feel a familiar burning sensation all around your body. When you finally awake, you discover that you have been completely healed of all injuries sustained before this strange dimension you are now in. It will take you a moment to realize that you have a strange symbol on each wrist and on the back of each hand. Suddenly, you hear the voices coming from the pit inscribed by Boosey on the ground. ? "aaaa, aaa. aaaa, aaa. aaa. aaa,aaaa."a</p>	No one really wants to investigate what Nenne heard earlier, so Boosey, Nenne, and Tengen descend into the tomb. The others head back the way they came.	<p>The party hears no more noises from the other side of town square. It appears that it is safe to proceed. The only thing separating you from the end of the chamber is a small door to the west and four statues in the shape of quadrangular pyramids facing north, south, east, and west. Each statue, standing about four feet tall, is made from a dark grey stone that seems unusually cool to the touch for its surrounding room temperature. The west side of town square is now open. There are four large doors in your path to the southwestern corner, three of which are open, and two open to the east. There is a stairway leading down to the southeast corner from town square.</p>	<p>Boosey doesn't get very far before the hallway's entrance darkens with the form of one of those bolted together monstrosities. The moment it sees the party, he lurches forward at an unexpected speed given its sheer size and amount if metal parts. These creatures have to weigh many hundreds of pounds.</p>	<p>Upon entering the tunnel once more, the party encounters more of the uncanny statue-man, this one standing in the middle of the hall. But his eyes have changed - they are no longer dull, unmoved things. They seem to... twitch. They follow your movements." Who disturbs my slumber?" The statue demands. "I, who have slept, shall wake and strike you!"</p>	<p>As you look at the flagstone you now know which way to take. You can walk straight over the chasm into the pit to enter the new maze. Or you can continue around the maze into the newly formed dead end.</p>

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<p>Player 0 - dungeon master Player 7 - belron Player 4 - gimble (paladin) Player 1 - thaunix (tiefling,paladin) -----</p> <p>Player 0 - dungeon master : OOC: ONE CLOAK ONLY! otherwise it is too powerful Armor is = 70 g</p> <p>Player 7 - belron : OOC: aw damn it! Fine then... and mmkay</p> <p>Player 4 - gimble (paladin) : Khardir smashes thaunix with his warhammer in the stomach.</p> <p>Player 4 - gimble (paladin) : Attack: 16 Damage: 4 6</p> <p>Player 1 - thaunix (tiefling,paladin) : Since the warhammer appeared to do nothing thaunix raises his leg and kicks the dwarf(Attempting to stun) 19</p> <p>Player 7 - belron : belron clutches a random cloak and uses celestial legacy to make the cloak in front of him become a blinding beacon of light, before throwing it between the two fighting idiots</p> <p>Player 0 - dungeon master : belron: Successful Before thaunix could hit Khardir, a light blinds all. Khardir and thaunix are disorientated</p>	Player 7 - belron	TRUE	This isn't funny in the slightest!	Khardir sees a light fly away from the two party members. He sighs and says, "Great..."	"Well that was fun!"	"Enough of this! Take it outside I you must. But leave this nice lady's shop alone!"	Khardir: You make a move and Thaunix is on top of you. You can't see your attacker. Thau nix: You move to Khardir, but you are just a bit too slow. You are on the ground. Thaunix rolls a perception check. 7	Belron yells "What the hell is wrong with you?! What did I tell you earlier?!".

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<p>Player 3 - graxx (wizard) Player 0 - dungeon master Player 4 - neya (druid)</p> <hr/> <p>Player 3 - graxx (wizard) : graxx takes the blade and holds it close to him. He lays it out in front of him and closes his eyes as he runs his fingers across the blade trying to unlock the powers within. graxx looks over at Praxx trying to decide what the future may hold for the gnome in the group.</p> <p>Player 0 - dungeon master : (OOC : Technically you can't use the same rest to study and attune to the same magic item, but what the heck... If you can use two separate short rests to do it, I don't see why you wouldn't be able to do it over the same 8-hour period. Let me know if there are any objections.) graxx slowly feels the pull of the sword closer and closer. As he becomes one with the blade (i.e. attuned) he feels it claiming part of his will. graxx understands that this extra power is his now, but just as long as he uses this new blade. This must be the will of Tempus! (@Grx : This greatsword, +1 is actually a Greatsword of Vengeance . You, the player, understand the curse, of course, but the character graxx does not. As far as he is concerned, this is a blessing. Over time, feel free to come up with a reason for graxx to understand the curse.) (@Grx : To understand Praxx , please roll an insight check).</p> <p>Player 0 - dungeon master : Utar wakes up in the morning ready to try out Praxx 's suggestion.</p> <p>Player 3 - graxx (wizard) : OOC: Yes! I believe that is a blessing! It goes well with how in an earlier episode graxx stopped fighting for fun and only wanted to fight to the death. Very good. Oh snap and it's already in my inventory. What a great day. Time to kill Praxx with it. JKJK. Insight Check: 5</p> <p>Player 0 - dungeon master : (@Grx : Haha! Sounds good!) graxx : Looking at Praxx , you do not pick up anything about his demeanor that you hadn't already understood. The gnome's jester-like persona has been muted, and you know the group's decision to kill the prisoners has had a hand in causing this change. Again, nothing that you didn't already know/suspect. (OOC : Let us see if neya wants to do anything else before heading back to the underground jade temple.)</p> <p>Player 4 - neya (druid) : neya will go to Harae's shrine in the east tower and speak.</p> <p>Player 4 - neya (druid) : "Thank you for helping us Harae" "I have a couple of questions. Nothing big, just some curiosities. You don't need to answer." "On our way down to the main chamber, we discovered a body of someone from my clan</p>	Player 0 - dungeon master	TRUE	"Praxx, I must now return to the Temple. Please accept these offerings from your fellow monks-" He hands the trinkets to Praxx.	(OOC : Sorry, I missed this.) Naya can be seen returning to the jade temple alone. She reaches the second floor and looks down to see three of the six members of the party walking into the underground room (Urgog , Graxx , and Utar).	you for your help. You have earned my respect."" Goodbye"	Neya is the first one to wake up. She silently leaves the room where Drazzim still snores like the drunken dwarf he is. Making her way back to the East Tower, the monk find Harae's breeze swirling around the hidden shrine dedicated to Tyr. Her breeze is much calmer, but whether this is because she is weaker or appeased is hard to say. As Neya begins asking questions, Harae obliges by forcing one of the plates of the small bronze scale in the shrine downward, hitting the stone and producing a familiar sound.	you." She will then walk back to the underground jade temple.	The young dwarf gives you a smile and a nod as you move back up to the other two. (OOC : Harae has never heard of you. She's a nice enough person and would have a positive interaction with any of you, but has never heard of you.) (You are now in a small underground room of the temple. A few small statues, trinkets, and toys can be gathered from around the room. It is not a particularly interesting room, and after looking around you, you can not seem to spot anything that would catch your interest.)

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<p>Player 1 - damakos (sorcerer) Player 0 - dungeon master Player 5 - vahl (fighter) Player 4 - bilberry -----</p> <p>Player 1 - damakos (sorcerer) : approximately how long will demakos's trip take?</p> <p>Player 0 - dungeon master : (A wief I'll tell you right now we are waiting on Naomi and bill to get to stuff, where you just skipped it)</p> <p>Player 5 - vahl (fighter) : "Uh OK. But why me?" vahl asks.</p> <p>Player 0 - dungeon master : Bill- "yes and no. He is somewhere else doing something else for us. But we are getting 2 others. 1 you may remember and the other you definitely remember."</p> <p>Player 0 - dungeon master : vahl- "because you are the daughter of a great warrior and we need her for something else so we got you."</p> <p>Player 4 - bilberry : bilberry thinks for a moment, slightly disappointed. "Please tell me it isn't a gnome."</p> <p>Player 0 - dungeon master : "No we don't know where he is. It is vahl roses daughter and," he pauses for a minute like he wanted to break some news "demakos."</p>	Player 4 - bilberry	TRUE	2 bilberry turns into a dragon	Bilberry sighs. "Well. I will say I at least like demakos. He's always been kind to me."	He looks as if he got smacked at the insult." Oh... I.. ah..."	Bilberry clenches his jaw and frowns. "You want me to work with that psychopath? I'm guessing you want us to help destroy the world and not save it then?"	"Vahl rose? You mean that half-orc I met earlier. I wonder what they could want her for." Bilberry says.	"Well, that's an interesting thing." He says "And a name to go with it. Is there anything else you might want to tell me?"

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<p>Player 0 - dungeon master Player 10 - ash (cleric) Player 7 - vruuk (rogue)</p> <p>-----</p> <p>Player 0 - dungeon master : Pokim would discover that his sheets are thrown around but otherwise his room is the same. Anyone looking in the parents bedroom or in the basement, roll me perception checks and investigation checks.</p> <p>Player 10 - ash (cleric) : ash checks both 8 ; PP 13 ugh</p> <p>Player 0 - dungeon master : As ash makes his way into the master bedroom, He notices that this room is not nearly as tidy as normal... While everything mostly is in its place, the mirror along the wall is cracked, some of the dressers are out of their normal positions... A large rug is rolled up and laying against the wall... and a tapestry that normally hung on the wall has been torn.</p> <p>Player 0 - dungeon master : (Roll investigation for the bedroom)</p> <p>Player 7 - vruuk (rogue) : For a split second, Night vruuk stirs as the bugbear clenches his hands tightly about the handaxe in hand. But he stops short well before breaking the handle. With a deep exhale, the weary but dopey Day vruuk returned to the surface before he made his way back down to join the others. Though in seeing any one of them, his expression falters to sadness for a moment. He briskly shakes it off, and waits for the others to speak once the group was together before saying his own piece.</p> <p>Player 0 - dungeon master : (So ash is the only one investigating the master bedroom currently, is anyone else in there with him? I know he said he was going to investigate downstairs also so is someone else helping look in the bedroom or are you guys all still spreading out or is someone going downstairs basement and checking it out while he is checking the bedroom?)</p> <p>Player 10 - ash (cleric) : ash looking at the rug. 18</p>	Player 0 - dungeon master	TRUE	I think Ash is the only one checking the room	Ash lifts the rug to see that the rug had been burned... And some of the wood flooring beneath it. Whatever was there was burnt to a crisp.	The rug has an oily sheen to it, almost like a thick layer of black goop. It moves slightly beneath anyone who steps on it. The rug has two black holes in it that look like giant eyes but no other features are visible besides the two black holes.	Ash, looking at the rug would know that that large rug was normally rolled out on the floor under your parents bed... it has always been there for as long as you can remember and you don't know why it would have been moved. As you look around the bed where the rug had been, you can see a discoloration in the floor where the rug had rested as well as obvious scuff marks on the stone floor caused by the thick wooden bedposts being slide across the rough stone.	As Ash investigates the rug, The bugbear can see a thin thread of fabric sticking out of the rug....as he pulls it out, he notices a key is woven into the fabric.	A long red thin line of blood is clearly seen running from one end of the rug to the other end.

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<p>Player 6 - sam (bugbear,fighter) Player 2 - nadrael (bard) Player 14 - geex (goblin) Player 0 - dungeon master -----</p> <p>Player 6 - sam (bugbear,fighter) : After being hit by a tentacle sam tries to scream, but no word come out of his mouth.</p> <p>Player 2 - nadrael (bard) : nadrael stays in the doorway, drawing her bow and letting fly an arrow.</p> <p>Player 2 - nadrael (bard) : Attack: 19 Damage: 5 When you hit a creature with a weapon attack, you can expend one use of your Bardic Inspiration to deal extra psychic damage once per round on your turn, based on level: [5th] 3d6, [10th] 5d6, [15th] 8d6 Should the arrow strike true, nadrael will unleash Psychic blades upon the carrion crawler (6)</p> <p>Player 14 - geex (goblin) : "Howz do we get outta here?! geex want no partz of this!? I - I gotsta go now!" geex will take off running (dash action) across the room taking the long way around the CC. geex is headed toward the doors. He clearly looks very confused and very scared as to what is happening.</p> <p>Player 0 - dungeon master : (It's basically a game show, geex would have known what he was getting into, though might not have expected to end up in combat as soon as he showed up)</p> <p>Player 14 - geex (goblin) : (I get the concept. geex is just spastic for the moment.)</p> <p>Player 0 - dungeon master : (No worries, just making sure :D)</p>	Player 0 - dungeon master	TRUE	(I had no real idea what else to write for a question mark.)	As Nadrael 's arrow pierces the CC's skin, a foul black ooze erupts from the wound and crawls along the floor until it reaches Geex 's feet - insted of attacking him, it instead forms into a blob shaped like Geff 's head . Geff is now in the room, but seems awestruck as he looks around and says: "Wow! Looks like I missed out on quite a bit of fun..."	The carrion crawler screeches with pain as arrows rain down and the psychic blade cuts through its tough exterior. (It's at 16 hp and will go as soon as it takes any more incoming damage.)The doors slam shut and a heavy iron bar drops into place across both doors. It's now trapped in the room, but it's still free to attack its prey.	Tinker and his chest both miss the crawler with their attacks. Matthi as moves into the room and lands a minor hit with his boomerang. Sam is overcome by the poison and freezes as his limbs stop working. Nadrael is also able to land a shot at the crawler, giving it a massive headache in the process. Geex loses his cool and sprints along the wall. The crawler, seeing Sam's movements slow as the poison takes hold, decides to continue attacking the easy target, trying to take a bite out of the barbarian before attacking with it's tentacles once more.	Sam and Nadrael's arrows pierce the flesh of the monster. "Foul beast!" it screeches, turning towards Sam, and releasing another volley of tenacles, 2 of which land on the monk. Nadrael, you've seen people take more than their fair share of hits when it comes to fighting bigger enemies. It's hard to say when a monster can finally be brought down for good. The Crawler attacks twice. Attack: 11 Damage: 16 Attack: 6 Damage: 14	With the two tentacles now destroyed, the monster's focus changes from Sam back to Nadrael as she strikes again with magic. In an act of desperation, two more tentacles burst out of the walls of the room, and are aimed at Nadrael. They slam into the elf, pinning her to the ground!(Sam, You are up!)

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<p>Player 2 - dungeon master Player 7 - funderburk (wizard) Player 15 - nenne (elf,cleric) Player 4 - boosey (gnome,cleric) -----</p> <p>Player 2 - dungeon master : The man bent on funderburk's destruction quickly changes his tune as Sthara's poison goes to work. He drops his scimitar, clutching at his face as the burning sensation fills his nose and reddens his eyes. Coughing and sputtering, he falls to the ground hacking out rivulets of blood. With blood running out of his nose and eyes he gives the sorceress one last look of disbelief before he dies. The hammer comes down on the kneeling man as Allister side steps around him. With a crunch, the man's head lulls to the side and he falls to the ground unmoving. From around the boat two more men come running. One keeps his distance, leveling a crossbow at Eku. She dodges the bolt only barely, but the movement set her leg hard into the busted gate that is sure to bruise. The second man of obvious Calishite origin rushes funderburk with his heavy crossbow already loaded. He fires the bolt at the wizard and throws the weapon to the side. The projectile tears a deep gash in funderburk's side before popping through his cloak. (9 damage) As the man approaches closer, he pulls out a mace and yells out, " You're mine now! " As the man nearest the tavern watches his companion's head crack open, his fight mechanism kicks in and he charges the sorceress with a wild swing that misses badly. Up top on the walkway, the man known as Hunny lashes out scoring a poke with his scimitar against the ranger (6 damage). He laughs and calls for his companion to, " Strike now! "</p> <p>Player 7 - funderburk (wizard) : Gripping his side, funderburk grimaces in pain. As the only way he can stop the wound from breaking out even further, he tears off some off his cloak to wrap around the wound. Now, feeling more emotionally saddened than the actual pain coming from his side, funderburk raises his hands towards the man who wounded him, and speaks once more an incantation. With his staff, funderburk produces four sharp missiles, each going at the same target. He glares at the man, now hoping that he would die.</p> <p>Player 7 - funderburk (wizard) : Magic Missile at the bastard who shot me: 12 damage</p> <p>Player 2 - dungeon master : Grimacing at the sting of the missiles, the man comes on bearing down hard towards the wizard. His look promises revenge.</p> <p>Player 15 - nenne (elf,cleric) : Guided by the will of Kelemvor, the spectral red hand slams down toward the pirate directly in front of it. Attack: 11</p>	Player 2 - dungeon master	TRUE	<p>When Funderburk sees the bolt heading for him, he turns to dodge. Unexpectedly, his leg gets snagged and he falls to the ground. (14 damage) "You son of a bitch," he screams, crawling towards the wizard. With one hand on the ground, he raises his long dagger towards Nenne with an unsteady swing; only to fail and have the dagger hit his own leg as it swings away.</p>	<p>As the man turns a bolt back at the wizard his arm shakes in pain. He lets it fly only for it to fly wide and harmlessly off into the night. Up on the top of the walkway the ranger has a clear line of sight on the man, taking this chance, he fires his short bow in the hopes of at least grazing him, but to no avail. The arrow flies harmlessly off into the night.</p>	<p>attack with a twinkle in his eye and a snicker of unbridled glee.</p>	<p>Boosey sees the man take the grazing bolt but he makes no notice of it, so caught up in his own shoulder pain. The man up top joins his comrade in attack, but fails to make a mark as the ranger slaps his clumsy strike to the side.</p>	<p>mace come at him. With a deft motion he draws a scimitar and deflects the blow. (AC: 17) With this maneuver however, he loses sight of Eku who is now behind the tavern.</p>	<p>The man that the bow was fired at screams loudly in agony as the arrow pierces his shoulder. He is now at 11 hit points. ((Each attack against a wounded man causes an additional +2 damage dice.))</p>

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<p>Player 4 - jianyu (elf,wizard) Player 18 - jah'nun (dwarf,bard) Player 10 - 'Il (dwarf,bard) Player 8 - zack (half-elf,wizard) Player 2 - watl (bard) Player 1 - dungeon master -----</p> <p>Player 4 - jianyu (elf,wizard) : jianyu chases after, clubbing Trust with all of his -Strength-, hitting 2 (+2 proficiency) for 2 bludgeoning... But he gets in the way more than he slows his target.</p> <p>Player 18 - jah'nun (dwarf,bard) : jah'nun will follow Raxor from a discreet distance</p> <p>Player 10 - 'Il (dwarf,bard) : Vosnin I head back to the broken barrel for the night. I'll get with the group tomorrow to set up shop and move the spices into our new operating base.</p> <p>Player 10 - 'Il (dwarf,bard) : Morning comes and I head down stairs. I get a hearty breakfast and start eating waiting for the others.</p> <p>Player 8 - zack (half-elf,wizard) : zack also follows Raxor from a discrete distance.</p> <p>Player 2 - watl (bard) : watl continued to wait for Raxor to exit the building, staring at the women as they passed. He eventually fell asleep due to inattention and was mistaken for a bum several times by passersby.</p> <p>Player 1 - dungeon master : Kaltent: The barbarian plays rather straight forward betting when he has a hand, the dwarf gets out of hands that have a lot of action but one on one is hard to beat, and the man with the leather vest is quite skilled, the longer you play in the game the more you will lose to him. Bones: An alley near the entrance to 'The Feathered Flute' provides enough cover to cast your spell unseen by others. Raxor is heading to the west quarter of the city. Trust: You get away with only a grazing bonk from jianyu, doing no harm, you figure he's trying to help cover your escape as he stumbles into the way of the merchant. Insight check: 20 the merchant points in Trust's general direction, having lost sight of him, "Thief! Pickpocket! Stop that man!" jianyu: You bonk Trust harmlessly on the head and manage to interpose yourself between him and the merchant, clumsily stumbling into the way.</p>	Player 1 - dungeon master	TRUE	I begin casting invisibility, I attempt to head off in the same direction as Raxor	The merchant will not allow a man he believes to be guilty to escape easily. Athletic check to leap out of the way to get his bearings, 8 as well as an attack of opportunity, 9A ttrack : 5 Damage : 5	The sound of two merchants arguing in the streets of the city, is only barely audible from your hiding spot in the shadows.	Jahn and Zack: Both of you can easily follow Raxor as he heads toward the west quarter of the city.	The crowd thins on the street, and now you have little chance of making it to the docks without being spotted. Do you move on towards the docks?	He calls for help as the people watching on the street go and gather around!

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<p>Player 9 - 'Il (dwarf,bard) Player 21 - cavyre (sorcerer) Player 2 - watl (bard) Player 11 - jah'nun (dwarf,bard) Player 1 - dungeon master -----</p> <p>Player 9 - 'Il (dwarf,bard) : "Well good sir, it's been a pleasure. I have an early day and I assue you as well. How much are you looking for the rent? Honestly, money will be tight for my business in the beginning, but when things progress, I have no issue paying a little more down the road."</p> <p>Player 21 - cavyre (sorcerer) : (I gained my power through magical family bloodlines, and have added a short backstory to his sheet)</p> <p>Player 21 - cavyre (sorcerer) : "Hmm, Shadow Hounds and shadow teleportation, huh? But what's the Shadowfell then?" He says to himself. "Excuse me," he says to the elf who helped him before, "do you think you could help me find anything on the 'Shadowfell', as I've learned that my brand of magic comes from there. I would greatly appreciate it if you could."</p> <p>Player 2 - watl (bard) : watl let out a breath and slipped back into the shadows, ready to follow after the half elf when he next emerged.</p> <p>Player 2 - watl (bard) : Stealth : 15 Perception : 7</p> <p>Player 11 - jah'nun (dwarf,bard) : jah'nun agrees to Zack's plan.</p> <p>Player 1 - dungeon master : Vosnin: Garonse asks you how much were you thinking of to start, and how much more 'down the road' could he expect?</p>	Player 1 - dungeon master	TRUE	I could probably swing and have it make sense. Also, I'll be happy to let the players know if their characters have succeeded at a skill check on something. But yeah, we can go with that.	Jah'nun and Zack: Garonse agrees to your proposal to go after him. Is Jah'nun going to stay with Zack?	The half elf woman points the shadow hounds out in the alley behind you, explaining their origins. Vosnin: The woman gives you some directions and answers any questions that you might have about this area. second human man, this one much older than the first, emerges from the house and heads back inside. He asks you, "So how's business going?"	Cavyre: Miale tells you to check back in a few days, as she gestures to the disorganized library, she should have something on the Shadowfell for you by then. Bones: The young woman pockets the silver and after looking around to make sure she has the time, agrees to a tarot reading. "No one really likes the Steel Fists, they're always trying to get discounts. If you know what I mean."	Zack: You manage to follow the group through the dark, narrow passageways. It is difficult keeping track of the others as you follow them, but they never seem to stray too far from an area where you can see light. Finally the party emerges and you see another large group of people talking to two other people. One seems to be an officer of some type (possibly a Sergeant or higher) while the other seems to be a more minor officer.	The half-elf looks around, confused. "Wait, is this guy asking for directions?" He says. The bar is pretty crowded, you'd assume any of the other patrons would have heard you if they had anything to say about it, you don't hear any. And as for finding it in the city, the half-elf shrugs, not seeming to know about it. "Aren't there other people that can help you with that? It's not like I'm really good with that kind of thing. You might have better luck in the library, or maybe the temple." he suggests. "We're a tavern, after all."

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<p>Player 19 - sila (monk) Player 14 - krikoris Player 2 - jupp (goliath) Player 18 - cinta Player 0 - dungeon master -----</p> <p>Player 19 - sila (monk) : Perception 14</p> <p>Player 14 - krikoris : krikoris gives a chilly smile, "I have to admit, it wouldn't be the first time I've had to eliminate bandits..." The smile fades as his voice trails off, "Though, in hindsight, those bandits may have had the right of it."</p> <p>Player 2 - jupp (goliath) : Keeping a general eye out as he knows those who wish not to be seen will stay hidden jupp chimes in "I've had my fair share and those I encountered back home usually ended up six feet under, only ever lost one time but in the second round they found their maker"</p> <p>Player 18 - cinta : cinta smiles for there is nothing simpler than spanking an overeager bandit. She adjusts the padding to be a little more bearable for her shoulder as she brings down her pike into a forty-five-degree angle as her prosthetic whirls and clicks."Here I was, getting bored of the tales of the wannabe Smith adventurer until you turned up," smirks cinta as she scans around for signs of movement.(Not going to roll unless you need one DM, unsure if you want the group effort roll ruling or individual.)</p> <p>Player 14 - krikoris : krikoris looks to the others, "I imagine it might be different here, but where I'm from, I'd just burn down the foliage until we found them. But from what our patroness said, that might go badly here."</p> <p>Player 0 - dungeon master : Khutulun spies a slightly deformed piece of foliage and as the others approach they can see other areas where leaves have been broken and undergrowth crushed....</p> <p>Player 0 - dungeon master : It is Malambing whose height allows him to note two horizontal cuts at hip height on a tree trunk and then another a little further in, those used to desert, mountain and sea can make out little more than an impenetrable looking wall of green beyond the road.</p>	Player 0 - dungeon master	TRUE	Are these trees?	It's the first sight anyone will have of the hidden bandits.	The thicket has two parallel sets of tracks, one slightly less well-worn than the other	Hundreds of bird calls ring through the air and the ground is alive with insects, frogs and other small creatures...	Cinta notices the tracks leading off the road and can see signs of people moving through the underbrush to the side of the road, as does Jupter who also spots someone moving about ten feet away from the road and another figure further in. ((You can see them clearly enough to get a bearing on them but not discern specific traits as they are further away.))	The ground is covered in debris, the road, the foliage, bushes, and a fair number of fallen trees, as well as a number of discarded items, broken shields, swords helmets, armour, packs and a number of dead soldiers all line the road

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<p>Player 2 - leon Player 0 - dungeon master Player 5 - dot Player 11 - trystan (human) -----</p> <p>Player 2 - leon : leon uses his mage hand to pick up the whistle and flask, pocketing them, before looking over the alter.</p> <p>Player 0 - dungeon master : Sweet, you have taken them stealthy and quietly.</p> <p>Player 0 - dungeon master : Anyone else want to do anything in here?</p> <p>Player 5 - dot : Looking Meepo over dot will poke him a little "Why did you say oops?"</p> <p>Player 11 - trystan (human) : (Did trystan find anything strange inspecting the sarcophagi? Do you need a roll?)</p> <p>Player 0 - dungeon master : Investigation and how close did you get?</p> <p>Player 11 - trystan (human) : Investigation: 4 at 5 ft</p>	Player 0 - dungeon master	TRUE	<p>1 "I have a bad feeling about this. "I think that we might have opened a can of worms that we aren't ready for. "I could be wrong, but I don't think i am. "This could be an artifact worth millions. "Should we really be messing with it?" ? : I don't like the way that you act so abashed at getting your hands dirty, Trystan. Is it because you are afraid that you aren't going to get a piece of the treasure when we split it in the future?</p>	<p>"Oops!" Meepo says with a grin, "Didn't expect to see you out here!" he pokes back.</p>	<p>You get a much closer look than the other two... the sarcophagi have the inscriptions of some sort of magic, probably to keep the dead inside, but you can not read them to save your life.</p>	<p>As you get closer to the crypts you notice a small crack as if one of them is opened.</p>	<p>Blix approaches Meepo, "Oh, sorry... I didn't know that was a trap. Did you trigger it?"</p>	<p>You look at each one. The first looks as if a skeleton lies, and the second is empty. Then, for a moment, it appears you hear whispers in your head as you look into the third, but the whispers fade.</p>

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<p>Player 8 - duncan (bard) Player 4 - elber (cleric) Player 5 - landrae (bard) Player 10 - kai (bard) Player 1 - dungeon master -----</p> <p>Player 8 - duncan (bard) : ((Not credit for killing the friend. Credit for killing The Scorpion))</p> <p>Player 4 - elber (cleric) : elber shakes his head at Jack's mention of a possible deal. "Let him first deal with Alais judgement, then we see."</p> <p>Player 5 - landrae (bard) : landrae inspects the fabric, ponders for a moment, and then admits to herself that it is a feel and design that could work for a blouse. She starts to discuss the tight fit and low cuts that she would like, with baggy sleeves that will display her arms, but hang in such a way as to allow free movement around her instruments. Stating her preference for where the floral pattern should be most visible to accentuate the cut.</p> <p>Player 5 - landrae (bard) : ((If Lily can undertake the work, landrae will commission the work - half payment up front, and she'll collect in a span, assuming that gives Lily the time.))</p> <p>Player 5 - landrae (bard) : "Well, that was a most useful diversion kai." landrae walks with a spring in her step and her smile is one of pure girlish glee. "Let's go meet up with the others - hopefully they are still at the Silver Thorn." She starts walking off in the direction with kai.</p> <p>Player 10 - kai (bard) : kai fishes in his pouch for the gp and hands it to the matron, " Thank you good, Matron. Tell me, the last time we were in this town there was some commotion. Something about creatures in the garbage dump? You know how tales can be, tales of the most horrific things and happenings. Has anything else been hear or did it turn out to be a some wild animal found its way to the dump?"</p> <p>Player 1 - dungeon master : EDIT: Elron shrugs. "The establishment owned by the elf who killed the Scorpion is bound to attract some interested customers."</p>	Player 1 - dungeon master	TRUE	If I may be so bold as to ask, why a dragon such as yourself is visiting the temple of Ilmater?"	Landrae, make an Arcana check for the cloak.	"Follow me," the matron says. "You've caught me at a curious time: I'm currently making an appointment for an interview with a certain someone, and can't promise we'll be free to talk. I will try to find you afterwards."	Matron L'engle refuses all offers of payment for the blouse. "It's been a long time since I had someone to make a dress for. My own daughter didn't make it past her third year. Just stop back here tomorrow and I'll have it waiting for you on the shelf." In answer to Kai's question, she shakes her head. "Like all rumors, that one died before it got any wind behind it's sails. I've heard nothing more of it."	When Landrae describes her desire to Kai, the innkeeper nods. "Is it a surprise you want to wear that to the ball?"	"What do you mean by 'low cuts' exactly." The middle aged female clerk asks, a hint of apprehension in her voice. "I wouldn't want to overdress you as a lady of quality."She leads Landrae to the changing rooms and the first pair of silk fabric are on view, the other pairs are stacked on a shelf behind the counter."I suppose you could say a mix of both. I've seen my fair share of wild animals...but there are other things that have become more prevalent in the wilds."

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<p>Player 1 - dungeon master Player 4 - kierro (elf,fighter) Player 2 - torwen (elf) Player 3 - victor (elf) -----</p> <p>Player 1 - dungeon master : Attack: 8 Damage: 8</p> <p>Player 1 - dungeon master : In its grief and pain, the wolf's bite misses Faywin, snapping harmlessly in the air in front of him.</p> <p>Player 1 - dungeon master : Party, you're up!</p> <p>Player 4 - kierro (elf,fighter) : kierro traces a sigil in the air, chants in celestial, and fires a massive Sacred Flame. 7 radiant damage. DC 13 dex save.</p> <p>Player 2 - torwen (elf) : torwen will draw a javelin and throw it at the wolf attack: 12 damage: 8</p> <p>Player 3 - victor (elf) : Whew, ok now that Klarg is down lets take care of that wolf, that seems to be ripping through my friends as victor sends another Eldritch Blast its way. Eldritch Blast: Attack: 22 Damage: 4</p> <p>Player 1 - dungeon master : As Klarg falls, the party concentrates their attacks on the wolf. Dex save: 14</p>	Player 1 - dungeon master	TRUE	After the wolf is dead, it falls apart to nothing more than bone fragments in the sunlight. One of the goblins, who is now running to hide, is killed by Torwen.	The wolf is burnt to a crisp as its body smolders on the ground.	As he turns in midair to face his new foe, Kierro launches a wave of fire, which singes his fur but doesn't strike anywhere near his heart. Torwin swings at the wolf with a well-aimed strike, however the beast sidesteps it easily. With that, it growls and leaps forward for a bite at the tabaxi, baring its fangs.	The wounded animal is able to dodge Kierro's magical flame once again, but he is no match for Torwen's javelin and Victor's Eldritch Blast. Both attacks rip into the side of the wolf; its howls cut off instantly. is a sudden silence in the cavern, save for the faint sound of rushing water. Sildar runs up into the cavern, standing over the body of Klarg. "Well done, lads," he says. He looks around, then says, "It appears you've gotten them all. done, indeed."	The wolf takes full radiant damage straight to the face, and the glowing light is so intense it leaves the party and wolf alike a little blinded by the brightness.	The wolf howls in pain as the radiant fire and the blast slam into it. "I'm gonna get my revenge," it growls, "on all of you!"

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<p>Player 6 - belron Player 0 - dungeon master</p> <p>-----</p> <p>Player 6 - belron : OCC: holy snap yes!</p> <p>Player 0 - dungeon master : OOC: YOU DISCOVER NOTHING, AS IT NO CRIT 20 (get played son, hahahah jk)</p> <p>Player 0 - dungeon master : belron looks more at the device and what is has remember, thinking what the device does. A thought hit him, as arcane energy has surrounded the device and it is called an arcane absorber, maybe it absorbs arcane energy also known as magic. And the only way to absorb arcane energy from someone, one must sacrifice blood, and would also explain the massive spike that seemed for display over where the gem would fit. But one must be strong in the arcane arts, unlike belron. Maybe someone else could sacrifice some blood.</p> <p>Player 6 - belron : belron continues to try and sharpen his skills with his short sword and dagger</p> <p>Player 0 - dungeon master : I thought comes to belron, how did Nilla open the doors without arcane magic in his blood?</p> <p>Player 6 - belron : belron ponders the situation more to see if he can figure it out</p> <p>Player 6 - belron : 25</p>	Player 0 - dungeon master	TRUE	I have no idea how Nilla opened that door. He probably got a little help along the way, or is not human. Also the door opens only if you have arcane or holy magic in your blood or sacrifice some blood.	"Belron," he pauses his actions and looks to the door in which Nilla had gotten through. "Think, and use all of your energy. I believe we must sacrifice blood to open this door."	Belron looks at the gem and then at the device. He notices something but it slips his mind as he tries to recollect the thoughts.	After searching around the wine cellar, all bottles red as if blood, a certain bottle catches Belron's eyes. The liquid of the bottle was unlike anything Belron had ever seen, the liquid seemed to be the stars in a bottle . Liquid Arcane Magic ... But that cannot be possible. One 5 bottles of these were ever created, a gift from Infinia, her own blood the contents of these bottles. 1 drop of these should empower the arcane absorber for quite some time.	You spend a few minutes with your sword, thinking on the situation with the doors for the inn. Nilla and your uncle opened the doors without the use of magic. You do not get anymore information on how this device works or if it does what you thought it does.	You are beginning to understand, but you can not sacrifice yourself for the sake of this object that you do not know what actually does. You need to find another person whom uses arcane energy and has an amount of blood to use.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 4 - tamoda (ranger) Player 3 - sihnion (bard) Player 11 - xandar (human) Player 0 - dungeon master Player 6 - grim Player 9 - thasla (bard) -----</p> <p>Player 4 - tamoda (ranger) : Nature 18 to determine if tamoda recalls any such locations to the South - dense woods, caverns, with a lake or stream close by. Big search area, but I'll be able to track it. Even birds, bats, and bees leave tracks on the ground if one knows what to look for.</p> <p>Player 3 - sihnion (bard) : sihnion lends his guidance (1) to tamoda's knowledge.</p> <p>Player 11 - xandar (human) : "Then I'm glad you are with us tamoda. Sadly I don't have experience in tracking beasts, but if you point us in the right direction I'll gladly smash its head if my warhammer." , xandar exclaimed, ready to move towards their targets whereabouts.</p> <p>Player 0 - dungeon master : tamoda recalls quite a few places in the woods that match that description, having most or all of those factors, almost too many to- " Aaaaaaaghhhh! " A scream. A short but loud scream is heard echoing from the edge of the woods.</p> <p>Player 6 - grim : grim is crouched down, trying to get to the scream quickly and quietly</p> <p>Player 6 - grim : 14 i remembered wrong: grim has light armor, no disadvantage 18</p> <p>Player 9 - thasla (bard) : Xyrorra turns toward the source of the scream, drawing her sword and shield. "Let's move, before the thing kills anyone else!"</p>	Player 0 - dungeon master	TRUE	1 "Wait!" Tamoba cries, stopping the charging party midway. "I- I think I heard it again."	((OOC: Sorry about that. Also, I forgot to write that the road to Conyberry is going East...))	You are about 40 feet away from the source of the scream, but the fog is so thick it is difficult to see anything clearly. At most, you can see the vague outline of someone lying on the ground, with a white-greenish mist coming out of their mouth. It isn't much, but you can make out the figure seems to be wearing clothes and there doesn't seem to be any blood. The creature doesn't seem to notice you. It seems that if the party wants to pursue it, they will need to move in the fog.	At the edge of the forest you see the detachment from the other team, an elven woman and human man stand alert, looking for danger among the trees, while the other elf, young by his race's standards, hyperventilates. You quickly notice the source of these reactions, a severed foot, dressed in bloody shoe, sitting in a large clawed footprint in the mud, nearly 2ft in diameter.	Xyrorra - It sounds like it came from the edge of the woods, on the side of the road a few hundred feet away. There are some woods and a small stream flowing by, so finding the source of the scream should be easy enough.	There is a clearing, with the remains of a hut and a few other huts like it. In the middle of the clearing is a tree stump, and behind it, a human-sized pile of leaves. The leaves are piled up in a humanoid shape, and the pile does not move, but it twitches slightly if you glance at it. There are two more smaller trees, but the leaves on the floor are much smaller than the rest, and they are in pairs.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 1 - dungeon master Player 14 - thasla (bard) Player 7 - grim -----</p> <p>Player 1 - dungeon master : L1 STR 12 L2 STR 11</p> <p>Player 1 - dungeon master : Neither managing to break free, the third one rushes Xandar, trying to get a meaty bite of him.</p> <p>Player 1 - dungeon master : L3 ATK: 12 DMG: 8 L3 ATK2: 7 DMG: 3</p> <p>Player 1 - dungeon master : The Lizard bites into hard metal, finding neither flesh nor purchase.</p> <p>Player 1 - dungeon master : (It appears Ahkota will be retiring from the adventure early. I will take control of his character until such time for him to retire as well.) https://www.dndbeyond.com/forums/d-d-beyond-general/play-by-post/L3 ATK: 21 DMG: 8 " alt=""> thasla Sihnon Tamoda Xandar Ahkota grim Lizards</p> <p>Player 14 - thasla (bard) : thasla moves to within 30 feet from Lizard 1 and throws a javelin at it. Attack: 24 Damage: 9</p> <p>Player 7 - grim : (Oh jeeze, I thought I was a lot closer)</p>	Player 7 - grim	TRUE	"Is he going to be alright Grim?	Sihnon looks at the last Lizard and casts another firey burst at it.	Grim swings his scimitar two handed...	Grim moves up to about ten feet south of the grappled lizards, and prepares to defend. (Dodge)	"I'm not a fan of this." Grinding his blade into the ground, he'd run towards Lizard 1 and thrust forwards into the neck. "C'mon, you lizard bastard!"	Grim attacks the one he has been attempting to break the grapple on. He goes for the jugular.

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<p>Player 0 - dungeon master Player 3 - otrov (half-elf,bard) Player 1 - dain (dwarf)</p> <p>-----</p> <p>Player 0 - dungeon master : You make quick work of it and the fake wall crumbles within a few minutes. As you extend the opening, more and more skulls pour out of the pillar. You would estimate a bit over one dozen skulls. At the bottom of the pillar you find a wooden box. It feels and sounds as if the box is filled with a handful of stones of some kind.</p> <p>Player 3 - otrov (half-elf,bard) : "Well, well, well... What have we here?" otrov questions, placing the box away from the pillar. [Can I tell what kind of humanoid skulls these are?] "Should we open it?" otrov asks her companions, "Or should we keep it unopened for now? It might contain something to help us in the temple..."</p> <p>Player 0 - dungeon master : Just by looking at it you know it to be humanoids, the teeth are not prominent enough for Goblins or orks, also there are no horns or anything. Beside that, roll a medicine check.</p> <p>Player 1 - dain (dwarf) : "Let's check it for traps first." dain suggests.</p> <p>Player 1 - dain (dwarf) : Investigation: 11</p> <p>Player 3 - otrov (half-elf,bard) : Medicine: 13</p> <p>Player 0 - dungeon master : dain you don't find any hidden mechanics or suspicious clues on the box. It appears to be a normal box, only closed with a latch.</p>	Player 0 - dungeon master	TRUE	OOC: Roll me some Dex	The party is free to act.	After some time of examining the box you feel safe to open the box. You do so and find it full with little glass vials of some kind of oil. As if they were all filled with the same kind of liquid. The oil appears to be very old and there are small signs of dirt and mold. They look like they were once used in alchemy, but who knows for what and when... maybe there is someone here who can tell you a little about those?	The bone density, size and shape of the skull suggest that all of them were most likely dwarfs.	Otrov you are certain that the skulls have belonged to people that had to have been more than human, but you cannot be certain beyond that.	Opening the box you find a couple of thin sheets of paper wrapped up. On both you can read the words . I . R .

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<p>Player 0 - dungeon master Player 2 - nadrael (bard) Player 13 - sam (bugbear,fighter)</p> <p>-----</p> <p>Player 0 - dungeon master : Geex heads off to his left in the hall, running until he reaches the open archway. On the other side of the arch he takes in another large room. A wall to his left extends out about 20 feet before it stops, blocking off the view of what may lie further to the east. Several large square holes have been cut into the ceiling and the floor. Matthias, unable to live without his new friend, jumps onto the crystal, trying to wrap his arms and legs around it. He immediately vanishes from view. When he can see again, he finds himself several feet in the air with his arms and legs wrapped around nothing. He has just enough time to look down before dropping to land on his posterior. Standing up and looking around, he recognizes the room as the one in which they started upon being teleported into the dungeon. Geex is nowhere to be seen, but he hears footsteps running in the hall outside. nadrael checks the second door. It's not locked like the first, but does seem to be stuck.</p> <p>Player 2 - nadrael (bard) : "sam, would you mind giving the door a nudge, it seems stuck..."</p> <p>Player 13 - sam (bugbear,fighter) : sam "You want door in two pieces or more?" sam then lifts his axe onto his shoulder, gripping the haft with both hands. Taking a few measured swings just behind the door handle. Taking a deep breath to still himself and true his aim, sam comes down with full force behind his swing. Attack: 8 Damage: 11</p> <p>Player 0 - dungeon master : Taking a deep breath, sam swings his axe at the door as hard as he can and....hits the wall next to it.</p> <p>Player 13 - sam (bugbear,fighter) : sam Having missed the door with his first swing, "Who moved the door!" sam grips his axe in frustration and starts hacking away at the door. Attack: 23 Damage: 13 Attack: 24 Damage: 13 Attack: 15 Damage: 10</p> <p>Player 0 - dungeon master : Getting angry, sam swings at the door again, splitting it in two with the first blow, then continuing to chop the pieces into kindling. As he does so, arrows fly out of the wall towards him, but his frantic movements as he murders the door take him out of their path.</p> <p>Player 0 - dungeon master : Attack: 13 Damage: 1</p>	Player 0 - dungeon master	TRUE	<p>13 Damage? 13 (d12) - 1 (shield) = 12 Damage: 12 (d8) - 2 (armour) = 10 Damage: 10 (d6) -2 (armour) = 8 Damage: 8 (d4) -2 (armour) = 6 Damage: 1 (d4) -2 (armour) = 0 As the final blow is struck to the door, Sam sees a glint of shiny metal and notices a strange symbol. While he is distracted, several more arrows are fired at him, and his arms are cut by their sharp tips.</p>	<p>Kestrell runs into the second chamber and immediately takes it in. To his right the wall extends out far, and he sees that the passage continues in that direction, but there is a door to his left. There is a closed portcullis in the middle of the room where a stream flows. The portcullis is closed, and is locked with iron ring handles.</p>	<p>With each blow, the door and the wall both crumble to pieces until there is nothing but a door-sized hole in the south wall. A low moan of despair, terror, or pain echoes out of the room.</p>	<p>Beyond the fallen remains of the door is a short hallway travelling straight ahead, with a split off towards the second door to this room, then ends with another door in the left-hand wall.</p>	<p>One of the arrows lands squarely in the center of Sam's back, piercing him. Sam screams "OW, YOU COFFEE-DRUNKEN-*****ES!" Silence reigns as the party looks around in shock at the noiseless cursing.</p>	<p>The sounds of fighting and of tearing can be heard coming from the other room.</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 8 - scorch (kobold,sorcerer) Player 10 - rok'bohr (warlock) Player 2 - darien (fighter) Player 9 - flint -----</p> <p>Player 0 - dungeon master : His meal is prepared within 10 minutes. the people around are as Strife saw</p> <p>Player 8 - scorch (kobold,sorcerer) : Strife, now nice and warm from the fire... would make his way towards the table with the dwarf eating his meal. " Hello friend" he would say in dwarven before taking a seat at the table. "You look new here just like myself, so where you headed?" the kobold would ask with a toothy smile.</p> <p>Player 10 - rok'bohr (warlock) : rok'bohr stopped shaking the man's hand momentarily, while still holding it. "rok'bohr adventuring!" His voice was almost a yell. "Need strong friends so can do jobs!" His smiled sincerely and with an apparent lack of thought that caused his entire being to permeate childlike enthusiasm as he resumed shaking the man's hand. After a moment he seemed to realize something, then pointed at himself. "rok'bohr." The then pointed at the Dwarf. "Who?"</p> <p>Player 2 - darien (fighter) : (darien is a human by the way)</p> <p>Player 2 - darien (fighter) : Looking up from his meal he smiles at the kobold in front of him and continuing the conversation in dwarvish " I'm just looking for some work and some companions I suppose, my name is darien and where might one such as yourself be heading? "</p> <p>Player 9 - flint : "I am flint Ironfist, I too am looking for new challenges." As he finishes his drink. Waving to the barkeep for a second round, "You look like someone that can handle themself, would you care for a hand to hand challenge from this lowly dwarf?"</p> <p>Player 0 - dungeon master : The Bar keep grabs another glass for dwarf. Placing his hand out before giving him anther.</p>	Player 9 - flint	TRUE	He grabs the glass and downs it. He then wipes his lips on his sleeve. "Well?"	Flint extends his hand again, "Good, two against one. Should be interesting." He smiles as he walks away from his seat. "I look forward to this."	"I look forward to it!"	reaching into his pouch and pulling out 2 gold coins. "This should be enough for a few more rounds."	Flint grabs his mug and goes to take a drink when suddenly his mouth drops and his arm snaps up with the mug in his hand, his eyes wide on disbelief. The dwarf drops the mug back in to the barkeeps hands, turning to leave his table.	Taking the tankard "I am here to prove my worth to this group. I will drink with you and when the night is done we will know if I am worthy to join this group. Let my drinking prove to you that it would be wise to have me traveling with you."

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<p>Player 0 - dungeon master</p> <p>-----</p> <p>Player 0 - dungeon master : " Welcome, all you have answered the King's summons! Our lord has announced this event to decide which of you is fit to embark with our newly formed trade caravan out into the world! This is NOT a free trip, and you are expected to wok for passage and pay, guarding the caravan and it's people, as well as foraging and labor. Any who do not wish to uphold this deal may leave now. As for the rest of you, the event will start shortly, feel free to mingle "</p> <p>Player 0 - dungeon master : With these words, one of King Eudious's aides drops down from a raised platform in the middle of the field in which you and 20 or so people have gathered. The field itself is fairly large, with gentle rolling hills and the usual cool southern breeze the kingdom receives, it's location in the valley between mountains all but forcing the wind to always blow northward.</p>	Player 0 - dungeon master	TRUE	This is going to be a lot of fun I take it?	[OOC]: I'm very excited to get this underway! However I believe it's my duty to tell you all I can only post about 4 times a day. So it might get slow sometimes. Also a quick note, the DM can not have his character be killed, unless they chose to of course. And the DM is not omniscient! Also, I will try to have a character sheet for y'all to fill out when you get a minute	A large tent stands in the middle of the field. It's entrance opens and a man is introduced; Lord Gareth of the Vale. He is a tall, thin man, his black hair cut short, and a long well kept beard framing a clean shaven face. His attire is well made, but not overly fancy, that of a nobleman who has done business but is not ostentatious with it. His face however, wears a friendly smile and a pleasant expression.	To the north-northwest you can see the farmsteads which subsist the kingdom, and further in the distance, the capital (and only) city of Wiegberge, the evening sun casting shadows on the city's eastern side, like a dark relief. To the south and southeast lie The Entangle, woods which circle the valley, separating it from the mountains, filled with all manner of beast. Finally, To the southwest you see the Great Gate, the only (relatively) easy way out of the valley, its own shadows looming over the surrounding woods.	With a snap and a whistle, the young man takes about a dozen steps forward and stops, facing you all. " Welcome, welcome, it is my great honor to finally meet you all in person." With a bow, he then turns to walk into the crowd that has gathered, seemingly leaving his announcement to end. "This may take a bit, if you wish to head back into town you are more than welcome. Come by tomorrow to catch the results of the event!"	From atop the platform, the Aide, a human woman, begins speaking in a light, reedy voice as if she expected her words to be heard at some distance. " As I said, Welcome! Our King has chosen this land to use as a site for our festivities. And for the first to join the caravan to be sent away, we will conduct a duel to the death! "

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 10 - kai (bard) Player 5 - landrae (bard) Player 1 - dungeon master Player 4 - elber (cleric) -----</p> <p>Player 10 - kai (bard) : kai takes up a position flanking the dwarf, a frown on his face. His eyes scanning the brush alongside the road.</p> <p>Player 10 - kai (bard) : Perception: 4</p> <p>Player 5 - landrae (bard) : Nadrael plays a few ominous chords on her lute after elber's threatening statement, adding an overly dramatic atmosphere to the conversation, as she feels this could have been a much more civil conversation with a fellow musician.</p> <p>Player 1 - dungeon master : Rinarv looks mildly surprised. "A wanted man, you say? Funny, he seemed a nice enough chap. Well, first impressions can be decieving." He coughs and blinks. "Lemme help you with that." He says to Duncan. (Rinarv Help s Duncan lift the coffer.)</p> <p>Player 4 - elber (cleric) : "Yes, I almost thought I was wrong about you. Now speak!" elber nocks an arrow and raises his bow when Rinarv changes the subject.</p> <p>Player 5 - landrae (bard) : landrae takes a moment to decide if she feels the dwarf is being honest about Ordan's interaction, considering how casually he has brushed it off, before she tries to calm elber down.</p> <p>Player 5 - landrae (bard) : Insight: 20</p>	Player 1 - dungeon master	TRUE	(No response needed)	(Landrae can you roll a Perception check?)	"Oh, you wanna know why we're here? Let's just cut to the chase; I'm here looking for two men, that's right men. And one man. They all play the lute. I need them all found, so I can teach them the error of their ways. Now, before you all shout and scream and tell me I'm being an idiot, lemme tell you, I won't be until I get back the loot. If you don't return it to me, I shall cut off all the ears of my patron I need to get it all back. Now, get out of here." He holds out his arms in a hugging motion.	As far as Landrae can tell, the dwarf poses no threat. "Calm down, laddie." He says to Elber as he strains to lift the coffer. "Nobody every got anywhere good with an aggressive attitude like that."	The dwarves appear to be telling the truth. After a few back and forths, Rinarv hands the coffer to Duncan. One of the dwarves whispers, "We should get these back to the shop." He then gives the pair a few coins before they leave.	Elber, you know he isn't lying." Ah you have me there. Now let me ask you this. If I was a wanted man, why would I make a sign that says I want a reward for catching me? Sounds dumb aye. You have no evidence against me except for the word on a criminal, and his companions. Not exactly reliable sources, are they?

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 1 - dungeon master Player 7 - grim Player 4 - tamoda (ranger)</p> <hr/> <p>Player 1 - dungeon master : (From now on, if you're preparing actions that involve attacks or rolls, just post the roll with it.)</p> <p>Player 7 - grim : Attack: 11 Damage: 11</p> <p>Player 4 - tamoda (ranger) : tamoda - Handaxe against nearest Enemy Lizard - Attack: 20 Damage: 9 Light Hammer, same target - Attack: 19 Damage: 10</p> <p>Player 1 - dungeon master : As the Lizards burst forth from the water, they are met by tooth and bitter steel. grim stabs into the first one, killing it, while Thasla cleaves into the second one, it being finished off by Sihnon's jaws. Xandar fires a bolt into the third as Ahkota lunges towards it with his rapier, both striking true, leaving it bloodied.</p> <p>Player 1 - dungeon master : (Just need tamoda's rolls to determine whether on not the lot of you managed to kill the entire sub-group of lizards in 1 round)</p> <p>Player 1 - dungeon master : X: ATK: 18 DMG: 8 A: ATK: 16 DMG: 7</p> <p>Player 4 - tamoda (ranger) : tamoda - Stab Stab Stabitty Handaxe Attack: 20 Damage: 11 Light Hammer Attack: 15 Damage: 2</p>	Player 1 - dungeon master	TRUE	The Lizard is wounded with the handaxe, but not dead yet.	The first Lizard is felled by Tamoda, while the second Lizard is cleaved by Ahkota, who misses the third one.	The last remaining lizard is killed.	Tamoda launches his own flurry of blows, finishing off the poor beast. All the lizards are dead, and only the Apex remains...	(All dead.)	Despite a couple hits here and there, the creatures manage to get their bites in.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 4 - kierro (elf,fighter) Player 9 - faywin (elf,druid) Player 2 - torwen (elf) Player 0 - dungeon master -----</p> <p>Player 4 - kierro (elf,fighter) : (@DM: 2.5 gp for all of us?)</p> <p>Player 9 - faywin (elf,druid) : Ooc. I am driving on vacation thru wed. so dont hold up anything waiting on me. I will try to post and read as I can.</p> <p>Player 2 - torwen (elf) : Is there a safe place to store the cart and ox tonight? If not I'll sleep in/on the wagon tonight. I don't want to loose 2 shipments - the original and the rescued one.</p> <p>Player 0 - dungeon master : As you all enter the inn, a short, smiling human man looks up from the table he is cleaning. "Evenin', folks. Another hour and you'd have found me in my bed," he says, laughing. "Aye, we've got rooms. How many?" At his question, Sildar turns to the rest of the party with an apologetic glance, and then says to the man, "I'd prefer a room to myself, if you please, Toblen, is it? You came highly recommended by the Lord's Alliance." Toblen smiles at Sildar. "Of course, of course, sir," he says. He turns to the rest of the party. "And how many for the rest of you? Any horses you need taken care of? And will ye be wantin' breakfast in the mornin'?" he asks. "Rooms are 5 silver each, and breakfast is another silver - though my Thea's cookin' is worth a gold," he says with a smile.</p> <p>Player 2 - torwen (elf) : torwen asks Toblen: " you have a stable for our ox and cart? if you don't mind i'll sleep there but i do want breakfast in the morning. how much for breakfast and the stable for the night?"</p> <p>Player 2 - torwen (elf) : OOC: I totally forgot about the chained wolves. Can we retcon and say we turned them loose on the way out or do we need to go back tomorrow and turn them loose? Or did the goblins turn them loose on their way out?</p> <p>Player 0 - dungeon master : ((Retcon is fine - wolves were released on your way out, assuming no one else in the party has any objections))</p>	Player 0 - dungeon master	TRUE	(OOC: No objections here.)	Toblen looks at Torwen and says, "Sure, I've got stables. And room for the evening and breakfast is 6 gold in total."	"That'll be 5 silver for the breakfast - and stable space, 2 silver a night per horse," Toblen says with a shrug. "And I'll be takin' the gold, Sildar, if you've got it. I'm assuming that's our cut of the loot on account of the Lords' Alliance puttin' me up to this?" he asks.	Toblen nods at Torwen. "There is plenty of room in the stable, and the stablehand can take care of the ox and cart. You are welcome to sleep in the stable, but a room would be more comfortable, no?" he says. "But it is up to you - 2 silver for the stabling, 1 silver for breakfast." He turns to the rest of the party. "So 3 rooms for the rest of you, then?"	Toblen smiles. "Well, breakfast is a silver, and to rent the stables for the night is one gold. So, two gold for all of you. You'll find the stables over by the outbuildings out back... And yes, breakfast will always be on the house to my guest." He gives you a bright smile and turns to begin mopping the floor.	A short human girl comes out of a door not far away, holding a large, black sack that has long been empty. "I'm Thea," she says. "I work for Toblen," she continues. "And that'll be 2 silver for the wolves, I'm sure, but we don't take money for our breakfast," she says with a grin. Toblen stands up from the table. "Thea is very good at her work," he says, and he motions for the party to follow him to his rooms. He then turns and walks back down the road, towards the inn's front door.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 2 - sihnion (bard) Player 4 - tamoda (ranger) Player 6 - grim Player 9 - thasla (bard) -----</p> <p>Player 0 - dungeon master : " Aye, let's. " After an hour or so of taking care of the bodies, you are able to find a trail that leads back to the farmsteads. As you exit the dense brush and into the open pastures and farmland, you see the sun setting, and the moon above begins it's divergence cycle, two balls of light hanging silently in the air above the barns and homesteads you slept in the night prior.</p> <p>Player 2 - sihnion (bard) : " We should set watch. No guarantee that we've removed all the threats in the area ", advocates sihnion.</p> <p>Player 4 - tamoda (ranger) : Agreed. A watch is an excellent idea, and good practice for when we leave the valley. I'll take 3rd watch.</p> <p>Player 6 - grim : grim speaks up "I'll take 1st watch."</p> <p>Player 2 - sihnion (bard) : " Sounds like I get the middle watch ", sighs sihnion, beginning to wish he hadn't suggested it.</p> <p>Player 9 - thasla (bard) : "I will take the final watch, then." says thasla.</p> <p>Player 0 - dungeon master : Camping out among the fields of wheat and cabbages, among the stars and diverging moon, your initial unease is soothed by the sounds of crickets and the light of fireflies. All is quiet; no screams, no hissing, no conflict. Just peace and the open pasture. After some time the sun begins to rise yet again, and a full, bright light returns to your little world. (Long Rest)</p>	Player 6 - grim	TRUE	Are we planning on heading out? We should be able to do it without anyone else around to see how we plan."	"It's time to get out of here. The suns coming up. Let's do this."	Grim wakes from a long rest feeling a great deal better than the day before. He stretches and heads to find the rest of the group still sitting around the campfire. He sits next to Tam and hands him some bacon strips and eggs "here, breakfast is on me! And good for you that watch last night, we owe you one of these." he says with a grin before sitting quietly and enjoy his breakfast. He doesn't seem to notice the other members of the group watching his awkward, shy behavior.	Grim awakens early to polish up his equipment, snip loose threads from the stitching in his armor, sharpen his sword, and to go through his routine of martial forms. As soon as the others start moving around, he'll stop and pack up his things, ready to get moving.	Grim gets out of his sleeping roll and stands with his hood covering his head as he rubs his eyes and looks out to see what other dangers are around them. "Let's start walking."	[After sleeping in a bit] Grim begins to prepare the camp (food, water, bed roll). Once he has everything setup, he will wake the group and get ready to move out.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 3 - caram (elf,artificer) Player 1 - dungeon master Player 6 - nasaar (fighter) -----</p> <p>Player 3 - caram (elf,artificer) : caram adjusts his grip and swings wide from the left to the skeletons head and then a swing up with his truncheon to it's jaw.</p> <p>Player 3 - caram (elf,artificer) : Punch Attack: 25 Damage: 10 Truncheon Attack: 24 Damage: 7</p> <p>Player 1 - dungeon master : (Sorry for delay, for some reason it didn't pop up in notifications.)</p> <p>Player 1 - dungeon master : caram delivers a blow to the side of the skeleton's skull, nearly taking it off but does stun him for a short while. Long enough for caram to bring up the truncheon and send the skull flying.</p> <p>Player 1 - dungeon master : Damage Chart (nasaar is up.)</p> <p>Player 6 - nasaar (fighter) : nasaar slams the one in front of him with his warhammer...</p> <p>Player 6 - nasaar (fighter) : to hit: 25 Damage: 10 Extra crit damage: 7</p>	Player 1 - dungeon master	TRUE	<p>10 - (rolled a 20 for extra damage!) = ? Crit Damage: 4 Extra Crit Damage: 0 Nasaar's warhammer is brought up for a swing against the skeleton, smashing it and shattering it into pieces with his mighty blow.</p>	Nasaar hits the skeleton in front of him with his hammer, his blow sending the bones flying into the wall.	A sickening crunch and the skeleton is no more.The skeleton in front of the party has been defeated and is no longer moving.	Nasaar hefts his new warhammer up and brings it down upon the skeleton before him. It easily crushes through the worn armor and breaks apart the skeleton as the hammer goes through it. The other skeletons show no reactions to their fallen comrades as they just go to attack once more.	A thunderous crack fills the room as the hammer smashes against the skeleton, but the skeleton manages to avoid a devastating blow. The other skeleton tries to attack but Nasaar's armor seems to block his strike. "Well, well. A fighter." The second skeleton comments. He starts to pull out a rapier. "Fight me." And he attacks!	Nasaar sends the weapon in deep this time, making sure that the skeletons cannot reform afterwards.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 9 - dungeon master Player 2 - nate Player 11 - lilliana -----</p> <p>Player 9 - dungeon master : Attack: 12 Damage: 6 until the injured one finds a shortsword running through his back.</p> <p>Player 9 - dungeon master : The lizardman joins near your group and places a hand on Liana, he makes a few hisses and guttural sounds as glow starts to surround Liana.</p> <p>Player 9 - dungeon master : Healed for 5 (Forgot to give advantage since backs are turned. The people are now focused on Fulgrim.)</p> <p>Player 2 - nate : Now that he's within 30 feet, nate will now smile wildly with a slightly crazy glint in his eyes as he says to everyone, "Let's get 'em!" Then he charges over to the barricade, jumps over, and swings at two of them.</p> <p>Player 2 - nate : Attack: 8 Damage: 6 Attack: 24 Damage: 4</p> <p>Player 2 - nate : Missing with the first strike, he spins and slices deeply with his scimitar.</p> <p>Player 11 - lilliana : Since lilliana did not move last round, I'm guessing it's going to take my full movement to get up to the room the bad guys moved into? If so, I'll move and then Dash as my Action to get to the same room that nate entered. If I can move and attack, I'll do that.</p>	Player 11 - lilliana	TRUE	The bandit's body is thrown backwards for 14 damage.	Cenny casts Shillelagh on his Staff, and then moves to assist in the attack on the kobolds.	Moving towards her and the lizard man, she turns the crystal in her staff towards the man and he begins to glow. She casts burning hand	Lilliana glances down at the oozing wound upon her shoulder and hesitates for a moment as she watches the others rush into the rooms to engage the pirates. She hears the voice whisper. 'Trust in me. Fight!' Without knowing exactly why, she quickly follows after Nate and runs as fast as she can to the same room!	The woman will charge in with her sword:	Lilliana moves to the room to meet the enemy. Using her action, she creates a shadow spear and attacks the injured enemy (I will say that I will keep it in the shadow plane and be able to teleport the shadow back into my hand. I don't know if that's allowed)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 16 - watl (elf,cleric) Player 5 - jianyu (elf,wizard) Player 1 - dungeon master</p> <hr/> <p>Player 16 - watl (elf,cleric) : Trust will disengage from the half-orc who attacked him and move behind the half-orc engaged with bones. He takes his dagger and attempts to plunge it into the side of his foe.</p> <p>Player 16 - watl (elf,cleric) : Dagger: to hit 25 damage 13</p> <p>Player 16 - watl (elf,cleric) : After his attack he pulls another dagger from his cloak in his other hand.</p> <p>Player 5 - jianyu (elf,wizard) : At the opportune moment jianyu leaps from the bush hurling a dart at the same orc. He aims to strike the fool orcs' sensitive pressure points rather than relying on the application of strength (of which he has none). Ancient memory awakens in his aged muscles, but he still feels unpracticed as he moves to strike.</p> <p>Player 5 - jianyu (elf,wizard) : His Sneak Attack hits AC 22 (adv. 15) for 4 (+ 4 sneak) piercing damage. He rushes forward, and follows up with two quick, focused, strikes with two fingers, aiming for a nerve at the jawline (15 for 4) then the kidneys (23 for 6), switching targets if the first falls...</p> <p>Player 5 - jianyu (elf,wizard) : He whips his staff around for the flare, and if the final attack takes down a target he'll fall back again.</p> <p>Player 1 - dungeon master : (Those inside the tavern can hear a fight starting outside, Vosnin, Cavyre, and Kaltent can roll for Initiative.)</p>	Player 1 - dungeon master	TRUE	Cavyre will make his way outside to investigate, but will not attack unless attacked.	Jianyu's stealth is so well-hidden that he doesn't even show up on the Orog's Initiative as Vosnin, Kaltent and Cavyre come to help their companions. (Jianyu has the Flare Action which has a casting time of a bonus action, so you cannot use your action during this turn to make an attack unless if the Flare requires an attack roll. You can cast Flare as a bonus action, then attack as normal.)	Two of the drunks rush outside, one with a chair and the other with a broken bottle, while the third falls through the door of the tavern and lays on an unlit porch.	Trust scores a brutal hit with his dagger followed by Jianyu who mirrors the deadly attack with his own dagger before missing a strike at the half-orc's jaw and finally landing a killer jab to the kidneys... the half-orc slumps down to one knee looking like death warmed over.	Initiative	Outside:The half-orc turns around to attack Trust, and then sees the dagger plunge. The creature turns to his original victim and continues attacking.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 10 - kai (bard) Player 0 - dungeon master Player 4 - elber (cleric)</p> <p>-----</p> <p>Player 10 - kai (bard) : > Sti Noting the erratic behavior of his companions, kai wonders if it is the creatures themselves which give rise to the effects, or their death. Either way, it may explain the poor alchemists condition. Still, with his companions erratic behavior, kai decides his first priority is to secure the room, and so he take the lock off the outside of the door, attempts to break the latch with his hand ax so that it cannot be locked from the outside . Closes and barricade/jamb the door. After casting resistance on himself, he drags the bodies of the creature back in their cell. That task done, he thinks back on his training, considering if a charm person spell might be used to put one of more of his companions to rest.</p> <p>Player 0 - dungeon master : (Sorry, I forgot about that Arcana check.)</p> <p>Player 0 - dungeon master : Investigating the bodies, kai identifies the putrid masses as Manes , lesser demons from the Abyss.</p> <p>Player 4 - elber (cleric) : When Fosa has been temporarily 'dealt with', elber joins kai in dragging the creatures into their cell, though he is clearly more hesitant to handle the corpses than expected of a violent barbarian tribesman. "Thank you for doing this, kai. Though they be not who they remind me of, this be like putting them to rest." He says softly, to not startle Landrae who seems to stay away from the mere possibility of words. "You still seem collected, more so than I do. Can you offer some protection or cure?"</p> <p>Player 4 - elber (cleric) : ((I'm operating under the assumption that there's not been any continuing racket from upstairs for the time being, and that elber missed the first instance of it because of Landrae's timing on her little episode.))</p> <p>Player 10 - kai (bard) : kai gently removes the Alchemist from elber's grasp, " He must answer for his crimes. And I suspect he is but a pawn in this horror. See how he suffers. Let me put him where he may do no more harm, for the time being. " Then he helps the groggy Alchemist into the cell and closes and bars/locks the door. " It is time to rest, my friends. Go each of you to a corner and make yourselves comfortable. Rest, sleep, and I shall be watchful. " kai watches to see who can follow his instructions, and one by one helps those who cannot into a corner and does his best to make them comfortable.</p> <p>Player 10 - kai (bard) : Assuming that succeeds, I will cast Detect Magic, as a ritual</p>	Player 0 - dungeon master	TRUE	The cell is indeed protected by what feel like protective wards, but more importantly, they are covered with the remains of more of the creatures.	Elber follows all of the instructions that Kai gives him.	The sound stops after a few moments and no new noises from upstairs make themselves noticeable.	Kai closes his eyes and becomes one with the ethereal world of magic around him. Scouring the room for traces of magic he detects a faint red aura emanating from the circle of runes engraved into the floor, the candles scattered haphazardly where you kicked them aside. A summoning circle.	As the party rests , their restless dreams take them to a strange dreamland of dreams . They pass through landscapes, forests, and cities all within a few minutes, and all of them changing at their very feet.	(I would call that a rest, the party does not wake to any noise from the room.)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 5 - gimble (paladin) Player 3 - thaunix (tiefling,paladin) Player 2 - dungeon master Player 6 - belron -----</p> <p>Player 5 - gimble (paladin) : Well, who exactly would you be?</p> <p>Player 3 - thaunix (tiefling,paladin) : "Well, let's talk then shall we. First what do you want?" thaunix asks calmly</p> <p>Player 2 - dungeon master : To gimble, the figure asked 'Who do you think I am?' The figure walked out of the darkness, but was still enshrouded in void. The figure is a shadow, the literal shadow of the owner.</p> <p>Player 6 - belron : belron simply watches the shadow as it moves, he prefers not to say anything yet</p> <p>Player 6 - belron : OOC:seriously?</p> <p>Player 2 - dungeon master : He just joined, i did not allow it....</p> <p>Player 2 - dungeon master : Anyway, let us continue.</p>	Player 2 - dungeon master	TRUE	What do you mean? The shadow did nothing.	The shadow moved to one of the nearby barrels, and kicked it, and disappeared in shadows. It came back, but this time it took the form of a humanoid. It looked like the shadows were merely an illusion covering the figure. The person was a shadowy person, with the long hood covering its head and long cloak covering its body. It had its hands at its side, and its right leg was bent up as though it was walking. Its other leg is still bent to the side like it was just kicked. The creature looked at the four adventurers, and it said 'Hello! How are you?'	The creature continues walking. (If you want to do anything, you can act, but I don't want to waste to much tine on this so just continue...)	'Will anybody attempt to identify me?' The shadow challenged	The figure is the shadow of a hooded man. He moves his right hand, the shadow copies it. 'This is a simple question, you can answer without the need of a body.'	He walked infront of him for a second before speaking to the entire group. 'Let's talk business.' The figure then moved backwards into the shadows once more.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
Player 0 - dungeon master ----- Player 0 - dungeon master : Northern Kingdom of Aldenia Late Hungerhope Dusk	Player 0 - dungeon master	TRUE	0 0 0 0 0 1 1 1 1 1 0 0 0 0 0 0 0 0 0 3 3 3 3 3 4 4 4 4 4 4 5 5 5 5 5 5 End Edit: Also, this. The current system of food/resources in my opinion has failed terribly. Food is a meaningless resource most of the time, especially in large alliances. Food should be a lot more scarce, and perhaps in order to compensate for that, add something that could increase the amount of food a person gets. A farm can sustain a lot more people than a tiny farmstead. Perhaps as a compromise, the amount of food in a region could increase with the size of the settlement there. Edit: Edit: Also, this.	A small town, built around a hill where four rivers meet, one of which flows straight into the Sea. There are 4 sister settlements in the village. All the villages have something to do with fish.	You have entered the Northern Kingdom of Aldenia. This land, once known as Vasselheim, was lost in a great War at the collapse of the Orenda's Republic. The war between the Northern Kingdom and the Dwendal Empire of the South raged from the first dawn of civilization in the northern reaches until the last light of the last day of the last war. The war, known as "the war of the seven pillars" ended with the destruction of Castle Whitestone in the South's capital city. Since then the north has been ruled by the council of Whitestone, the Dwendal Empire, and the Free state's of the North.	You find yourselves in the small village of Oakhurst, nestled snugly between the base of the Skyclaw Mountains and the edge of the Whispering Wood. Less than a week ago you all had been travelling north by caravan towards the ancient switchback known as Azmaran's Stair, the only safely passable route through the mountains for a hundred miles in any direction.	The party spends their time wandering around the slums of Hungerhope for one night, and the next, but come nightfall, the day-crew of the city has returned in full. They find themselves in a part of town called the Southern Slums.	The guard turns to you and bows. " I am sorry sir, the High Chancellor is not here at this time. I do apologise for any incovenience, though I will ask you to speak to another guard for any directions you need." The guard stands aside and motions for you to enter the hall.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 1 - horus (cleric) Player 10 - dungeon master Player 7 - andolin (paladin) -----</p> <p>Player 1 - horus (cleric) : "You have whatever connection this is. We'll follow."</p> <p>Player 10 - dungeon master : If no one has objections:</p> <p>Player 10 - dungeon master : Except for the occasionally irritating insect, you make your way through the woods, with andolin leading you generally westward along animal trails. Despite the shade, the day grows warm and humid. A little before noon, the trail you are following leads you down a stream which flows roughly west. On the other side of the stream, you can see a country road running roughly parallel.</p> <p>Player 7 - andolin (paladin) : (I thought we were headed east... but generally whichever sense I got from the Guardian) I would say we cross over to the road and continue on.</p> <p>Player 10 - dungeon master : Sorry.. Was east... Was looking at if u would cross the stream heading that direction... U going east... Stream flowing west.</p> <p>Player 10 - dungeon master : The road continues on until late afternoon, when the forest gives way to mixed grasslands and corpse of trees. Trees and bramble line the stream. A couple of hours before sunset, you come upon a cluster of three peasant cottages off the road, the soil around them has been tilled, and smoke rises through the roof. Several children are outside playing, but at the sight of you they point and then run into the house. As come even with the path leading to the cottages, a man armed with a sickle and two young adult men with pitchforks emerge from the home the children ran too,</p> <p>Player 1 - horus (cleric) : horus puts his hands up, but keeps walking forward. "sorry to intrude. We're a bit lost. I'm horus, can you help us?"</p>	Player 10 - dungeon master	TRUE	The men hold their weapons ready. "Aren't you the people the guardian sent to look at our land? This is our land."	The three men turn and look at him for a moment, but then a young boy of about ten steps out. "Who are you and who are you with?" The young boy asks as he draws a long rapier.	"Yes I can!" The man points with his sickle over his shoulder. "You are heading west, friend, I can take you to where you wish to go, there, just past that path is a path heading in the direction you need."	" Fer nough. plant yer feet thare, " he replies in a thick accent. " Whatca be needing? "	All three turn to Horus, though no one has lowered their weapons."What can we do for you?"One of the men says. "Not sure if you're part o' an outlaw clan o' if you're actually lost," The second one mutters. "What would you say? "	"You'll need to introduce yourselves first." The man says looking from one to the other. "Not many strangers arrive here these days."

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 7 - andolin (paladin) Player 8 - wren -----</p> <p>Player 0 - dungeon master : Horus' eldritch blast goes wide of the mark and the Guard dodges. wren... your next</p> <p>Player 7 - andolin (paladin) : (Did andolin get skippe on purpose? If not...)</p> <p>Player 7 - andolin (paladin) : andolin sees Cellica go down and hesitates, but decides to try to end the fight instead of moving to her.</p> <p>Player 7 - andolin (paladin) : Action: Longbow attack: Attack: 20 Damage: 9 Adv/Dis: 15</p> <p>Player 0 - dungeon master : OOC: not intentional sorry. Mind was on something else.</p> <p>Player 8 - wren : wren will attempt to flank the last guard.</p> <p>Player 8 - wren : Action: Rapier attack 10 Add/Disadd 17 Rapier Damage 8 Bonus Action: Dagger attack 10 Add/Disadd 10 Dagger Damage 6 Sneak attack on first applicable hit 1</p>	Player 0 - dungeon master	TRUE	You can't attack with the same light weapon type in the same turn.	As the group all attacks the guard at once it falls to the floor dead. As the two archers move to pick up their swords they notice it's just an illusion as there are no swords at this area of the dungeon. After finishing with the guards the group moves further in to the dungeon room. They notice as they've moved through the hall the walls seem to shift and move like they were breathing. As you peer through the mist you can see a wooden door in the mist.	Wren's rapier strike falls on the mark and with a grunt the guard falls to the ground.	Andolin's arrow strikes true, burying itself in the creature's chest, while it dodges and deflects each of Wren's attacks.	The Guards attack on Cellia causes her to fall to the ground unconscious. She lies before you, unmoving.	The last guard strikes out at your party with his hand axe taking some damage from the attack but the attack is stopped by one of your companions.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 5 - allister (wizard) Player 2 - dungeon master Player 7 - funderburk (wizard)</p> <p>-----</p> <p>Player 5 - allister (wizard) : As the sun slowly climbs the eastern sky and the dim light of dawn offers enough light for his eyes to see beyond the reach of his hand allister dons his leather armor to avoid reflecting sunlight on his plate armor. "Ok, wish me luck. I'm gonna see how near I can get to this cave without putting me in too much danger. I'll find a cozy spot and and keep an eye on our fiends for some time. If I don't return until midday you either come look for me or find a better position to defend a possible attack. Any spells to enhance my chances of survival will be greaaly appreciated." He waits for his friends to finish casting any spells, then slowly moves towards the cave. As soon as the gate is visible he drops to the ground and crawls to he spot from which he can peek inside the camp. He makes mental notes of everything he sees: ships, equipment, movement, possible patrols, manned battle stations etc.</p> <p>Player 2 - dungeon master : Beads of sweat form on allister's brow as he avoids many a broken bottle nearest the log wall. The narrow strip of land between the cliff and the water is closed off by a 15-foot-high wall made of thick palm logs lashed together with stout vines. Their bottoms are set into the ground, and the whole wall leaves a two foot gap at the top of spiked logs before the top of the cave mouth. The gates are roughly made but reinforced with iron bands and backed by two heavy wooden bars. Curling around to the second cave entrance, allister curses to himself to find a wall similar to the first sans any gate. Peeping inside reveals much activity even for this time of day. allister takes special note of a pair of pirates near the gate playing cards on a table beside a curling animal horn fashioned to be a loud noise making thing.</p> <p>Player 5 - allister (wizard) : Making a note of the crude noise making thingy allister tries to spot the captains of the remaining ships. He also waits to see if the guards are relieved of their duty, if they appear alert or inert.</p> <p>Player 5 - allister (wizard) : Perception check if needed 12</p> <p>Player 2 - dungeon master : For as long as allister is about, there are always at least two pirates near the gate with many passersby coming in sporadic intervals. If a captain is around, it is not known to the fighter as he tries to make himself smaller against the shrubs and rising sunlight. The ship nearest to the cave bustles with activity that allister recognizes as preparation to sail, though their pace is not rushed. The second</p>	Player 2 - dungeon master	TRUE	I'm afraid you're going to have to be a little clearer for the translator. What is that? Who is Horace? The dragon turtle, we have already made note of as the ship was attacked. The location is the problem however. The translator is set to Dragon Turtle and West, but the location is unclear. Could you spell that again?	As Blossom finishes up the sending, another booming voice interrupts them. "HOLD!" the man shouts. "We are being watched. Someone may already know of my arrival, but we won't let that deter us from finishing the mission! Keep to yourselves until I arrive."	_combat : 0 class : dungeon master character : dungeon master The others nod their approval to the plan, Aera having a question or two as the spell settles in their hearts:Will there be time for a return message? If not, who else can make sure we know of what's transpiring? Her questions fall on the deaf ears of her companions as they wait to see what their future holds with the pirate ship near the cave mouth and the one anchored in the bay as the tide begins to slow.	An hour goes by, two hours, three hours turn to four. It seems that nothing is going to change inside the cove.		The team debates on what to do for the rest of the day.

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<p>Player 0 - dungeon master Player 12 - mal Player 17 - sila (monk)</p> <p>-----</p> <p>Player 0 - dungeon master : Gate Guards they report to Bapak Isow.</p> <p>Player 12 - mal : "Pardon me, we're on the business of Bapak Isow. I am to escort these travelers and assist them in identifying the culprit of a horrible crime. Please, let us pass, it is most urgent business."</p> <p>Player 12 - mal : Persuasion if it helps: 18</p> <p>Player 0 - dungeon master : " Ah....the foreigners....yes, we've been informed." As the group were let through the gate Jupp looked around for those he had voyaged here with Clancy was gone having seemingly vanished to deal with whatever was troubling him. But as he looked down he saw the small shaggy form, " Um....Big Guy....I'm gonna head off...you've got some much tougher folks here now and I think me and Ni Made really hit it off well...so I'm gonna concentrate on that instead. Look after yourself." The remainder of the group was ushered through the gate into the Garunam Quarter. Inside the cramped confines of the quarter, the Garunam have built rambling houses of heavy timbers. Narrow streets twist between the buildings, and boards laid down atop the flat roofs allow passage high above the street. Most of the buildings are two storeys in height with the lower storey being mostly open area with slats to let air flow , with whole families packed into a single room due to enough "disturbances" having taken place in the quarter to make the Garunam reluctant to sleep on the ground floors. The older buildings are squat squared stone affairs, being inherited from the ancient days of Empire.</p> <p>Player 0 - dungeon master : There are few businesses to be seen, the only shops to be found are those dedicated to matters of interest to the Garunam alone, like the god-shops where their idols are carved or the small establishments that sell materials necessary for funerals and weddings.</p> <p>Player 0 - dungeon master : There are a number of walled compounds within and it is to one of these that mal leads you. A rather obese but well muscled Garunam man stands at the gate of the compound and nods when he sees mal and the Denawa Jupp. " The Mistress has said to allow you and your companions entry.", he said as he pushed open the gate. As the companions entered the House Gate they saw the paon (kitchen) to the right and the courtyard and bale gede (work area) ahead of them. To their left they saw bale daub ngilian, standing on the steps to</p>	Player 12 - mal	TRUE	A soft and slightly amused rumble echoes from the great frame of Ni Made, the large man leaning over the gate, his arms spread out across it as if he were hugging it tightly like a beloved pet. "Greetings to you my little sister, who is it we have here?"	The young Denawa is accompanied by an orange-robed Orang Bunian, a female from the look of it. She has tattooed her face and neck and has a spear in hand as she approaches the gathered visitors, looking with obvious concern at the newcomers." Mistress, the visitors have arrived." she says with disdain and with a scowl. "They are not of your kind."	. If you will please escort them in" Her voice is low as she steps to the side, to the left of the Orang Bunian, ready to step into the house at a moments notice, and keep a close eye on them.	Normally at ease, Mal looks a little uncomfortable in this setting. Shifting a little from foot to foot, he says "Good day, Nyonya Kiwa. I apologize for the delay. I present esteemed travelers from far-off lands, bangsawans Jupp, Uce, and Krikoris, at your service. Please accept our condolences."	."	"The Mistress' word is law, as long as no trouble is caused within the walls here. Please, do show us to our quarters."I look to my companions, "We seem to have gained quite a few new faces. It's nice to have some diversity for a change. I suppose one less man to worry about is a good thing?"

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
Player 6 - grim Player 1 - dungeon master Player 14 - thasla (bard) Player 4 - tamoda (ranger) ----- Player 6 - grim : grim keeps up the stabbing Player 6 - grim : Attack: 10 Damage: 10 Player 1 - dungeon master : Con save? Player 14 - thasla (bard) : thasla con save: 18 Player 4 - tamoda (ranger) : tamoda CON 16 Player 4 - tamoda (ranger) : tamoda grits his teeth from the steam and swings again with his quarter staff Player 4 - tamoda (ranger) : Attack: 14 Damage: 9	Player 1 - dungeon master	TRUE	7 ? ? ? ? ? ? Attack: 9 Damage: 6 Tamoda has a new scar on the left side of his neck. He can't help but be awe of the blade for a moment before pushing it away. (The blade can no longer affect you directly but you still have a scar you can remind people of)	The gnome continues to resist the disease. She's in the front line. Does anyone want to protect her?	The wolf falls with a thud. The only sound coming from it are the rasping breaths that have been getting shorter and shorter since the moment it ran into you. The smoke and steam have let up considerably but the two of you hear a crashing behind you. You turn to see the large figure that had been on the bridge now on the other side. It appears to be making a very large dust cloud as it moves.	Thasla restores Ahkota to consciousness, who is rather displeased to see he is in the jaws of the Apex. While Tamoda tries to wail on the creature to little effect, Ahkota tries to stab the Apex.	CON Saves: 18 0 13OOC: Things are happening really quickly - so I've rolled some things for the bad guys - let me know if you've got different actions or reactions and I'll change it.	Grim misses his attack The gnome misses his attack

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<p>Player 2 - dungeon master Player 5 - aeros</p> <p>-----</p> <p>Player 2 - dungeon master : The larger figure takes the geyser of water right in the middle of their back and is thrown forward, but manages to keep their feet and shake off the effects. They keep running.</p> <p>Player 2 - dungeon master : (ooc: Talking out of turn is fine~) aeros is up</p> <p>Player 2 - dungeon master : Eryn on deck.</p> <p>Player 5 - aeros : aeros faces the remaining target charging towards him and wanting to discover why they're being attacked, attempts to knock it unconscious by striking it using the flat of his blades.</p> <p>Player 5 - aeros : Attack: Attack: 23 Damage: 7 Offhand Bonus Attack: Attack: 12 Damage: 3</p> <p>Player 2 - dungeon master : The flat of aeros's first blade lands against the side of the kobold's head, and it spins, reeling, it's eyes falling closed as it drops, unconscious. The flat of his second blade misses as it falls to the ground and lays there, unmoving. There are three kobolds remaining.</p> <p>Player 2 - dungeon master : Eryn up</p>	Player 2 - dungeon master	TRUE	<p>1d20+5 = 23, so crit! 2d8+2d6+4 = 21, so 21 damage. I'll have to check what is the AC for the kobolds. @Grognerd, where's the best place to look this up?</p>	<p>As he charges forward and prepares a strike with his war hammer, he remembers the words their captors had said to him about what would happen if they failed, so he hesitates, and the kobolds are too busy running away to notice the hesitation, and they make the most of their new found speed and flee. The kobolds are 20 feet away from the group, as the group is 40 feet from the door.</p>	<p>There are two kobolds remaining.</p>	<p>Arthasis on deck.</p>	<p>The two remaining kobolds have been reduced to 1 hp each.</p>	<p>Map:</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 2 - leon Player 7 - tolroc (halfling) Player 5 - dot Player 1 - dungeon master -----</p> <p>Player 2 - leon : "Our guide was not taking us past this point remember." leon says. "He was only to get us to the dragon, then that was it. We were on our own from here regardless."</p> <p>Player 7 - tolroc (halfling) : " That seems like a fair arrangement. We leave the dragon alone and she does not interfere with our quest. If everyone agrees to the terms, perhaps leon can tell the dragon that so that we do not get blasted with frost as we move forward. "</p> <p>Player 2 - leon : "Very well." leon agrees. Then he calls to the dragon. "We will agree to leave your treasures alone. May we pass through now?"</p> <p>Player 5 - dot : Making sure he shield is strapped tight to her arm and looking across the group face still veiled by her mask "Shall I go first to make sure the dragon doesn't kill you all?"</p> <p>Player 1 - dungeon master : From what you can see thus far from the crack in the door, the room is a mess and you can see bits of Meepo on the floor.</p> <p>Player 2 - leon : "It will be what it will be at this point." leon says, the dragon not having answered his previous question, so leaving him a bit concerned about their safety. He nods to his companions as they prepare to go inside.</p> <p>Player 1 - dungeon master : OOC: Sorry I got lost The dragon says " Fine, so be it"</p>	Player 2 - leon	TRUE	"Well, that went better than I thought."	"Thank you. And the more we leave you out of our way the better." one hand, he turns around and begins to walk away, his hand on the handle of his crossbow. He turns back just once before going back in, to look at the group again. "Stay out of the way as best you can."	"Good." he calls back. "Shall we continue?"	"Let us go then." Leon says and follows whomever is leading through into the chamber with the dragon.	Leon stands back and lets the others enter ahead of him. His sword drawn, but not raised yet.	"Great. thank you for your permission. Please forgive us for any offense we might have caused you." With a bow he enters the room where the dragon said it was.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 4 - jianyu (elf,wizard) Player 17 - watl (elf,cleric) Player 14 - brian_avery (bard) Player 2 - watl (bard) Player 1 - dungeon master -----</p> <p>Player 4 - jianyu (elf,wizard) : (Even if we aren't all in the same place here's somewhere we can find each other, pass information, leave messages, etc.)</p> <p>Player 17 - watl (elf,cleric) : Trust will post himself in the tea shop for a few days, sitting at the window or outside watching the Stratton house. At night he will scale to the rooftops with jianyu to watch.</p> <p>Player 17 - watl (elf,cleric) : He will focus on the comings and goings of workers, staff, guards and individuals of importance. He tries to get a sense of guard patrols and rotations and who might be corruptible. If he sees anyone that has a key to a door or comes at night he takes special note of them.</p> <p>Player 17 - watl (elf,cleric) : He will also investigate the possibility of acquiring poisons, sleeping or otherwise. Depending if he or the group have money for the poison he will steal or do a favor to get it. Alternatively, if there is material to extract poisons, he will spend time crafting some since he is familiar with the practice.</p> <p>Player 14 - brian_avery (bard) : "I could ask them about it... Perhaps offering that Sandrick and his crew could protect the incoming shipment. Speaking of, after this little mission, I'll go ahead and sell a few Morey to the distributors I contracted. Any other ideas on what I should try to get out of Stratton and the tabaxi?"</p> <p>Player 2 - watl (bard) : "The true nature of the feud within the guild. And who's in charge. Maybe get a feel for what their actual numbers are. I have no idea how you'd get all that, but that's what I would need to know if I were staging a coup." watl said with a shrug.</p> <p>Player 1 - dungeon master : jianyu: You are able to determine that even though there is a relatively new guard among their ranks the guards in general have singled out a big nosed guard with droopy ears to be on lone duty chasing the dogs down. A tedious job as they have free reign of the grounds. Your map/record of the goings on concerning the Stratton estate draw little notice on the bakery wall.</p>	Player 1 - dungeon master	TRUE	1st day of Spring	If no one else posts in the next 48 hours I will continue things with the NPCs (you guys can continue to discuss things and roleplay here, but won't actually take time in game unless it's posted).	"Honestly sir the whole Stratton feud is more a plaything of Guild politics than an actual danger. Stratton isn't some evil overlord." The tabaxi says plainly as the two of you sit in chairs on the shopside street.	Watl: "A tabaxi, ok I will keep my eyes peeled." After receiving your instructions she leaves.	Watl: You can definitely ask around about the feud and it's nature. The tabaxi will sell you up to 50 gp worth of equipment off his list. He doesn't want to sell the poisons for the reasons that he can't afford to lose his relationship with the guild over a single contract. The guards are not sure they'd allow a group of adventurers to stay over on their premises, and if they did, it would still be a group of 3 or less.	The guards and workers don't leave the grounds on the regular. It seems the only people that get to leave at night are the patrons staying at the taverns. The guards even come to get drunk with the drunks. The city guard patrols the city in the day time keeping order, and the guard around the Stratton estate at night to ward of the dogs at all cost.

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<p>Player 2 - dungeon master Player 7 - funderburk (wizard) Player 5 - allister (wizard) Player 3 - boosey (gnome,cleric) -----</p> <p>Player 2 - dungeon master : Lo leads the way into the next hallway. Purple mold covers this corridor, nearly more than any other location the party has been. The corridor turns sharply to the left. At the corner just before the turn, a peephole is carved into the stone wall at a height of 6 feet. There is a doorway on the party's right just before the turn, and a crawl way that burrows into the north side of the corridor's end. Stepping around the peephole block reveals a block of stone on which is painted a seven-foot-tall jackal-headed humanoid with a circular gold medallion around its neck. All around the figure are carvings of locusts.</p> <p>Player 7 - funderburk (wizard) : Lo looks to the members and pointing at the door says in an echoing voice, "We seem to now have multiple choices on where to go and what to lead us by. I have no trouble attempting to open or at least inspect the door on the right. We can however come back to it later and inspect the statue if wanted." He then gives a moments pause and says, "The medallion would look great on my shaman..."</p> <p>Player 5 - allister (wizard) : „This whole scene looks familiar. Remember that jackal head with the room and the illusion behind it? Maybe that is the entrance.“</p> <p>Player 7 - funderburk (wizard) : "So what do you suggest warrior? Do you believe we should venture past the doorway to the right or to the statue wielding such a medallion?"</p> <p>Player 3 - boosey (gnome,cleric) : "Id' look through the peep hole, but it's a little high for me or Glimbul," boosey quips. "I think you're right allister, that that could be the entrance to the tomb. Should we brave it while we are relatively fresh. There won't be much time left on those buffs I gave everyone."</p> <p>Player 7 - funderburk (wizard) : Pounding his chest, Lo responded to boosey, "I shall investigate then." Stepping ahead of everyone, Lo walks to the peephole, and peers through.</p> <p>Player 5 - allister (wizard) : allister steps towards the peephole and look through. „Guess what I can see? A picture of a vulture. It appears to be on a dial. We need to find out how to turn the dial and see the next picture.“</p>	Player 2 - dungeon master	TRUE	As Lo enters the hallway, he reaches up and pulls down his scarf, letting his long, braided blonde hair flow. He looks through the peephole	Lo peers through the peephole and sees a scene of the same Jackal headed man he's seen in the last room with a large stone block to his right and a small crawlspace to his left.	The jackal-headed figure looks at you with beady black eyes, watching your reaction to its carved visage. Lo steps past and examines what appears to possibly be a door. The peephole reveals a narrow shaft of light, and another image carved along the inside wall. A three-foot-wide shaft of light, shaped like a slit in the wall, appears to descend for several feet, and terminate in more sandstone .	Lo confirms the same thing. The image of a vulture can clearly be seen on a dial when looking through the peep hole.	After peering through the hole, for a moment, the picture of the jackal man seems to come to life. A ghostly scream is heard from beyond.	Lo peering through the peephole as well is able to see a mural of a vulture. A small circular hole in the head of the vultures neck shows a dial. The wall in the back seems completely impassable.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 3 - mel (human,rogue) Player 7 - mel (tiefling,monk) Player 0 - dungeon master Player 4 - tab (druid) -----</p> <p>Player 3 - mel (human,rogue) : (We're just splitting it for 625 gp each, right?)</p> <p>Player 7 - mel (tiefling,monk) : (If its just between us? It'd be 500 actually. Including Ortima and her crew as one whole, it'd be roughly 416gp.)</p> <p>Player 3 - mel (human,rogue) : (2000 for the ship, 500 for the capitan.)</p> <p>Player 7 - mel (tiefling,monk) : (Aye, that's 2,500 gp in total. Split 5 ways its 500 each.)</p> <p>Player 3 - mel (human,rogue) : (Wow . . .I forgot we had 5 people. I need to wake up.)</p> <p>Player 0 - dungeon master : "Well, what do you want to know about Port Nyanzaru? What are you all here for?"</p> <p>Player 4 - tab (druid) : "We're here looking for a reputable guide; someone who can get us into the heart of the jungle and back out again, once we find that which we seek. Before we find a guide, it might do us well to find someplace to set up kip, and before that, (or maybe in conjunction) a meal. I seem to have finished the last of my rat jerky." tab looks forlornly into a pouch on his belt, and finding nothing there, opens his flask and peers into it, attempting to see if he somehow missed a drop or two.</p>	Player 0 - dungeon master	TRUE	"If what you are after is in the jungle, then a guide is wise." ~?	"Fala, our priestess here has some very nice rooms."	"You're looking for a guide to take you into the jungle? What kind of guide, how far?"	"Heading into the jungle, are you? I sure hope you come back out. The jungle is a dangerous place, you'll need some special items to help you survive. The market is full of such items."	"You're welcome to camp out for the night, and I'm sure the Zhelezo can direct you to someplace with food." He hands you all directions to the camp. It's about a half mile walk, not too bad of one, in about two hours, on the western shore of the lake. (The direction you all took.)	"Hmm, if you are looking for a guide, then you are looking for a guild. If you talk to the guy next to the guy that rents the boat, i know that they have expeditions and may be in need of a guide for one. You could probably look in a shop if you want a meal, there are plenty of places here. A tavern is only 5gp per day, but if you are going to be in the desert for some i would find a cheap hut

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 8 - rex (dragonborn,monk) Player 5 - dungeon master Player 6 - fjordix (bard)</p> <hr/> <p>Player 8 - rex (dragonborn,monk) : Hatchling will slither toward the creatures and hiss. It will hold its attack until one of the creature's demonstrates hostility.</p> <p>Player 5 - dungeon master : The kobolds start focusing on Hatchling, seeming almost in awe.</p> <p>Player 5 - dungeon master : fjordix, you're up!</p> <p>Player 6 - fjordix (bard) : fjordix climbs from one knee where he was knocked by the debris. He looks back to his group who once again appear to be trying to negotiate with these creatures. He sighs, "You heard them, kneel, or I'll skin ya and make a hat"</p> <p>Player 6 - fjordix (bard) : Intimidate: 17</p> <p>Player 5 - dungeon master : The kobolds don't seem to like the idea of being turned into hats. They slowly kneel down and place their weapons on the ground.</p> <p>Player 8 - rex (dragonborn,monk) : "Good. Now, go spread the word of Io. Turn from your old ways now. Go far and wide, speak of the greatness of the dragons, and tell that his servants let you live. Go!"</p>	Player 5 - dungeon master	TRUE	"I-I don't know who yo-you are but there's some people you scurry off to! " The small group begins running off, but one kobold stops to go back and say that you're not really servants of Io, they're all just crazy drunks.	Persuasion: 9	"We-we are sorry. We will go. Thank you." The kobolds scamper away. F and Hatchling look to one another.	The kobolds look at each other, a bit confused, but they eventually get up and tentatively walk past you toward the entrance of the cave. All the while, they keep bowing toward Rex and saying, "Thank you, Io. We spread your word."	The kobolds all bow to Hatchling. Their leader gets up and speaks.	The kobolds start going around speaking of how they were saved by the dragonborn. They seem happy about the situation.

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<p>Player 2 - dungeon master Player 15 - nenne (elf,cleric) Player 7 - funderburk (wizard) Player 3 - boosey (gnome,cleric) -----</p> <p>Player 2 - dungeon master : Orvex comes out from behind his cover only long enough to let the sling bullet fly towards the huge beast. He ducks down before he even sees the projectile soar over the tall creature. The zombie moans and comes over to boosey trying to get at him. The gnome kicks the thing away twice, but manages to stay ahead of any of its persistent attacks.</p> <p>Player 15 - nenne (elf,cleric) : A giant, skeletal red hand appears on the combat field beside Eku (k9) and slams down toward Zagmira (Spiritual Weapon : Bless 3 plus Attack: 21 Damage: 11)</p> <p>Player 15 - nenne (elf,cleric) : Unseen in the trees, the cleric steps forward toward the zombie, raises her mace, and whispers under her breath, "Kelemvor judge you, abomination," before slipping back to her original position and turning a wary eye to the dinosaur. (Channel Divinity - Turn Undead. DC 14 Wisdom save)</p> <p>Player 2 - dungeon master : The zombie turns to dust against nenne's god's wrath. Zagmira turns a hateful eye to the treeline.</p> <p>Player 7 - funderburk (wizard) : Lemon, taken aback from the sudden attack from the beast exclaimed in pain as he took the hard hit. He did however, give a hateful eye of his own to a particular wizard. "Zagmira!" The dwarf exclaimed, hands outstretched. Lemon, rushing forward now till he knew he was within range of his spell (Q8), began his own spell incantation. Using one of his hands, he went from an open palm to suddenly clenching real hard in Zagmira's direction. As she fought, vines and plants started to climb along the side her body, as well as her partners (F5) as the Entangel spell took ahold of her (DC strength 14). (I targeted the spell to center between g and h, and 7 and 8)</p> <p>Player 2 - dungeon master : Zagmira manages to stay ahead of the vines as they wrap this way and that. A few stray bits catch her, but they aren't enough to hold her, she casts a spell that duplicates her personage and rolls to her feet, tugging vines off the whole way. Glimbul's arrow pops through one of the mirrored images and the illusion fades. The woman tears off the last of the vines and sets a determined jaw towards the east side of the battlefield.</p> <p>Player 3 - boosey (gnome,cleric) : Having managed to just avoid the zombie's attack, boosey</p>	Player 2 - dungeon master	TRUE	3x? The spell is lost in the heat of battle.	(@Roz: Eku is K9)	(The wizard casts misty step and teleports to D6. Boosey still sees her, but for anyone else on the battlefield she's gone.)	Years of training and honing her defenses against magical arts, Zagmira manages to get ahead of the lightning bolt again, softening the blow. The King of Feathers teleports again on the other side of Allister and clamps down on the fighter before he can properly turn to dodge the snapping maw (34 damage). The creature's tail whooshes over Lemon's head, rustling the hairs around his bald spot. Eku attempts to wrap herself around Zagmira in a constricting manner, but the mage slams her staff against the celestial's nose to stop her and swats one of her wings to drive her to the ground next to her.	Orvex fires another sling bullet at the dinosaur attacking Zagmira who is dodging and avoiding most of the hits. The arrow catches the flank of the beast and it growls in pain.	As the battle rages on, none of the combatants seem to make any headway on the other. The halfling warrior stands in place, a scowl on his face, holding an oil lamp as if it were a torch for light.A few seconds after the battle starts back up, the red light suddenly goes out. No one can see what the source of the light was, but it now rests motionlessly in the halfling's palm.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 12 - cellica (cleric) Player 5 - darwin (paladin) Player 7 - andolin (paladin) Player 13 - wren Player 0 - dungeon master -----</p> <p>Player 12 - cellica (cleric) : Dex Save: 24 Initiative: 19 cellica jumped back when the closet came off and is now holding her staff at the ready.</p> <p>Player 5 - darwin (paladin) : Dex save: 20 Initiative: 7</p> <p>Player 7 - andolin (paladin) : Dex Save: 23 Initiative: 18</p> <p>Player 13 - wren : Initiative 20 14 Dex 21 14</p> <p>Player 0 - dungeon master : Alerted by the initial bang, everyone was able to avoid the crashing door and the wildly flailing arms.</p> <p>Player 0 - dungeon master : Initiative: cellica Horus wren andolin darwin Terrance Bugbear</p> <p>Player 12 - cellica (cleric) : cellica is gonna attack with her staff and whack the bugbear over the head 8 to hit Damage if it hits: 5 Then for Bonus action an unarmed attack just punching the hell out of it: 18 to hit Damage if it hits: 5 "What the hell is going on in this place you guys? This thing is dead."</p>	Player 0 - dungeon master	TRUE	Horus hit the Bugbear for 5 damage. Its AC is 14.	Unfortunately for Cellica, her blows were parried by the Bugbear's steel armor, and her punches just bounced off of it.	The bugbear dodges the staff blow, but is caught off guard by the follow up jab to the gut. The bugbear reels back, eyes watering, blood spilling, and spittle flying from its mouth in a spray. The creature has entered "bloodied" status.	Cellica whirls her staff and punches the dead bugbear in the chest with a thwack and a gooeey sinking sound and the staff penetrates the rotten flesh. the staff back and using it as a support she delivers both feet to the chest, stopping the creatures momentum.	All but the bugbear were knocked to the ground, and though its armor had prevented any damage, the sudden flurry of attacks caught the bugbear off-guard. It fell from the shelf to the floor in a clatter as Cellica and Wren's attacks hit home. Darwin quickly got up, and with a wave of her hand and a word , set about healing the people on the floor, though all three were fine with just scrapes from the floor and wall. The sound of another bugbear can be heard just a few levels below, shouting, "More intruders! They're down here as well!"	Her staff smacks into the body of the bugbear. In response it begins to slowly stand up but still appears to be knocked out. The fist misses the bugbear.

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<p>Player 3 - boosey (gnome,cleric) Player 2 - dungeon master Player 14 - nenne (elf,cleric) -----</p> <p>Player 3 - boosey (gnome,cleric) : "Why do you need to speak with this pirate Captain?"</p> <p>Player 2 - dungeon master : " To inform him of where Horace is patrolling, of course. "</p> <p>Player 3 - boosey (gnome,cleric) : "Are there any others here in the Fort that work with you and the pirates? Any magic users?"</p> <p>Player 2 - dungeon master : She shakes her head as if the question is absurd, " No, the fort is far too small for that. If word got out about this betrayal it would be total chaos. "</p> <p>Player 3 - boosey (gnome,cleric) : "Can you show us, on a map, where we can find these pirates? We would know where their hideouts are." He stops and ponders a moment. " Why have the Flaming Fist set up two camps in the Jungle?"</p> <p>Player 2 - dungeon master : " Of course! I would be happy to show you. " She politely waits while a map is produced and then indicates an area on the far western side of the peninsula that she identifies as Jahaka Anchorage. Her brow furrows before adding, " You'll want to go by foot though. That bay is riddle with rocks just under the surface. It's dangerous to go by boat if you don't know how to navigate the waters. The Fist has a great deal of interest in the treasures that can be found in the ruins lost to the jungle. With multiple camps, we can more efficiently accomplish this task."</p> <p>Player 14 - nenne (elf,cleric) : nenne looks on, arms crossed, from across the room. Her skin is practically burgundy, though there's obvious pewter in her hair. "Please write a list of every man under your command who has died or been injured as a result of your fraternizing with the pirates, and indicate whether they have surviving kin. Have any of these men or their families received recompense?"</p>	Player 2 - dungeon master	TRUE	" They're pirates. You wouldn't understand. "	"I won't get a list of every incident, but I can provide you names of those that my men have directly reported with injuries. In regards to recompense, I'm not aware of any. The Fist is not known for its concern for the well-being of its men. My men, just like I, live for the thrill of combat. To a lesser extent even I. "	"The dead pirates have no surviving kin. They either run with their crew, who then have no kin left to claim recompense from, or they are orphans who have no living parents to receive anything from. The only people who are left to claim what is rightfully theirs are the citizens of Baldur's Gate who have become victims! "	" If any of my men have died to pirate influence, it was well hidden from me. I would never endanger the lives of my own men. "	" Horace , " she says while writing a few words in her book, " is a pirate himself. It is his intention to lead men to their deaths in an effort to claim treasure. He has no family and he has not even given thought to the ramifications of his ill-advised plans. "She takes a long look at Nenne before continuing. " I have never told him this, but he is the only one I know of who knows where the treasure is hidden. I never imagined we would part so quickly after the agreement was made! The others...I haven't spoken to them much since they made themselves scarce after the battle. "	" Well, I'm not entirely clear on the specifics but I can try... "

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<p>Player 0 - dungeon master Player 2 - nate Player 12 - aidan (cleric) Player 13 - gaël (human) Player 4 - lilliana -----</p> <p>Player 0 - dungeon master : "Ease up lad, can't very well leave my tavern to my workers every single time a hurt dame comes through." Jack gestures to the crowd of patrons in his tavern. Jack's face hardens a bit as he speaks clearly, "My guess being they took her to the closest, that being Chelsea, noisy little halfling cleric...but with a great assets. She's just a couple blocks from here, just head out, take a left and keep going till you see the little clinic she set up. She's devoted to Eldath so a bunch of little waterfalls around the place."</p> <p>Player 2 - nate : nate gives a small smile at Jack as he flips him a good piece. "Thanks Jack, and here's a little something to keep this dump running," he says jokingly. nate goes to tell the group where the aarakocra might be. "There's a clinic just down the way that has a hurt bird woman that might be our target."</p> <p>Player 12 - aidan (cleric) : aidan gives nate a nod. "Sounds like a good lead." He looks over in the direction where Liana is speaking with the boy, and asks, "Give Liana a few minutes to see what that kid can tell her, then hit up this healer? How close is it?"</p> <p>Player 2 - nate : "Only a few blocks away. Her name's Chelsea." nate watches Liana, waiting.</p> <p>Player 13 - gaël (human) : "Alright then, let's hit'em up." Nean already starts strolling out of the Broken Wing, gently whistling a lighthearted melody.</p> <p>Player 4 - lilliana : lilliana watches and listens quietly, keeping her eyes open for signs of their target, following behind the others with a slight smile. It was good to be out of that cell...</p> <p>Player 12 - aidan (cleric) : aidan looks back to nate. "If you would prefer, perhaps a few of us can go check out your lead while one of us waits here for Liana to wrap up? If you can give me some landmarks or signs to look for, I'll wait here for her and we can catch up in a bit. That way we waste as little time as possible." He looks around at all the group still gathered together, with a glance at the one already walking out. "What do you guys think?"</p>	Player 2 - nate	TRUE	<p>"Yeah, that would be fine," Nate says. "I'll be over here, resting so Liana can come." He looks to each of the remaining members of the group in turn before heading to his bed.</p>	<p>"I mean.. yeah you can do that if you'd like," the halfling says, "but the clinic is just three blocks away while Liana's going to go talk to someone for a long time. I'd rather follow this lead than wait."</p>	<p>"If you could just wait a moment or two, the others are checking the boy out." The party is welcome to head to Chelsea's place first and I can RP as the rest of them.</p>	<p>"That sounds fine." Nate will explain to Aiden how to get there, get Liana's attention, and point to Aiden. Then he'll lead the others that want to come to the healer Chelsea.</p>	<p>"I'm fine with going with Nate... I think? I do not mind sticking around a little longer. Your call." He looks at the aarakocra woman, who probably needed time to recuperate.</p>	<p>"I can wait to see what the little bastard says."</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 21 - nicolas (human) Player 6 - aluzira (bard)</p> <p>-----</p> <p>Player 0 - dungeon master : aluzira, you're in the space next to Remacle and the first creature. You can go ahead and attack with your daggers if you'd like.</p> <p>Player 0 - dungeon master : Also, nicolas, that should have been a d10 damage die for eldritch blast. You can roll it again, and we'll take the better of the two rolls.</p> <p>Player 21 - nicolas (human) : (OOO - Oops. My bad. Thanks for looking out. Damage: 10)</p> <p>Player 6 - aluzira (bard) : (Right! Thanks! Sorry for the delay.)</p> <p>Player 6 - aluzira (bard) : After making her way into the main room next to Mr. Remacle, aluzira quickly swings her daggers at one of the stalactite creatures.</p> <p>Player 6 - aluzira (bard) : Attack 1: 22 Damage: 3Attack 2: 8 Damage: 4</p> <p>Player 0 - dungeon master : Feeling the full force of nicolas's spell course through its shell, the creature in the back row has an impulse to flee which it tries to get under control so it can enjoy this rare meal. Wisdom save: 2</p>	Player 0 - dungeon master	TRUE	I'm sorry. I was out of commission this weekend, I'll be up to speed now.	As Rosa moves, her scimitar cuts the back of his leg and he falls to the floor for a second. He curses loudly, and casts a spell. Then he dashes out the door. He curses in anger as he runs across the floor and up to the door. He reaches out to slam the door in the face of the creature.	The one right next to you, however, senses danger and knows a bigger fight is coming very soon, and is very determined to not allow that to happen.	One of Aluzira's daggers manages to stab the first creature's body, and it too emits a disgusting smelling slime and continues to feed as does the one in the middle of the group of halflings. The halflings too, surprised and seeing that a full quarter of their number have been suddenly killed by this attack from above, also feel panic coming over them.	The last one snatches the fish from the air and disappears into the murky cavern beyond the stalagmite, out of sight. The last thing it sees as it sinks into the blackness is Aluzira swinging her daggers and cutting at it.	A second wave of spikes comes shooting through the air. The remaining creature makes its way from its hiding place, avoiding the trap door below its feet. The trap door opens again and a mass of spikes falls into the pit below. The monster seems to be trying to decide whether or not to jump down to get you all...

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<p>Player 7 - usul Player 6 - crush Player 0 - dungeon master Player 8 - aria Player 5 - sen (druid) -----</p> <p>Player 7 - usul : Being able to clearly understand the ravens (though he always has some sense of what small animals want, this is different), usul is curious and adds after aria "and where'd y'all learn to talk?"</p> <p>Player 6 - crush : crush would walk over and slam his battle axe into the dummy. "It dead.. what message?" He would grunt as he pulls the axe from the dummy and looks to the talking bird.</p> <p>Player 0 - dungeon master : crush wrecks the dummy and the ravens let loose a CRAW CRAW CRAW of satisfaction that sounds like a victory chant and/or praise for crush's prowess.</p> <p>Player 0 - dungeon master : Frank says, "WHOA, YEAH! THAT'LL TEACH 'IM TO LURK AROUND A PLACE, LOOK AT THE SWING ON THIS ONE, I TOLD THE BOYS, I TOLD 'EM, YOUSE GUYS WERE UP FOR THIS." He takes a moment to compose himself, the other birds squawking at him. "Right, right, da message! Aye! You know that Tieflin' youse did a job for? His carcass is sittin' on toppa pile of bodies, dead as numbnuts over here." he gestures at the torn asunder dummy. "Thought since youse did a job for him that you might wanna know, maybe you oughta be on the look out since that Tieflin' was into all kinds of unsavory business if you catch my drift, maybe someone thinks youse was runnin' in the same association and what not that he was, might not be good for your health if catch my meaning." Frank shrugs his shoulders, such that they are, repeatedly as he addresses the party.</p> <p>Player 8 - aria : aria looks at the mess of a dummy and sighs. Pog is definitely not going to be happy about that. She turns her attention back to Frank. Sunkx? She pauses for a quick moment. Wait a minute, how long were you watching us for? And what do you know about what he was into, Frank? She points her fingers at him</p> <p>Player 5 - sen (druid) : And who is this message from exactly? sen asks. Who do you work for, Frank?</p> <p>Player 0 - dungeon master : Frank says, "AY, OH, AY, OH, what is this, some kinda inquis... inquis... some kinda trial over here? I'm just a honest bird tryin' to do youse all a favor, don't look a gift raven in the mouth." "CRAW CRAW" say the other ravens, punctuating his indigence. "As I was sayin', if any of you is co-interested, you can find</p>	Player 7 - usul	TRUE	Usul is taken aback by the raven's behavior. "Aye, wait a moment," he says. He follows the raven's direction toward the morgue.	Usul is confused for a minute but sees the others don't understand so he decides to help instead of playing dumb. "Oh, he's with us now too, don't you know?" He turns from the group back to the raven on his shoulder. "What say we go check this out and see if we shouldn't leave him out here? Seems like a nice fella." Usul begins moving towards the house but keeps an eye and some paces back to ensure the raven doesn't fly away.	0 class : usul Usul scratches his head and goes over to Crush and Aria	"I'm not sure what I expected from a raven... though that's probably about it." Usul replies, somewhat chuckling. He continues a bit more seriously "Though I have to admit... I'm curious how this, Frank was it?, knew about our helping that dude before. He doesn't seem the type to just help us out for no reason... and who cast the spell to let him speak with us?" At this he pulls his pipe out and starts to light it looking around ((perception 19)), adding quietly "also... not sure if y'all remember... the backpack we found near the boom under the Portal... it kinda looked like the one we delivered..."	Looking at the ravens fly off, "Guess there's no use in following 'em. I gotta tell you, that was quite the trick for them to do. The bird I can see and the one I can't, how'd they do that?"	"What do you think friend?" He looks up to the ravens Perception (on them flying away and/or their reactions, if possible): 19 as he moves over to pick up the message he left at the tavern.

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<p>Player 9 - utar (goblin,bard) Player 0 - dungeon master</p> <p>-----</p> <p>Player 9 - utar (goblin,bard) : (Spending bardic inspiration on this one; feels like a Hail Mary pass... Plus 4 to attack) Attack: 19 Damage: 10</p> <p>Player 0 - dungeon master : (@Ori : As per the description of Green-Flame Blade , the flame needs to jump to another creature that is 5 feet away from the target of the initial attack. In this case, the only potential target for that jumping flame would be Undead-Shana. Also, since it is not targeting Neyya, there is no extra damage from Hexblade's Curse in there. Finally, Rallying Cry heals up to 3 allies, not 4, so I'll drop Naru from your list since she is already conscious.) Naru turns and jabs hes spear into a running gnome, (Praxx takes 3 piercing damage .) Furious but seemingly enjoying the battle, Grim slashes at Graxx before he can fully compose himself. The heavy blade catches the barbarian on the shoulder (Graxx takes 10 slashing damage and 2 fire damage). Magical flames burst from the wound, licking Shana's hands (Undead-Shana takes 7 fire damage). After the attack, Grim moves away from the main fight with little care (Shield dropped at the beginning of Grim 's turn). ->Undead-Shana's attack of opportunity: Attack: 20 Damage: 7 bludgeoning.</p> <p>Player 0 - dungeon master : All nearby combatants take their chance at swiping at Grim as he moves away. The sergeant's manages to avoid Ney's blow, but the other land successfully, denting his armor (Grim takes a 9 slashing damage , 7 bludgeoning damage , and 6 magical bludgeoning damage ; total = 22 damage). Grim almost instantly negates some of those strikes by controlling his breathing (Grim heals for 7 HP), and then frightens his men back into the fight (Matthis , Elias , and Aravele each heal for 4 HP). Elias ' crushed arm reshapes itself, Matthis ' hanging foot reattaches magically, and Aravele's forearm re-stitches rapidly.</p> <p>Player 0 - dungeon master : -> Praxx 's Concentration check for Heroism {DC 10}: 1 - the spell drops, as do utar 's temporary hit points.</p> <p>Player 0 - dungeon master : (@MB : That Bardic Inspiration die was perfect!) utar chases after Grim, as does his Spiritual Weapon . Both swing at the sergeant, but only the half-orc manages to hit as he feels inspired by his bard companion. utar 's magical mace produces another dent on the dragonbron's armor (Grim takes 10 magical bludgeoning damage).</p> <p>Player 0 - dungeon master : Aravele, not even aware she was briefly out for the count, grabs her bow from the floor with one hand and two arrows</p>	Player 0 - dungeon master	TRUE	She aims, draws, and releases.	Elias swiftly jabs his spear at Utar's back (Utar takes a 7 stabbing damage).	the ground and prepares a further attack. She launches an arrow at Graxx...	END OF INITIATIVE ROUND 3	her side and aims at the big man ((Utar)). "I'll hit you for real this time, you bastard!" she shouts in the midst of her attack.	(Utar is grappled .)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 3 - gribble (goblin) Player 0 - dungeon master Player 1 - rem (fighter) Player 2 - el (tabaxi) -----</p> <p>Player 3 - gribble (goblin) : gribble walks over to the bar and gives a big toothy, yet slightly awkward grin. "Could I just bother you for a glass of water please?" It's obvious he's a bit out of his element here as he turns and looks at his boisterous companions.</p> <p>Player 0 - dungeon master : Ro walks back over to the table where where the half elf is. "Look, I know you are trying to get me in bed, but well, you see, I'm already taken, and, you know, not into you." She calls over to the bar: "Hey, you guys. Get over here, we are actually getting to business now!" she glances over to Shira. "Hey, sorry I mistook the whole... human thing. It's just been a while since I've actually seen one, and your brain kinda defaults to what you know..." she says with a look of regret on her face.</p> <p>Player 0 - dungeon master : She also glances over to Ro. "Yes, getting totally wasted is for some reason totally allowed and recommended at these meetings. I will just refrain for... personal reasons." She says with a glance at her drink. (And a small one at Poppy)</p> <p>Player 1 - rem (fighter) : (Who glances at Ro?)</p> <p>Player 2 - el (tabaxi) : el looks over at the flirty half elf with a cocked eyebrow and then over to Ro with a neutral expression. With a shrug she nods to the others at the table as she makes her way over, sliding into an open seat. "Right then let's start the meeting."</p> <p>Player 0 - dungeon master : (Crap Ro looks at rem)</p> <p>Player 1 - rem (fighter) : (No worries) rem will glance back over at Ro, and adopt a feigned taken-a-back tone of voice: 'Oh, surely Ro...you can manage one glass down you;'. He will then make his way over to the table where the Tabaxi and el are sitting, and make himself comfortable on the bench. Now silent, he waits for Ro to address the group.</p>	Player 0 - dungeon master	TRUE	Rem?	Ro sighs while giving Rem a "look". "Alright... here we go. Who's first?" She asks as she points to El.	Ro takes a small sip from her water, then stands up. "Okay, I know that this is a total waste of time! Because no one has any information! Am I right guys?" At this point, you hear the sound of a fist hitting a table on the other side of the bar.	"Trust me. Alcohol leads me to make decisions I regret for the rest of my life" Rogeliah says with regret and sorrow in her voice and on her face, rubbing her arm like an old wound whose pain has been reignited by the memory. "But... that's not really... the point. Once everyone sits down, we will begin talk of strategy."	Ro leans into El and whispers in her ear "I know you can't hold your alcohol. No need to flaunt it."	"So! You all here to... I dunno, find stuff about the missing shipment?" she says to the new folks, looking around, "I guess we could just get started then? Tell us everything." She puts her dagger away and gives everyone a smile.

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<p>Player 6 - torwen (elf) Player 0 - dungeon master Player 8 - victor (elf) -----</p> <p>Player 6 - torwen (elf) : torwen will move to the mouth of the cave and step into the darkness and see what his dark vision reveals</p> <p>Player 6 - torwen (elf) : stealth: 8 perception: 12</p> <p>Player 0 - dungeon master : Krub looks confused for a moment at all the questions. "Yeemik bad, hurt tall man. Klarg give him to Yeemik. Klarg worried about short man," he says. As torwen moves forward to the mouth of the cave, Krub winces, then says hurriedly, "We go now, sneak. You loud," he says, pointing at torwen. torwen - you peer into the cave and see that the stream comes from far back in the cave. You hear the sound of snarling wolves and chains dragging on the floor off to your right. About 25 ft ahead there is opening on the left, but you can't see further than that. On the right side of the stream there is a small ledge with a set of steps leading up into the opening where you hear the wolves. Up ahead, the stream begins to curve to the right and you can dimly make out a bridge about 20 ft above the stream.</p> <p>Player 6 - torwen (elf) : torwen will relay what he has seen to the party and quietly ask what they want to do. He also asks what marching order they want to be in (quieter person leading)?</p> <p>Player 6 - torwen (elf) : torwen will say: " I think everyone has dark vision except victor. Do you have the ability to cast light on a pebble that you could hold in your hand so it can be covered when not needed?"</p> <p>Player 8 - victor (elf) : Looking around for a small rock near the stream, one that can easily fit in my pocket, and will shelter it form the cave entrance and cast light on it and then will shove it into my pocket, "I am as ready as I will ever be to venture into the cave, and will pull out my "Lighted" stone when I can no longer see. Thank you for the reminder and to be honest I have never been in a cave before, normally I have left that to the field researchers, but I guess now is as good as time as any."</p> <p>Player 0 - dungeon master : Krub looks worriedly around, then says, "Yeemik left," he says. "But more goblins, too."</p>	Player 0 - dungeon master	TRUE	?	OOC: That's okay - I think as the group goes forward you will be able to make a choice on who is going to lead and who is going to follow. Who is front and who is back. If you are the light holder, I would imagine that you would be up front.	The cave is dark, cold, and quiet. A narrow stream of water flowing south runs along the west side of the cave walls. A small rocky slope leads south from the cave entrance. A bridge twenty feet above the stream spans the west side of the cave opening. A wolf howls from the right side of the cave.	Krub frowns, thinking hard. "No traps, just wolves and goblins. Yeemik - left tunnel," he says.	As you head up the stream and towards the end of the cave, you start to hear the sound of the stream echoing through the cave. You feel it getting wetter as the stream passes through the natural cave tunnel. The stream flows in a straight line for about 20 ft from when you leave it to leave the cave and join the main stream again.	The group sneaks down a long passage along the coastline of Neverwinter where you run into an old set of wooden steps in the water. The steps are old, worn, and creaky but still strong. As you climb the creaking stairs a door is seen about halfway up the stairs. The door is wooden with iron hinges and a steel lock. As you near the door you see a few goblins are on the otherside. When they see you they yell "What be ye doing down here boy? State business or leave."

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 15 - nenne (elf,cleric) Player 3 - boosey (gnome,cleric) Player 2 - dungeon master Player 7 - funderburk (wizard) Player 11 - sthara (human,monk) -----</p> <p>Player 15 - nenne (elf,cleric) : nenne strikes the symbol of Kelemvor on her shield and casts Bless on herself, Allister, funderburk, and boosey.</p> <p>Player 3 - boosey (gnome,cleric) : As the creatures spring forward to attack, the gnome quickly sends a spell to the monkey trying to flank the group, creating a loud screeching noise in its head. He steps forward behind nenne and offers Allister some inspiration.</p> <p>Player 2 - dungeon master : boosey notices the one in front of Allister lying very still in its own spreading red puddle mixed with the magically created water. The creature spots the gnome at the same time and their eyes connect. It begins to charge towards the gnome only to stop suddenly grabbing its head. It turns and flees scrambling to get away as fast as it can, slapping at its own head as it does so.</p> <p>Player 7 - funderburk (wizard) : funderburk, moving ahead until he was just behind Allister, slammed his staff on the ground. The staff, beginning to glow red with wisps of fire springing forth, produced six small floating, firey rocks (minute meteors).</p> <p>Player 7 - funderburk (wizard) : Pointing the end of his staff at the monkey (I 15), funderburk shot off two of those meteors at it. Each one hurling towards him at high speeds. DEX: 15 (or half damage if succeed) Damage: 12</p> <p>Player 11 - sthara (human,monk) : sthara dashes forward (L12). Taking aim at the two apes nearest her with either hand, sthara stirs up a collection of sparks, splits it into two and sends one at each of the beasts (Fire bolt , 22 for 6 and 25 for 12).</p> <p>Player 11 - sthara (human,monk) : She then summons the spectral skull hammer and brings it swinging down at the ape on her right (K12 – 21 for 6). "How many are left? Just the cowardly one?"</p>	Player 2 - dungeon master	TRUE	<p>As his fire stones fly through the air at the ape in front he notices it is not quite the same speed as a normal monkey, but a great speed for a creature that is supposed to be sitting on the shoulder of a larger creature while that creature is charging. The stones strike it a gyrating in such a way it knocks the fire stone off course and it misses. The fire monkey however is able to dodge the hammer swing of Funderburk with its agile footwork. "How many are left? Just the cowardly one?" I15. As Nenne speaks Funderburk and her are once again able to hear. "The coward is on the other side of you charging you. The last one is running away from Boosey."</p>	<p>Sthara's fiery bolts singe the ape but it is still alive and moving.Nenne's blessed party surrounds the final ape creature and it's eyes open wide in panic and terror. The party makes eye contact and the ape turns on her heels and runs deeper into the cavern, it's tiny feet scraping along the stone floor. Nenne calls after it. "Get a move on! There's nothing down there that I'd want!" Nenne's party looks around at the creatures. None remain. The room is now clear of enemies as much as can be confirmed given it's dark and the party's low ability to see.</p>	<p>The first ape falls to a hail of firey stones but the other is saved by a thin branch from Nenne's tree.</p>	<p>Sthara's firebolts hit their targets exactly as the sorceress planned. None of the creatures fall, but both show grievous wounds. The spectral hammer slams down with a sickening crunch, sending the creature fleeing for its life. The primate between Sthara and Nenne runs up the tree to hang on the lowest branch with its tail. The creature's face lined up with the sorceress's it hisses softly and strikes out with all four of its clawed hands. The movement irritates its own wounds and it misses badly from writhing in pain.</p>	<p>While the creature tries to get away, it gets nailed by a meteor and a Fire Bolt. As the Fire Bolt ignites the fur it starts to run. The creature looks like a burnt dog by the time Allister's next turn comes (no fire damage for being an ape).</p>	<p>The one that ran away earlier is now running again.</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 8 - rex (dragonborn,monk) Player 5 - dungeon master Player 17 - novot (fighter)</p> <hr/> <p>Player 8 - rex (dragonborn,monk) : "Great, so what've you got for us? Limited time and all that."</p> <p>Player 5 - dungeon master : Leosin opens his mouth as if to respond, but he closes it again before saying anything. He lifts his head and looks at rex for the first time. "Clever. Very clever. I must admit, you had me fooled for a bit. Turn about is fair play, I suppose. Well done. Having the cleric attempt to heal me was a nice touch. Looks like your plan was better laid out than I'd thought. I'll be sure to congratulate Rezmir when next we speak." He coughs a bit then mutters to himself, "And to think I gave up Nesim with hardly any prompting."</p> <p>Player 17 - novot (fighter) : " Oh for the.. " She looks up at her companions (most meaningfully at Fjordix). " Can we just...? "</p> <p>Player 8 - rex (dragonborn,monk) : OOC: Haha, the party collectively groans</p> <p>Player 8 - rex (dragonborn,monk) : rex thumps his head against the pole again, and mutters, "lo give me patience. Ok. Listen, buddy. The name's rex'aliha, ex-member of the Cult of Dragons, current prophet of the dragon god, lo. Really, I don't even want to be here, but we decided to be nice and help your buddy out. We just saved the town a little bit ago. My buddy Fjordix there got that scar from battling Langdedrosa. novot seems to spit venom whenever someone mentions the word 'Tiamat,' and Arliden's a redhead. I get that we clearly aren't the most trustworthy bunch, but we need you to help us if we're going to get anywhere. Trust me, if I wanted to get in your head by force," rex then speaks into his mind, "I could."</p> <p>Player 17 - novot (fighter) : [and everyone else is like "if you wanted to ... what?... rex, you've quit stopping mid-sentence!" :D]</p> <p>Player 8 - rex (dragonborn,monk) : [He has the squinty telepathy eyes haha]</p>	Player 5 - dungeon master	TRUE	<p>"What. Did you say. "" Leosin blinks a few times to try and clear his blurred vision, then closes his eyes and attempts to focus on the voice in his head °Wait, Novot knows the word 'Tiamat'? The one who thinks he's a goblin, right?"</p>	<p>"Look, I don't have much time to convince you." He turns to the party, "Regardless of whether I am who I say I am, does a cult of followers with a dragon goddess sound like the kind of people you want to be in debt to? As far as I can tell, that would just be a disaster waiting to happen. If the town guard won't listen or won't help, then it's your job to keep this dragon goddess in check, and if you won't help then this will be the last time you see me."</p>	<p>The dragonborn looks to the ground. "I...I see. This is not my place to tell you what to do, and I know there are some who feel the same way in this party. Perhaps they will let you have this...time." He sighs. "Very well. My name is Leosin, the priest in question is Rezmir. And..." He pauses. "My sister, lomandra." He looks past the tiefling, into the forest to where a pale, white hand of a woman rests against one of the trees.</p>	<p>Lesoin looks at Rex a bit confused. Slowly, he says, "Tell you what. If you get me back to Greenest and Nesim confirms that he sent you, I'll tell you everything I know. Until then, I can't risk the possibility of you working with Rezmir."</p>	<p>As if he'd heard what you said, Leosin smiles. "I am not your buddy. That is true. I've seen you in action, the lot of you, and even if I did let you out, I certainly wouldn't leave you unmonitored. I don't trust any of you."</p>	<p>The voice in Rex' mind stops talking and he hears a sigh as he replies, "Very well. Just try to relax. You won't leave this place without doing what we say though. But I'm fine with getting you out of the prison for the next step." You feel the tug of a spell for a moment, but it passes and you're given a moment to think about what you've just said.</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 8 - geex Player 0 - dungeon master Player 6 - eriadwyn -----</p> <p>Player 8 - geex : geex will say while invisible, "Sir, it's me again! Me really thinkz Mielliki will be the faith youz need in deez trying times! If you haz time to listen to mez, I know you will change your mind!"</p> <p>Player 0 - dungeon master : You hear a groan from the other side of the door. "Honor above. How many fools can visit my door in one night? I've told you both once, and I hate repeating myself. GO. AWAY. I won't say it again." You hear the elf shift before footsteps start approaching the door.</p> <p>Player 6 - eriadwyn : eriadwyn quickly looks around for a place to hide in the hall.</p> <p>Player 6 - eriadwyn : stealth : 27</p> <p>Player 0 - dungeon master : eriadwyn: You duck out of view of the door and press yourself against the wall, but there is relatively little cover in this open hallway.</p> <p>Player 0 - dungeon master : eriadwyn, geex, Brini: The door remains closed, but the footsteps have ceased. After ten seconds pass, they begin to retreat back into the room.</p> <p>Player 8 - geex : "Youz going to haz regrets if you don't open thiz door and listen to the wordz I must speak in the name of Mielikki!"</p>	Player 0 - dungeon master	TRUE	There are no more footsteps, and the door is open enough to squeeze through.	The footfalls continue back into the room and are now completely quiet. The door remains closed.	Honor continues to ignore the calls of the elf. The door creaks open again for a second time, and the elven man walks in with his sword still in hand. There is an odd greenish tinge to his skin.	The footsteps stop, then return to the door. "Why, you little... just leave. Me. ALONE!" Blue spores fill the hallway, coating everything in sight. The door flies open, and your mark stands, looking around with the gleaming steel sword drawn. Eriadwyn and Geex stand out, glowing with the spores.	After a moment of hesitation, the door opens, revealing an elven man. "And what do you have to say now, Geex? Have you grown up since you last barged into my quarters?"	A voice, similar to geex's, can be heard from the other side speaking to whomever was on the other side. He says something that is muffled to you.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 11 - aluzira (bard) Player 15 - dungeon master Player 5 - anakis (druid) -----</p> <p>Player 11 - aluzira (bard) : aluzira nods and follows close behind also keeping an eye out for any signs of danger.</p> <p>Player 11 - aluzira (bard) : Perception: 11 Stealth: 17</p> <p>Player 15 - dungeon master : Crossing the large chamber past the opening to the columned hall, you can see, anakis, that down at its end there appears to be a wide flight of stairs climbing to a higher level. A short way up the hallway filled with the noise of gurgling water, you come to a small chamber. Directly to the left is an opening into a great tunnel, about sixty feet across. The gravel floor of the tunnel slopes down to the bank of a quick-moving river, which blocks the way forward. Across the river, a path follows along its bank to the left, and after another short distance, the tunnel ends in another T intersection with one passageway going left and another going right.</p> <p>Player 15 - dungeon master : To the right are three openings. Through the one that's closest, you can see that after a short distance is another stairway going up. Whatever is through the other two openings is hidden from view unless you move forward into the room.</p> <p>Player 15 - dungeon master : In the center of the chamber, a circular stairway curves down through the floor in a clockwise direction. Gigantic spider webs continue to be visible throughout the area.</p> <p>Player 5 - anakis (druid) : "Water," anakis whispers to the others, looking around nervously. "But I don't like all these webs everywhere. I say we get water and head down those stairs. There are stairs heading up just over there, so that must be our way out later I guess. I'll sneak over and see if I can see what's down those other halls on the right."</p> <p>Player 5 - anakis (druid) : anakis sneaks across to the right wall, then carefully moving along it, avoiding spiderwebs as she goes. Stopping at each hall to look down it and see what is there (Sneak: 6 and Perception: 8).</p>	Player 15 - dungeon master	TRUE	<p>It is just an illusion from the reflection! : smallbiggrin: There's a small passageway going east and one going west, each about thirty feet long, just big enough for a man to pass through sideways. An older web has been torn away from the ceiling, revealing a dark recess, which may be a small room or tunnel with a low ceiling.</p>	<p>Each hall looks exactly the same, except for being at different heights, with the shortest one closest to the ground obviously being the lowest. As you get down to the lowest hallway, you can just make out the shapes of large statues, each one holding a human woman with a longsword. There's a faint, distant chanting coming from somewhere in the walls of the hallway that disappears as you approach.</p>	<p>The three halls continue for about twenty feet before ending abruptly. Two appear to simply end in a cave wall, one leading to a door. The other one continues straight forward, past two bends, twenty yards down. At the end the passage makes a sharp turn to the left, then continues straight. Ten feet to the left in the hall is a faint glimmer of light.</p>	<p>Looking down the first hallway, you hear the sound of running water and can see that after about thirty feet, the floor is broken by the channel of a dark river that issues from a black tunnel that seems to have broken through the far wall. The second hallway is also full of moving water. The wall which may have once separated the two halls has been eroded through, and the river continues across the hall through s gorge filled with a tumult of overturned paving stones which has undermined the wall to the left, through which it exits.</p>	<p>The halls all end with piles of dirt and rock. There are human footprints and even foot-shaped indentations in the dirt. At the end of the hall, the right hand one, you find a huge pile of dirt and rock - looks like enough to fill in the whole cave if you tried to push it down there.</p>	<p>You see down the leftmost hall that there is water coming out of a grate and flowing into a pit at the far end. The halls continue straight until they meet a door. At the end of the hall on the right there is a door. Nothing else appears to be down the two remaining halls as they all appear to be closed doors.</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 10 - kai (bard) Player 1 - dungeon master Player 6 - duncan (bard) Player 5 - landrae (bard) Player 3 - jack (cleric) -----</p> <p>Player 10 - kai (bard) : This being kai's first venture outside the peaceful valley of his birth, he is silently horrified at the way people treat each other. But a little voice keeps telling him something is wrong, the whole story is not being revealed. Others have revealed untruths in the story, and while he quietly waits, he carefully examines the others within the common room. Are others interested in what is occurring? Such a large band of "bandits" would want to have eyes and ears within the town to warn of potential targets. 6 ></p> <p>Player 1 - dungeon master : Elron rummages in his ample cloak for a moment before withdrawing a potion filled with a red liquid. "Take this potion of healing." He offers. " You will have need of it. " (The item is a [Tooltip Not Found]) landrae, you catch the eye of the peasant in the wide-brimmed hat but he quickly turns away. The halfling is engaged in a game of cards, and a few of the other patrons are gathered around the hearth, listening to a tall dwarf with wild eyes and a dragonscale cloak gesturing as he tells a tale.</p> <p>Player 6 - duncan (bard) : duncan pockets the Potion of Healing "Your help is appreciated Elron. Now we need only wait to hear what more the Lady can tell us."</p> <p>Player 6 - duncan (bard) : ((@ JJ: Do potions take a full action to give or to quaff for you?)) ((@ Twoo: Are you planning to be more melee or ranged? This potion might be better in your hands if melee. My AC is a bit higher than yours... though you do get dmg reduction with rage...))</p> <p>Player 5 - landrae (bard) : Musing to herself - " Nice hat, but he's probably intimidated by my good looks; that game of cards might be a good way for duncan or Elber to start a conversation with the halfling; but if a tale is being told, then I simply can't let that opportunity pass me by... When we have what information we can garner from Elron, I'd like to see what else we can rustle up from this tavern." landrae will purchase two more drinks, one for herself and one for the dwarf, she'll wander towards the dwarf, catching jack's ear and passing on her thoughts, as Elber and duncan seem engaged with Elron. landrae continues over to the hearth feigning an ever so slight wobble as if taken by a shade to much ale, and listen to the rest of the dwarf's tale. Her thoughts towards catching his attention at the end of the telling, and then invite the dwarf for a drink at a table as close to the party as she can sit.</p>	Player 1 - dungeon master	TRUE	<p>You notice that one of the other tables has a man and woman sitting at it. The woman is rather plain-looking but the man... You recognize him! It's the merchant Elron sold you the potion from! He is glancing over at Duncan and gives him a sly grin.</p>	<p>The dwarf's eyes gleam yellow as he talks. He seems not to notice you, but only a little bit. You get the feeling he knows you're there listening to his tale, but it's not the primary purpose of the exercise.</p>	<p>looks around to see who's paying attention."We will catch up tomorrow boys and girls, you can tell her to meet us here tomorrow before she leaves with our belongings."He then stumbles over to the hearth with all the patrons by it. He yell out to the dwarf, "Sit, I'd like to listen to yer tale."</p>	<p>"I swear by it!" The dwarf is shouting as he gestures wildly, "It was an oozing, loathsome monstrosity, and it came crawling out of Fosa's damned laboratory!" One of the patrons, the blonde-haired elf in riding boots that Duncan noted earlier, snorts in derision.</p>	<p>whispers, "You know Elber, I saw this game on the road, you want to help me play a hand to past the time."</p>	<p>With nothing to go on, it sounds like the dwarven adventurer's tale took place a thousand years or so ago. He spins an audacious tale of a dwarf who ventured deep underground on a quest of heroism, only to find himself battling the dark forces of a mysterious and powerful wizard and his undead horde. The dwarf and his companions prevailed in the end, but at the cost of his party's deaths. Now, a few years later, the adventurer's spirit haunts an old ruin to warn of the impending arrival of an ancient curse and the rise of an undead dragon to terrorize the realm.</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 14 - krikoris Player 12 - mal Player 2 - jupp (goliath) Player 0 - dungeon master -----</p> <p>Player 14 - krikoris : krikoris listens to the strangers question before shrugging helplessly, "I, uh, I'm not from around here, I don't really know anything about the local wildlife. I suppose we could try and help though, could use a little coin and goodwill, right Uce? Oh, I'm krikoris by the way."</p> <p>Player 12 - mal : "malaming, but you can call me mal. Pleasure to meet you, po! I'm a guide, a scout, a man who knows how to get things, and I charge reasonable rates per day or per week, whatever your needs may be. I've currently been hired by the Denawa over there," and he points at the huge individual they noticed when they came in, "But I haven't been paid yet, so that means I'm not strictly prohibited from helping out more folk who so very clearly need a little help navigating the local area. I'm your man for that. A silver a day or the discounted rate of a gold per tenday will get you access to my services, I know all of the best rest houses, the most delicious food, and all of the assorted entertainment you could want. Want to meet my friend? His name is jupp, and he's big around here." mal takes a second to catch his breath, and grins at krikoris and Uce.</p> <p>Player 14 - krikoris : krikoris leans back steadily as the man speaks, "No, thank you. I'm not really looking to hire anyone, that would defeat the purpose of needing coin myself. I was just offering to help with this hunt of yours, if you needed it. If not, I'm sure we can find our own way. I'm also aware that your discounted rate isn't, but nice try. On the other hand, if you needed some extra hands for whatever it is you were hired to do, we might be interested, how much does it pay? And my name is krikoris, as I said, not sure where you came up with 'po'."</p> <p>Player 12 - mal : mal looks at him, calculating for a moment. "Oh, don't be offended, sir - 'po' is a local term used to indicate respect. It means about the same as sir or ma'am, and it's just part of how we talk around here. As for paying me, I don't have to be paid up front if the purses are light, but if I'm treated fairly based on the amount of work I do once rewards are earned, we don't have to get into the unpleasantness of figuring out daily rates at this point." mal turns and motions to jupp. "jupp po, come and meet our new friends! Eager to help with everything from hunting crocodiles to solving grisly murders!"</p> <p>Player 2 - jupp (goliath) : Looking them each of the two over jupp makes his way over and nods his head "You certainly make friends quick mal"</p>	Player 12 - mal	TRUE	((What is the actual time on this in the AM/PM system?))	"Uh-oh," Mal says, "I'm not sure everyone can handle it! Don't worry about not being able to eat them, there's lots of hungry beasts that would love to have them." Mal looks around the place, and leans toward the barkeep, asking about food and drink here. "Jupp, want to watch the shop so we don't have to pay for the next hour? We'll be back!" He takes a glance at the others to see what they think about this turn of events.	combat : 0 class : unknown character : krikoris "You just said you don't want to kill the crocodile, what are you going in expecting to fight if not it?"	Mal grins. "Everyone's my friend, until they're not. C'mon, I think I have a cousin with a jukung, a small fishing boat, that we can use to head upriver and look for signs of this monster."	combat : 0 class : unknown character : krikoris	Jupp looks around again. "Well, I'm sorry, my friends, but we're fresh out of crocodiles. And unfortunately, we must return to duty. I hope to see you again, and do give some thought to my offer!" He bows to them, and then returns to his group.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 10 - dungeon master Player 4 - darwin (paladin) Player 1 - horus (cleric) Player 8 - wren Player 9 - cellica (cleric) -----</p> <p>Player 10 - dungeon master : @cellica: "Please," he says rising an pulling out a chair for you, "You have been to the sea? All my life, I have served Fharlanghn. Only once in that long time did I not head him. But, Fharlanghn is not one to hold grudges, and now for all my service I shall have my reward. Do you know of Fharlanghn? Do you know how he influences us on our journey through life?"</p> <p>Player 4 - darwin (paladin) : " Thank ya Kindly Nezith ." darwin will give cellica a pat on the shoulder and head for the room. " Rest well Friend ." He will then make his way up the stairs and bed down for the night. Getting as cozy as he kind by the fireplace in the room. He will give horus, Andolin and wren a nod as he makes his way up the stairs. Hunching down so as to not hit his head.</p> <p>Player 1 - horus (cleric) : "Of course, cellica, pull up a seat. This is my new friend, Edrose. I haven't seen the ocean, or not yet . I think I'll be glad if I live another 40 years. Death is one horizon I'm trying not to see too quickly," horus laughs at his own joke. He then pulls out a silver piece and puts it in Edrose's hand directly. "I hope this helps carry you to the sea. If you find your feet are weary, rest awhile and maybe I'll see you there." " cellica, what do you hope to see on our travels? Our friend is bound to be able to tell us how to find it."</p> <p>Player 8 - wren : Walkin up to the blind man's table, wren bends low and puts his hand out towards the dog so it can get a sniff. If the dog seems gentle, he will try to pet it. "I heard you were travelling North, what sends you towards the Hinterlands? Dangerous place for an old man and young girl."</p> <p>Player 8 - wren : (How old does the mans daughter look? If she is an adult then please replace young girl with young woman.)</p> <p>Player 9 - cellica (cleric) : She pulled up a chair and sat down between horus and Edrose. cellica put the pint that she had been holding, down on the table and proceeded to cross her arms in front of her chest. She did not really know how to answer horus his question... Simply because she did not know what she wanted. After a long pause she finally spoke "I'm not entirely sure to be honest. The monks send me out into the world to find a purpose. So I hope that we come across places where we can actually help people who</p>	Player 10 - dungeon master	TRUE	(Is it the tavern we stayed in? Or another?)	And for the record:	unknown gender character_type : out-of-character actions : unknown actions	<p>Now that you are closer, you can the lines and patches of old scars on his face and hands, and you hear the deep rhythmic breathing of someone sleeping. "We are headed to a small town outside of Yartar called Penshaw to meet some of my father's old friends," she says softly. "My name is Margaret, and this is my father Garet. We make the trip every few years, and the roads are safe hereabouts, if you stay to the road and don't travel at night." Despite her efforts, Garet awakens. "What? Who are that your talking to, poppet?"</p>	<p>"Thank you for the coins," Edroce says in a gruff voice, "They will help, I am sure." He looks to your group. "Our purpose is, perhaps now more clear, than ever to reach the Hinterlands. Th e world needs us. We shall carry the torch of Fharlanghn there. If we can." His hand slips into yours, and he squeezes gently with a strange tenderness that you do not think a one-eyed man ever should have.</p>	<p>"Hello," the gnome says with a big smile as you place your hand close to his face. "I'm Meepo. The girl is my adopted granddaughter. s is quite skilled with a sling. What do you do? I have heard that there are goblins in the mountains north of The Sunless Citadel," he says.As you make your response, the girl will give you a smile to encourage.</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 11 - keth (wizard) Player 0 - dungeon master Player 12 - val (elf,druid) -----</p> <p>Player 11 - keth (wizard) : Put your spoiler here. Is the desk made out of wood?</p> <p>Player 0 - dungeon master : Aerlian manages to detach the seal and open the letter to find..... PM to follow. val you manage to pull the brick out and its in your hands, what do you do now?</p> <p>Player 0 - dungeon master : keth yes.</p> <p>Player 11 - keth (wizard) : Put your spoiler here.</p> <p>Player 11 - keth (wizard) : keth; sure that there isn't any traps. Will take out his handax and begins to chop his way into ththe desk drawers.</p> <p>Player 0 - dungeon master : keth roll it up as an attack please with advantage being that it's a stationary object!</p> <p>Player 12 - val (elf,druid) : With a smile of satisfaction, val will inspect the brick first, looking for any mark or writing, and then the hole that is now left at the wall.</p>	Player 0 - dungeon master	TRUE	I dont understand	Val as you inspect the brick you find that you are holding a torch . You notice that there are two bricks similar to the one that you found one the wall. Val as you touch the hole where the brick was set you begin to feel a strange tingling sensation. You are able to determine that there is a small switch mounted just in the hole at the base of the brick.	This wall was made of a heavy stone material, there are a few lines scratched into the wall in the corner you are looking at and nothing else of interest as it seems like the brick was used to bust down the wall at a later time.	Val the brick is just gray stone nothing paricatulully stands out, inside the hole however you find a key!	There's clearly a hole in the brick, there was no mark or writing visible on the brick, but the hole in the wall is in the right place for a brick in this place of work to have been used for.	Val, no signs of writing, the brick itself is hard and smooth. As you roll it over in your fist you see a small hole in the middle, a button.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
Player 7 - belron Player 4 - gimble (paladin) ----- Player 7 - belron : OOC: pffft hahahahahahaha Player 4 - gimble (paladin) : gimble mutters to belron, Player 4 - gimble (paladin) : I think he just stole your title of idiot. idiot. Player 7 - belron : belron shakes his head to get rid of the residual fear still running amok in his mind, "told you it would happen eventually" Player 4 - gimble (paladin) : hmm, don't recall that. Player 4 - gimble (paladin) : ... Player 4 - gimble (paladin) : do we go after him?	Player 7 - belron	TRUE	"Well, I guess I lied more of an assumption. Belron nods back to Gimble, "Yes, it would be in our best intrest to follow him."	As the group contemplates moving on without him, they hear a deep groan coming from the hallway behind them.	"Mm maybe not, maybe he'd have some answers too. Still need to figure out how to get into the armory, too, and if he took care of that or not. Let's check on the others and make sure no one needs healed before we head down another path."" Or something." He says, clearly thinking out loud.	"Oh whatever, and yeah, probably", belron walks forward and lines himself up before sprinting into the portal	"Yea, if he doesn't come looking for us, ill look for him. I owe it to him"	"....I think we should go after him before anyone hurts themselves"

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 16 - watl (elf,cleric) Player 7 - zack (half-elf,wizard) Player 15 - brian_avery (bard) Player 1 - dungeon master -----</p> <p>Player 16 - watl (elf,cleric) : "Let's talk about this after we are out of the shit-filled tunnels. Honestly we haven't really made enough plans to give away; watl doesn't even know about what we planned next. I couldn't care less about the Steel Fist honestly and don't want to sell the spices for much else but coin, but that isn't an immediate concern." Trust trudges through the sewer water to the north side and begins to head up the corridor, "I don't think there is anything this way but I'll check it quickly."</p> <p>Player 7 - zack (half-elf,wizard) : zack says, "Wait. Let me go with you. I won't slow you down."</p> <p>Player 15 - brian_avery (bard) : - Bones -</p> <p>Player 15 - brian_avery (bard) : Bones nods with all the suggestions and explanation, then replies, "So it seems that north leads out of the city, that's good. Vosnin, I agree that we should explore that further, but given that we have a good idea of where that path will lead, perhaps we should try the other path. We'll move once Trust AND zack returns."</p> <p>Player 15 - brian_avery (bard) : // Unless Trust discovers something, I'm thinking we can assume we start down the WSW path. //</p> <p>Player 7 - zack (half-elf,wizard) : (zack went with him too...)</p> <p>Player 1 - dungeon master : Trust and zack come to a set of bars blocking further passage North, there is a round gate that would allow you to proceed but it is secured with a rusty lock. You can however see that the passage leads nowhere except to a 2 foot diameter pipe jutting out of the wall at the end of the passage.</p>	Player 1 - dungeon master	TRUE	Bones nods. "Sounds good. "I'm not going into the sewers with you, I'll stay here in the alley with Zack or at the other end of the sewer pipe."	Bones - You also come to a set of bars (these are rusty and bent and it's clear they are not meant to block the passage completely). Beyond this the only passage you now have open to travel is the SW. There is no visible way into this passage.	The West West passage leads to a similar situation, a pipe leading to a dead end. As you both approach you can see that the West West passage is flooded and you are about 6 inches off the floor. You can see the the West South passage continues South.	The WSW tunnel leads to yet another Y intersection... a tunnel leads South... and another leads WNW. This time you can see a closed door about half way down the WNW tunnel.	OOC: Does anyone else want to come with? Everyone needs keys to unlock all the gates. I'll let you know when all the other traps are disarmed with keys.	Returning to the others at the main pathway, the group is about to continue when a voice comes from out of the shadows calling, You! You must help me escape this miserable place! and another calling from the next set of shadows, Go! There must be help for me elsewhere! As the group turns to look for the voices they see a group of guards walk out of the shadows.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 8 - smitty (gnome,cleric) Player 7 - rha'el (centaur) Player 5 - night wine (tabaxi,cleric) -----</p> <p>Player 0 - dungeon master : Linan looks at Erevan for a moment then nods in the direction of Cuth, " He was badly wounded in the last fight we had before this one, worse that I was. And I am not sure where you are from, but woman take up arms as needed, especially when protecting their home or family. We will gladly accept the help to reach safety. However, there are several groups of people, both towns folk and cultist, between here and the keep."</p> <p>Player 8 - smitty (gnome,cleric) : smitty seems to come back to himself, dazed by the death around him. He looks to party, "We certainly need an hour of rest at least to gather ourselves and help the closest wounded. This may be time to decide on our overall strategy, as well. Unless you'd rather try to make it to the keep first." Looking to the fair lady, he smiles. "I'm glad we could help. I've drained myself and can't call on many more of Mishakel's blessings, but I'll do what I can for the nearest wounded. I think I can get your husband back on his feet and a few others." Once the group and townsfolk are gathered near, smitty glows with a bright light that shoots out to each of the worst wounds in the group. He chants a prayer and wounds begin to close, "Blessed lady, see the life around you and preserve them. Soothe the pain and give them the strength to carry on."</p> <p>Player 8 - smitty (gnome,cleric) : Invoking Preserve Life, 15 Hitpoints of healing are shared among those at less than half health. Grogmar takes 7, with the remaining 8 to be spread between the lady, husband, and others.</p> <p>Player 7 - rha'el (centaur) : (OOC: So are we taking a short rest before continuing?)</p> <p>Player 5 - night wine (tabaxi,cleric) : night wine suggests, "If we want to save time I can cast multiple Cure Wounds from my bow if you want."</p> <p>Player 0 - dungeon master : Linan smiles at the gnome, "Thank you kind, sir. If we hurry, we can make it to the keep. I over heard a group when I was hiding before this group found me saying the reinforcements would be closing the way soon. If we continue up this path behind Cuth, it should take us about another 20 minutes, but they maybe patrolling. It would go quicker if we carry the children, unless the horseman there wants to give them all a ride?" She looks at rha'el with a twinkle in her eye.</p> <p>Player 0 - dungeon master : [OOC: It is your</p>	Player 0 - dungeon master	TRUE	?	<p>Linan nods at Night and the party and looks at Erevan, "If we need healing, do you think we can move a little faster then? I can walk or run if I have to. We still have some time and will need to get reinforcements to us quickly."</p>	<p>It does not seem to take long for you to all decide to rest and catch your breath, helping the nearest injured. It is about noon by the time you are done resting and are ready to move again.</p>	<p>Erevan is not able to notice anyone else close by, but there are still screams to be heard between the roars of the dragon flying around the keep.</p>	<p>The group stands there for a minute as if waiting on an answer. Rha'el says, "Well I will offer to hold onto a few. The others I will have stay with our horsemen and the rest that wish will join us as best they can for the next mile." He looks at the group and says, "I will go with you to the keep. Let's go, quickly."</p>	<p>Looking up into the trees you can see that there are some openings that are large enough for 2 or 3 people to hide. If you think this might be a good place to wait and watch, roll a stealth check.</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 6 - torwen (elf) Player 7 - kierro (elf,fighter) Player 8 - victor (elf) Player 0 - dungeon master -----</p> <p>Player 6 - torwen (elf) : torwen will look at the group and say: "It's settled then. We will look into the redbrands. The question now is..when we find out the tunnels location we will need to scout it out. Do we want to do it at night or during the day?"</p> <p>Player 7 - kierro (elf,fighter) : "I would say night. Most of us can see in the dark." kierro replies.</p> <p>Player 8 - victor (elf) : victor adds, "Night is the best time to scout out an enemy position, from what I have read, though I can not see at night I will make do. These evil Redbrands need to be eradicated. I saw we go as soon as Carp informs us as to where this tunnel."</p> <p>Player 0 - dungeon master : As you finish talking, Pip bursts back into the inn, another small boy following him. Pip heads directly to you, motioning for the halfling boy to follow him. "Here he is!" Pip says proudly. "Tell 'em, Carp - tell 'em where you found the tunnel," he says in a loud whisper. The smaller boy looks at each of you uncertainly, then back at Pip. "You're sure they won't tell Ma, right?" Carp asks. "She'd skin me alive," Carp whispers back.</p> <p>Player 6 - torwen (elf) : torwen looks at Carp and says: "We wont tell your Mother Carp. We just want you to tell us how to find the tunnel....maybe draw us a map? We dont want to put you in any danger by leading us there. We just need to know how and where to find it."</p> <p>Player 0 - dungeon master : Carp looks at Pip, then back at torwen. "I'm not much for drawin', sir," he says bashfully. "But I can lead you to where the tunnel is. It's near our farm - past the fields and into the forest." Pip is almost bouncing with excitement, and he says to Carp, "Tell 'em about the monsters, Carp!" Carp sighs and then says dutifully, "When I first found the tunnel, there was some monsters going in - but they didn't see me," he hastens to add. "Big, furry monsters with one of men with the red cloaks. I waited til they were well into the tunnel, then I hightailed it home."</p> <p>Player 8 - victor (elf) : "Was it a bear you saw Carp or can you describe it further than just a big hairy creature?" victor pipes up, "The Redbrands might be a more difficult threat than I thought and definitely more dangerous for this town. We should be off if we are going to take care of them."</p>	Player 0 - dungeon master	TRUE	<p>"What Carp said, they had the Redbrands signs.¹ " said Torwen. ¹"They wore cloaks and had axes and stuff. One man and the rest of the people who were with him had cloaks and the Red brand. ² Torwen nods towards Pip and says, "I think the halfling wants to show us where it is, so we can go take care of them."²</p>	<p>"Bear?" the boy looks confused. they were much bigger than dad's bear," he says. "They were big and mean. Big eyes, sharp teeth. They scared me! And they smelled bad," he ends with a frown. The smaller boy just stares at the ground and says "monsters" over and over again.</p>	<p>Carp looks a little embarrassed and hesitantly replies, "I couldn't see it too well. But they were bigger than a bear - like a wolf, I think."</p>	<p>Carp begins to describe what he saw - large, bipedal, hairy creatures. From his description, it is clear he is describing a bugbear.</p>	<p>"It might have been a bear, but it had a man with a white cloak," Pip whispers.</p>	<p>"You can barely see it from the hill there," Carp says, "It's like a bear - very big. There was a wolf and some men in red cloaks with it... I mean... they weren't wearing the red cloaks, but they mighta had 'em. I just saw big fuzzy, ugly, big!"</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 10 - dot Player 2 - leon -----</p> <p>Player 0 - dungeon master : You killed the second goblin</p> <p>Player 10 - dot : 11 Acro</p> <p>Player 0 - dungeon master : You reach Meepo, he says "they have the dragon further inside"</p> <p>Player 2 - leon : blf it is leon's turn again... leon strides over and slashes at the final goblin...</p> <p>Player 2 - leon : To hit: 22 Damage: 7</p> <p>Player 2 - leon : (Are we waiting for someone?)</p> <p>Player 0 - dungeon master : I there are no more goblins to be killed, Meepo mentioned the dragon was further into the keep.</p>	Player 2 - leon	TRUE	2 if your waiting on me) I say "Leon, you wanna go down there with that big club of yours and see what's going on",	(No more Goblins? No more goblins? Are you sure there are no more goblins that want to taste a little bit of the light of Solaris?)	"Meepo, are we to go find the dragon. What's it's story?"Leon says to the group while looking around.	"Ok Meepo..." Leon says after they have freed him (if needed.) way to your dragon then?"	(Are we waiting on another goblin or something that would be at the end of the walkway?)	"Let's find this dragon then." . say as I wait to see what the rest of the group wishes to do.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 7 - dain (dwarf) Player 2 - relgalyn (half-elf,bard) Player 3 - otrov (half-elf,bard) Player 6 - dungeon master -----</p> <p>Player 7 - dain (dwarf) : To hit: 17 Damage: 4</p> <p>Player 2 - relgalyn (half-elf,bard) : relgalyn will look at the nearer of the two and chant some nonsense syllables which grate on everyone's ears, though its evident the power in them was focused on the slime.</p> <p>Player 2 - relgalyn (half-elf,bard) : vicious mockery DC14 wis save or 2 psychic damage and disadvantage on the next attack.</p> <p>Player 2 - relgalyn (half-elf,bard) : He'll also turn to otrov, "I think you have hidden depths, bring them up." and play a surprisingly soothing tone of discordant music. Bardic inspiration.</p> <p>Player 3 - otrov (half-elf,bard) : otrov fires from her hiding spot, invigorated by relgalyn's song. She fires a bolt at the slime.</p> <p>Player 3 - otrov (half-elf,bard) : (Rolling with advantage because I am hidden and sneak attack): 25 17 Damage: 4 and 1 otrov uses her bonus action to move to outside of 30 feet and hide. (Edit - looks like that first roll was a natural 20, so double the damage I believe (thankfully since both damages were nat 1s...and relgalyn i have it for 10 minutes but can only use it once, so we'll see how everything goes!))</p> <p>Player 6 - dungeon master : otrov, please make sure to include a stealth roll each time you try to hide (first: 21 / second: 22) Rolls: 6 16</p>	Player 6 - dungeon master	TRUE	<p>7 Relgalyn's words seem to affect the Slime, who attempts to make an attack. The attack is far from hitting you, but it is more due to lack of skill rather than any other factor. Otrov also manages to fire at the slime, and does a fair amount of damage. Relgalyn then adds his bardic inspiration to Otrov's next roll (in this case, an attack), and Otrov is able to do decent damage. The slime, however, is still alive, although now with disadvantage on all attacks, as well as not being able to make another attack until the beginning of its next turn. "You still got it, brother." Relgalyn comments as he walks over to fire his crossbow, "I may have to ask you to be our new Bard.". The man shoots his crossbow from his nearby hiding space, hitting the slime once more, almost managing to kill it once more. Otrov then jumps out of her hiding spot and fires at her target, doing good damage</p>	<p>Otrov leaps into view and fires the crossbow, it seems like it went off before the slime could react to the sudden attack! The jellyfish-like creature's head is blown backwards, and it drops down dead.</p>	<p>The two remaining oozes turn around quickly and, with a strange, disgusting squishing sound they begin to ooze in that direction.</p>	<p>Map: Dains and Otrovs bolts both strike the Jelly near the altar on the ground, tearing big holes into it. Relgalyn directs some magic insults at the Jelly on the ceiling wich is a bit closer to you. The magic seems to take effect, but the jelly can resist its effect. Both Jellies slowly creep closer.</p>	<p>Despite some good damage and sneak attack, Otrov fires a bolt into the crowd of onlookers, though her aim is not quite perfect and it doesn't hit the slime. 1Dain manages an accurate strike, and his mace shatters the slime into bits. 1Initiative: 13 4 S: 23Priest 1: 25Priest 2: 22</p>	<p>Reglarly, your attack with the torch is a hit. The slime is now severely singed and looking pretty hurt. It is still on your front porch.</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 8 - richard (bard) Player 7 - anne (centaur,wizard) -----</p> <p>Player 0 - dungeon master : The skeletons are trying to process Gotta-go's heartless words... Skel E Wis Save (DC 12) 16 Skel F Wis Save (DC 12) 11 One skeleton does not care, but the other one is pretty insulted even though it is already a corpse. Both expresses their rage into shooting Gotta-go again! Skel E Attack: 14 Damage: 3 Skel F Attack (disad): 17 Damage: 7 How much is Gotta-go's AC? Anyway, another round has begin!</p> <p>Player 8 - richard (bard) : @DM: Gotta-Go ACnya: 10. Berarti kena dua-duanya dong? Damage total 10? WAHAHAHAHAHHAAHAA MATI DI BATTLE PERTAMA!!! HP Gotta-go 7 hahahahahahaha</p> <p>Player 7 - anne (centaur,wizard) : "tch...burn ablaze, fire bolt!"</p> <p>Player 7 - anne (centaur,wizard) : anne use Fire bolt (used 1 action) to one of the skeleton Attack roll : 11 Damage : 3</p> <p>Player 7 - anne (centaur,wizard) : oh ya lupa.... Nic-Nic initiative roll: 14 anne order Nic-nic to get out of its hiding place and attack the other skeleton Attack roll: 18 damage: 1 (default damage)</p> <p>Player 8 - richard (bard) : (kalo aku throw crossbownya, damagenya jadi brp ya? 1 bludge damage?)</p> <p>Player 0 - dungeon master : @Andie: wow 10? kirain at least 13 haha. Tenang cuma fall unconscious kok. Such is the cruelty of 1st level dnd. @Neil: buat improvised biasanya 1d4 sih, cuma pas nyerang gak nambahin proficiency bonus.</p>	Player 0 - dungeon master	TRUE	(I throw a dagger, it is on the ground, what is the damage?)	(Kalo aku throw boltnya adalah jahan 2d4 damage)(Kalo Andi menangis dan nggak bisa sembuh, kami belum membahas sukaf mana mau dibikin :P)	Anne's magic missile sends the skull flying, accompanied with a sizzling sound effect.	===DM=== Being in the frontline, both arrows hits Gotta-go, and he immediately falls back unconscious to the ground.	"Hngh, that's one hell of a comeback," Anne groans as it was clear that Nic-Nic isn't able to deliver a finishing blow on the skeleton.	The skeletons are starting to become distracted, but they haven't been defeated yet.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 14 - nenne (elf,cleric) Player 3 - boosey (gnome,cleric) Player 2 - dungeon master Player 7 - funderburk (wizard) -----</p> <p>Player 14 - nenne (elf,cleric) : The cleric shakes her head. "Nothing so active as surveillance, scribe," she replies. "It is too vague for me to identify underlying intent. I noticed it yesterday after we left Unkh's shrine, only I thought I was imagining it. I am clearly not." nenne falls silent a moment, trying to glean any more information from her senses. She sighs again. "The moment we stepped foot in this city, I told you evil permeated the air. This is more than that. This is centralized, somehow. It might even be the Soulmonger itself. I admit I am not eager to consider the possibility of it being anything else. Though, it seems familiar..."</p> <p>Player 3 - boosey (gnome,cleric) : boosey looks concerned at the Clerics revelation . "This could well be what we are looking for, or at least it may lead us to the Soulmonger. Remember the scrawls as we entered the city, "The puzzle cubes are the key"? I think that may mean literally, they are keys and they open a door to whatever or wherever that presence is. If something is locked away in such a fashion, it is not going to be pleasant."</p> <p>Player 14 - nenne (elf,cleric) : "We could drive ourselves mad with speculation," nenne says. She glances northward and frowns. "I'm in part glad none of you can sense it. It is...not a welcome sensation. Still," she looks back at the group, "we have clear objectives with the temples. Let us focus on those and confront whatever this darkness is when we are prepared. My only request is that you will take my urging for caution to heart. This place is evil. Please tread carefully and do not lower your guard."</p> <p>Player 2 - dungeon master : As the parry travels, Lemon pockets berries. Most of them are pocketed directly into his mouth, but he ends up with a healthy stash that migh last the hour through. Cracked monoliths flank the entrance to this ruin. Saw-edged ferns grow in the courtyard between broken flagstones. A pair of stone doors provide entry to a large, flat-roofed ruin. Sculptural reliefs decorate the doors of this shrine. The carvings show a horned rabbit charging a small, feral-looking bear with sharp claws. A cuneiform message is etched above the doors. As the party approaches a small creature hops away and into a burrow beside the shrine.</p> <p>Player 7 - funderburk (wizard) : Lemon, mouth full of berries, gleefully adds to his team, "Ye know, now this may be a shrine... or maybe not." He points in the air. "don't listen to be about.</p>	Player 2 - dungeon master	TRUE	<p>After a quick boost, Lemon is in position to read the cuneiform. A horned rabbit charges a small, feral-looking bear with sharp claws. It comes for the rabbit with no mind The last three words are a little hard to make out, the last letter looking like a "T", but it's clear that the two names are of gods at odds with each other.</p>	[OOC]Lemon can now communicate with anyone who speaks gnomish, or undercommon.	<p>character_type : in-character: The cuneiform is a warning against the dangers of this pyramid, much like the carved images around the walls and on the ground. You are likely familiar with the script but perhaps not the spoken tongue. The translation reads: "Pyramid of Set is no place to be. Beware of danger. Do not enter! Do not enter!!"</p>	<p>As Boosey runs his fingers along the writing, it becomes clear to him the message says, "I'jin teaches us to take the path least expected."</p>	<p>Boosey finds out that the script reads, 'Si vis pacem para bellum'- 'If you want peace, prepare for war'.</p>	<p>The message is not in any of the known languages. One of the party suggests that it is written in Primordial.</p>

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<p>Player 10 - folas (monk) Player 0 - dungeon master Player 2 - bronwen Player 3 - caram (elf,artificer) -----</p> <p>Player 10 - folas (monk) : Attack: 13 Damage: 10 as a bonus action he will spend a ki point for patient defense</p> <p>Player 0 - dungeon master : folas retaliates with a swing of his staff, sending the skeleton flying apart as he readies himself for the other dead foot soldier.</p> <p>Player 0 - dungeon master : Attack: 9 Damage: 3 to folas The archer at the far end sends another arrow towards 5 (Even for Nasaar, Odd for caram.) Attack: 20 Damage: 5 Damage Chart (bronwen is up.)</p> <p>Player 2 - bronwen : The attack narrowly misses bronwen as he ducks to the side. He wasn't expecting such a capable response from a pile of bones, his mistake he thought. bronwen returns with another slash of his own.</p> <p>Player 2 - bronwen : Rapier Attack: 22 Damage: 7</p> <p>Player 3 - caram (elf,artificer) : Seeing his fellows behind him facing off with the few remaining skeletons he moves quickly towards the skeletal soldier that is squaring off with folas as he moves he gives a quick shout, "Coming in beside you folas." He uses his momentum and brings his club down on to the skeleton in an overhead swing, followed by a straight punch from his left fist.</p> <p>Player 3 - caram (elf,artificer) : Club Attack: 20 Damage: 5 Punch Attack: 11 Damage: 5</p>	Player 0 - dungeon master	TRUE	The attack goes over Folas' shoulder, soaring into the skele-pal who was already occupied with their fight. ? 5 damage The skele-pal's helmet cracks from 10 hp	Your quick wits and agile movements finish off the last skeletons. The group feels a gust of wind blow through the chamber as the portcullis rises up into the ceiling to seal off the skeletons to the rest of the crypt.	The first of the skeletal soldiers falls to the ground. With that, only the archers remain. They turn their skeleton heads towards whoever they feel is the most threatening and each of them releases another arrow at their target. Nasaar ducks under his arching shot and moves to stand behind the skeleton's corpse. Caram side steps his arrow and comes within reach of the archer on the other side of the room.	Bronwen strikes back with fervor as it breaks the skeleton apart, leaving only two skeletons to deal with. Caram helps Folas as he backs him up against the other skeleton, hitting the skeleton with his club but knocks him out of the way for his straight.	These skeletons refuse to give up, and in their desperate bid for lives they come in for another barrage of attacks against Folas and Bronnwyn. Folas takes another severe blow from the first skeleton, and in a desperate attempt to stay alive he swings his staff to the ground at the head of the other, smashing it into a million pieces.	The skeletal foot soldier is swiftly defeated by everyone surrounding it, and is quickly disintegrated into a pile of dust before the necrotect can even finish an incantation. The room is clear.

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<p>Player 7 - eriadwyn Player 8 - geex Player 2 - ember (rogue) Player 4 - iibbrr Player 9 - brini (gnome) -----</p> <p>Player 7 - eriadwyn : eriadwyn current mood : 5 = :)</p> <p>Player 8 - geex : geex will find a dark corner of the warehouse and lean back in the corner. The dark grey leather hood is pulled up over his head, but leaves the mask on this belt where it hangs for the time being. He digs around in his satchel, before removing a thick tome with a red medical cross painted on it. He cracks it open and begins to read through it. He keeps peeking over the pages, eyeing the others. At any questions directed toward geex, he will shake his head. I don't know what they want from me. I haven't done anything...</p> <p>Player 2 - ember (rogue) : ember</p> <p>Player 2 - ember (rogue) : "Well well, someone has a bit of a temper. I'm gonna take a look around. You guys can join me if you want to." She shrugs as she walks away, glancing back at iibbrr and rolling her eyes before looking around the warehouse and seeing if there's anything that tells them why they're here.</p> <p>Player 2 - ember (rogue) : (Rolling investigation if you need it) Investigation: 23</p> <p>Player 4 - iibbrr : "The Ring, huh? Don't tell me a guy like you is scared of some skinny little thugs." iibbrr chuckles at Jadriith. "I'll tell you what's important: 130 gold worth of goods stolen just last week. I want my money, plus interest, and the teeth of those jokers, too."</p> <p>Player 9 - brini (gnome) : The gnome sitting on a crate, respond to ember question "Not really I sometimes sell my wares at the underground but never been summoned by The Four until today." Upon hearing the Arakocra comments "those *thugs* wouldn't even see your week worth of earnings as a day of pocket change, you must be either new or ignorant to your surroundings"</p>	Player 4 - iibbrr	TRUE	"I may have more valuables on me than you have in your whole career, but we are all still on the level here. I pay you what I'm supposed to pay, and you pay me what you owe. Now, are we gonna talk about the Ring, or would you rather keep acting tough?"	While the party is busy talking, Ember is trying to spot signs for anything out of place.	"I've been around. And I'm no stranger to a fight. What I don't have is time to waste. And the Ring needs a beating like none before. I'll take on the task, and I'm sure the rest of you will fall in line after that."	"Same song different beat, my hight-impaired friend, " iibbrr smirks at the Gnome. "Regardless, wouldn't anybody be just a little bit peeved when a figure waits in his room for gods knows how long, and tells him to wait in an abandoned warehouse with a bunch of other sketchy individuals to be greeted by the leaders of a criminal, f*cking underbelly!? Safe to say, I'm peeved."	"In my years of business, the name of the Four doesn't carry the weight that I am accustomed to hearing. If you wish to do business under the umbrella, you'll need to show a little respect for my clients and myself. You know nothing, about me or my business."	"Don't confuse me with someone who cares about these rats. I just need my money. The rest of it falls on deaf ears."

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<p>Player 0 - dungeon master Player 6 - belron Player 5 - gimble (paladin) -----</p> <p>Player 0 - dungeon master : Roll persuasion</p> <p>Player 6 - belron : Belnor stops his motions as a thought comes to him. He sheathes his flame blade, and his dragon slayer blade, and walks back inside, taking a seat at the bar and waiting his turn.</p> <p>Player 5 - gimble (paladin) : Well, this is a fine establishment i find myself in! But I am a simple man of limited wealth and can go no higher than 6 pieces. persuasion : 16 persuasion (advantage?): 16</p> <p>Player 6 - belron : Belnor gets tired of just looking around and speaks to the other female bartender, "excuse me fine Lady, i was wondering if there be any magical creatures around? Like pseudodragons and the likes?", belron tries his most polite and charming smile</p> <p>Player 0 - dungeon master : Persuasion: Successful</p> <p>Player 0 - dungeon master : The bartender sighs, and says 'Fine, go sit down and we will bring your meal to you' gimble parts with his 6 copper coins and goes and sits down at a table.</p> <p>Player 0 - dungeon master : The female bartender replies to belron 'I do not know, i haven't heard any rumors. Maybe go and speak to the beast hunters down the road, or the merchant.'</p>	Player 6 - belron	TRUE	"Oh aye, thanks!, im a bit new in the area so i dont know who those fellas be, ah well, thanks!", as he goes back to watching the world outside	"Aha, good advice.", belnor thanks the lady and heads that way. On his way he gets a second tankard of ale and continues to walk	"Ah...alright, well thanks for your time and efforts, maybe I will see you around sometime." Belnor leaves a gold coin for her as a tip.	Belron tips his head at her, "thank you very much" , belron leaves the tavern and heads to where the barmaid said the beast hunters would be, telling thaunix where he is going on his way out.	Belnor nods and heads to a table	"thanks miss" and turns back to the male bartender, "i may have a favor to ask of you later, if you don't mind?"

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<p>Player 16 - anakis (druid) Player 15 - dungeon master Player 11 - aluzira (bard)</p> <p>-----</p> <p>Player 16 - anakis (druid) : (DM Question - I'm guessing during this conversation that the creature on the other side of the door is still there and we can hear it? It hasn't changed tactics - ie. moves away, or tries to push through the door?)</p> <p>Player 16 - anakis (druid) : anakis nods and stands up, straightening her clothes, although at this point they're covered in soot and dust so it doesn't really matter. She opens the door a crack, to peek through, "Hey little buddies. Just a friendly, not-so-tasty tiefling here. We just want to be friends and maybe pass through your little home here, if that's ok?"</p> <p>Player 15 - dungeon master : Yes, during your conversation the snuffling at the door has continued, and when the door is cracked open, you find yourself face to face with a very large lizard. It resembles the other lizards you've seen except this one is even larger, probably twenty feet long, head to tail, with black scales and glowing red eyes. It draws in a long breath to get a full whiff of the scent it was trying to get from under the door. Behind it, you can see, is a room twenty feet wide by thirty feet long with stone walls and no other visible exits. In the room are three other enormous lizards of the same variety, lounging and even clinging to the walls by means of the suction cups on their toes, and behind the lizards, on the opposite side of the room from you, is a large iron trunk, nearly five feet long, the lid of which is open and from which comes the gleam of a large number of shining coins.</p> <p>Player 16 - anakis (druid) : anakis jumps a little as she comes face to face with the large red-eyed black lizard, but calms herself and smiles calmly at the lizard. "Hey there, mister lizard. I've met one of your family earlier today. But you're definitely bigger. Do you live in this room with your friends as well? May we come in and look around?" As she talks, anakis slowly reaches into her bag and feels around for some rations.</p> <p>Player 11 - aluzira (bard) : aluzira holds her breath waiting to see what happens next, she hadn't expected whatever was on the other side to be quite so large. Then, snapping out of her momentary surprise, fishes out a ration ready to hand it to anakis to feed to the lizard if she needed more.</p> <p>Player 15 - dungeon master : Reaching into your pack, anakis, you find that you have just one day of rations left, having given out one each to the three lizards you encountered earlier. The lizard is laying in front of the doorway, seemingly</p>	Player 15 - dungeon master	TRUE		<p>Not one to reject a handout, the smaller lizard opens its eyes as the pat falls upon its nose, and begins to stretch its neck out, its jaws opening and closing as it begins to growl and rumble in a low voice. It seems that this particular lizard isn't one who is used to strangers.</p>	<p>: ... and is immediately repaid in scaly flesh. You are bitten! Make a DC 10 Constitution saving throw, or take 1 point of poison damage and become poisoned for 1 hour. You are now frightened of the large black lizard, and have disadvantage on all saving throws against its poison.</p>	<p>The lizard eyes you warily with one of its huge eyes and licks its long sharp teeth, but tentatively allows itself to be patted and scratched, snorting contentedly. What are you hoping to accomplish with this overture?</p>	<p>And you end up with a black scale on your wrist. The black scale is large, about two inches long, and is not sharp or particularly pointy. It is smooth and hard and you feel the pressure of its weight as it touches your skin, and you feel a little tingly like a loose electric shock. You realize you have felt that feeling before, but don't know from where, and when you look up, you find the lizard is nowhere to be seen.</p>	<p>The black lizard looks curiously at your hand as it approaches, and as your fingers make their way to its head, its neck coils back, and its body begins to flatten until its belly is level with the door, with its mouth snapping open and its head arched backwards until it is now fully horizontal with the ground. With a loud hiss, its jaws fall open, revealing a row of long, curved, curved, needle-like teeth, and it snaps, with both sets of jaws.</p>

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<p>Player 6 - alwyn Player 10 - dungeon master Player 4 - sogasri (human) Player 12 - lirvar (half-elf,wizard) -----</p> <p>Player 6 - alwyn : alwyn will take a minute before going to get he party to help him search the bodies and the camp for anything of note.</p> <p>Player 6 - alwyn : Investigation - 10</p> <p>Player 10 - dungeon master : You look around the camp and find, next to the cages, a small pile of copper and silver, and some items.</p> <p>Player 10 - dungeon master : copper: 2800 Silver: 980 Items: a scroll, four potions of healing, and a potion of greater healing.</p> <p>Player 4 - sogasri (human) : "lirvar, you are welcome to come with us. You were not a part of the plan, but you were a part of the battle. It only seems fair you get your fair share."</p> <p>Player 12 - lirvar (half-elf,wizard) : "I would be honored to join you in your travels, may I ask what brought you here and where are you headed?"</p> <p>Player 12 - lirvar (half-elf,wizard) : (Ooc: are we assuming the wizard dropped out?)</p>	Player 6 - alwyn	TRUE	"I will not be able to leave this day, i must tend to my family's business."	<p>"Well done. We were hired to come deal with the Red Larch Orc problem. They attacked this small town and took a bunch of prisoners. I would recommend we deal with the Orcs so this town can be left alone. What about you, what got you here? Aren't you the one that was with us before? You seem to have disappeared and now you decide to show up. What happened to you?"</p>	"I am glad to have you, you certainly showed some remarkable fighting skills."	<p>"We were planning on going to Jedburg after this anyways. Welcome Lirvar.. it will be nice to get to know you."</p>	<p>As the party divides up the items Alwyn will look to the prisoner So sir how did you come to be captured? And might I ask how many guards were there ? And can you lead us to the other members of your unit?</p>	"We were attacked on the road, and we are heading to Feolinn."

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 8 - keaton (dragonborn,artificer) Player 0 - eryn (bard) Player 7 - arthasis Player 5 - aeros Player 4 - menodora -----</p> <p>Player 8 - keaton (dragonborn,artificer) : "These deductions seem sound. I believe you are correct. As I feared, it looks like this individual was broken out by an specialist, rather than a mage. Perhaps an artificer? For all we know, that ring Zabrisss received was able to cause the fog cloud that we ran into, and Zabrisss herself is not magical at all, though we should assume she is. I'm afraid this humble domain is not much of a lead either." keaton pulls out a simple pipe, fills it, and then, using a specialized glove, snaps his fingers to create a spark and light it. Taking a long pull in order to think, he says, "I think our rival has stripped this place of clues. My question is, where do the Kobolds come in? Were they prisoners as well or were they part of the rescue attempt?"</p> <p>Player 0 - eryn (bard) : "The kobolds had weapons and there are no footprints in the dust inside," says eryn from where he is looking for the mud-caked footprints of the kobolds on the outside. "I suspect they were waiting outside to either lead or assist Zabrisss with her get away."</p> <p>Player 8 - keaton (dragonborn,artificer) : "Ah, that's a good point. As sneaky as they are, there are probably people who saw a gang of kobolds wandering the streets, even during the reveling that is happening. In fact, that may have been excellent cover for them."</p> <p>Player 7 - arthasis : Seeing menodora's scowl, arthasis immediately realised that the anger inside prompted him to talk more openly than he would have liked. "Pardon.", he tried to excuse his outburst. "It's already late and I got irked by her demeanour." He offered a rueful smile and then took a look at the device aeros had recovered. The industries of Hupperdook were known to produce such gadgets and it appeared plausible to him, that someone in the city also manufactured this one. "Maybe we should ask around in the workshops. Someone had to produce the things they used to break Zabrisss out of the prison after all."</p> <p>Player 5 - aeros : "That sounds like as good a plan as any." aeros agrees "Do you think any of those places will be open at this hour though? We are in the city of Carpe Noctis after all. There's a high probability that all the tinkers are a couple pitchers deep at this point. Maybe it would be best to pick up our search tomorrow?" he ask the party. "Besides, the Watchmaster never gave us a time limit and I</p>	Player 5 - aeros	TRUE	<p>After considering the situation, Arthasis looks around for an individual who may be inclined to assist the party with their investigation. After a moment, he finds what he's looking for. "Hey, " the rogue taps the dwarf on the shoulder. "I'd like to take a walk around town while we look for this fog. If you happen to see that redheaded lass, call out to her for me." Aeros says then heads out the door back into the street. The rogue moves through the crowd fairly easily and manages to get a good feel for the mood of Hupperdook. After about half an hour, he finally comes across a young girl. Aeros walks up to her and says "You saw a young redhead in a hood that matched her description?"</p>	"Hmm, perhaps a compromise?" Aeros asks. "Perhaps I'll check out a few of the local taverns for anyone who may have seen something, and my companions can follow the trail. Then we can converge and share any information we may have?"	"I don't get it"	"Yes I agree, staying together is probably our best course of action." Pausing a moment to sigh, "And I suppose we might as well check on this trail first and see if it leads anywhere useful." Turning to Eryn, "I've been trained to following tracks if there were any left behind. did you say they started?"	I "If you think you can find something, then be my guest. I'm done for the night," and she heads to the tent her room. She wakes early the next morning and starts her routine. She doesn't eat before dawn, but takes a walk to the river near the camp at around sunrise. She sits, splashing her feet into the water, and watches the sun rise. After about two hours (Is there an estimated time? Does anyone want to start the day?), she goes back to camp to find the others.	"Perhaps you're on to something." Aeros says with a nod and heads back out and around the city until he reaches the largest, most packed tavern he can find. Once there, he will look for a bartender and flag one down. "What do you want to drink big guy?" he will ask him. Assuming he gets the drinks for free, he will hand one to Menodora and take a swig of the other.

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<p>Player 1 - dungeon master Player 9 - landrae (bard) Player 2 - jack (cleric) Player 7 - elber (cleric) -----</p> <p>Player 1 - dungeon master : The guards at the Thithladroth gate stare in amazement as you enter the city with the bodies of your vanquished enemies, and they doff their helmets in respect as you ride by. Captain Alais, as insufferable as ever, relieves you of the bodies and prisoners without comment. Ardidd herself rides out to meet you on a magnificent white stallion, accompanied by several senators. "Thithladroth thanks you." She declares, snapping her fingers for her butler, who presents you with a chest filled with gold coins. "700 gold coins for The Scorpion and the safe return of all Thithladroth's stolen goods." Ardidd recites. "In addition, there is a reward of 25 gold coins for each bandit you disposed of, 50 gold coins for the cleric, and 50 gold coins for the man Ordan. Are these terms acceptable to you?"</p> <p>Player 9 - landrae (bard) : ((160 each, plus however many bandits we tally up @25 ea... Not a bad haul))</p> <p>Player 9 - landrae (bard) : "Lady Ardidd, those terms are indeed acceptable." The tone of landrae's greeting to the noble is warmer than their first encounter, but her curtsy is executed with a due amount of formality and respect for the public eye. "We are glad to have resolved this matter in such a short time. Hopefully the commerce will pick back up in short order. Should you ever have need of our services in the future, we would be happy to do business with you again."</p> <p>Player 2 - jack (cleric) : ((Did we let the three bandits w Orlan go? Though that was the plan))</p> <p>Player 2 - jack (cleric) : On the way back, I will ask Orlan and his henchmen about Elron's robbery to see if we can gain anymore insight as what happened.</p> <p>Player 7 - elber (cleric) : ((Nah, if we tied them up for the entire night we might as well escort them safely to prison too.))</p> <p>Player 2 - jack (cleric) : ((I'm good w that, would have given me more time to question them in the cart about Elron))</p>	Player 1 - dungeon master	TRUE	? ((It was just a pair of bandits. The rest of them ran off.))	The bandits nod in unison. "Yeah, we went out to do the Lord's work and he blessed us with Elron's purse as a reward."	"There was a disturbance last night," Orlan begins, looking at the new faces of his former companions with suspicion. "I would not be surprised if the culprits decided to strike while the populace was unguarded." The cleric looks at you with pity. "You should have let me die at your friend's hand."	Several hours previously... "The boss handled the negotiations." Ordan replies, nonchalant and winning as ever. "And the man wore a dark cloak, concealing his face. Short fellow he was. That's about all I can tell you."	You all ride together back to Solace, with Orlan escorting his cronies by a cart you rented for the occasion. You spend the rest of the day discussing the events that transpired. It is the twelfth hour of the twelfth day, and you have arrived at the castle in Solace. You make your way through the gates without incident, and it's now the early hours of the thirteenth day as you enter the barracks. You find Eldon and the dwarf still in their beds as the rest of the party leaves to have breakfast in the common room.	"That is the end of our dealings. May this be the beginning of a better future." Lady Ardidd states as she gets back on her horse. "May the gods bless you all." The guards at the gate close and latch the gate behind you. It takes you about 10 minutes to reach the Thithladroth stables, where you were met.

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<p>Player 1 - dungeon master Player 3 - graxx (wizard) Player 5 - neya (druid) Player 2 - utar (goblin,bard) Player 6 - praxx (gnome,bard) -----</p> <p>Player 1 - dungeon master : While praxx and graxx negotiate the terms of their short term alliance, and the bard says his temporary goodbyes to his band mates, Ortal, the half-orc businessman, approaches once again: "You be careful master bard. It would be a pity to lose a talent like yours to some ghosts. And don't worry about your band mates. I'll ensure they have gigs to play while you are away. We wouldn't want them to struggle in your absence would we? Also...." he clears his throat, "If the band is looking for representation... management or guidance of sorts.... I happen to have experience in administrative hurdles here in Phlan... Perhaps we can.... hmn... negotiate a deal upon your return?" Out of the two dockworkers still in the tavern, the one who is less invested in arguing with Aravele responds to neya 's question: "Oh, I'd advise against swimmin'. It is certainly doable, but the waters can be quite treacherous. It'd be an ordeal, for sure! Like I said, go talk to Liela, she'll sort ya out." He then gets a bit closer to the monk: "And if ya think this talk about sailin' ghost is poppycock, ya should know that the the Black Fist been openly recruitin' in response to the rumors of a spirit ship attackin' coastal villages in the area." Upon hearing the name Liela, Aravele yells back: "Nah... Guard Sergeant Hurn at the docks is your man."</p> <p>Player 3 - graxx (wizard) : graxx leans down to praxx, "I meant to mention the whole ghosts part but I'm sure someone from the underdark like yourself has seen far worse. Now it is time for me to turn to those wiser than I." graxx goes to neya and utar, "praxx has agreed to accompany us. Where are we headed?"</p> <p>Player 5 - neya (druid) : "I feel it would be appropriate to approach Leila at the Sokol office. Perhaps someone working for the keep's namesake might give us some more insight."</p> <p>Player 2 - utar (goblin,bard) : Agreeing with neya, utar walks back to their table, shouldering his pack, lifting his shield and hefting his warhammer. "Let's go." Looking to Fat Mar he adds, "Maybe hold that soup for me, I'll be back for it later."</p> <p>Player 3 - graxx (wizard) : graxx is getting excited to get back on the road. He turns to Rag and praxx, "You heard 'em! It's time to get to work." graxx ensures he has his sword then excitedly walks out of the Laughing Goblin waiting on the others.</p>	Player 1 - dungeon master	TRUE	(Hey Ortal. You know he would never love you. Not even if the stars were in alignment for you!	The tavern empties with a few stragglers staying behind to clean up their tables. Eventually only Praxx, Rag, Graxx and Neya leave the tavern. Once everyone is outside, the ranger will begin leading them to Sokol's office.	gender : male (OOC: If you like, I have a copy of Tales from the Yawning Portal you can peruse. There are several one-shots in that book.)	"Fix that lighthouse and you can have soup on us for a week!" Fat Mar yells back at Utar , in between bursts of his own loud laughter. As the group finishes their mugs of ale hurriedly and leaves the Laughing Goblin, Graxx notices that Rag does not seem too responsive to the call to action. As he is known to behave, the halfling has been fairly quite through the entire ordeal and discussion in the tavern. While counting the spoils of his pick-pocketing interlude during the brawl, the thief looks up from the table for an instant and tells Graxx in a curt tone: "You guys go on ahead. I'll catch up to you later." He then immediately becomes mesmerized by his monetary gains once again.	As the party exits, Praxx can notice the halfling that was watching the bard with mild curiosity from the bar. He gets up and walks towards the party. "Did she get ya' sorted out?" he says to Praxx. "I'm Tommet."	In the main square, the air is thick with tension. The locals on the street seem to avoid eye contact with travelers, in fear of retaliation. A couple of shady folk approach your group as you exit the tavern, but your group keeps walking, and they seem to hesitate to approach. It doesn't take long to get from the main square to the Grell's Spire, where Leila is seated at her front desk, working on paperwork. The door is closed and locked, but after a few rings, she calls out: "Enter, if ya please! Don't bother to knock."

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<p>Player 0 - dungeon master Player 6 - belron Player 3 - thaunix (tiefling,paladin) -----</p> <p>Player 0 - dungeon master : OOC: the dragon was going to be your pet..... But you fcked up. The dagger goes flying for its head, and while it did hit him, reflects of his scales and back at belron, and is coming back at him! (roll dex save)</p> <p>Player 6 - belron : "Well...assuming that i actually hindered it a little, i would say....kill it maybe??? But go at it from three different angles, with me taking point and going t its head...head on actually..."</p> <p>Player 0 - dungeon master : OOC: you are a monster... Its a baby!</p> <p>Player 6 - belron : 18</p> <p>Player 0 - dungeon master : The dagger comes flying back at belron, and instead goes flying back... and caught but a figure that appeared from nowhere. Insanity, eyes of insanity.</p> <p>Player 3 - thaunix (tiefling,paladin) : "Great work belron, you've angered a god."</p> <p>Player 6 - belron : belron chuckles " well, thank you! And hello! Also, I do apologise for attacking that lovely beast, I was a bit out of my mind at the time you see..." belron smiles a Cheshire grin.</p>	Player 0 - dungeon master	TRUE	"It is okay. I enjoy the sport." Belron's hands glow purple as he reaches down to grab your neck and start strangling you with some tentacles.	The figure looks at him, slowly. Are you ok? Are you here for me? If so, i would like to apologize. I did not think. I saw, and lost control.	The figure stands on all six limbs, and is around 7ft tall. It is covered in blood and appears to be carrying a body of some kind. You don't recognise the body at all, but it looks strangely human. With its six limbs, the creature swings something at the dragon.....	The being just stares at you....	Insanity (the tiefling): I'm Insanity the lord of chaos!	The man looks at you, with his eye of insanity and grins.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 11 - dungeon master Player 6 - flint Player 23 - unknown character (human) Player 12 - rynnann (barbarian)</p> <p>-----</p> <p>Player 11 - dungeon master : He turns to flint We do seem to be dealing with the same issues at hand here Yirakumo we can help each other out for the time being.</p> <p>Player 11 - dungeon master : If you all are ready we can get a move on or else more could show up.</p> <p>Player 11 - dungeon master : You all level up</p> <p>Player 6 - flint : flint</p> <p>Player 6 - flint : "Shall we continue farther in before one of these spiders family comes looking for it?"</p> <p>Player 23 - unknown character (human) : Kraft "yes lets not just wait here"</p> <p>Player 12 - rynnann (barbarian) : "Let's move," rynnann grunts.</p>	Player 11 - dungeon master	TRUE	What level did we reach?)	(Is there anything to be found on this skeleton?)	So a few moments ago one of your allies turned back to a human form and I did not notice this before. His name is Dulvic a warrior and a member of the old crown alliance. His family was killed by the black webs a faction that still stands against the red webs. But what is important is that he was brought here as a prisoner. So I think it would be best we find who ever did this.	The four of you get walking through the web filled tunnels every now and again a spider comes your way and they get killed. you have this feeling like as if every move your making is being watched as you get around a corridor	You head to the right and after a minute you come upon a passage way. A small room with only the following furniture.	The party heads down the road and is faced with another dead end this path seems just as well hidden as the other.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 3 - fjordix (bard) Player 1 - rex (dragonborn,monk) Player 4 - arliden (monk) Player 0 - dungeon master -----</p> <p>Player 3 - fjordix (bard) : Initiative: 20</p> <p>Player 1 - rex (dragonborn,monk) : [Initiative: 16]</p> <p>Player 4 - arliden (monk) : Initiative 4</p> <p>Player 0 - dungeon master : Initiative order: fjordix: 20 Kobolds: 19 rex: 16 Cultists: 16 Monk-E:8 arliden: 6 It's the surprise round, so fjordix, rex, Monk-E, and arliden can take a turn before the cultists and kobolds. Do you want to stick with the plan for rex to Eldritch Blast and then everyone else rush in to attack for this round?</p> <p>Player 3 - fjordix (bard) : OOC: Yes fjordix will ready his action until after rex fires off his spell</p> <p>Player 1 - rex (dragonborn,monk) : [I shall stick to the plan as well!]</p> <p>Player 1 - rex (dragonborn,monk) : rex silently fires off an Eldritch Blast toward one of the cultists, 10 , if advantage 14 , for 3 force damage!</p>	Player 0 - dungeon master	TRUE	<p>OOC: Hey y'all. Sorry for the lack of posting. I can't seem to get into the game. 6</p>	<p>If none of the cultists are in Fjordix line of sight he'll take the dash action towards a cultist and attack.Bite: without proficiency bonus: 9Claw: without proficiency bonus: 7</p>	<p>After a brief moment of tense stand-off, the kobolds charge towards the cultist, and then one runs to the right, and the other to the left, trying to get them away from the monk.</p>	<p>The blast hit one of the cultists as she was attempting (and failing) to start a fire at the back door.</p>	<p>Arliden fires an arrow at the monk, taking care to be as quiet as possible. ((I don't have the dice roller set up in my phone, so I'll add it here once we are done with initiative))</p>	<p>Both blasts of eldritch energy hit cultists, who yelp with pain.</p>

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<p>Player 7 - belron Player 2 - dungeon master Player 3 - thaunix (tiefling,paladin)</p> <p>-----</p> <p>Player 7 - belron : 67</p> <p>Player 2 - dungeon master : As you enter the portal, the portal seems to shimmer, and goes red, the color of the eyes of Icanna. You appear in a room, a portal on the other end, and in the middle, the dragon that you attacked before. A voice fills the room, 'I am not down with you, my son would like his revenge, the sweet kind, as sweet as fresh meet' a insane laugh fills the room.</p> <p>Player 7 - belron : " i am officially royally f*cked, goodbye cruel world, AND HELLO CRAZY B*STARD"</p> <p>Player 2 - dungeon master : The dragon seems to grow in size, as if it has matured as a accelerated rate.</p> <p>Player 7 - belron : " I mean, hello, we meet again", belron bows low, before getting on one knee and bowing his head.</p> <p>Player 2 - dungeon master : Icanna laughs, amused at belron grovelling. 'Licking my boot will not help you now, little insect.'</p> <p>Player 3 - thaunix (tiefling,paladin) : "belron's screwed isn't he?"</p>	Player 7 - belron	TRUE	As long as he doesn't try to shoot at him, we'll be fine right? RIGHT?	" Im sure if i kiss them enough they will go away"	"Ya think? I still want to see those sweet sweet eye lasers"	"i am not licking your boot, great one, i simply do not wish to die, I mean wouldnt it be more useful if i was to help you in things you wish to do, instead of killing me?", Belron says staying bowed	"Yeah, i think the dragon is going to beat the living S*it out of him"	" Yes... Yes... He is... He is screwed"

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 6 - aluzira (bard) Player 15 - dungeon master Player 5 - anakis (druid) Player 20 - ash (human) -----</p> <p>Player 6 - aluzira (bard) : (OOC - Ah, Okie! Lol the more light the better. ^^ We seem to run into low roll streaks Lol.)</p> <p>Player 15 - dungeon master : As you make your way into the passage in single file, first anakis, then aluzira, then Nicolas, then Remacle and the rest of the halflings, Torrent, and anyone else who wants to follow along, you can see up ahead that the transparent form of Annote floats aside into the first hallway on the left.</p> <p>Player 15 - dungeon master : As you cross under the small archway, aluzira, which is carved with many delicate details, you can see at the base of the arch is a carved inscription reading: I, Hud, made this archway, my masterwork, and I dedicate it to Annote, my love.</p> <p>Player 15 - dungeon master : As you all come up to the opening on the left, your torchlight illuminates the gauzy image of Annote in her painter's frock, a little ways up the side passage which comes to a dead end just behind her. She seems to be concentrating only on jingling her bracelet in a meditative trance. When the halflings come into her view, however, her image and the jingling seem suddenly present, and she speaks to you. "Seeing the little ones among you," she says, gesturing to the halflings, "reminds me of something I had forgotten. Recently I think it was, there were some small people that came into this place of the throne between the two archways that I protect, perhaps hunting for treasure as you say you are. "They were not like you," she says to the halflings, "but they were of the same stature. They did not seem to love beautiful things, so I watched them carefully, and since they attempted to harm neither Hud's work nor my own, I let them pass. Where they are now I cannot say, but others have been here, yes." Her image fades once again as she returns to her trance. There is another opening on the left about thirty feet ahead. You can see, Nicolas, that the walls and ceiling around the opening are blackened with soot. Beyond that, the hall continues forward to the limit of anakis's vision.</p> <p>Player 5 - anakis (druid) : anakis listens intently to Anotte then turns to Remacle when she finishes. "Did you have any other friends coming here to explore, Mr. Buttons?"</p> <p>Player 20 - ash (human) : (sorry guys, for some reason this thread was unsubscribed in my notifications)</p>	Player 15 - dungeon master	TRUE	Nicolas can see the hallway beyond the open arch on the left just fine, it's to his right that he can only get a few glimpses into when passing the doorway.	"And so are you," Annote responds, as though she were talking to Ash. "I am glad you didn't try to leave, but I also know that this is a very dangerous place. You would have been very foolish, little one."	Anotte nods to Remacle, "They were not good friends." she says, "But they were not good friends, no."	"No miss," says Remacle in response to Anakis, "I have no idea who she's talking about. It seems we might have some competition. Be on the lookout, fellas." Annote looks up from her jingling as she considers Ash's question. After a moment in which she seems to think back on her experience of the various peoples of the world, she looks at Ash and shakes her head.	To Anakis, Annote says, "I have seen the other little people, but these were not gnomes. They were not as kind as they were, either. It is possible the gnomes are still in the Palace. "She turns to Ash. "They were not as mean as the gnomes, no," she says, referring to the last "helpful" little people they saw."	"That is possible," she replies again, but you can see that she isn't all that interested in discussing it. Perhaps the word 'gnome' has some meaning to her.

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<p>Player 0 - dungeon master Player 7 - darien (fighter)</p> <p>-----</p> <p>Player 0 - dungeon master : Alrighty and sounds good I do have everything almost being written down as well on the campaign page as well if it helps.</p> <p>Player 0 - dungeon master : Yeah your right darien is up.</p> <p>Player 0 - dungeon master : But Ryanna using his limberjack impression swings mightily as he flies into the huge plant and cuts through the already injured ones body as he does its acid spill put onto the marble floors.</p> <p>Player 0 - dungeon master : 3 left 1 is injured still and two are not.</p> <p>Player 7 - darien (fighter) : darien moves towards the injured one before swing with his long sword</p> <p>Player 7 - darien (fighter) : Longsword: To Hit 24 Damage 7 slashing</p> <p>Player 0 - dungeon master : Moving towards the injured one darien Jumps over its branch then slashes downwards upon its head all the way through and down its body it's both halves slide down opposite of each other the acid seep out on the floor.</p>	Player 0 - dungeon master	TRUE	2 are injured one is dead. One last one left.	Moving into the next room the group is left in the hallway with both turns branching off the hallway goes around 80 feet long.	Leaving the plant life to wither and die Ryanna and Darien are alone upon the final room.	the two huge plants come forward to attack	5 12 4 3	The other three begin their attacks one striking out at the giant in a rage as another two attack Darien as they are closer.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 4 - archibald (orc,cleric) Player 0 - dungeon master Player 7 - bründir (bard)</p> <p>-----</p> <p>Player 4 - archibald (orc,cleric) : archibald rolls his eyes and puffs up as he passes his dwarven compatriots. There are no savages here, nothing but outstanding gentlemen and ladies. WE are here under the orders of governor Quinton himself, here to speak with Anders about a job we already have. It's probably not as glamorous as standing like slack yokels and being ignorant, but it looks like they already have the best for that. So either send word or out arrival or let's us pass by, or gives us your names so Quinton will know exactly who is responsible for slowing down official business." in classic archibald fashion, he continues to walk pass the guards</p> <p>Player 0 - dungeon master : The guards roll their eyes at each other, but do not otherwise attempt to prevent Archie from passing. "*****," one mutters as the gnome strolls by.</p> <p>Player 7 - bründir (bard) : bründir steps forward, looking clearly frustrated by the whole affair, "Jonny, do w'need t'go back to when ye hit th' floor after two drinks just this week? Let us see Anders, we've got business."</p> <p>Player 0 - dungeon master : Jonny blushes slightly, although in the cold weather it's barely noticeable, and stands a little more upright. "Uh, sorry bründir. He's in the back. Um, carry on." He looks off into the distance as though suddenly very occupied by guard duty.</p> <p>Player 4 - archibald (orc,cleric) : archibald nods in appreciation to Brundir and waits for him to lead the way.</p> <p>Player 7 - bründir (bard) : Approaching an office near the mine ravine, bründir seems to ease and become more comfortable. He greets several passing miners before reaching the office door. A few pounding knocks are met with a gruff response from within, "bründir, I've already paid them for the week, so leave me be!" bründir turns a smile to the others and winks, "Seems yer man Tello is at the drink ag'in." The voice rises louder this time, "Damn it that waste of air and space is getting buried in the mine this time! I'll have him so far down it'll be a week's walk just to see-" the door flies open and Anders stands in a fury before the party, confusion obvious at the new faces. "bründir what th'hell are you up to this time?"</p> <p>Player 7 - bründir (bard) : (Was tempted to describe Anders, but I'll leave that to the DM.)</p>	Player 0 - dungeon master	TRUE	A short, slightly overweight halfling with a wispy beard, dressed in dark robes, stands at the archway to the mine office.	Anders is a stout man, bald with a full beard and mustache. He's not very attractive but not hideous either. He wears common clothes but adorns himself with various leather armor and a bandolier of bolts at his side. Anders glances at the gnomes who accompanied him "And these are supposed to be the 'gentlemen' I was hiring to work in the mines?" he asks.	Anders squints at the pair and waves them inside. He looks at Bründir, a bit confused. "Ho w... How, eh? What are the odds? And why have you not told me you have... Friends!" He throws the door open wider but waits for Bründir to take the lead...	Anders is a tall man, with sunken gaunt features and the barest smattering of close-cropped grey hair around the back of his balding head. He's wearing a breast plate with leather vambraces and greaves. A longsword in a plain scabbard with a worn haft hangs at his side. He looks old, but his eyes belie the awareness of a man who's mind is still as sharp as it was twenty years ago. He waits impatiently for an answer from the dwarf and his companions.	Anders is a thin and wiry man in tattered mining garb, sporting a gray beard that's lost its color and a face that's lost its joy. He's an old friend of Bründir's, a fellow dwarf who's probably saved Bründir's life a few times. He's also a terrible gambler who always seems to end up in a lot more drinking than he wanted... or a lot more debt. He's yelling at some miners about being a week late on a payment.Archie, the guards are muttering all kinds of things about how they wish that Quinton was here right now, and how it must be that half-wit governor's fault.	A young male human, with dark hair and deep eyes, is sitting at the large wooden desk that faces the door. Thick files occupy the shelves adjacent, most likely accounting ledgers. The only visible items on the desk are a quill pen and a small letter sized writing pad. He looks up to see who is entering, then closes the file he has been skimming, making eye contact with you all. A few rings on his left hand are clearly visible, but other than that he is dressed simply in clean clothes, and has a plain face.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 6 - valaith (goliath,wizard)</p> <hr/> <p>Player 0 - dungeon master : "Aye," Grothir confirms solemnly and with great reluctance. "Govn'r says th'elves'r willin' t'pay more for 'is ore th'n we are. There'll be no more for Khaz a Grungron ."</p> <p>Player 6 - valaith (goliath,wizard) : valaith notices the openly hostile stares as she cross over to the innkeeper, listening to the talk of a recent death. Once over by Ringrut she kneels down to be a little closer to his height and hopes it doesn't come off as patronizing before speaking to him in dwarven. "Wellmet, I am new in town and looking for a place to hang my hammer for a bit while I look for work. Do you have any accommodations available? And did I hear correctly that you all lost one of your own just recently?"</p> <p>Player 0 - dungeon master : Ringrut looks valaith up and down with a suspicious eye. "Aye, wasn'th'first time an'it won'be th'last." He hesitates. "Y'got coin, lass?"</p> <p>Player 6 - valaith (goliath,wizard) : valaith watches the dwarf carefully for a moment, keeping one hand close to the axe on her belt. "I do, if you have a room and hot food. Also, how much for a mug of ale?"</p> <p>Player 0 - dungeon master : "Can do y'all three fr'a gold piece," he replies with a smile that is all yellow teeth.</p> <p>Player 6 - valaith (goliath,wizard) : Inwardly valaith sighs, realizing she is probably being ripped off, but instead nods as she reaches into the small, hide pouch attached to her belt. She fishes about for a moment and removes a gold piece of dwarven mintage, looking tiny compared to her large fingers as she sets it down on the countertop. She keeps her fingertip pressed down atop the coin as she continues in dwarven. "If you can offer me a reasonable rate, I'd be interested in a long term rent of your rooms." She lifts up her finger off the coin. "Two more things. Who do I seek out for work in this town? And how much for a round of ale for the room out of respect for your dead?"</p> <p>Player 6 - valaith (goliath,wizard) : 4 - Persuasion</p>	Player 0 - dungeon master	TRUE	In an attempt to appear sympathetic to the dwarf's plight, Valaith takes the gold piece and sets it in the palm of her hand, letting Ringrut stare into the empty hole where her palm should be.	Ringrut takes the gold coin and slides it into his coin purse. He reaches below the counter to pull a key and opens a small hatch in the floor. He pulls it up and a rope ladder drops in front of Valaith, then motions around the inn with his elbow, indicating there are three beds around the edge of the space. He points again to the hatch in the floor. "Food is in the pot, friend. I know you Dwarves, that's some mighty hot dwarven brew, huh?"	"That works'll for long as y'work me tavern," he replies in dwarven with a smile that is all yellow teeth. "A mug is two copper," he adds, looking up at Valaith over his eyelashes. "Or an amber fer'a copper piece."" Fair warning, lass," he adds, turning to another patron seated at a booth, "I've got an ear in th'city watch, an'they'll be lookin' fer a bounty of a half dozen amber eyes, an' I won't tell em'they've left town."	Ringrut frowns at Valaith's presumption. "M'rates are m'rates, lass. Take'em or leave'em." He is, however, somewhat mollified by her gesture to the community. "Tha'll be sixteen silver," he remarks with a cough, his mood now a little less prickly. "If it's mercenary work y'r aft'r, see Anders over Quenlan Row. I'm sure 'e c'n fin' somethin' fr y'."	"Yer gonna take th'room," Ringrut grunts at Valaith. He waves Ringer forward. He seems to have completely lost the ability to be polite at any point in the conversation. "Y'got business, lass?"	Ringrut takes the coin and gives a sharp whistle under his breath. "D'ont want t'get th'elfy maddest o' th' lot madder, he'll send ye back on th' road, ye'd like some food?" A woman tosses some leftover stew to the dwarf then scurries to the kitchens."

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 9 - hymnal Player 3 - hond (orc,cleric)</p> <p>-----</p> <p>Player 0 - dungeon master : Once again calling upon the strength of his deity, hond shudders in horror. The four of you are not alone.</p> <p>Player 9 - hymnal : (OOC: So I'm out of the trance now?)</p> <p>Player 0 - dungeon master : (Yes, you're free.)</p> <p>Player 9 - hymnal : "Songs unsung... Where is hymnal, now?"</p> <p>Player 9 - hymnal : Perception: 18</p> <p>Player 3 - hond (orc,cleric) : hond turns to hymnal and whispers, "I don't know where we are but we're not alone." hond shudders. "And whatever else is here is evil ."</p> <p>Player 0 - dungeon master : hymnal does not detect anything unusual, but the hairs on the back of his neck begin to bristle.</p>	Player 9 - hymnal	TRUE	"Well, that's all I know about this location. What do you guys think? Should we explore the rest of the place?"	Looking back towards where the sound came from, Hymnal sees the glowing door and realizes that there was likely something inside of it. He approaches it cautiously.	"I've sensed the evil as well. It's the kind of thing that haunts the mind from across the horizon. It feels so distant from me yet so close."He glances around for a moment. "I don't know what this place is but it isn't the forest." He says as he starts to look around more at the rest of the party." What do we do now? " He says with uncertainty. He begins to fiddle with the Viol de Gambeson he wears over his tunic, as if trying to soothe himself. "If we take it all and keep pushing, eventually it will end. It has to."	A Miyazaki-shiver went over Hymnal. Something wrong was nearby, something that could mess with his head; maybe more than one something. "Who--" Hymnal's voice cracks, and he clears his throat and tries again, braver this time. "Who is there?" Hymnal takes out his lute and prepares to cast Dissonant Whispers . It was hardly his best option for survival if he truly faced more than one foe, but without his friends nearby, it would have to do. Three figures stepped forward out of the treeline. "... Hond? Damn? Morton? Don't sneak up on Hymnal like that, he almost sent one of you screaming into the wilderness!"	"Hond, Hymnal... we can not rest, for we are not alone."Hymnal casts a look to his friends. "These woods are no place for a rest.... We're being watched." Himmel calls from atop a tree. "If I had an apple, I would toss it at them."	"It seems we have stumbled upon something ancient."I begin to sing a soft ancient chanting of words in a beautiful language of the Ancients (Infernal) to cast the spell Detect Magic as I do so I begin to speak in infernal and common, saying "Let me know what you hear and see, let's investigate this place."

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 6 - vrailin (elf) Player 3 - serifey Player 0 - dungeon master Player 12 - gunnar -----</p> <p>Player 6 - vrailin (elf) : As soon as they cross it she will close the door. Slamming it if possible.</p> <p>Player 3 - serifey : "Hey! Idiot-face! You stop talking to voices in your head!"</p> <p>Player 0 - dungeon master : Ezal is fine.</p> <p>Player 0 - dungeon master : When gunnar's body crosses the threshold,vrailin tries with her mental power to close the door, but it appears futile. The door is way too heavy.</p> <p>Player 6 - vrailin (elf) : "Godss.." mutters vrailin and she puts her weight over the door trying to close it.</p> <p>Player 3 - serifey : serifey jumps in to help.</p> <p>Player 12 - gunnar : *In gunnars head he is currentlsy fighting a giant barehanded, while drinking from a never ending stien of ale, and is winning the fight.* in real life, he has a stupid grin on his face.</p>	Player 0 - dungeon master	TRUE	I didn't get that.	Despite the help, the door to the tower remains wide open as Serifey and Vrain's combined weight, strength, and magic power can't close the door.	The party is able to close and lock the door as a last minute action. The next room they are in is a study. It has many shelves and bookshelves, filled with tomes and scrolls, and the bookcases have books that hang from one bookshelf to another. All of the books are neat and tidy, and the area is warm, with large windows that overlook the lake near the keep. There is an intricate rug underneath the window, as well as an armchair, two chests and two stools.	Out of the blue, Gunnar starts choking. In his dream world, he downed too much ale, but in the real world he is sober. Something isn't right.	You slam on the door, and it just won't budge. The two of you could use your Strength to try to open the door, or try again with your mental power.	With the both of you pushing, the door does not budge.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 2 - jupp (goliath) Player 5 - samnang (gnome) Player 12 - mal Player 4 - clancy (tiefling,monk) Player 0 - dungeon master -----</p> <p>Player 2 - jupp (goliath) : jupp smiles and down the fruit "It has been a while since I have seen or tasted sweet fruit, but it is nice to meet you mal"</p> <p>Player 5 - samnang (gnome) : "Call me samnang!" she smiles, expertly slicing the mango on one side of the pit "I've come from magnificent Khmer." There's a degree of sarcasm to that statement.</p> <p>Player 12 - mal : mal nods, grins, and finishes his mango. "Now, shall we go see Pilla at Abeguwo's kitchen? After that, I can maybe provide some additional guidance and direction, for a very reasonable price, of course!"</p> <p>Player 2 - jupp (goliath) : "Sounds pleasant, does she cook stew?" Putting out a hand to say as if to lead the way</p> <p>Player 4 - clancy (tiefling,monk) : clancy nods, "Please, lead the way"</p> <p>Player 0 - dungeon master : mal nods and leads you up the hill and past the Mayoral Palace of carved mahogany surveys the streets that spill out from this central hill. Clustered at its flanks, the houses of the rich clans take up the whole of the hill's crown with their peaked and carved roofs a jealous echo of the palaces splendor. Toward the base of the hill, a few more modest houses have been constructed by high merchants and the heads of guilds. You see no special watch charged with guarding this district. Instead, the servants of the noble houses here seem vigilant, and quick to note strangers; climbing the straight road up you pass the more modest building where the Mayor holds court on ordinary matters, mal hurries you on avoiding any questions. You descend the hill again and enter a small pleasure district. The Veiled Garden is named for the leafy well-yard at its centre, where a dozen slender wooden buildings boast balconies adorned with beauties and handsones clad in sheer Merubat shanku. Looking around, sailors, traders, and unmarried mercenaries seem to make up the greater part of their custom, and locals are rarely seen apart from a few small groups. You see that most folk here go about with their knives at their hips and in groups when they may.</p> <p>Player 0 - dungeon master : Perusing the architecture you see that though the best houses of the district are favored by the nobility and the richest traders, there are drinking-dens, restaurants and gambling houses to suit any</p>	Player 0 - dungeon master	TRUE	In terms of actual content, you notice there are more taverns than anything else, but you also know you'll come across the taverns when you explore the district.	Clancy doesn't know what is meant by "merubat" or "shanku" but he can easily see that this is a place of... *liberties*. You see men and women engaging in various social activities, including drinking, arguing, and dancing with one another. The air is filled with the sounds of loud chatter and the sounds of the music being danced to.	At the far end of the pleasure park, three tall slender men in dark vests stand in front of a stone archway. They hold the key to their establishment. "Password?" one of them asks as he holds it out waiting. "Juju?" one of the group replies, as Jupp had done when he was turned away from the archway just a few hours ago.	Mal leads you towards a particularly beautiful building, two Orang Bunian guards clad only in light sashes about their waists stand at the door, chosen as much for their aesthetics as their skill with the kris at their waists. The taller one nods to Mal, " Good evening, Little Macaque. Head on in." They ran practiced eyes over the group though their noses wrinkled in alarm as Jupp approached.... though the night was cooler he had sweated profusely during the day in his metal armour and was smelling rather ripe....	You are not distracted by the Veiled Garden, as you are guided into one of the smaller wooden cottages. An elderly woman with a stern expression greets you. "What business have you brought us here, human-thing! Did you bring us a gift?" She asks you in a low tone that reveals that she despises you.	The place is so filled with the hustle and bustle of city dwellers that it defies all imagination. The air is filled with conversations, laughter, and groans. The streets are filled with people and with horses and carts. Horses and carts, and people and camels, and people on foot and on a strange four-legged animal you never saw before in your life. The four-legged animal has four short and powerful legs, but is taller than a camel. It also only has 3 ears, not four, and has a long, flat face.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 2 - dungeon master Player 19 - glimbul (yuan-ti,fighter) Player 7 - funderburk (wizard) Player 5 - allister (wizard)</p> <p>-----</p> <p>Player 2 - dungeon master : The snap of the staff sends a ripple of wavering energy through the room in all directions. The air bends weirdly as if time and space were having an argument. Immediately following the ripple is a forceful explosion that rocks the complex. The iron ball and Nenne are sent flying to crash against the rear wall and floor. The moment the ball connects with the floor, a sharp crack! splinters throughout the room and down the hallway. The floor breaks with a spidery mesh of cracks and loses its slick properties. An exclamation that can only be curse words in a foul language preceeds the utter destruction of the sheet covering the beholder.</p> <p>Player 2 - dungeon master : Boosey hops to his feet and dashes to allister's side, making a face at the still-glowing blood from the hidden creature. He gives the fighter some inspiring words (BI) and looks up trying to find some sign of the creature. The small bard steels himself for whatever might come next.</p> <p>Player 2 - dungeon master : The babbling rises higher into the room and takes in a new tone of rising anger. A thin black beam encompassed in red lightning lances out to connect with Nenne as she gets her bearings. The beam hits the eladrin and she crumples to the ground. A thin, almost non-exisistant, pink beam connects with Lo's chest and his facial features soften a little. allister nimbly dodges a thick and fuzzy, gray beam.</p> <p>Player 19 - glimbul (yuan-ti,fighter) : glimbul hearing the chaos returns into the room seeing the whole situation. "Lo, go pick up nenne and lets run for it! We need to retreat and regroup." As he says so he tried to make another shot at the still invisible creature. The arrow must have missed as it goes clear across the room. He then retreats back into the hallway.</p> <p>Player 7 - funderburk (wizard) : Watching everything fall, the Goliaths ears begins to ring and he coughs up more blood then before. He staggers yet through blurry vision notices the elf sprawled out on the floor. Lo takes one look back at glimbul, another to Boosey and allister, and makes his charge forward. The great arms of the Goliath easily scoop the frail elf. Coming to a sudden holt, Lo turns his body and begins to rush back to the hallways entrance. A yellow beam arches forth as Lo ducks his head out of the way and clear from its properties. Lo could only say so much before the pain made his grimace once more. "allister, Boosey! We should not worry about the Beholder now, we have to go!" Lo looks</p>	Player 2 - dungeon master	TRUE	(Sorry! In the middle of a move. Give me till Thursday then I'm free again)	The party sees Nenne's body slump to the ground and they see Lo's body fade away (Nenne is now down).	es past is nose.	With the sudden ash pile where Lo stood directly in his line of sight, Boosey's eyes widen in horror. He rushes to Nenne's side, half dragging, half pushing her further into the hallway. He's rewarded for his efforts with a black beam shot through with red lightning right in the back (32 necrotic damage). A thin yellow beam puts Glimbul on the floor asleep. Another red beam just like the one that lifted the sheet hits Nenne just as she regains consciousness thanks to Boosey's healing magic. A shock of alarm and horror is frozen on her face as she finds herself unable to move in any fashion. The guttural giggling from inside the domed room heightens to new levels.	es towards him.	As the party passes through the doorway, they hear a roar and see the hallway collapse into itself, followed by a wave of dirt. The group falls silent and looks around at each-other, unsure of what to make of the situation.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 8 - gene Player 6 - mel (tiefling,monk) Player 0 - dungeon master Player 4 - tab (druid) Player 3 - mel (human,rogue) -----</p> <p>Player 8 - gene : Noteworthy, gene stops bleeding, eventually, barely.</p> <p>Player 6 - mel (tiefling,monk) : During whatever brief window sea sickness isn't quite so bad, Nobody will observe the other sailors in their mourning rituals. Even against his better judgement drink should they entreat the "demon" to join them, or scatter at the first sign of concern of his being there.</p> <p>Player 6 - mel (tiefling,monk) : Aside from that, he will hopefully coax whoever confiscated the pirates weapons into giving him a light crossbow, case, and enough bolts(1 bundle/20 bolts) to last a while before finding his rest. Much as he was curious, increasing his odds that much more of throwing up on somebody... it could wait until they were on land again.</p> <p>Player 0 - dungeon master : Ortima notices mel staring at the chest, and walks over to it, hopping on top. She sits down on top of it and begins to speak. "Did'ya not find anything to open that while you were rooting around in the other ship? No keys or nothing?"</p> <p>Player 4 - tab (druid) : tab stretches, and walks over to Ortima. "I wasn't looking on the captain, I was searching for ...um, something else, but I saw Mr. Serpencrusher frisk him - mayhap he found something?"</p> <p>Player 4 - tab (druid) : (Perception check to see if tab noticed mel do his sleight of hand: 15) Edit: Nope! tab only saw that mel got close to the Captain at the end of the battle.</p> <p>Player 3 - mel (human,rogue) : (I actually forgot I took that.) melanthios will attempt to open the chest with the key. He will first check it for traps: 23</p>	Player 0 - dungeon master	TRUE	You manage to find the key, and open the chest, taking out 200GP as well as a small notebook.	Looking at the makeshift chest, it seems to be locked properly. Upon turning the key in it, it gives a bit and the lock falls to the floor. The chest opens to reveal a rotting corpse of what appears to be a very old human male dressed in simple clothing, and there is a sealed chest within the chest, along with a key to the outer treasure chest in the ship's cabin above. The key opens the lock on the chest, and reveals...	Seeing Tab take notice, Ortima sighs and gets up, walking to the chest and trying to open it, she succeeds. Inside of the chest is a rather large treasure sack. On the lid of the chest, there are 5 gems. Green Sapphire, Aquamarine, Amethyst, Aquamarine, Emerald.	Mel peers at the two keys he snagged. One is made of shiny polished metal, with designs carved into it, and the other is made of dull iron. Mel looks over the chest, but doesn't see any traps.	Melanthios notices the lock is not trapped when he inspects it; he reaches in and unlocks the chest. Inside is a letter that is written in a messy calligraphic hand, which Melanthios is able to read, and then a chest.	The chest opens, creaking slightly as it does. It is full of.... nothing. The chest seems to be a false bottom trap, and was not actually full of anything, and seems as if someone had just dropped a piece of wood into place to try to fool people.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 1 - dungeon master Player 2 - darastrix (dwarf) Player 5 - pok'im (bugbear,cleric) Player 6 - ash (cleric) Player 11 - kulsee -----</p> <p>Player 1 - dungeon master : (You are approaching the town from the east and the farm is on the outskirts of town to the west of town so you are going to have to go through town or around town to get there)</p> <p>Player 2 - darastrix (dwarf) : (Oh, so we're on the edge of town not having entered yet. I thought we were on the edge having already gone through.)</p> <p>Player 5 - pok'im (bugbear,cleric) : At the thought that they have to pass through the town to get to the Hagger's farm pok'im is nervous because like the others they have all had run ins with the town bullies. While it has never ended well for the bullies, the thought of explaining to Ma that they had got into yet another fight was scary to say the least. He says to the others in his thick Jamaican accent "pok'im worry 'bout goin' inta Town. He reckon it betta to go round!"</p> <p>Player 6 - ash (cleric) : ash smiles at pok'im. "We can go around buddy. No problem," he says gesturing for the group to go around to avoid trouble. "Nice enough day for it," ash adds. "Horse eating jokes aside we're all expected to be on our best behaviors," he adds in a firm tone.</p> <p>Player 1 - dungeon master : As ash finishes his statement, The lizardfolk and goblin both hear the sound of a younger child crying just beyond the wooden walls of the town. "And this little piggy cried wee wee wee all the way home right yellas!" darastrix and kulsee can hear as a few other voices can be heard snickering all the while the crying continues...</p> <p>Player 2 - darastrix (dwarf) : (The town surrounded by a wall? Is it high? Can we see through it? How far away is the entry point?)</p> <p>Player 11 - kulsee : **So would it be reasonable for me to assume I'm hearing someone being bullied?**</p>	Player 11 - kulsee	TRUE	(Is there a gate?	Kulsee turns to Darastrix; "I'm gonna check out that shouting match over there. You'd best watch our horses. I'll be back."	Kulsee sighs and nods and gets her greataxe out and begins to ready to swing should the mob continue.	Kulsee would hop off her brother, and let the group keep walking towards town while she ducks in to the shadows to try to get a closer look at what's going on.	(This may cause you to rethink your decision to go around)	(So....no, there's no place you can get to that is higher than the attackers/accents of the mocking.)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 9 - 'Il (dwarf,bard) Player 21 - cavyre (sorcerer) Player 0 - dungeon master Player 2 - watl (bard) -----</p> <p>Player 9 - 'Il (dwarf,bard) : After moving on my way and just before the fire is out of my sight, I cast prestidigitation to extinguish what's left of the flames. "No reason not to help out the city guard from time to time," I say to myself with a chuckle.</p> <p>Player 9 - 'Il (dwarf,bard) : This would be my last run in the wagon. It's drawing a little too much attention.</p> <p>Player 21 - cavyre (sorcerer) : cavyre willhelp in any way to hide the spice</p> <p>Player 0 - dungeon master : You see 'Wilma' approaching your position watl. It seems like she knew you would be here and you're impressed with her keen senses in finding you. "Hello there, figured you might be back here again. Have you seen him yet?" She takes a look back around the surrounding area and then back to where you are hidden, "That's not a very good place to be if you want to remain unseen, c'mon let's find a better spot." Without waiting to see if you agree she begins looking for better cover.</p> <p>Player 21 - cavyre (sorcerer) : (Question, has several days passed? If so, cavyre would like to go back to the library as the elf he was disguised as before. He transforms in an alley, as before. if not, he will continue to help with the spices)</p> <p>Player 2 - watl (bard) : watl followed after the woman without saying a word. "So what's the play? And why the sudden exit last night? And who are you really - what's your connection to the Steel Fist?" watl asked. The halfling was on guard, looking for any sign of deception.</p> <p>Player 2 - watl (bard) : Insight : 23</p>	Player 0 - dungeon master	TRUE	<p>"I wouldn't like to divulge any information that could compromise this job. It's best if we don't even discuss that." She smiles at your first two questions. The third stops her in her tracks and she looks around the area quickly, "Well, if you must know, that was another job."</p>	<p>As she's about to reply Watl interrupts, she's very taken aback by the sudden intrusion and asks you to let her finish first. The woman begins again by telling you how she found her way to the tavern last time to which she adds, "But you'll have to make introductions and take it from there."</p>	<p>"What do you think of the plan?" The woman asked, "We'll get you to town and make sure the Steel Fist don't find out. I can't let anything happen to the people here." She said with a smile as she began to lead you back towards town.</p>	<p>"Well I wanted to test you by using the 'cant' so I picked that old elf at the next table at random, not knowing he was indeed associated with you, I should of realized you weren't working alone. To make sure I wasn't being set up I decided on a quick exit." She finds a better hiding spot for the both of you.</p>	<p>(No, only two days have passed so you're still disguised.) The half-elf looks around for the best cover they can get in front of them to keep away from whoever is making this scene worse. "Steel Fist? Ha, it's more like Iron Fist. The Captain isn't even the most powerful anymore, he answers to the council, to some rich guy who calls the shots to the council now. I don't know his exact position. But as for who I am. That isn't important. I'm here for a different reason, well to be more precise, you are. A man's been hired to kill you, I'm here just trying to help out... a little late, sorry for that."</p>	<p>You notice that she hasn't taken her eyes off of you for a moment. "I'm here to find the person responsible for the death of the man you just killed. I know he is alive, it's only a matter of time before I find him or he comes back at me. As you can see it's already started with that poor soul you're looking for. I am not my father, despite what those around me want you to believe. That is all you should be concerned about."</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 3 - aria Player 4 - sen (druid) Player 9 - dungeon master Player 6 - crush -----</p> <p>Player 3 - aria : History: 12</p> <p>Player 4 - sen (druid) : sen, newcomer to the city, tries his best to think whether he's heard of this place before: 15 I think maybe I read something about that place... or overheard someone I guess?</p> <p>Player 9 - dungeon master : aria knows exactly where this place is and is confident she can guide the party there. Usul, well, doesn't.</p> <p>Player 9 - dungeon master : sen, though he wasn't present for the last time the party left the city (above ground, anyway), has a feeling that the place the guards are sending them to is near the encampment the party delivered Sunkx's package too months ago.</p> <p>Player 3 - aria : "I know exactly where it is." aria says. "We should head out there soon, I'll lead the way." She looks to sen now. "You're not gonna bail on us again when we get close to the guard post near the city line are you?" She doesn't wait for an answer as she starts to walk in the direction of the city limits.</p> <p>Player 6 - crush : crush would follow along, His heavily armored frame pushing through any people that might block their path as they make their way through the streets.</p> <p>Player 4 - sen (druid) : sen follows, still glancing around a little warily, but glad to be on the move. I really wish I could do what you do, crush. You just run into trouble, but it always works out in the end. What? No! he says to aria. Of course not! I mean yeah I guess it was a bit weird how I did that last time but no nothing to worry about this time I'm fairly sure no-one's looking for me at least not here so everything's totally fine and there won't be any problems at all.</p>	Player 3 - aria	TRUE	<p>"The first thing to do when you're in danger is not to act overly suspicious." Aria says to Sen.</p> <p>"Especially when that danger can hear you." She keeps her pace a little swifter but still casual with the rest of the group as she heads to the edge of the city.</p>	<p>"Good." she says not really convinced that nothing would happen or that he would stay with them. She shakes off the worry, they need to move and quickly.</p>	Aria looks back at Sen. "Good."	<p>"They might not be looking for you but there's a distinct chance they're looking for us." She looks to Sen. " I hope one day you can tell us what had you so worried."</p>	(I'll give people some time to post or confirm before I advance the story)	<p>"Let's hope so." She whispers under her breath.She begins leading you down the road the guard house is located.</p> <p>"There's no way I'm going to let us get lost in a city we have to get out of. We've had the guards try and trick us before by pretending to be on our side. I don't want them pulling that again." She looks around in a tense manner.</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 1 - dungeon master Player 8 - victor (elf) Player 4 - kierro (elf,fighter) Player 6 - torwen (elf)</p> <p>-----</p> <p>Player 1 - dungeon master : Sildar is still moving towards the south stairs. (Party is the blue X's, Sildar the purple X - third goblin disappeared up the stairs)</p> <p>Player 1 - dungeon master : Sildar turns back and motions to you all - he holds up his hand, showing 4 fingers. He waits near the stairs.</p> <p>Player 1 - dungeon master : ((We are still in initiative order, but since the monsters in this room have been defeated, you may all post an action before the other monsters move))</p> <p>Player 8 - victor (elf) : victor will whisper that he is going to hang back here a bit near the water bit will hold an Eldritch Blast for the first creature to come down the stairs.</p> <p>Player 8 - victor (elf) : Held Eldritch Blast: Attack: 9 Damage: 6</p> <p>Player 4 - kierro (elf,fighter) : kierro advances toward the stairs, shield at the ready to block attacks aimed at his companions. (Dodge Action w/ flavor)</p> <p>Player 6 - torwen (elf) : torwen will follow kierro, putting his ax in his off hand and drawing a javelin.</p>	Player 1 - dungeon master	TRUE	Kierro advances toward the stairs, shield at the ready to block attacks aimed at his companions. (Dodge Action w/ flavor) You wait amoung your allies - all prepared as you wait to see what comes next.	Combat Over. It's not a huge surprise that the four adventurers make short work of the remaining goblins. One swift axe cut ends the life of a goblin that has been hiding up the stairs, while another slashes across the chest of another goblin causing it to stumble a little, before finally collapsing on its feet.	An odd noise starts coming from the stairwell. It sounds like a faint whispering voice...	As Torwen and Kierro approach the stairs, the cavern beyond becomes more visible. Beyond the stairs, sacks and crates of looted provisions are piled up in the south end of the cavern. In the middle of the cavern, the coals of a large fire smolder. You don't immediately see anyone, but as you get closer, two goblin pop up from behind the piles of provisions and fire arrows - one at Torwen, one at Kierro.	Sildar signals to Kierro and Torwen to follow him up the north stairs (red X - topmost X)The goblins are moving to get into the room on the bottom-right, between the statue and the door.	The goblins continue to stand there.The two goblins continue to stand there. The two goblins continue to stand there. They are very good at standing, and will continue to do so until you all get bored of them.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 4 - tab (druid) Player 2 - mel (human,rogue) Player 6 - mel (tiefling,monk) Player 8 - gene Player 0 - dungeon master -----</p> <p>Player 4 - tab (druid) : "Excellent - thank you, Harbormaster. I vote Thundering Lizard - must be a reference to some sort of blue dragon, I imagine."</p> <p>Player 2 - mel (human,rogue) : (melanthios telepathically adds his approval from outside the building.)</p> <p>Player 2 - mel (human,rogue) : ;)</p> <p>Player 6 - mel (tiefling,monk) : Nobody look as if he might rebel against the idea of raucous place. But after a moment's pause, he squints and nods sagely to himself. "I suppose that is fine. It would provide an opportunity to meet a wider variety of people no doubt. Still not certain of the matter og uides, but.. maybe someone at the Thundering Lizard will be able to provide further insight on that matter? Speaking of insight--" Nobody turns to the harbormaster with a pleasant smile. "I do not suppose you know of anything regarding temples, or locations places of magicalll items and the like might exchange hands frequently?"</p> <p>Player 8 - gene : gene takes a moment to phrase his opinion, "I can sleep through everything." "Sir harbormaster, what else do you think we should prepare before heading out to the jungle? And what of it can be done this day so we can be off before the first light tomorrow?"</p> <p>Player 0 - dungeon master : "Well, I won't have your money 'till tomorrow, so you probably won't be able to leave immediately. If you want to know exactly what you need, ask a guide. They definitely know more than me about survival in the jungle. Well, most of them know more than me about survival in the jungle."</p> <p>Player 6 - mel (tiefling,monk) : "Lucky you." Nobody says sarcastically, giving the goblin a smirk. "Just give me one good second sir." Nobody pulls out a paper and hastily jots down a number of things. Chief among them being both the party's name, and where they could be found in an emergency (Thundering Lizard). "Here ya go. Not sure where our other friend left off to, but I included his name along with all of ours, as well as that of good captain that can collaborate our story. Sooo, unless you think you might need us to guarantee the captive makes it where you need him to go next, we should take off for now. But! I promise that we will be here first thing in the morning to finish sorting our affairs. Sound... reasonable?" Nobody asks the harbormaster</p>	Player 0 - dungeon master	TRUE	"Sounds good."	"Sounds absolutely reasonable! Have the best vacation possible!"	The harbormaster shrugs his cloak around his shoulders. "It's getting later. And I've got a lot of paperwork to do in the moun'n."	"Very good. Now off with you."	"Sounds good to me, kid. Make sure you get some sleep, okay? Tomorrow the boat will leave early in the morning."	"Thank you. But you might want to know, we're already looking for you."

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 10 - gynugri (goblin,druid) Player 6 - mel (tiefling,monk) Player 11 - gene Player 1 - dungeon master -----</p> <p>Player 10 - gynugri (goblin,druid) : OOC: My god that's a lot of places to go.</p> <p>Player 10 - gynugri (goblin,druid) : "Yes, I'm with Syndra Silvane, wearing a silver mask and has raspy voice, the same merchant who employed our group that I told earlier. I'm here to ask information that would help with the task she gave us, particularly about the magical artifacts within the jungles of Chult.</p> <p>Player 10 - gynugri (goblin,druid) : Since I'm an acquaintance of Syndra, perhaps you could squeeze this small goblin during their meeting. It would save time for me and the merchant prince."</p> <p>Player 6 - mel (tiefling,monk) : "Let's see now... That first one is pretty resolved. Though if come across another, we could perhaps expect more there... Silvertusk? Well, if that ain't a half-orc name, then I... Okay, that might've been a bit racist. Just gonna note to tone that one down when meet." Nobody says as he takes out his book, and starts noting the information down. He could've probably taken it down as well, but he was not one to test an unspoken/unknown law of a new land if it could be helped. "Priest of Savras wants to.... No... nono... They... Sure, they might interested, but..." Nobody shakes his head, and carries on note taking with a much more troubled look about him. "Huh... Well, at very least I suppose the coin can be spared for the effort. But I don't think anyone is a cartographer." On that note, Nobody finishes his recording of all he could see, as well as any relevant underlying information on how to contact the appropriate party (Which if there isn't, someone REALLY needed to talk to posters in Chult about proper bulletin usage!) . And then, its back inside the Thundering Lizard. Once inside, if Nobody sees the game still well underfoot, he makes a pit stop at the bar. "Barkeep! My good friend! An Ale, if you by so kind? And also, you would not happen to know of any big attractions of your fair Port Town?"</p> <p>Player 11 - gene : gene commends mel on a very good first round!</p> <p>Player 11 - gene : "Lets alternate the turns for our side, shall we mel?"</p> <p>Player 1 - dungeon master : The bulletin states that Undril is rooming at Kaya's house of repose, Inete can be found at the temple to Savras, Lerek can be found at fort Beluarian, and it gives Yondala's address. The barkeep pours a mug of</p>	Player 1 - dungeon master	TRUE	<p>"I'm surprised that nobody has taken the Lerek one, he gives very good rewards,"</p> <p>"Also, I'm interested in taking the Xandala one. Where do we need to go find that?"</p>	<p>"I know of some local legends, but I don't pay much attention to em. I don't even know if people've actually seen the creatures yet."</p>	<p>The barkeep tells him, "I'll have yer drink in a moment. As for big attractions, you can find some games over in the Thundering Lizard. Otherwise not much ta see, not unless yeh like to get your ears pierced or have a tattoo."</p>	<p>"The dinosaur races. Undoubtedly. Every week, there is a race throughout the streets of Port Nyanzaru. The dinosaurs used in the race wildly stampede through the streets, barely under their rider's control. It is extremely dangerous, and people sometimes die. Good fun!"</p>	<p>Well, the Thundering Lizard has a reputation for having some of the best wine and ale from all across the Port. I also hear that the Arena, The Laughing Dolphin, and The Golden Arc have some of the best fighters. If you're looking for exotic beasts, we have a man who raises some of the most exotic beasts on the island, and sells them for the right coin.</p>	<p>"Big attractions, it depends on what you would enjoy, there's the Zawabi's Safari a place that you can try your luck of hunting different beast in the jungle. Or the port has different taverns and dance halls you could check. Not to forget the port has the finest ships in Chult to be boarded if you dare to venture to the open sea." The barkeep states.</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 6 - andolin (paladin) Player 0 - dungeon master -----</p> <p>Player 6 - andolin (paladin) : andolin clears his throat and speaks up, "My..lord... the prophecy we were told of. Perhaps these fine beings will allow us to look around the tower a bit?"</p> <p>Player 0 - dungeon master : "Look as you wish, we will ware you of the traps." Investigation of the tower will reveal only a small entrance in the stones of the northeast corner which leads down to their warren (besides some nasty traps, which the Kobolds warn you of. Only Seraphina is small enough to enter.</p> <p>Player 6 - andolin (paladin) : OOC: is it just the base and then tunnels below or is there like remains of a tower that goes up?</p> <p>Player 6 - andolin (paladin) : OOC: is it just the base and then tunnels below or is there like remains of a tower that goes up?</p> <p>Player 0 - dungeon master : Just the a few feet or wall, the foundation and the Kobold tunnels</p> <p>Player 6 - andolin (paladin) : OOC: Gotcha, my mistake.</p> <p>Player 0 - dungeon master : OCC: I will be out this afternoon thru sometime thursday. The in-laws are coming in from Europe... I should still be able to make the occasional post.</p>	Player 0 - dungeon master	TRUE	The in-laws are here, it will now take a bit longer for me to get back to everything. I should be able to finish the rest of this on Saturday, or the Sunday.	"My..Lord..." Tengen says " The tower is not in danger, do not worry about our well being, if you will excuse us, we can not continue to talk from outside the tower in the light of day."	"Fourteen. Not long before you come face to face with a new threat...one we will not survive. A great threat comes for us and we cannot prevail, but we shall stand against the threat until the end."	Watching the coming dawn, the Kobold elder asks, " Dread Lord, soon the night will end, may we return to our warren? "	As you enter the tunnels and continue to walk you do see a few other rooms down here that are not occupied. As the walls continue on, they are starting to show signs of water damage and the like and are showing signs of a collapse. A quick inspection of the wall shows the tunnels to be very structurally unsound and are in need of being rebuilt. The area is clearly part of an old mine that has been mined out and the shafts have been flooded.	"We are the Keep, and we live here. The humans came from the west. As far as we know they were here to conquer and have. With out the power of our Lord and Master, we are a mere shadow of what we once were."

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 14 - nenne (elf,cleric) Player 0 - dungeon master Player 12 - sthara (human,monk)</p> <hr/> <p>Player 14 - nenne (elf,cleric) : nenne darts around sthara to P19, surveying the front of the battlefield for the first time. Seeing the incoming creatures and the bloodied state of the fighter, she points at three frogs (T17, O16 and N16) and casts Bane . " Mind your manners. "</p> <p>Player 14 - nenne (elf,cleric) : That's a Charisma save for froggos. DC 13.</p> <p>Player 0 - dungeon master : T17: 16 , O16: 3 , N16: 16 , The creature sidesteps Allister's thrust and returns one of his own //Attack: 21 Damage: 5 \\ nenne feels the energy of her spell root, but only on one of the creatures, but the energy gathered from her spell paints a target on her back. The cursed creature and another rush from the river and attack the eladrin together. //baned frog: Attack: 23 Damage: 5 bane: 2 , other: Attack: 15 Damage: 6 \\ One of the creatures lobs a spear at the spectral weapon bearing down on his companions to no effect and the last to arrive at the bank of the river throws a tiny spear at Dunk's large body. //Attack: 20 Damage: 4 \\</p> <p>Player 0 - dungeon master : The numbers by your names are the amount of poison damage if the save is failed. DC:12. Dunk's save: 11 . The frog creature attacking Allister seems to be adapt in fighting in the underbrush and scores a mark on his leg 5 .</p> <p>Player 0 - dungeon master : Even cursed by the cleric, the creature managed to poke its spear in a gap of nenne's armor 5 , causing it to croak out in victory. Its companion's spear glances off of nenne's armor. Dunk quickly pulls the spear out as it finds its mark through his tough hide 6 .</p> <p>Player 14 - nenne (elf,cleric) : nenne CON save: 21</p> <p>Player 12 - sthara (human,monk) : Seeing the three in front of her, sthara spins up a fire bolt in her hand. She thrusts out an arm, her eyes flashing as she does, sending the bolt straight ahead, with another spinning off towards the one to her left (11 to hit for 10 damage, and 10 to hit for 7 damage). She then traces her eyes from the floating weapon to the yellow creature, the hammer soaring towards it and smashing down (23 to hit for 8 damage).</p>	Player 0 - dungeon master	TRUE	<p>11 , 10 = 11, 4, and 7 The creature takes the damage and staggers away momentarily before lunging back at Dunk. The other one attempts to poke Nenne's other leg, failing to pierce her armor this time. 3 The fire bolt melts through the tree bark and continues its course, striking the creature which had been trying to poke Nenne with a searing energy.</p>	All the darts hit their targets, but with no discernable effect.	The cursed frog in front of the cleric spits another glob of poison at the celestial weapon, but this time as he tries to jump for it, a firebolt appears and engulfs it. The firebolts then make a double hit at the other frogs, burning their hide.	The yellow frog thing looks to a few of the fallen creatures and suddenly leaps into the air soaring over some of the combatants to land right in front of Dunk in the center of all the action. It balls its tiny hands into fists and lets out a Mesmerizing Chirr that reverberates through the area to everyone's core. The effect immediately begins to stiffen muscles and dumb the mind!	<p>OOC: @Fenrisulfr. I'm taking 2 points of fire damage for not having had fire resistance after the 1st hit. Fire bolt to frog #1: 10 Fire bolt to frog #2: 18 Fire bolt to yellow frog: 14</p>	The one on Allister and the one on Sthara both look injured as though they had taken the full force of an assault from their opponents, but still remain in the fight.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 3 - darastrix (dwarf)</p> <p>-----</p> <p>Player 0 - dungeon master : (Yeah didn't see that post lol!)</p> <p>Player 0 - dungeon master : As the group of boys focus on the centaur in front of them, Pok'im barrels out of the fog trailing mist behind him as he attempts to grapple the ringleader as his five slightly smaller henchmen take a small step backwards in shock.</p> <p>Player 0 - dungeon master : Red haired boy strength check! 1</p> <p>Player 0 - dungeon master : As the bugbear barrels towards him he goes to take a step backwards and trips on his own feet, falling on his back as the Pok'im grabs him by the ankle and lifts him up into the air above his head so that the upsidown teenager is at eye level with him. The hot steaming breath from the bugbear blowing in his face and filling his nostrils with the smell of pancakes.... The five other children start to scatter after a second large hairy figure emerges from the fog. Upon seeing the second bugbear the already frightened boy will start to cry. " nonono don't hurt me! Yes I will calm down...I am sorry! I didn't mean it.. we were only playing..." He will say dangling from one leg, now holding both of his hands clasped together begging to be set free.</p> <p>Player 3 - darastrix (dwarf) : "Can I eat him, Pok'im?" A pair of beady lizard eyes peer through the wooden timbers, maw slightly open revealing rows of sharp teeth and pieces of sack o meat between most. Drool escaping where it can</p> <p>Player 0 - dungeon master : (So are you making an intimidate check or legit want to eat him, or both :D)</p> <p>Player 3 - darastrix (dwarf) : (Legit want to eat him. I can roll intimidation if needed)</p>	Player 0 - dungeon master	TRUE	(Well since Pok'im is eating the big one and there are other more easily handled ones it may be beneficial so that they don't get loose)	" You can do what you please with him if that means he is left bleeding and half dead in the woods when we leave.. but if not you will lose the rest of your delicious meats!" Pok'im snarls in response	" No not allowed to eat human! You can try to make him quiet though for me! " The bugbear grumbles his eyes still locked on the centaur as he takes another huge steamy breath.	(That is what I figured) "you.. you cannot eat me! That.. thats murder!" The boy will say trying to rock himself farther away from the wall while still dangling by his leg. "HELP! HELP! SOMEONE HELP!" The large muscular boy will begin shouting at the top of his lungs.	" No..! No you cannot.... "Pok'im pauses for a full second and seems to look towards Darastrix and seems to question something for a moment before speaking aloud. " Do you wanna know how its done? "	The boy whimpers as the bugbear's mouth begins to form and suddenly you hear the creaking of wood and the sound of wood being torn apart, as the door to the building is violently ripped from his frame as the centaur runs through the door and stands between the bugbear and the boy, yelling " Get away from him you bastard! This little one has done nothing more than play with friends! " The boy shakes in fear and tears start to fill his eyes as the two bugbear's stand face to face.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 2 - vahl (fighter) Player 6 - dungeon master Player 3 - bilberry -----</p> <p>Player 2 - vahl (fighter) : Initiative: 22</p> <p>Player 6 - dungeon master : Bill goes first.</p> <p>Player 3 - bilberry : Bill Turns to the Vampire and shoots a crossbow bolt at it with his sneak attack ability since it has not gone yet. Attack: 11 Damage: 10 Sneak attach Damage: 23</p> <p>Player 3 - bilberry : However since he was not used to this much bigger body, His aim was totally off.</p> <p>Player 6 - dungeon master : When he shot the arrow it just snapped after hitting a cave wall. It is now vahl's turn.</p> <p>Player 2 - vahl (fighter) : vahl tries to shoot a zombie with an arrow.</p> <p>Player 2 - vahl (fighter) : Attack: 14 Damage: 11</p>	Player 6 - dungeon master	TRUE	After the shot he runs up. X	The zombie grunts in pain as it takes the arrow in its arm.	But, the arrow is to heavy for the vampire, she only hits dirt. When it is Bill's turn it is also the vampires turn.She will move down and to the left. It will not be able to reach it.	You hit the zombie in the should knocking it's arm right off. Black gew purs out of it's arm but it keeps going. The wraith at the door you are all next to floats through cha' , giving him opertunity attack, and places it's hand on bills now feathery chest and tries to suck the life out of him.	The arrow slices right into the neck, and the zombie just stares at you. The other 6 zombies begin to notice you, but don't react to it just yet. It is now the turn of the Vampire.	Vahl Shoots an arrow killing one of the zombies.

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<p>Player 3 - serifey Player 11 - carcywin Player 7 - gunnar Player 1 - dungeon master Player 2 - ezal -----</p> <p>Player 3 - serifey : "So it's like bad hypothermia?" serifey looked confused. "And the cure is to get them warm?"</p> <p>Player 11 - carcywin : carcywin looks distraught as no parasols were in sight. 14</p> <p>Player 7 - gunnar : "I do not understand the full treatment, it's much more complicated. My grandmother knows it though." He says, "and what's a the hypo..thing you just said"</p> <p>Player 3 - serifey : "Hypothermia? It is where you become too cold. You can loose limbs from it. It's also called frostbite, by some."</p> <p>Player 1 - dungeon master : "Yes, I'll take it. But I have your word and your dagger - try anything funny..." The shopkeeper steps over to the cellar, and a few seconds later, he pulled out some high boots. "Ere ya go."</p> <p>Player 2 - ezal : "Thank you sir, for your trust in me," ezal replied, placing the dagger and 30 gold pieces down on the counter. He bowed deeply as he left the shop, a solemn expression on his face. As he rejoined the party, a smirk slid across his face. "Sorry about the wait. I was buying new shoes." His smug look seems to amplify his normally confident aura beyond what should be reasonable.</p> <p>Player 3 - serifey : serifey looked around, making sure everyone was there, then said, "Let's go then."</p>	Player 11 - carcywin	TRUE	6. "And so?" Sophira is still waiting.	Adoy looks at the group, before he begins to walk down the road to the south and the temple. "Well, we're off."Adoy has been walking in the south direction since he arrived in town. He keeps scanning the road looking for any dangers, though his eyes are peeled more for the roadside animals, so he won't be paying much attention to anything above ground that might be more hidden.	(Are we all going to the church?)	Carcywin makes a sad face and complains about the lack of parasols.	Ezra had been waiting for the group to reassemble. There was a certain something about the way Ezal had conducted himself while at the shop. A hint of mischievousness seemed to shine in his eyes, but Ezra assumed it was not something to fret over. Regardless, it made for an excellent opportunity for a bit of light-hearted teasing. He stepped into the store and grabbed Ezal's free arm gently before he walked out. As they got to the party, Ezal asked if he was going to take his clothes off him again, and Ezra replied, "Not if you don't make me."	(I can't wait to see where this leads.)

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<p>Player 0 - dungeon master Player 17 - tarek</p> <p>-----</p> <p>Player 0 - dungeon master : From where you're standing now, Anakis, there's plenty of the toad to target that isn't anywhere near tarek. Fluin is providing the toad with half-cover from where you are, but if you happen to miss the toad, Fluin looks tough and quick enough to not get hit. A lot could change though between now and the time you could get your spell off.</p> <p>Player 0 - dungeon master : The fleeing toad gets another poke from Aluzira's dagger, while Ulben's walking stick cracks on thin air as the toad darts away. It hops off through the trees and into the pool and begins swimming for safety.</p> <p>Player 0 - dungeon master : Aluzira, what will you do (on your turn) to discern why it is the toads are reacting to your attacks the way they are? tarek, you are still conscious, but you are grappled and restrained by the toad's mouth. Its needle-like teeth are hooked into the links of your mail and its mouth grips your body like a vice. Ulben, tarek is just over 15 feet away from you, and the toad that's grappling him is 20 feet away, so you could get within reach of either one of them with your move.</p> <p>Player 17 - tarek : tarek, barely holding on to life, tries to scream to get everyone else's attention before offering a prayer to Pelor for strength, then trying to break free from the toad. (STR save: 10)</p> <p>Player 0 - dungeon master : The DC to escape from the toad's mouth is 13, would you like to use your bardic inspiration die on the check? What does Ulben do?</p> <p>Player 17 - tarek : Uh... sure. 1</p> <p>Player 17 - tarek : Welp... it was worth the try.</p>	Player 0 - dungeon master	TRUE	The toad hops away further into the water, the toad is well into the water now. ((OOC I'll check on it now ((Dropping out as it ran away. No time to chase it really))	"Damn damn damn you stupid thing! What did I do to deserve this!" says Tarek, not even close to being able to move his muscles as much as he wants to.	Tarek yells frantically as the toad's teeth grab tighter and a tiny bead of blood forms on the corner of his mouth. After another minute or so of struggle and more attempts at escape, Tarek feels his shoulder finally give to the toad's deadly grasp.	The inspiration of Aluzira's tune isn't enough to break the grapple, and Tarek is held fast by the toad's gaping maw, unable to move. The toad looks as though it's getting ready to swallow him whole.	Ulben, you still remember that toads tend to stay close to waterways like this, though you have never known of a toad to do anything like this, unless...	With a scream of pain, Tarek tries to force his torso from the toad's grasp, but his armor remains stuck fast and the monster holds on tightly.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 8 - valaith (goliath,wizard) Player 13 - dorno (half-orc,druid) Player 1 - dungeon master Player 2 - vark (half-orc,sorcerer) Player 4 - archibald (orc,cleric) -----</p> <p>Player 8 - valaith (goliath,wizard) : Survival Adv Roll - 10</p> <p>Player 13 - dorno (half-orc,druid) : As Val searches, she sees a shadow looming from close behind her. As she looks back over her shoulder dorno is there, probably uncomfortably close. He seems to be looking wide eyed and curiously at whatever she is looking at, concentrating. He silently looks her in the eye, puts one finger over his mouth to indicate they should keep quiet, then points to what he thinks may be tracks not far in front of her, although he is not sure yet. The need to be quiet is probably a bit odd, as the others are still talking just a few feet away. dorno has simply slipped into his default tracking and sneak mode regardless of whether or not all aspects are practical at the moment.</p> <p>Player 13 - dorno (half-orc,druid) : OOC . Just providing the Help action. Couldn't find Val's height in what we can see of each other's sheets, so not exactly sure who's taller in this scenario as I pictured dorno looming. haha</p> <p>Player 1 - dungeon master : Val and dorno pick up the trail of several laden humanoids moving north. The valley the caravan is currently traveling through runs east-west. It would be very difficult, if not impossible to take the wagons north from here.</p> <p>Player 13 - dorno (half-orc,druid) : "Good job, big lady." dorno turns the others. "Big lady find they went this way." He turns back and gives Val a big smile.</p> <p>Player 2 - vark (half-orc,sorcerer) : "Uhm- I uh, I don't know if following them is a good idea. W- what if they have traps around their camp? We could be walking right into an ambush."</p> <p>Player 4 - archibald (orc,cleric) : "vark might be right, our mission is to guard the caravan first. Then deal with the bandits. If we leave now, surely the carriages will get attack and we will lose everything."</p>	Player 1 - dungeon master	TRUE	<p>After some deliberation, the group decides that the best course of action is to let the caravan and the guards handle things. However, they will be vigilant, and if they see any of the bandits or see bandits attack the caravan, they will do what needs to be done to keep them from harming the people.</p>	Ongoing Map:	(If everyone wanted to head north, I assume you'd backtrack a ways to the west, taking a detour)	<p>The wagons roll on west, and a few hours later the road through the valley enters a crevasse with tall, uneven rocky sides. The slopes of the mountainside to the left and right are thick with slim pine trees and carpeted with fallen branches and tree trunks.</p>	<p>DM Question: How many of you are going to remain behind and guard the wagons and the oxen?</p>	<p>Following the path where the tracks went Val comes across an opening with a cave on the far side of the road. At this point the path continues north from where the tracks disappeared, the direction you expected.</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 9 - dungeon master Player 12 - aidan (cleric) Player 3 - nate -----</p> <p>Player 9 - dungeon master : 20</p> <p>Player 9 - dungeon master : The Kenku manages to break free from the halfling as he darts for the backdoor. Only to see aidan as he opens the door. He tries to backtrack and make way for the front door.</p> <p>Player 12 - aidan (cleric) : aidan attempts to grapple the kenku to help hold him down.</p> <p>Player 12 - aidan (cleric) : Athletics Check: 19</p> <p>Player 3 - nate : nate will just watch because this is the wrong kind of bird person he wanted to find.</p> <p>Player 9 - dungeon master : The Kenku tries to escape from aidan's grasp.</p> <p>Player 9 - dungeon master : 10</p>	Player 9 - dungeon master	TRUE	2 17 8 20 The Kenku finally manages to run back out to the front of the pub. A moment later and the door would have shut.	As you watch the man run away, you hear something behind you." He's still on," he says as he turns to face you."You better catch up."He then goes into his run once more.The party seems close behind... but as they are making their way through the crowds, you notice that there are more people walking the streets... and also more guards patrolling the streets.	Though he still manages to slip free. You all realize that you won't be getting the money and will be getting in too deep. What will you do next?	Aidan manages to catch the small Kenku who's still trying to escape. He doesn't say anything but just squawks loudly.	The Kenku slips out of Aidan's hand and then runs out of the room while Aidan is recovering from his failed grapple attempt.	The Kenku gets away from Aidan.He darts towards the back door. And makes it outside. The crowd is still inside.

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<p>Player 3 - serifey Player 10 - vrailin (elf) Player 0 - dungeon master -----</p> <p>Player 3 - serifey : "Good idea!" serifey backs away from the device to give vrailin room to freeze it.</p> <p>Player 10 - vrailin (elf) : If the rest agrees vrailin outs her hand close to it and cast a Ray of Frost to it. Hoping to destroy it. [In case it's needed Damage: [8]</p> <p>Player 0 - dungeon master : Really nothing happens. What did you expect?</p> <p>Player 3 - serifey : "Let me try!" serifey takes a deep breath and breathes on the device. (This is a cone, btw)</p> <p>Player 0 - dungeon master : The device doesnt change visually, but you can infer that it should be brittle and easy to break now.</p> <p>Player 10 - vrailin (elf) : vrailin hits the thing with her quarterstaff to test if their theory worked.</p> <p>Player 0 - dungeon master : Please roll damage.</p>	Player 0 - dungeon master	TRUE	1 "So far, I have found nothing."	Vrailin swings down on the device, shattering it into pieces.	The magic flow through the device again in its new weakened state sending an arc of lightning across the floor. The device was reduced to dust.	Because this thread isnt moving, I instantly bump it up. After a few hits, the tube shatters. You observe that there is a bellow behind it that seems to be constantly pumping out green smoke. It doesnt seem to be harmful, but you are confirmed that someone has been here before.		3 It shatters... nothing happens. No explosion..no beam..nothing.

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<p>Player 4 - bilberry Player 6 - dungeon master Player 5 - vahl (fighter) -----</p> <p>Player 4 - bilberry : bilberry thinks for a moment, slightly disappointed. "Please tell me it isn't a gnome."</p> <p>Player 6 - dungeon master : "No we don't know where he is. It is vahl roses daughter and," he pauses for a minute like he wanted to break some news "demakos."</p> <p>Player 4 - bilberry : bilberry clenches his jaw and frowns. "You want me to work with that psychopath? I'm guessing you want us to help destroy the world and not save it then?"</p> <p>Player 5 - vahl (fighter) : "Okay. Well I'll help you save the world, I guess." vahl says.</p> <p>Player 6 - dungeon master : Bill - the man chuckles " no I need you to save the world. Their are cards that can be used to destroy the world If put together. We need his help .sence the other mage died I need the next best thing. Also he's done a lot of stuff sence you last saw him." vahl - the man walks a little closer, puts his hand on your shoulder pulls a .Scroll out with his other hand and tellaports you both to a small fancy metal room with and a iron door on the other side. The man tells you to fallow him ,and assuming you fallow him, leads you to a room that looks like a hospital room and you see bill talking to johonios and he all of asuden he is not next to you.</p> <p>Player 4 - bilberry : Bill grumbled lightly but then figured he could probably gain some wealth from the mage and so he put away his doubts for now. "Ok, well if I have to. But what is this about saving the world. It seems fine to me except the fact that I'm here and not on my ship."</p> <p>Player 6 - dungeon master : " like I said, there are cards that if put to gather can destroy the world by themselves they are still powerful but we need to stop them from coming toghether. The one above all will tell you both the rest " he looks at vahl and bill " if you follow me."</p>	Player 4 - bilberry	TRUE	The words of the man are not quite clear to anyone.	Bilberry groans lightly. "I just got here, don't want to be taken away already. But if you need me to help then let's head out."He stands up with an uncertain face, feeling out of place but knowing he's there for a good cause. "What should we do first then?"	"I'm not sure I like that idea. If we stop them we'd still be left with the fact that this place is just a copy of the world. And the real world could still be in danger of destruction." He walks over to the iron door.	Bilberry climbs from the bed checking to make sure he still had all of his items and gold before following.	Bill stands up with the rest of the group and follows the man to the next room, his hand still glowing from the mage hand .	Bill looks around the room, then at the men, at the floor and up at the light fixtures and everything else. He is obviously inspecting everything.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 3 - graxx (wizard) Player 2 - utar (goblin,bard) Player 1 - dungeon master Player 6 - praxx (gnome,bard) -----</p> <p>Player 3 - graxx (wizard) : graxx will walkover and hand 13gp to Shandra. "I believe this should cover your repairs."</p> <p>Player 2 - utar (goblin,bard) : As graxx walks over to Shandra, utar breathes a sigh of relief. Those pictures the human barbarian was pointing at... those sure are some pictures. Good looking pictures.</p> <p>Player 1 - dungeon master : Shandra takes the gold from graxx : "That is one loyal group you all have here, where one of you pay another's bill. I am glad you came to help." Drazzim then takes a good look at his glaive and greataxe , choosing the latter.</p> <p>Player 1 - dungeon master : -> Greataxe (melee weapon attack) vs. Lock : Attack: 22 Damage: 9 slashing. The simple lock never stood a chance.</p> <p>Player 1 - dungeon master : "All yours," he says to praxx .</p> <p>Player 1 - dungeon master : (@Grx : If you haven't done so yet, please remove 13gp from your inventory.)</p> <p>Player 6 - praxx (gnome,bard) : praxx ties his rope to the drawer handle and steps back about 5 ft. He then yanks the rope pulling the drawer open. "dont worry Grax I will pay you back no problem!" praxx says as he is pulling the rope</p>	Player 1 - dungeon master	TRUE	Utar is ready to throw a stone at Praxx' if the rope doesn't do any harm.	Since Praxx was already in the closet and Grax took an arrow for him, he would be pulled across from the door to the bed.	The chest's heavy lid finally gives way and the chest is fully opened, with two heavy wooden trays on their shelves. You find five potion vials resting on top of the bottom tray and three of them are unsealed. The top tray holds six heavy gemstones of varying colors in slots.The bottom tray is empty, save for the top two shelves, as are the side shelves. The top shelf is filled with bottles of liquid. There are eight vials, each filled with clear liquid that have different colors swirling inside. The bottles have corks over the mouths. The next four shelves each hold two vials each, and the colors appear to be the same, as if a two-color spectrum. The bottle have screw caps over the mouths and there are four open slots.The rightmost shelf has four open slots. The next shelf has six open slots. The rightmost shelf has two open slots.You open the leftmost door at the end	The drawer flies off its socket, crashing onto the ground and damaging it a bit further. Inside, Praxx finds two vials of liquid and a small coin purse with the initials "IS" embroidered on it. One of the vials holds a bubbly red liquid that the bard easily recognizes as a Potion of Healing (common variety). The second vial contains a murky brown and silvery solution that does not look well mixed.	In this narrow and dark space, Praxx , you know there is no risk of that rope pulling the drawer out of its compartment at all. You just wanted to show off your strong man pulling skills to an audience of one, huh? Either way your efforts prove fruitful, and your rope does make the drawer come sliding out of its secret space.	Drawer slides out, revealing nothing but some dust. "We may have to dig in those ashes to find more clues." Drazzim says.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 5 - alwyn Player 13 - lirvar (half-elf,wizard) Player 3 - sogasri (human) Player 11 - dagron Player 10 - dungeon master -----</p> <p>Player 5 - alwyn : Yes</p> <p>Player 13 - lirvar (half-elf,wizard) : Sounds good</p> <p>Player 3 - sogasri (human) : Sure</p> <p>Player 11 - dagron : Yeah.</p> <p>Player 10 - dungeon master : Rested, you exit your rooms to see a completely empty tavern. Even the streets are empty, and no guards can be seen. You find a table and sit down (or not, you decide) and after a few minutes, the human from earlier walks out of the kitchen, walks over with trays of meat and bread and places them on your table, looking very depressed.</p> <p>Player 3 - sogasri (human) : "Pardon me, but it seems this place was busier earlier. I've been having sort of a strange day though. What's going on?"</p> <p>Player 10 - dungeon master : This place only gets customers is because people like hearing stories from adventurers, but the last adventuring party I'd seen in a week, other than you, left this morning. Also, Jedburg seems to just have stopped after we got the news. She pauses respectfully. Also, I've not seen many adventurers pass through Jedburg in the last few weeks, which is odd, we used to always have a few adventuring parties here at a time, resting, restocking, telling stories, then continuing their travels.</p>	Player 5 - alwyn	TRUE	<p>Wait a minute... There is no one else around. Who were those people we heard in the forest? Who was trying to give the note?</p>	<p>Xavice sits down at the table with the other adventurers. "I too share your perplexing predicament. Maybe we could travel together for awhile?"</p>	<p>"Well we were all kind of in a hurry this morning. Maybe we're just the first? We can't be the only group trying to figure out why so many people are suddenly disappearing, if even one of us can find some answers maybe this will start up again. Did the last adventurers have anything to say before they left?"</p>	<p>"I can understand the lack of business. But pardon me if this is too forward, you seem particularly forlorn. I don't mean to pry, but is something wrong?"</p>	<p>Dagron is still eating, trying to get as much food into him as possible while he's not on the road.</p>	<p>"I see. I have also noticed the strange lack of people. We seem to be the only ones here."</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 6 - alwyn Player 3 - sogasri (human) Player 13 - lirvar (half-elf,wizard) -----</p> <p>Player 0 - dungeon master : We were not told of how he died. He was not very old and we were not told he was ill. I suspect an assassin from another kingdom was hiding as a plain villager then killed him. I cannot help you any more than that, however.</p> <p>Player 0 - dungeon master : What is everyone else doing?</p> <p>Player 6 - alwyn : alwyn picked up the broom and kept cleaning when she started talking to lirvar. Handing it back to her when he was ready to leave.</p> <p>Player 3 - sogasri (human) : Soga goes looking for some sort of gathering or official, or a government building. Anything really</p> <p>Player 0 - dungeon master : (sogasri) You walk in the town for a while until you stumble on a large building surrounded by guards, you assume this building to be where the king lived. As you approach a guard walks towards you. Sorry sir, but townsfolk are not allowed in this area. (alwyn) She takes it as she leaves briskly into the kitchen.</p> <p>Player 13 - lirvar (half-elf,wizard) : lirvar will move on the the alchemy store and inquire about stock and prices.</p> <p>Player 3 - sogasri (human) : "My name is Sir sogasri, Knight of the Shield, and Shepherd Of Urogalan. Take me to see whoever is in charge here, guardsman" sogasri's tone and demeanor is polite, but firm.</p>	Player 0 - dungeon master	TRUE	The guard replies, Sir, you don't seem a criminal but this area is reserved for officials only.	(Sogasri) The guard pauses and looks closely at you. Urogalan, that you? (OOC: Sogasri is quite well known to everybody in the area as a Knight)	You manage to get the guard to bring you to the king, the king is sitting on his throne surrounded by guards, one guard brings you to the front and the king looks at you. What is your business here and with what army are you associated with.	(Sogasri)The guard walks back towards the building, and after a while a tall half orc wearing knights armour approaches you. Greeting , sir Sogasri, I am Nubash, knight of the shield, guardian of jedburg. What brings you here in this time of need?	The guard looks at you for a moment. You're not important. You can't see the king like that. You're not allowed. Go away.	He takes you to an official looking man. The man says What is all this fuss about. say that you seek the king He looks at you, then the other man. His eyes narrow, he says No citizen of this city would do that. Please be on your way.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 6 - fjordix (bard) Player 5 - dungeon master Player 8 - rex (dragonborn,monk) Player 12 - valharri (cleric) -----</p> <p>Player 6 - fjordix (bard) : fjordix roars, "No more talking, good!" as he rushes up the hill with weapon brandished and swing hard at the closest target he can reach</p> <p>Player 6 - fjordix (bard) : Attack: 7 Damage: Unable to parse dice roll. Bonus action: On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action. If it crits or if it kills: Attack: 20 Damage: Unable to parse dice roll.</p> <p>Player 6 - fjordix (bard) : OOC: It doesn't look like I hit on that first one, but I need to figure out my re roll again, been so long since last combat lol</p> <p>Player 5 - dungeon master : fjordix's glaive is knocked away by the kobold he attacked.</p> <p>Player 5 - dungeon master : Ghenesh, what would you like to do?</p> <p>Player 8 - rex (dragonborn,monk) : "Good job green arrow guy! I knew you could do it! You're my beeeest friend..."</p> <p>Player 12 - valharri (cleric) : valharri is going to go up and help rex hitting one of the Kobolds. (To hit: 23 , Damage: 4)</p>	Player 5 - dungeon master	TRUE	<p>Can I throw you over this wall? "Yeah, you're my best friend!" Rex pulls out his shortsword and takes a stab at one of the kobolds.</p>	<p>The kobold that Valharri hit takes 4 damage from the attack.</p>	<p>With a resounding clang of steel against steel, Ghenesh strikes true to kill the Kobold before it can retreat into the brush of the nearby forest.</p>	<p>Ghenesh's sword pierces one kobold while Valharri's mace smashes into another. Both fall dead.</p>	<p>One of the Kobolds is caught off guard by Val and Rex's attack, and is knocked to the ground by the force of Val's axe. The remaining Kobolds fire their arrows in anger, hoping to get a final shot in while the party has it's attention diverted.</p>	<p>Fjordix roars, "No more talking, good!" as he rushes up the hill with weapon brandished and swing hard at the closest target he can reach.The attack glances of the target but he strikes back at Fjordix.</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 6 - jack (monk) Player 4 - dungeon master Player 10 - mouse (monk) Player 7 - guhner (goliath,barbarian)</p> <p>-----</p> <p>Player 6 - jack (monk) : jack will also run to the engine and see if he can get it started. Investigation 10</p> <p>Player 4 - dungeon master : Matilda dangles from the side of the ship and is almost thrown off as another orb collides with the hull! "The metal box at the back of the ship!" The captain shouts back to guhner. Both mouse and jack rush to the metal box and try to figure out how to work it. A small handle attached to a cord sticks out of the side and on top is a small lid labeled in weathered letters "Fuel". Next to the engine sits a large glass bottle full of murky brown liquid. From these clues the two of them figure that they'll have to fill the engine and then pull the cord to turn it on. Of course, they don't have long, for everyone can feel the boat getting pulled closer and closer to the center of the whirlpool!</p> <p>Player 10 - mouse (monk) : "I'll pour, you pull!?" mouse doesn't wait for an answer. Stepping to the other side of the engine, he opens the 'Fuel' labeled top. Then grabs hold of the large bottle with long clawed hands, and does his best to pour the fluid into the small opening, while the boat spins and rocks hard with each orb striking. His tail brushes the deck, nervously swaying, trying to help him balance.</p> <p>Player 6 - jack (monk) : As soon as he's done pouring jack pulls the cord.</p> <p>Player 4 - dungeon master : sorry will update tomorrow!</p> <p>Player 10 - mouse (monk) : ((AL maybe you can get an athletics roll in for guhner to pull Matilda up before then?))</p> <p>Player 7 - guhner (goliath,barbarian) : OOC: Good idea guhner will try and pull up Matilda. Athletics: 14</p>	Player 4 - dungeon master	TRUE	6 Matilda finds himself dangling on the side of the boat again, not even feeling the pull from the whirlpool. "I can still help!" He shouts, this time to Jack.	Matilda, still dangling on the edge of the boat, has the strength to hang on to the edge of the boat.	The captain looks at you expectantly.	<p>The metal box roars to life, the sound overpowering the wind and waves! Immediately the boat lurches forward and starts to make progress out of the whirlpool! With Guhner's strength and the force of the boat, Matilda is quickly lifted aboard. But there is no time to relax, as another wave brings forth several more black orbs!</p>	<p>As the boat sways back and forth both Jack and Mouse struggle pouring in the liquid. Finally the bottle starts to gurgle and Mouse manages to open the bottle as far as it will go. Unfortunately, this happens at the wrong time as the ship begins to rock back and forth and the bottle shoots out all of the fuel onto the deck. The boat starts its descent into the whirlpool as the engine fails and everyone struggles to get out of the way of the churning waters!</p>	<p>Together the three of you manage to get the ship into the sweet spot and pull the cord. The propeller spins, the gears click and the engine turns on. The boat is safely set in the right place with the boat no longer spinning and inching its way forward in the current. The metal box is now completely submerged and you believe that it's safe. The water begins to spin and push the ship forward and slowly the whirlpool gets smaller and smaller. When the ship is no longer being pushed forward into the whirlpool, the metal box begins to float again!</p>

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<p>Player 7 - funderburk (wizard) Player 0 - dungeon master Player 15 - nenne (elf,cleric) Player 5 - allister (wizard) -----</p> <p>Player 7 - funderburk (wizard) : Lemon then turns to the closest skeleton and yells, "Fer ye Orvex!" (D9)</p> <p>Player 7 - funderburk (wizard) : Healing Word: 15 Club: Attack: 9 Damage: 8</p> <p>Player 0 - dungeon master : Lemon's club comes up right before the dwarf gets nailed in the side by the sheild warrior's spear (16 force damage). The impact sends the dwarf stumbling to the side, his club never coming close to the skeleton.</p> <p>Player 15 - nenne (elf,cleric) : "Aoda, regenerate and attack that cauldron!" the cleric calls to her serpent as she falls back to stand beside Glimbul (G3). The summoning animal, obviously bloodied, reverts briefly to its staff form and emerges once more, completely healed. It then bites down on the cauldron beside it. (Attack: 8 Damage: 9)</p> <p>Player 5 - allister (wizard) : Facing three foes allister wastes no time to decimate them. He stabs one through sternum and backbone, as he pulls the rapier out the skeleton breaks in half. He paaries another skeleton's attack with an upwards slash that severs the arm and breaks half of the skull off. He uses the space he has to walk to the middle cauldron on the right side and hammers the hilt of his cutlass against the glass.</p> <p>Player 0 - dungeon master : allister's cutlass pierces the cauldron on another side from where Glimbul's arrow struck it, but these things are made tough. Cracks spider around the thing from the gaping hole to meet with the others, but the cauldron remains spewing skeletons.</p> <p>Player 0 - dungeon master : Boosey is caught so off guard that a skeleton crawls out of the top of the cauldron nenne temporarily suppressed, that it's too late before he realizes that he is surrounded by three of the undead creatures. One, two, and three times he is hit with the skeleton's bones (8, 4, and 4 bludgeoning damage).</p>	Player 0 - dungeon master	TRUE	"Nenne!" The Cleric calls out to him. A few feet away, Boosey's attack is intercepted by the skeleton with the spear who has not been killed by Lemons' sword.	"Oh my god, what the hell?" He shouts. Then he realizes that he still has his spell prepared, and so he casts the Vicious Mockery at the skeleton he is flanked by, which he thinks is the closest skeleton to him.	As soon as the skeleton gets its second strike against Boosey, the dwarf's eyes go blank in his skull and he falls over. If the cleric was looking for a pulse, you could swear you heard the soft murmur of the dead come from between the dwarf's lips.	Allister's remaining foe is joined by a second, but the fighter just laughs at their attempts to harm him. The seasoned warrior parries their blows easily and kicks the skeletons to the side mocking their attempts. Lemon realizes he is in trouble as the skeletons close in on his smaller form to deadly effect. Four of the five skeletons manage to get a bone cracking down onto the druid somewhere, sending painful explosions through the tough dwarf (7, 5, 5, and 7 bludgeoning damage). Orvex blinks his eyes open to see the horror unfolding in front of him. He tries to yell out for Lemon to be careful, but his words are fruitless.	Nenne casts another spell - another of Glimbul's arrows flies, but the skeletons are now closing for a full surround. The last arrow sails out (16, damage 8).	The skeleton with it's skeletal left arm raised strikes again before raising it's fists high in the air and dropping them onto Boosey's chest (8 and 12 dmg).

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<p>Player 3 - mel (human,rogue) Player 10 - gynugri (goblin,druid) Player 0 - dungeon master Player 5 - tab (druid) Player 11 - gene -----</p> <p>Player 3 - mel (human,rogue) : (I'll take it, lol. It's better than jail.)</p> <p>Player 10 - gynugri (goblin,druid) : Not wanting to stay under the blazing sun for too long, gynugri enters the Harbormaster's Office with haste and inquires to one of its staff.</p> <p>Player 10 - gynugri (goblin,druid) : "Good day, I would like to have a representative from this office to help us escort a pirate captain from Captain Ortimay's ship called the Brazen Pegasus. Its failed attempt to ransack us lead to his capture and is currently guarded by her sailors. We also heard there was a bounty when turning in such pirates so we would like to know more if you have a list of notorious captains you want to be apprehended immediately."</p> <p>Player 0 - dungeon master : Your party arrives at the Harbormaster's Office. It is a small building, and there is a bulletin board on the outside listing several guides that are for hire. (If you want to see them just say you're reading it, and I'll throw a bunch of handouts at you guys). The door is closed, but there is a light inside.</p> <p>Player 5 - tab (druid) : tab is definitely interested in the bulletin board - he begins reading with single-minded focus.</p> <p>Player 11 - gene : gene is also interested in the bulletin board!</p> <p>Player 0 - dungeon master : HANDOUTS HANDOUTS HANDOUTS!</p>	Player 0 - dungeon master	TRUE	Handouts handouts handouts.	(So.... I don't even have the PHB open when I'm doing that and I just kind of copy and paste stuff lol) :p	In order to hire a guide, you will need to spend 2 gp per person who will be traveling with you, per day. In order to hire an animal guide, it will cost 10 gp.	Acererak throws a bunch of papers at you.	So here are these handouts. So basically this place is like the job board in Breath of the Wild (the one where you solve riddles). You have to look at it and read about what you can do, the people you have to talk to, and the money you get.	You look at the bulletin board only to find several things of interest to you all. There are many listings for guilds, guides, and various factions. (Send me a pm if there's specific faction you want to talk about or if there's anything else you guys are looking for). Beside each list are various details/information about that group.

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<p>Player 0 - dungeon master Player 6 - fjordix (bard) Player 14 - arliden (monk) Player 1 - rex (dragonborn,monk) Player 9 - monk (monk) -----</p> <p>Player 0 - dungeon master : Do you run, or fight?</p> <p>Player 6 - fjordix (bard) : fjordix is torn between protecting the children, and wanting to put these kobolds to bed in the soil on which they wreak havoc. He looks over to the frightened children, he cannot risk them being taken by the kobolds if he were to fall in battle. "Grab the children, lets get to the keep!" he says to the others as he grabs of as many children as his strong arms can carry and begins to run to towards the keep.</p> <p>Player 14 - arliden (monk) : arliden looks at fjordix, "I agree, saving lives is more important at the moment," and he will begins hustling the children towards the safety of the keep.</p> <p>Player 1 - rex (dragonborn,monk) : rex also will grab any children who are not grabbed with his strong, 19, dragon arms and will hightail it toward the keep.</p> <p>Player 0 - dungeon master : With the children being carried, you rush towards the front gate of the keep. As you approach, you notice archers on the wall above the gate with their bows drawn and men on the ground preparing to close the gate. "These six are with us!" Linan shouts, indicating the party. You get closer to the gate, and the archers loose their arrows. You hear the sound of arrows hitting solid mass. As you make your way through the gate, you can see fallen kobolds and cultists on the ground behind you, and a few others falling back to be out of bowshot. Once in the keep, the gates are closed behind you. After a few brief inquiries, Linan leads you to the parapet and up to a human male of about sixty years. The right side of his face and head are bandaged, his right arm hangs in a sling, and his light blue tunic is stained with what appears to be his own blood. He starts as he sees you approaching. "Linan, is that you? Thank the Great Mother! We thought we'd lost you." "You almost did," Linan responds. "If it hadn't been for these brave souls, I fear those creatures would have killed me, John, and the children." "In that case, I owe you a debt of gratitude. But I see that you are tired and could use some rest. I will properly thank you for saving a dear friend and her family when you return. Escobert, find them a place to rest and bring them back here in roughly an hour." This last bit he addressed to a red haired dwarf standing nearby. Escobert leads you back into the keep and shows you to a couple rooms that you may use to take a short rest.</p>	Player 0 - dungeon master	TRUE	OOC: Second Wind is a class feature, not a use-it-once ability. It's a heal.	(I believe that second wind uses one action. So you would have to have made an action in battle to use it. You can take a Short Rest to gain the benefits of having used it, but you will spend one of the two.)	OOC: Yes, you only get to use 2nd wind when you spend hit dice on a short rest. So, no you are out of luck. : -)	[Looking at the ability, I don't see anything that restricts it to combat. Go ahead and use it.]	OOC: Sorry, I guess you can use it now in game terms, but you will not be able to use it again when you take a full rest unless you take a long rest. You can't just take a short rest and get everything back. If you want to try and make that convincing argument with the DM, you might get away with it :-)	(Yes, you can always use hit dice during a short rest to recover hit points, but second wind can only be used during combat.)

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<p>Player 3 - fjordix (bard) Player 15 - cullen Player 5 - dungeon master Player 8 - rex (dragonborn,monk) -----</p> <p>Player 3 - fjordix (bard) : Stealth: 16</p> <p>Player 15 - cullen : Stealth 2</p> <p>Player 5 - dungeon master : As you make your way toward the chapel, you are spotted by 3 humans. [Everyone roll initiative.]</p> <p>Player 15 - cullen : "Well, that didn't go as planned!"</p> <p>Player 15 - cullen : Initiative: 7</p> <p>Player 8 - rex (dragonborn,monk) : rex turns to the wizard with a surprised look and turns to the rest of the group, "No offense, but WHO THE TERRAK IS HE!?" rex rubs his eyes, "I gotta start paying more attention..."</p> <p>Player 8 - rex (dragonborn,monk) : [Come on initiative! 9]</p>	Player 15 - cullen	TRUE	"That would be me!" The Wizard replies with confidence. He then casts invisibility and runs to the end of the chapel while being invisible.	Seeing the threat, Cinna, already in the middle of using sacred flame on one of the men, looks at the three. "This is not good!" she exclaims, then casts lightning at the closest man. Attack 19 Damage 8	"I... I don't know, friend! I met him on the way to the chapel. He doesn't seem to know anything. He's just a young boy. I... I can explain more... " Cullen says with worry in their eyes and voice.	"Ah yes, please excuse my informalities. I noticed that you have some business with dragons. I do as well and could be of some help with your expedition. I just happen to be a scholar in dragons and its lore." Cullen looks at the group individually with a hope of acceptance in his eyes.	"Really!"	With a sigh, Cullen pulls out his book and begins furiously scribbling in it. After a minute, he looks up at the rest of the group and then back to his book. He pulls out a piece of paper and rips it open, and hands to each of the members of the group. "These slips of paper grant you an immunity from one attack of my choosing. Please hold on to it until you use it and save it for later."

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<p>Player 11 - lilliana Player 9 - dungeon master Player 2 - nate Player 6 - vayu (genasi) Player 1 - liana (half-elf,fighter) -----</p> <p>Player 11 - lilliana : Does the whistling sound like a person whistling? Or more like wind whistling through an opening? Investigation 9</p> <p>Player 11 - lilliana : lilliana watches the person closely as she listens intently to the whistling sound, trying to ascertain what it may be, but she seems to be too distracted by the figure.</p> <p>Player 9 - dungeon master : As far as you can tell, it is coming from the engine room and not from the hallway where the person is.</p> <p>Player 2 - nate : nate tries to find the whistling.</p> <p>Player 2 - nate : Perception 8</p> <p>Player 6 - vayu (genasi) : The genasi pulls his head back inside the room, Some one's heading this way but he doesn't know we're here. Let him enter the room and then we can surprise him by attacking him at the same time.</p> <p>Player 1 - liana (half-elf,fighter) : "Makes sense," liana nods, "but do not mortally injury the man," the masked woman looks to her companions. "Without knowing the target, it isn't necessary to dull out potentially false judgments."</p>	Player 9 - dungeon master	TRUE	3 The man seems to be in his own world and he enters the room. It looks like he's searching for something, as he keeps looking around for some strange reason. He seems rather nervous all of a sudden.	The genasi's plan works perfectly. The figure continues to whistle as he moves through the ship. However, his focus and attention is clearly away from the area in which the party is hiding. You are all able to surprise the man.	The figure enters the room and begins to whistle again.	(The man isn't heading to the engine room, he's searching the floor's quarters and heading to the stairs.)	Nate, the whistling is coming from behind a panel on the wall that is directly in front of where Vanzaren stands.	The figure is approaching the engine room and you can hear footsteps in the hallway. You don't hear any more whistling.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 18 - dungeon master Player 13 - esvaris (halfling,cleric) Player 9 - demoiselle (rogue) Player 19 - quill (human,cleric) -----</p> <p>Player 18 - dungeon master : ...at the height of his power, the Abomination High Priest was struck down by a burning stone from the sky. It appeared as if it came directly from the Sun, herself. The Abomination's spirit was pulled like smoke in to the black stone. The people saw it as a sign and rose up against their monstrous masters, slaughtering them all. From that day forward, they worshiped Usoara, goddess of light. The stone they hid, in fear of its great power, and that it could be used to resurrect the evil spirit within. It became the cornerstone of the great temple built in honor of our savior, the sun's light, Usoara, and the entrance to its final resting place was hidden... ..with enough vile acts, the abominations believe that Merrshaulk will reawaken and restore the yuan-ti to their rightful...</p> <p>Player 18 - dungeon master : Korlan notices interesting designs on the altar, suns with snakes curled around them. The stones of the altar are less dusty on the south side. There are a few places along the north wall where the giant tree behind the temple grew into the room and then back out in a different spot, so it almost seems to be part of the wall now. (Make a perception check)</p> <p>Player 13 - esvaris (halfling,cleric) : Korlan Perception: 3</p> <p>Player 18 - dungeon master : Korlan has been holding the stone with his light spell cast on it a little too close to his eyes. They feel kind of watery, making it hard to notice much.</p> <p>Player 9 - demoiselle (rogue) : demoiselle frowned. "Look at these snake-people, mon frere, did not those pages from the Basilica detail some ritual about transforming into a yuan-ti? I could repair more of this mural with Mending , but I think the picture is starting to clear up anyhow. I think when we return we should have a quiet little get together and compare notes. I would be especially interested to see if our cultish 'friends' also have some tie to snakes."</p> <p>Player 19 - quill (human,cleric) : quill nods. "I can hardly believe that all of this is happening. And Dawnlord Menges must be involved, somehow! Do you think," he asks, looking worried, "that Dawnlord Wintermoon is involved? But he can't be...right?"</p> <p>Player 13 - esvaris (halfling,cleric) : Korlan After blinding myself, I head down the stairs to try to find Friar Bernard.</p>	Player 18 - dungeon master	TRUE	The stairs down appear to go on forever. It is dark, but you can vaguely see the walls of the temple around you. You can make out some faint red lighting that indicates there are torches along the corridor.	It's been a long time since Kobold Camp and it's a long trek to the Basilica. If Kobold Camp is where Quill is getting these ideas from, he's had to piece it together from memory.	(Korlan) You head down the stairs to the south. They seem to go deeper into the temple. You feel as though you recognize this area, but you can't quite put your finger on why. At the bottom, the path splits with some of the walls crumbling into nothing.	Korlan heads down the staircase and into the room with a pool and statues. Standing in the doorway at the entrance of the temple is a small shadowy figure frozen in surprise as the halfling enters. They are roughly the same height. The figure darts to the right and rushes towards Korlan in the darkness.	Korlan you feel your way down the stairs, bumping in to a few things, but eventually make your way on to the floor with the broken statues of Merrshaulk. A large part of the staircase caved in some years back, you suppose, because now there are three large steps missing and you have to shimmy down like a mountain goat. Finally, looking down at the floor, you reach the bottom step. And Friar Bernard.	Korlan starts to feel better as he starts to head down the stairs, but the steps keep shifting. The steps continue to crumble and crumble as they go down, you need to be very careful. At the very bottom, you see a small cellar.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 13 - gromar (centaur,sorcerer) Player 12 - smitty (gnome,cleric) Player 3 - erevan (elf,monk) Player 4 - dungeon master -----</p> <p>Player 13 - gromar (centaur,sorcerer) : Attack: 15 Damage: 10</p> <p>Player 13 - gromar (centaur,sorcerer) : Turning back to face the sorcerer, he's met by a blast of scorching heat and leers in pain, retaliating with a tripping attack.</p> <p>Player 13 - gromar (centaur,sorcerer) : Attack: 12 Damage: 9 DC 11 or target falls prone. If the sorcerer is still alive, follow up with a bludgeoning attack with the end of the glaive against the same Kobold(Polearm Master). Attack: 4 Damage: 2 If the sorcerer is prone, attack with advantage: 20 Re-roll damage(Great Weapon Fighter): 5 If the sorcerer is dead, attack the Kobold Dragon Shield to my right with a bonus action(Great Weapon Master). Attack: 23 Damage: 19</p> <p>Player 12 - smitty (gnome,cleric) : Having been hit, the gnome tries to maintain his concentration. 2 smitty goes to retaliate on Kobold 1. Hit 10 dmg 2 He prepares invisibility/fade away as a reaction if he takes any further damage.</p> <p>Player 3 - erevan (elf,monk) : erevan will expend 25 feet of movement to get adjacent to the KD, the one in front of Rha'El. Activating his Bladesong, he begins to sing aloud while swaying his hands and feet through the air, as if he was dancing while brandishing his curved blade. He sings in a soft, elegant voice in Elvish: "Et si tu n'existais pas, dis-moi pourquoi j'existerais?" While erevan is singing, he's swinging his curved blade to strike the kobold simultaneously with his words.</p> <p>Player 3 - erevan (elf,monk) : Attack : 15 Damage : 12</p> <p>Player 4 - dungeon master : The woman attempts again to attack the kobold in front of her again. Attack: 15 Damage: 5 [OOO: gromar's quick attack as the kobolds attempted to go attack smitty saved him from some of the damage he would have taken. 4 hp returned. Also forgot most of you are immune to Crit Damage. HP returned to Rha'el from the crit.] The combined damage from erevan, Night Wine and Melnar brings down the Kobold Dragonsheild in front of Rha'el. smitty maintains his concentration, but in doing so, he failed to judge accurately in the small kobold in front of him and he misses. gromar's initial successful attack makes him a little excited as he swings at the sorcerer and he misses. [OOO all the other attack happened only if the first hit</p>	Player 4 - dungeon master	TRUE	Erevan Rha'El Night Wine	In response to the attacks, the kobold sorcerer once again casts Eldritch Blast at nightwine, while the kobold in front of Rha'el again tries to stab her.	me some time of having to explain what is and isn't dead.] OOC: 13 5 [OOO: 13 Attack on Smitty, 5 Attack on Gromar] Night Wine attempts to trip the kobold but the sorcerer was on guard and manages to step out of the way.The woman takes a second stab, this time successfully hitting the kobold as it ducked. (KOBOLT 2 HP 4 / KD 1 HP 8 / KD 2 HP 15)	The Kobold Sorcerers attack flies wide due to being so close to Gromar and the smell of ale wafting off of him and slightly stumbles into the dragonshield causing him to miss both attacks as well. The little kobold attacking Smitty swings widley and misses.	us some time]	The first Kobold Dragonshield and the remaining kobold in from of him continue to attack the same foe with little result.

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<p>Player 0 - dungeon master Player 3 - erevan (elf,monk) Player 1 - night wine (tabaxi,cleric) -----</p> <p>Player 0 - dungeon master : The cultist takes the damage and staggers back to fall to the ground, bleeding out. The guard hear the cultist fall and screams in rage . Seeing an opening the Kobold stabs twice at the guard.</p> <p>Player 0 - dungeon master : Attack: 8 Damage: 5 Attack: 22 Damage: 13 (Ignore damage on second attack. Wrong damage dice. Real Damage is : 3)</p> <p>Player 0 - dungeon master : The first attack is easily deflected by the guard, but the second attack slips through a joint in the armor and pierces him. He grunts at the sting.</p> <p>Player 3 - erevan (elf,monk) : After dispatching the guard that infiltrated this area, erevan steps back into the door way to gaze upon the chaos that's ensuing. He doesn't want to leave Smitty, so he remains in the door way. erevan has been isolated from everyone else she isn't aware that the Kobold Dragonshield is turned against the cultists. erevan perceives him as the immediate threat, as he's the closest. "Boulon de feu!" erevan shouts, as he wafts his hand through the air to hurl a Fire Bolt at the kobold.</p> <p>Player 3 - erevan (elf,monk) : Attack : 13 Damage : 7</p> <p>Player 0 - dungeon master : (Rest of the party has 24 hours to post.)</p> <p>Player 1 - night wine (tabaxi,cleric) : After slaying G1 night wine leaves the area and regroups with everyone outside.</p>	Player 0 - dungeon master	TRUE	The guard is quickly killed.	The kobold, after hearing Erevan 's shout turns and fires at him with his shortbow. Attack: 14 Damage: 4	Outside: The cultists retreat outside, back towards the town of Phandalin that lies only a few feet from this building. As they retreat the guard that was at the entrance and the Kobold come to the doorway, one on each side. As they exit the main guard says to the cleric "You're with these people!" (Erevan) then to the Kobold "You too! What do you think you're doing!?" The crowd that was watching outside the door gasps as the cultists leave with a good deal of their prisoners.	Erevans Fire Bolt flies by the Kobolds head and he ducks with a curse. Gromar turns to Erevan "Hey, friendly fire. He is with us now." I sees a butterfly and decides to chase it. Gromar comforts the Kobold saying that they do not know. Nightwine moves out and sees the Guard surrounded.	The cultist at G5 is now conscious again and the other two cultists are still attacking the guards.	The kobold is just a blur running at full speed towards the guards in the keep trying to get away.The first guards moves forward to attack the kobold but is knocked back by a large force. "The other entrance" is shouted through the door.The other kobold runs out of the temple.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 5 - landrae (bard) Player 1 - dungeon master Player 4 - elber (cleric) Player 6 - duncan (bard) -----</p> <p>Player 5 - landrae (bard) : landrae places her hand on Kai's shoulder, the hood hiding the smile on her face. In the quiet she feels better in herself and follows his lead.</p> <p>Player 5 - landrae (bard) : ((Sorry for the lack of follow through, been crazy busy today))</p> <p>Player 1 - dungeon master : The guard sighs. "Listen mate, if I were to leave my post every time I got a distress call from the lums, I'd have to take up permanent residence down there. Can't 'elp you."</p> <p>Player 4 - elber (cleric) : "No distress call, the monsters be dead and the crazed creator caught. I be looking for the law to sentence the man and end the threat. Must it be captain Alais, or can any man of the law do that?"</p> <p>Player 1 - dungeon master : The guard groans and rubs his eyes. "Alright, alright, let's see these 'monsters' then."</p> <p>Player 4 - elber (cleric) : elber leads ... follows ... accompanies the guard back to Fosa's lab.</p> <p>Player 6 - duncan (bard) : duncan nods and follows along. Trying to snap out of it.</p>	Player 1 - dungeon master	TRUE	<p>(@Landrae) The guard leads them to a run-down manor, its gates locked tight. Eventually, the guard bangs on the door, and it opens. What greets him is carnage. A lab is in disarray, with blood spattered against the floor and walls, and pieces of clothing lying around. In the center of it all is a dead wolfman. An officer comes out, and glares at the pair from behind heavy-looking armor. "I recognize ye," the officer says. "Elber, correct? Weren't ye supposed tae be at the market? 'Ow long have ye been 'ere?"</p>	<p>The guard follows you to the lab. There seems to have been a small fire in the lab, some of the curtains around the lab have been burnt, and it's dark inside. The light from the outside seems to go in a bit less than half way through the room. After a while, the guard turns a corner into the next room.</p>	<p>The guard follows the party to a locked set of doors, pulling out a key and unlocking it. As they open the door, the guard lets out a scream and the sounds of something being knocked over. "F*cking hell!"</p>	<p>The guard turns a pasty green when he views the Manes. Hastily slamming the door shut, he empties the contents of his stomach onto the stone floor. "What do you want from me, then?" He asks when he has recovered himself.</p>	<p>The two of you walk down a hallway and find three men in the room. "Snakes," grumbles one. "I told you they'd kill us." "I hope you don't think we're as stupid as the rest of them," says the middle man, "you're nothing but thieves and murderers, and now we have a witness."</p>	<p>The guard leads everyone into the basement and walks into a large room illuminated by a row of oil lamps. He begins to count on his fingers, "One... two... thr.. ah four..." He walks into the corner and rummages around. He then pulls a sack off the ground and dumps a bunch of animal remains into another sack. "Think this is it. No monsters though, just regular animals like a fox. Dunno exactly how to check for it."</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 6 - nasaar (fighter) Player 10 - folas (monk) Player 1 - dungeon master Player 3 - caram (elf,artificer) -----</p> <p>Player 6 - nasaar (fighter) : "Exactly." nasaar says, nodding to folas. he glances to Henry. "Let's have you in the center of us though, in case something comes along while we are taking that rest." He suggests, wanting their employer where he won't be too likely to be in danger.</p> <p>Player 10 - folas (monk) : 2 hit dice 11</p> <p>Player 1 - dungeon master : (totally ok, just do it in the armory or the council room. Cause Henri isn't okay with the idea of resting in a place where you all just killed some things. And feel free to have her stay in the council room again instead of bringing her along.)</p> <p>Player 6 - nasaar (fighter) : 1 hit dice: 11</p> <p>Player 6 - nasaar (fighter) : After the rest nasaar will cast armor of agathys on himself again then indicate he is ready to go.</p> <p>Player 3 - caram (elf,artificer) : caram rests with the others and sips from his flask. As the time comes to an end he speaks up, "Henri, we should lock you back in that room to ensure your safety. Obviously if no one comes back, well, sorry." He shrugs at the end.</p> <p>Player 3 - caram (elf,artificer) : Short rest (1 HD):</p>	Player 1 - dungeon master	TRUE	If you want Henri to be a prisoner, that's up to you. I'm going to wait for you to finish resting before Henry finds you, so you have to decide whether you lock him in or not :P)	The group takes time to rest and recuperate. After a while, everyone is ready to go.	(Honestly the first part of this plan sounds like a bad movie plot. I wouldn't be surprised if it did.)"Fine. Lock me in. But you're coming with me."	"You...do know that it only locks on the inside right? Doesn't make much sense to have a council room lock from the outside." Henri says (Mostly all the rooms in the fort lock on the inside, only rooms that lock outside are the cells in the dungeon.)	The rest goes uneventful, other then the few times Henry got out to follow the group. In game: You all have taken a short rest and got a free hit die.	"No need to lock me inside the room," the man says, "I'll be alright, and if I do get hurt, I'll either get to my feet or die. I'm prepared for that. Anyway, I've got a question for you guys, why'd you even come out this far to the villages, to help us? I mean you didn't even need a job, you got money, you got power."

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<p>Player 0 - dungeon master Player 6 - ash (cleric)</p> <p>-----</p> <p>Player 0 - dungeon master : Lol, that is fine. I was just trying to indicate that I assumed you were all at least in the room. You can stick yourselves wherever you want in the room.. it is fine... totally fine...</p> <p>Player 6 - ash (cleric) : ash holds up a hand to Vruuk. "This...", he points to the book, "I think this is what they were after," he adds with a frown.</p> <p>Player 6 - ash (cleric) : Investigation the book is it's trapped or has writing on it ash can read. 20 Common, Dwarven, Sylvan OOC: Serious Indiana Jones vibes right now lol</p> <p>Player 0 - dungeon master : Looking closely at the book, it is closed and bound in leather. Since it is closed you cannot read any of the text within. The outside of the book appears to be beautifully decorated and has the words " The light of the silver lady" written on the front. As ash moves to examine the top of the book, he can see a gap as though pages of the book were removed. The book sits on a simple but well made metal book stand that looks like it would allow a book to be placed on it either closed or open. it comes together at one metal bar that runs down into the podium. ash can see an incredibly small gap around where the stone of the pedestal and the metal post of the book stand meet, giving him the impression that the book stand may be able to move up or down. (Like an umbrella slotted into the middle of a table... I feel like I suck at descriptions)</p> <p>Player 6 - ash (cleric) : No traps?</p> <p>Player 0 - dungeon master : You don't see anything that appears to be an obvious trap... You don't see any pressure plates, trip wires, runes, darts, spikes, or anything like that while investigating the book.</p> <p>Player 6 - ash (cleric) : ash removes the book and opens it.</p>	Player 0 - dungeon master	TRUE	Nothing jumps out at you and slaps Ash and makes him look like a fool. There is no hidden door, magic words, runes, triggers, plates, etc.	Nothing happens and the book is now sitting on the floor.	The book feels warm to the touch. Holding it close to his face you discover the book is written in draconic, a language foreign to you. There are no traps in the book that you can see. The pages are empty. After flipping through the pages it seems the book has been left open to three specific pages. A passage of text rests at the far right side of the pages:	As Ash lifts the book from the bookstand, the entire stand seems to rise with the book, as if the book were a counter weight and everyone hears a small click from within the pedestal. The moment you hear the click, a large solid stone slab immediately drops down from the ceiling behind the group at the end of the hallway leading back to the room with the spikes. A second later a rumbling sound can be heard from behind each of the engravings on the walls before water begins pouring into the room at an alarming rate through the eyes of the engravings. With the end of the hallway sealed up, the water has no where to go and beings to rise quickly around your ankles	The book is very dry and dusty inside, the pages are all yellowed and the words faded and worn. It was last opened a very long time ago...	Looking inside the book you see a lot of old, weathered, and torn paper... as you flip through the pages you occasionally see words which resemble words you can read. You assume that this is a story or poem. ((if you read Draconic the paper appears to be in Common but it is full of what sounds like Draconic words))

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<p>Player 3 - hond (orc,cleric) Player 5 - morton Player 0 - dungeon master Player 2 - damn Player 4 - hymnal -----</p> <p>Player 3 - hond (orc,cleric) : hond chuckles good naturedly at damn's words. "Yes, overthrowing an elder-demon worshipping tyrant in the Realm of Madness should be quite simple! We've faced teapots and a fat orc, what could this insane despot who created his own twisted dimension and transported all of Avalon to it have on us! You do keep my spirits up, even if you're always knocking my mug off the table for no reason." Then, somewhat more seriously to Elenara, "I am sworn to stand against any wickedness that would swallow good, beauty, love, and laughter in the world. Where life flourishes, I am sworn to stand against the forces that would render it barren. This Pumpkin King sits in opposition to all I hold dear. I will go to this realm and I will set things to rights."</p> <p>Player 5 - morton : We might not have to outright beat this guy. He gets his power from somewhere... right? Maybe we can sever his ties to whatever gives him his abilities. Then it COULD be that easy." morton adds in, trying to spitball ideas.</p> <p>Player 0 - dungeon master : Elenara smiles, hope in her eyes. "For this purpose I have in my possession several items which may be of use to you on your quest." She walks across the room to the fireplace, which has died down to a few burning embers. Reaching into the chimney, she produces a simple wooden chest. She carries the chest to the table and sets it down with a thud. "For the bard," She says, opening the chest, "A Bag of Tricks ." (Rust color) "For the rogue, a Javelin of Lightning ." "For the monk, a Potion of Hill Giant Strength ." "And for the paladin, a Cloak of Protection ." She bows. "May they serve you well."</p> <p>Player 2 - damn : damn takes the javelin and twirls it around a bit " not something I'd normally use, but I'm sure I can find a use for it....my appreciation Elenara. "</p> <p>Player 3 - hond (orc,cleric) : hond takes the cloak reverently. "This is an incredible gift, I can give only my thanks in return, but I promise to wear it well."</p> <p>Player 3 - hond (orc,cleric) : hond wears the cloak and begins attuning to it.</p> <p>Player 4 - hymnal : It does not seem possible, but hymnal's eyes get larger, sparkling with impish delight as he takes up the bag with both hands. "Woe of Light, hymnal will have all kinds of fun</p>	Player 5 - morton	TRUE	Hond.	"Thank you Elenara" Morton says as he takes the Javelin of Lightning. "My thanks. This will come in handy. May the God's of Light guide me well in the quest to restore the Light of Hope to the world."	"My thanks once again, your kindness will not soon be forgotten." He smiles at Elenara and goes to sit down, he begins to rummage through the chest he had found. "Now, what'll we find in here?"	Swirling the bottle and looking through it in the light. " I'm sure this will be very helpful when the time is right."	Morton's eyes widen as he takes his Javelin up and spins it expertly in his hand. His eyes begin darting around the room wildly, like an animal ready to charge at its perceived threat.	Morton takes back his cloak and bows. "I accept your gift, I will use it accordingly for the protection of the realm."

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<p>Player 6 - alwyn Player 0 - dungeon master Player 3 - sogasri (human)</p> <p>-----</p> <p>Player 6 - alwyn : alwyn turns to Folzi, “ alright we will sneak in again. But if it turns sour, then I’ m making a bunch of noise in my direction as a distraction. Keep down or meet up with the rest and I will do my best to run, dodge, and keep as much attention as I can.”</p> <p>Player 0 - dungeon master : Ok, roll stealth and perception.</p> <p>Player 6 - alwyn : Perception- 9 stealth- 7 OOC: these rolls are literally going to kill me</p> <p>Player 3 - sogasri (human) : Get them out of the way now? Lol</p> <p>Player 0 - dungeon master : You go forwards in the dense forest until you are about 100 ft from the bugbear camp. Roll another perception check.</p> <p>Player 6 - alwyn : Perception- 17</p> <p>Player 6 - alwyn : After getting frustrated with himself, alwyn takes a moment and relaxes. He thinks about his training, the lessons his masters have taught him. With revived focus, alwyn steps closer to the camp.... more alert.</p>	Player 0 - dungeon master	TRUE	3 Folzi follows close behind, she knows she isn't as skilled as Alwyn, and isn't as adept at keeping quiet. She keeps her weapons sheathed for the time being	Perception: 17 (OOC: is this how I format my post now? I can do it like a PM if that's easier. Not sure how you want to do this.)	You see a pair of bugbear guards and a giant rat about 60 ft into the camp.	With renewed focus, you press on. You hear movement about 30 ft behind you and see two more goblins on patrol. They do not seem to have seen you.	Perception 11	You spot four large tents, some smaller tents scattered near the center of the camp, and a large fire ring in the center of the camp. From what you gather from your perception check, the bugbears have noticed that are you in there camp.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 11 - jah'nun (dwarf,bard) Player 7 - zack (half-elf,wizard) Player 4 - jianyu (elf,wizard) Player 0 - dungeon master -----</p> <p>Player 11 - jah'nun (dwarf,bard) : jah'nun shakes off Vosnin's hand. "Thought you wanted to go case the place with me and Kaltent. No time like the present. It's not even late yet." She turns, as if to continue towards the brothel... then her eyes widen as she looks past Vosnin. Here comes trouble... or opportunity.</p> <p>Player 7 - zack (half-elf,wizard) : zack stops running when he catches up to the two. "Sorry about that. I believe we got off to a bad start," he says looking at the jah'nun. "Please come back inside and talk things out."</p> <p>Player 4 - jianyu (elf,wizard) : jianyu takes his perch under the fading light of the falling sun as the first stars of the night sky begin to appear. The incident within all but forgotten, he pulls his simple pipe from a pocket and puffs (Dexterity (Performance): 18) a sequence of delicate, progressively larger, rings float out and encompass each other.</p> <p>Player 11 - jah'nun (dwarf,bard) : Seeing a group of well-muscled, evil-eyed looking fellows approaching the inn, appearing as if they've already had a few drinks, jah'nun moves close to zack, putting one finger to his lips and wrapping her other arm around his left arm. She pretends to snuggle close to him, as if they are a couple, and whispers, "That one, on the right, with the dark complexion. Isn't that the crossbowman who was with Sandrick last night?" She shoots Vosnin a questioning look. "Perhaps we should follow them when they leave?"</p> <p>Player 7 - zack (half-elf,wizard) : zack silently nods in agreement to jah'nun's plan.</p> <p>Player 0 - dungeon master : Wati: "What's this about Barrington... a shipment... and guardsmen?" He scratches at his head trying to figure out what you're on about until you mention Lady Stratton, "Are you one of Stratton's spies?" And with that he makes a clumsy grab for you. (Grapple attempt)</p> <p>Player 0 - dungeon master : Athletics check: 14 (Wati make an Acrobatics or Athletics check)</p>	Player 0 - dungeon master	TRUE	I was looking at your characters sheet and saw it was a + 5 not a + 3 my bad.	The man with the eye patch turns his head back at your threat, "Hold on now... no trouble, this night hasn't been so good to me. You've got a pretty mouth, I think I'll keep your money." He turns and strides towards the front door giving you an angry look, "See you around, pretty boy."	Ja'nun: While they were talking about stratton this shift looking fellow attempts to steal your coin purse from your satchel. He makes a quick grab for it and if he is successful he takes it and darts off running in the direction to the left of the front door of the Salty Crescent. You and the rest of the party notice that his hands are full of something, the weight of whatever it is he is carrying is almost noticeable. You recognize his face and you realize that this man is a wanted man in Saltmarsh. It's the pirate you were hired alongside of last night to protect the shipment of weapons. His name is Rutter and he is one of the most well known pirates in the area. You know that there are a bounty for his head over 500 gp on his head in Saltmarsh. You also know there is a higher payout for his head, a nobleman in Redwater is paying 2000 gp for his capture.	Jah'nun: You almost stumble right into 3 guards as you exit the tavern... 2 of them you recognize as the guards who were impersonated by the Disguise Self spells. The one from near the Marketplace takes your arm in his and steers you back inside, "Now don't be in such a hurry to leave, darling. I'm sure I can make it worth your while to stay and join me for a few drinks, and perhaps a little more?" he inquires of you suggestively as he jingles his coin purse with his other hand.	Jianyu: Your performance was as a rousing success and the patrons are now thoroughly entertained by your display. You do however notice one woman's face going a shade of pink as you near the end of your final note. She has red hair and is dressed in all black.	"Yes it does, now where did you hide the rest of it!" He growls, "We better not tell anyone else, this is our only lead, it's all I get until I find the shipment..."

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<p>Player 2 - nate Player 4 - lilliana Player 0 - dungeon master Player 13 - gaël (human)</p> <p>-----</p> <p>Player 2 - nate : nate replies to Liana, "Well, first I'm gonna get my ship back, but for that I'm gonna need a crew to help me fly it. I don't suppose you people would like a ride out of here? After we get paid of course."</p> <p>Player 4 - lilliana : lilliana looks at nate with a nod. "I wouldn't say no to a ride out of here, although I have not been back to my place since I was arrested. I would not mind stopping by there first before---" 'They will be waiting for you.' She suddenly stops mid sentence as a terrified look comes across her face. "Actually, nevermind that. Let us find your ship and I would love to find somewhere to get some new clothing though, before we depart."</p> <p>Player 0 - dungeon master : Two guards come your way with a chest between them. They salute the captain with their free hand as they set the chest before him. The captain salutes back as he opens the chest, "There we are, five hundred gold, a hundred for each of you." The gold inside the chest is neatly aligned in rows and shimmers brightly. "And if you're looking for the Laughing Duchess ship then I'd see Ser Jeran. The commander seems to be invested with interrogating that criminal you've all caught. Ser Jeran should be at the shipyard in the industrial district." The captain says as he looks to nate.</p> <p>Player 2 - nate : "You know, you're not a bad guy," says nate. "What was your name?" After he answers, nate will thank him, collect his gold and ask the others if they also want a ride off this city.</p> <p>Player 0 - dungeon master : The captain offers a hand, "Marsh Mire, though most of the guards call me Captain Mire. And sorry to say this but, the ship might be getting stripped down, either for putting it in our navy or for parts. I'd hurry on over to the shipyard and see what Jeran will or have done to it."</p> <p>Player 2 - nate : nate shakes his hand. "Thanks for the warning, I think I'll head there now. Is everyone coming?" Looking around at the group, he's seeing how many will be coming into his ship.</p> <p>Player 13 - gaël (human) : A little torn, gaël turns to the captain. "I know this might seem like a weird request, but i am genuinely interested in what the interrogation might reveal. You don't think the commander would be willing to let us in on that matter, right?"</p>	Player 0 - dungeon master	TRUE	"It seems he was quite angry by the lack of response the man had given him. He's not likely to let you or anyone else in to know what's going on there."	"I'm sorry sir, I'd be glad if you're here but unfortunately, the criminal is still being held by the guard captain. As you might have guessed, the Commander had other matters that needed to be attended. Once the guard captain interrogated the criminal, I'm sure if the commander found anything, he'll bring it up again. Although, I'd be surprised if you all would be in the room. Most interrogations are done in private. I just happened to be the one here for security reasons."	The captain thinks for a moment, "Depe nds on Jeran, if you speak to him and tell him that this group caught a fugitive than he might allow you all to view the interrogation." He says with a shrug as he hands over the chest of gold coins to one of the guards.	The captain looks to you oddly, "I mean...I'm pretty sure that the commander would not like it. Besides it seemed you all were more interested in getting out of here since there's so many guardsmen and nobles here." The way back to the commander's office is known. And there are a few rooms beside the office.	The captain hesitates for a moment and turns to you, "He said he'll be busy and won't be of much help. I can try sending a letter to the commander but I can't guarantee you anything."	"To be honest... I think the commander wants the prisoner's head at the end of this interrogation... But if you really want, I'm sure you can talk to him about it." The captain replies as he waves to Gaël as if asking if it's fine for the prisoner to leave.

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<p>Player 7 - funderburk (wizard) Player 14 - nenne (elf,cleric) Player 5 - allister (wizard) Player 18 - alynoa (druid) Player 2 - dungeon master -----</p> <p>Player 7 - funderburk (wizard) : "That there be plenty of berries lyin' around lass!" The dwarf proclaims. The 4 foot dwarf walks over to alynoa with an outstretched hand- covered in dirt and grime- gesturing for her to shake it. The blond dwarf was completely bald on the top of his head, and shined as it was caked in sweat. His beard was braided along the the center and went down to his midbelly. He was stocky, yet also produced a... profound stomach- giving the impression that he had ate too many breakfasts' before this journey. "Tis sad to she ye 'er alone, but I just joined these 'er people not but two days ago! Maybe ye would like to accompany us as well? All people who help defeat some evil creatures be friends of mine! Even people with few missin' teeth!" The dwarf gives a bright smile, showing all of his teeth.</p> <p>Player 14 - nenne (elf,cleric) : The cleric, a tall eladrin woman with bluish skin and white hair, nods solemnly. "It seems our mission is the same," she says. Silver highlights appear in her hair as her expression grows slightly more forlorn. "And our misfortunes, though yours seem to have been greater. My condolences on your loss." She gestures toward the obelisk. "We have been investigating the temples in this city and they all seem to lead here. It is possible answers to the death curse mystery are hidden somewhere on these grounds."</p> <p>Player 5 - allister (wizard) : "Getting straight to the point. I like that. Do you have a safe camp in this city? If not I suggest we go to our camp. We can have a talk, and if you have some spirits in your pack I would beg for a sip."</p> <p>Player 18 - alynoa (druid) : "I do not, I have been wandering the city trying to avoid the monsters. When I heard combat, I had hoped I might find allies. I agree it seems like there are answers here."</p> <p>Player 7 - funderburk (wizard) : Lemon pipes up suddenly after allister, " An' if ye have some ale or mead as well." He rubs his hands together and licks his lips. " Ah. How me lips miss the sweef taste of mead and ale."</p> <p>Player 2 - dungeon master : A dark skinned woman, obviously a native to Chult, comes out of the smaller tunnel, taking a feather out of her hair. She places the colorful feather at the entrance to the tunnel before coming over to greet the fresh face. There can be no doubt in anyone's mind</p>	Player 2 - dungeon master	TRUE	" Not from here.", the guide says honestly. " Though," she adds, taking her bow from one of her numerous scabbards and pulling out an arrow with gnomish runes in its fletching.	Eku nods at Nenne's words, glancing about and looking at the people who have gathered at the edge of the canyon. She moves past Nenne as she approaches the body, and looks over the body with her. With a glance around, she motions to the others, indicating a place that has not been investigated and a hint of uncertainty about the group as a whole. " There is an area down that passage as well. I can take care of these things if you want to investigate this area. "	such cubes. Would anyone like to see what lies beyond?" The woman asks as if it were an obvious choice. The woman is probably only in here to hide from something that is hungry to kill and eat her.	The gargoyles shift in their perches again. More vines snap loose and small rocks tumble away as they free themselves a bit more.	the cubic containers. I have no doubt more information can be garnered about them here, my friends and the natives themselves." She nods at the new person, " Alynoa , then, it is good to meet you. You and your friend may have a rest near the tents if you like. It is a bit of a walk, but there is a good amount to explore here."	

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<p>Player 6 - andolin (paladin) Player 8 - wren Player 10 - dungeon master -----</p> <p>Player 6 - andolin (paladin) : andolin will look in the chest.</p> <p>Player 6 - andolin (paladin) : Investigation: 11 17</p> <p>Player 8 - wren : Once andolin is done searching this room, wren is going to go to each room on the upper floor, open the door, and if there is a closet open that as well. He will go in a circle, clockwise from the room we are in, until something happens.</p> <p>Player 10 - dungeon master : andolin, please make a Dex save.</p> <p>Player 6 - andolin (paladin) : Dex Save: 6 20 (Awesome.)</p> <p>Player 10 - dungeon master : Due to the old age of the chest, there is an audible click as chest opens and andolin dodges to the side as a spray of liquid burst forth. The floor hisses as the acid hits the floor.</p> <p>Player 10 - dungeon master : Inside the chest you find some rotted clothing, and 2 pouches. The first contains 15 cp, 38 sp, and 106 gp, and the second contains 3 cp, 25 sp, and 42 gp.</p>	Player 10 - dungeon master	TRUE	You've made your way to the second floor.	Ongoing Map: First Floor: Second Floor: Third Floor: Attic:	Outside the door the party came from you find the passage you previously passed before turning left to the next room. If you would like to retrace your steps from the top of the staircase and go back into those rooms the doors are now unlocked.	As Andolin dodged, Wren noticed a glow disappearing into the wall adjoining with room 4.	As Wren opens the closet on the north-east wall, he hears a clicking as the trap is sprung, and the door is flung open. Standing in front of the chest, looking a bit disoriented is a short fat man with a gray robe, and a very large red gem set in his forehead. He is holding a blackened piece of wood in one hand, his wand, and holding up a second piece of wood. You don't want to get any closer.	The 2 pouches contain various gemstones. A few minutes pass before you here a commotion in the basement again.

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<p>Player 2 - leon Player 1 - dungeon master Player 5 - dot Player 6 - trystan (human) -----</p> <p>Player 2 - leon : "Couldn't say..." leon says with a frown. "Don't think it could live if it were though..."</p> <p>Player 1 - dungeon master : He seems extremely happy at the thought of anyone showing up to help</p> <p>Player 1 - dungeon master : "Meepo don't know, but Yusdrayl does. Meepo take you to meet Yusdrayl, our leader, if you make nice. You get safe passage, if you promise to make nice. Maybe if you promise to rescue dragon, Yusdrayl make nice to you, answer questions."</p> <p>Player 5 - dot : Giving the Kobold a once over "I think we should help, nobody deserves to live in this kind of anguish."</p> <p>Player 1 - dungeon master : Quest Count:</p> <p>Player 1 - dungeon master : dot- for Meepo trystan- for Meepo leon- for Meepo</p> <p>Player 6 - trystan (human) : "I'm interested to find out what this king knows, it might lead us to something valuable."</p>	Player 2 - leon	TRUE	"Yes, we should see if what he says matches the legend..."	"He could be a very valuable ally indeed." Leon comments. "A dragon would make an absolutely excellent ally against our enemies."	"I have no interest in your king or the dragon, but I do want you to give up the information of whatever you know about this curse."	"Let's give the little guy some help." Leon agrees with the others.	"We are helping Meepo then?" Leon asks, already nodding to the other members in agreement.	Leon nods to Meepo. "I'd be fine with meeting this Yusdraly. Maybe we can get more info about how to free the dragon and why they were holding the dragon in the first place. You have a good memory, you know much about this place?"

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master</p> <p>-----</p> <p>Player 0 - dungeon master : As your party heads down the stairs into the basement, a horrifying sight awaits you! Your DM's corpse lies on the ground, shriveled up. In his place is the lich Acererak!</p> <p>Player 0 - dungeon master : WELCOME, MORTALS! WHO IS PREPARED FOR THE DUNGEONEERING OF THE DRAGONS!</p> <p>Player 0 - dungeon master : He leans back in his chair and reads a slip of paper.</p> <p>Player 0 - dungeon master : SO, LET ME SEE IF I GOT THIS RIGHT. GENE, AARAKOCKRA RANGER, TAB QUICKCLAW, TABAXI MONK, MELANTHIOS SERPENTCRUSHER, HUMAN FIGHTER, ZASHIER "NOBODY" BLEAKSTONE, TIEFLING WIZARD, AND GYNUGRI, GOBLIN DRUID.</p> <p>Player 0 - dungeon master : He opens up the Tomb of Annihilation module and begins reading.</p> <p>Player 0 - dungeon master : OK, LET'S START! DISASTER HAS STRUCK FAERUN! FOR NEARLY THE PAST MONTH, THE TALK OF THE STREETS HAS BEEN ABOUT THE DEATH CURSE, A TERRIBLE DISEASE THAT HAS APPARENTLY SPREAD ALL OVER FAERUN! IT TARGETS THOSE WHO HAVE BEEN RESTORED TO LIFE BY MAGIC, SEEMINGLY DRAINING THE LIFE FROM THEM AS THEY GROW THINNER AND WEAKER, UNTIL THEY FINALLY CROAK. MAGICAL RESURRECTION FAILS, AND TEMPLES AND SCHOLARS OF DIVINE MAGIC ARE AT A LOSS TO EXPLAIN THIS DREADFUL CURSE! RECENTLY, A POSTER WAS POSTED ON THE POSTER POSTING POST, LOOKING FOR ADVENTURERS TO MAN AN EXPEDITION TO CHULT. THE POSTER INVITES YOU TO THE HOUSE OF SYNDRA SYLVANE, A RETIRED ADVENTURER AND MERCHANT. THIS IS WHERE YOUR STORY STARTS!</p>	Player 0 - dungeon master	TRUE	So what're you thinking boss? What're you doing!? I'M LEADING!	NOW, LET ME TELL YOU HOW THIS DUNGEON WORKS:	WELCOME TO THE HOUSE OF SYNDRA SYLVANE, AT THE COURTESY OF SYNDRA SYLVANE THEMSELVES! YOU HAVE BEEN INVITED TO THEIR HOME FOR A SERIOIUS NEGOTIATION! SINCE THEY AREN'T EXPERT CHULT EXPEDITIONERS, THEY HAVE HIRED YOU!	A uniformed attendant leads you up a grand staircase to the third floor, then ushers you into a wood-paneled room with a fireplace, comfortable chairs, and a heavy table bearing goblets and bottles of wine. The darkly paneled walls are hung with maps and sea charts. Racks, shelves, and cabinets hold hundreds more rolled-up maps and charts. A person is seated in an overstuffed chair near the fire. You can't discern a gender, because only the person's head emerges from under a heavy blanket draped over the chair, and an embroidered hood and silver mask conceal the wearer's face. Even the person's dry, raspy voice provides no clue. "Help yourselves to wine, and seat yourselves, friends- I hope I may call you that"	Whilst the party was being briefed, the party was told where to meet with Syndra Silvane: the Gnom King's Table. They are to report back to her, then they'll head to Uthodurn, a city in the north where the source of these death curse is allegedly at.	The voice is not Acererak's own, but rather, the voice of the Wraith's DM (who was just your standard human).

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 3 - darastrix (dwarf) Player 0 - dungeon master</p> <p>-----</p> <p>Player 3 - darastrix (dwarf) : darastrix takes off in a full dash toward the village. A naked lizard in the night.</p> <p>Player 0 - dungeon master : (anyone leaving towards the town in the middle of the night that does not have dark vision and that is not using some source of light will need to roll me a perception check, this goes for anyone that decides to head towards the town that has not done so.)</p> <p>Player 3 - darastrix (dwarf) : (Perception at disadvantage?) Perception with disadvantages: 11 Guidance: 3</p> <p>Player 0 - dungeon master : darastrix takes 1 damage after cutting his foot on a sharp stone that he failed to see in the dark as he makes his way towards town.</p> <p>Player 3 - darastrix (dwarf) : (Aww what a high st)</p> <p>Player 0 - dungeon master : (you said you were running :P not walking gingerly, not strolling.. but a full dash:D)</p> <p>Player 3 - darastrix (dwarf) : (At least the sharp stone only caught my foot.)</p>	Player 0 - dungeon master	TRUE	(the sharp stone also caught your arm, your tail, legs and your left testicle..)	((LOL))	(It was a natural 1... the pointy rock, it could have been a rusty nail;) It did get your attention though.. letting you know that something is there.)As Darastrix makes his way towards town he eventually sees the light from the lighthouse shining into the village and it doesn't seem to be a far walk;	(a poisoned rock that was also cursed and now you are poisoned and cursed... It transformed you into a squirrel)	(no disadvantage, but since you're dashing the roll is disadvantage, not because there wasn't adequate light to see by, but because you didn't bother to watch your steps with all your weight and speed focused on moving as fast as you could!)	You are now outside the village gates.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 8 - rex (dragonborn,monk) Player 4 - arliden (monk) Player 3 - fjordix (bard) Player 0 - dungeon master -----</p> <p>Player 8 - rex (dragonborn,monk) : [I don't suppose my Disguise Self gives me advantage with my check, would it?]</p> <p>Player 4 - arliden (monk) : Deception: 17</p> <p>Player 3 - fjordix (bard) : fjordix is horrible at deception: 4</p> <p>Player 8 - rex (dragonborn,monk) : [fjordix: "Blah blah blah, I hate dragons"</p> <p>Player 3 - fjordix (bard) : OOC: Lol probably, he's not exactly secretive about it.</p> <p>Player 4 - arliden (monk) : [Oh jeez, this is gonna be interesting]</p> <p>Player 0 - dungeon master : [Monk-E's roll: 17]</p>	Player 0 - dungeon master	TRUE	You're a big fat phony.	Kestrell and Eldon sit back and watch.	One thing is quickly clear: You are clearly out of place: the clothing is far more ornate, the shoes are shiny, and there is not a single hair in sight on either of you, while the commoners in the market are rough shaven, filthy, and wearing tattered rags.	You all make your way into the camp, and no one seems to bat an eye at you, even though Fjordix keeps giving everyone the stink eye, especially the kobolds. The camp is in a bit of disarray as all of the cultists seem to be reveling in their aftermath of their recent raid, and you don't see any one "guarding" the camp.	Arliden turns his gaze away in disgust, and turns to look at the rest of the group.Erevan...	The other townsfolk turn away, but a little girl (the daughter of one of the villagers being held prisoner) stands up with a tear streaming down her face, "What is that? Why's it got black spots? And who's he? How's he know you were captured? Is he bad?"The creature turns toward you and snarls, "Who's bad?!?"

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 5 - amelia (fighter) Player 4 - lili Player 6 - zalv Player 1 - dungeon master -----</p> <p>Player 5 - amelia (fighter) : "Huh, cool. I dont need it right now, Emma. I'll get it back from you later." amelia leans back, and stretches, "So what all can you make float? anything?"</p> <p>Player 4 - lili : lili is back at her slicing gear, though also looking significantly happier than before. She sits down in a back seat in the cockpit and starts trawling through what she pulled off her dad's destroyer servers, humming softly.</p> <p>Player 6 - zalv : "Not anything, I'm still strengthening my connection to the force....but for example." He gave a mischievous smile and reached out a palm towards amelia, and soon enough, she began to lift into the air. "Things around people size or smaller aren't too hard." He slowly spun amelia in the air, giving a small chuckle.</p> <p>Player 1 - dungeon master : DEAD IN THE WATER EPISODE 1: BLUE MILK RUN</p> <p>Player 1 - dungeon master : Despite recent victories, the Rebel Alliance flounders in it's struggle against the evil Galactic Empire. Desperately short on supplies, the Rebels investigate every lead to resupply their forces. As part of this effort, a team of elite operatives is sent to the Alliance Intelligence flagship SHADOW RAPTOR to oversee resupply efforts along the rim ward sectors of the Hydian Way. Your newly acquired ship, the Mudhorn Prime, drops out of hyperspace upon receiving your new orders: report to the Shadow Raptor at said coordinates. What you see is a beautiful, yet dangerous, sight.</p> <p>Player 1 - dungeon master : Hard (3 - Purple) Perception check: !?!?</p> <p>Player 1 - dungeon master : lili, when you peer out the observation window, you notice a few stars vanishing in the black void of space. You can see the faint outline of a matte-black Nebeulon-B frigate running dark. You all dock beneath the boom that separates the tall forward hull from the engines. When you enter the airlock, a series of familiar mechanical clangs and clunks accomapny the cycling of the airlock. As it opens, you are greeted by a bug-eyed porcine humanoid. His four powerful forearms have ritualistic tattoos of star systems and nebulae starting on the back of his hands and disappearing under the rolled up sleeves of his coveralls. He grunts at you all in broken Basic. "This be Shadow Raptor. I Tay Coomsay. Come. Bridge." with a wave of the meaty forearms on his left side, Coomsay leads</p>	Player 6 - zalv	TRUE	Coomsay asks.	Kestrell , still not having regained his vision, is walking behind the group, saying, " I'm Kestrell."	"My name is Zalan Valleron, and I have been told I am to join you."	When the ships start docking with each other, Zalv habitually pulls up his hood and turns off the holonet. He'll follow behind the people downstairs to the upper level where the airlocks are. When it came to meeting the bug-eyed humanoid, Zalv doesn't recognize the species of the creature, though he is pretty sure he's seen his kind before. If no one else introduces themselves, "I am Zalv, nice to meet you Tay. If it's alright, might I ask who it is we're meeting on the Bridge?"	"This is the crew of the Mudhorn Prime, Mr Coomsay." Zalv replies. He had learned Basic at some point when he was with the Empire, so he was able to communicate with others.He looked at the Nebulon B-frigate. "What happened to your ship?"	"I'm Zalv, and I am happy to have assist on this mission."

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 4 - elber (cleric) Player 0 - dungeon master Player 2 - jack (cleric) Player 5 - landrae (bard) Player 10 - kai (bard) -----</p> <p>Player 4 - elber (cleric) : elber grips his sword (his own sword, not the moontouched blade) and stands guard over Heobo, lest his comrades decide to take a cheap shot. He thinks for a bit before he chimes in. "Talk your ogre into leaving in peace, and our pardon be extended to the lot of you."</p> <p>Player 0 - dungeon master : The treasure you collect from the bandits amounts to 12 gold pieces, 26 silver coins, and 15 copper pennies. In addition, you find a small leather pouch of fools gold on the cleric. The two bandits readily agree to remove the ogre in exchange for their freedom.</p> <p>Player 2 - jack (cleric) : ((How late is it JJ? I'm thinking it's been a tiring day and we could use a long rest))</p> <p>Player 5 - landrae (bard) : "Well, with such willing volunteers, shall we make our way there tonight, or take up watches and venture forth with carts on the morrow?"</p> <p>Player 10 - kai (bard) : kai, considering his spells, "To start after some rest that I may prepare again for the fray would be most welcome." OCC: Anyone need a cure?</p> <p>Player 4 - elber (cleric) : "I would deal with this tonight so they may part ways with us sooner. We be setting them free, bedding down together be something else."</p> <p>Player 4 - elber (cleric) : If the group does decide to deal with this now, elber brings the moonsword as well. Might come in handy during the night. ((I'm just about perfectly fit to tank even if this does turn into another fight. High hp and still a rage remaining.))</p>	Player 0 - dungeon master	TRUE	Avryn's eyes grow large and he looks over at Elber with a mixture of pride and disappointment. He nods at Elber briefly, his eyes looking off in the distance before they find Elber once more. "You should be proud of yourself, Elber."	"We should make haste. The villagers need help, now, not tomorrow. I'll take lead since my eyes see better in the dark, but let's go!" Heobo says as he starts heading through the swamp towards the village.	The decision seems to be to take rest for the remainder of the day and tackle the task once morning has fully dawned. The party lays low behind the large stones they had rested upon during their escape from the cave. As each character starts trying to get a good nights rest, there is one problem.	(It's midnight by now.)	As you are packing up and getting ready for bed you hear a loud roaring sound coming from the direction of the camp. The roaring is not like anything you've ever heard before.	The ogre continues to stand by you, it is now about 6 PM as darkness begins to creep over the forest.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 10 - dungeon master Player 9 - cellica (cleric) Player 4 - darwin (paladin)</p> <p>-----</p> <p>Player 10 - dungeon master : Through the flickering torchlight (and it disturbs Darkvision), you see the room is made of the same odd metal as the frame (image 1), it is a 25 ft. diameter circle, with a domed ceiling, 8 ft high at the walls and 12 ft high in the center. In the middle, on a metal pedestal in the center is a 3 x 3 table of the same material. On the wall to the right is diagram (image 2) and on the left a large, concave cracked mirror. Two 3rds of the floor, wall and ceiling are stained with a dark tint (with the shelf being the center of the unstained part). To the immediate right of the door, is what appears to have been a bookshelf, as there are several burned, cracked leather bindings.</p> <p>Player 10 - dungeon master : The floor is littered with old leaves and other forest debris, but curiously no signs of life, not even an ant or a spider.</p> <p>Player 9 - cellica (cleric) : Already being bored out of her ass, cellica turns around and follows her companions, peeking her head into the room and looking around quickly. She however, is a mere mortal human without any darkvision so cellica is blind at first before her eyes adjust to the dim torchlight and she could see a little off the room and it's contents. "Well this is not creepy at all." She murmurs and steps into the room (Cuz you know it's so cozy and inviting). Looking at Seraphina, cellica nods slightly "I don't think it's hurts anyone to try and see what you see."</p> <p>Player 4 - darwin (paladin) : "What creature would harm such a ancient force, Wildmother show them no mercy for this act. " darwin stoops his head as he follows his companions, Axe at the ready incase anything jumps at them. " Cant see a thing in here, its too dark."</p> <p>Player 10 - dungeon master : Should I assume you are going to investigate and give you a rundown on things?</p> <p>Player 9 - cellica (cleric) : I could try to investigate but without darkvision It's gonna be mighty shitty xD Investigation with disadvantage: 9 & 20 cellica will see if there's anything interesting, dangerous or shiny in the room.</p> <p>Player 10 - dungeon master : OCC: The "shelf" is on the East wall, for orientation purposes. I have put the basics (what you can see without touching) in spoilers just to break it up, unless your name is on it, then it is something your character would have noticed or know. Table The pedestal is of the same material as the room, with</p>	Player 10 - dungeon master	TRUE	As soon as Cellica enters, she find she can see nothing, and so can't really do anything in the dark; perhaps the others could.	OOC: Since you don't have dark vision, I'm going to roll for you at disadvantage, if you'd like me to roll for an Arcana or Perception as well, let me know.	dungeon master Seraphim The room appears to you to be a library, but the book and parchment shelves are all burned, and the only one not damaged seems to be the shelf with the burned leather bindings. The shelves that would be between them appear to have collapsed under the weight of their neighbor.	OCC: I have added a grid for understanding	Shelf As you approach the shelf you see what appears to be a bookcase, but it is burned and warped. What is left are five burned, leather bound books, a skull, several charred and scorched leather straps, and an unburned key.	(This was found by looking over the edge.)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 4 - tamoda (ranger) Player 1 - dungeon master Player 2 - sihnion (bard) -----</p> <p>Player 4 - tamoda (ranger) : Soo heee! SSsooooo He! Here lizzie lizzie lizzie!</p> <p>Player 1 - dungeon master : (sorry for the late update, got a big assignment early) My mistake, i needed another action from sihnion too, i forgot the wrap-around.</p> <p>Player 4 - tamoda (ranger) : tamoda pulls some more - Heave!</p> <p>Player 4 - tamoda (ranger) : Strength - 12</p> <p>Player 2 - sihnion (bard) : sihnion will keep swimming until he emerges next to his companions, who will hopefully recognise him. He will then turn to face the direction he has come and ready himself to attack any lizards that pursued.</p> <p>Player 1 - dungeon master : You were boosted more than enough movement to get out of the water</p> <p>Player 1 - dungeon master : Class is starting, so I'll tldr this.</p>	Player 1 - dungeon master	TRUE	<p>3 Successes. ? (Feel free to roll, I assume the action to be a "Keep swimming" action) 1 Success, +1 to the roll</p>	<p>After getting a solid grip on the rope, and letting a breath out, the small humanoid is able to pull you all out (except for Kestrell) as the water was a little too much weight to pull, however, it is now dark. You can see light in the distance at the end of the canyon, and you have a decent idea of where you are. The question now is, how do you want to continue?The main cave you saw earlier is the same one that you entered in. It is lit up, and as if it were a room, and it glows an emerald green. It's clear that the canyon isn't a natural formation, and there are several paths in different directions.</p>	<p>After some time of swimming you have found your way out of the flooded areas. There appear to be some of the lizardmen looking for something in the rubble you swam throiugh, but after noticing you they have backed away. Your group has found their way out of the rubble as well. Your cleric and fighter appear to be wounded, and your mage is looking as if he is about to pass out. If no action is taken, you guys have the opportunity to take a short rest.</p>	<p>(Most of) the team grabs the rope and hauls Sihnton's large lizardy frame from the water. Ahkota draws his rapier, as the 3 lizards swim up the tunnel, using Dash to mitigate the movement penalty.</p>	<p>Singion got back to his body, a large tail was at him and took a bite into his side, then a swarm of large mosquitos, followed by a scorpion and a bunch of giant wasps attacked the party.</p>	<p>With enough strength and cooperation, you three make it out and onto solid land .You see that there's no sign of the other sailors, you assume that they went back to the ship and you can't see any sign of the giant lizards.What would you do next?</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 2 - dungeon master Player 3 - boosey (gnome,cleric) Player 5 - allister (wizard) Player 19 - glimbul (yuan-ti,fighter) -----</p> <p>Player 2 - dungeon master : The clear sky doesn't last but an hour after the party breaks camp. Clouds gather and a light rain begins to fall, soaking everything again. The party finds their way back through the ruined alleyways and overgrown thickets of the city. The smell of something burning guides the party until finally coming out very near to the amphitheater. The ruined building lies behind a grisly scene in front of the heroes. Yuan-ti bodies lie heaped about, burned and scarred by magic. A couple are torn open with their innards decorating the battlefield. A couple bodies are set aflame. Two hooded, red wizards stand holding a log on their shoulders near a large boulder to the party's right. Lemon is roped to the log, suspended in the air between the wizards. A skeleton and a third red wizard stand near a second boulder formation while Zagmira sits cross legged atop the stone. She takes note of the party's arrival and jumps to a standing position.</p> <p>Player 3 - boosey (gnome,cleric) : At the sight of the dead littered across the ground, boosey's face pales a little. He looks to Zagmira, who looks somewhat intimidating atop her stone. He says in a clear voice, "Thank you for finding our Dwarf for us. We'd quite misplaced him and were deeply concerned for his welfare. It is a relief to find him still alive in this city. Might he be returned to us? I'm sure we would all be grateful to you for looking after him for us."</p> <p>Player 5 - allister (wizard) : As they near the place of carnage allister looks at the open place with a mixture of anticipation and disgust. He casually walks over to Badger. "You think you can get behind that big rock and close enough to the wizards that they don't spot you until it's too late?"</p> <p>Player 2 - dungeon master : Zagmira tosses a casual look to the dwarf and calls back across the field, "He's a little tied at the moment, I'm afraid. Finders keepers and all that. I might be convinced to work out a deal for the remaining five cubes though." The mage wears a look of supreme superiority and stands at ease upon her perch.</p> <p>Player 19 - glimbul (yuan-ti,fighter) : glimbul stumbles and slips from the rain behind a nearby bush. " I don't think I can. Too much open field from here to there. And they seem alert now ."</p> <p>Player 3 - boosey (gnome,cleric) : "What do you suggest then, Zagmira?" boosey calls back. "It looks like our friend may be between a rock and a</p>	Player 2 - dungeon master	TRUE	"The rock and the wizards? They certainly look like a tough lot to handle. I'd suggest to try and get close enough to Lemon that someone can work on getting her back, but it's hard to move quickly while he is restrained."	Zagmira calls back, "There are a couple hundred cultists still holed up inside of the amphitheater. Perhaps you could make a deal with them?" She pauses and adds, "A thousand gold and you would get your dwarf back." She glances to the fallen Yuan-ti and then gestures toward the other groups on the field, clearly communicating that she is willing to share a profit with the party if they were willing to take the job.	While the two parties appear to be sizing each other up, Zagmira says, "I know you do not have the cubes on hand, but I am fairly confident that you can get to a couple of them in the near future. Now, if you make it quick and unobtrusive, you have my word that Mr. Athrogate will be returned to you."	Zagmira shakes her head and finger at Boosey making a tsk, tsk sound. She replies, "What a shame. I had hoped that we could work together, but it looks like I will just have to erase my competition completely. Shall we start with the dwarf? How nice would that be if he never woke up?" As Allister inches towards Lemon, Zagmira turns a hateful finger towards the druid and says to Allister, "Keep that up and I'll start with disintegrate!"	"You could always try to kill me," Zagmira shrugs. "I don't think you're much of a melee fighter though, given how you run screaming from a fight at the first sign of trouble." She turns her eyes to a large boulder in the middle of the field, "Go ahead, take a swing."	"Well, I see a couple of options for you," the wizard calls across. "You can try and kill us and rescue him, try to bargain with us for more cubes, or," and she pulls a long chain with a heavy iron padlock from her belt, "you come over and lock this on his wrist. Then we'll release him and he can go on his merry way."

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 2 - richard (bard) Player 7 - anne (centaur,wizard) Player 0 - dungeon master -----</p> <p>Player 2 - richard (bard) : P.S. aku ikutan Andrea buat warna teks</p> <p>Player 7 - anne (centaur,wizard) : anne, still in a confusion, hid herself behind Aldrik. "w-w-wwhooo is that?"</p> <p>Player 0 - dungeon master : (ooc: olret saya pake dalem kurung sama ooc buat....ooc)</p> <p>Player 0 - dungeon master : ===DM=== Aldrik jumps a bit, surprised by the emotional Gnome. "Um, sir, you haven't read one of these brochures?" He regained his calm. "She, uh, is a priestess of Jergal. Three days ago the Temple of Jergal in Hillsfar asks her to visit the abandoned temple of Waukeen - three hours from here - to look for relic or body worth properly bury. She hasn't returned since. As The Temple is an ally to The Order of the Gauntlet, I am tasked to gather adventurers to take this mission."</p> <p>Player 2 - richard (bard) : Aldrik's words threw Got'ta-Go II off. Jergal? Why would a Priestess of Jergal know how to deal with bowel issues? He shook his head to get his bearings. No matter. If it worked, then who cared which gods the Priestess served. Maybe the Lord of the End of Everything really would grant an end to this suffering. His resolve solidified, Got'ta-Go raised his hand--very nearly knocking a nearby human on the chin--,"Count me in! Please." -----</p> <p>Player 2 - richard (bard) : (btw, ini ada cara rubah setting biar newest post di atas gak ya? Biar gak tiap kali musti klik last page dan scroll ke bawah)</p> <p>Player 0 - dungeon master : (@andie: kayaknya setting forumnya belum support buat itu, tapi emang enakan gitu sih kayaknya) ==DM==</p>	Player 0 - dungeon master	TRUE	? ==DM== "Well, great! Just a word of advise: undead's are more resistant to normal weapons."	Aldrik sighs as he watches the gnome. "This mission is dangerous, especially since you're not familiar with the jungle, so I think I'll get some of your fellow friends before sending you all in. So for now, you can all go for a drink. And, uh, don't forget to get your brochure, we will give reward to those who help. And don't forget to check out the other rooms." He points to the door on the far right.	"Yes, yes! Excellent. Just one thing..." Aldrik starts to check through all the brochures again, finding the right one for the first-time adventurers. "Do you... have a passport?"	"Thank you goodsir! The rest of you can find me in the general store, if there's no other question"	The gnome sighed."Why is it that so many of you are eager to jump at it? I mean, its only an old temple. There might be something valuable...or something else." He chuckled, and then said "Its not that I don't trust your courage, but I just want to make sure you guys know what you are doing."	Got'ta-Go looks confused for a moment. Then, his brow furrows and he looks at Aldrik. "Body issues? I-I mean b-body recovery... uh... I am s-sorry, you are in the W-Wick... er.... uh, B-Body Breakers... team. Welcome. We just need three more for the temple. I will inform the captain."

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL	
Player 4 - otrov (half-elf,bard) Player 7 - dain (dwarf) Player 6 - dungeon master Player 5 - relgalyn (half-elf,bard) ----- Player 4 - otrov (half-elf,bard) : otrov volunteers to take the first shift. Player 7 - dain (dwarf) : dain will take the last shift. Player 6 - dungeon master : 14 3 Player 6 - dungeon master : Can you roll perception for your watch please, with advantage please, because Dazlyn and Norbus help you. Player 4 - otrov (half-elf,bard) : otrov first watch. Perception: 19 12 Player 7 - dain (dwarf) : Sabastian's perception: 21 (Sabastian is also helping dain, or dain helping Sabastian...) Player 5 - relgalyn (half-elf,bard) : relgalyn, second or third watch: 3	Player 6 - dungeon master	TRUE		4	Otrov notices nothing during the first watch. Dazlyn and Norbus notice the sounds of something moving around outside at the end of the first watch. They are unsure of what they can hear, and unsure of exactly where the source of the sounds are coming from.	It is the morning of the next day. The party spends the time in camp resting and doing things while the rest of the day passes. They see a large caravan heading past, the same one that had passed the day before. It appears to belong to the people that the group met in Felluran's home town. They see no signs or mention of the attack that took place. They come across two large lakes and an enormous waterfall in their travels, and they meet with another group of travelers. A human woman and a male elven child walk through the main group. They appear injured from fighting, but otherwise unhurt.	Dain, you wake up in the early morning hours, only to find Dazlyn and Relgalyn sleeping on their post. You can decide what to do. But beside this, the rest of the night nothing happens. Was the new day dawns, Dazlyn and Norbus start to break camp and remove the barikads from the gate. "Ready to go?" They ask you.	Otrov, you hear nothing during your watch, the sun rises, rises, rises, and then you are woken by the morning's call.	Through the night a few rats crawl out of the rubble and try to attack you but they are quickly put down by your companions. In the morning you find that you are the same distance from the keep as you had been before stopping for the night. In the morning one of the guards comes and tells you that there is a caravan heading down that road in a few hours that will take you the rest of the way."

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 1 - korlan (cleric) Player 18 - dungeon master Player 9 - demoiselle (rogue) Player 13 - esvaris (halfling,cleric) -----</p> <p>Player 1 - korlan (cleric) : esvaris</p> <p>Player 1 - korlan (cleric) : I look to demoiselle, and then to the body. "I've got the feet" I say as I go attempt to lift Tristan's feet.</p> <p>Player 18 - dungeon master : esvaris and demoiselle: You pass through the courtyard and by the fountain, then pass into the cooler dimness of the nave itself. Wintermoon directs you to place the body on the raised dais, just in front of the area where the High Dawnlord usually stands to give his greeting to the dawn. Beams of golden colored light filter down from the high clerestory windows above, giving a sort of glowing look to Tristan's still features. Your mentor's brow crinkles in contemplation, "Now, which is best? Raising the dead takes longer and is quite costly, but making the dead speak seems a bit rude to one who has probably already found his eternal reward." He glances down at the young man and arches one brow. "Then again, who knows but the goddess if perhaps he found himself in a less pleasant final destination..." Just then, you are all interrupted by a commotion at the entrance to the nave. "You, elf!" The familiar strident voice of the false prophetess, Kara-Tur, echoes in the vaulted ceilings as she rushes towards you. "Did you feel it?" she demands urgently, stopping at the base of the dais, a few steps below the group of you. "Just after everyone cleared out of Atterley's mansion? Someone activated a portal nearby. Did you sense it, too, as I did?" Her eyes narrow at all of you with suspicion. "Or were you or your suddenly missing companions responsible for it?" Her hand lowers to the dagger at her waist.</p> <p>Player 9 - demoiselle (rogue) : demoiselle's eyes narrowed dangerously. "I would suggest, Mademoiselle, that you keep that hand away from your dagger. It would be a shame if you were to drop it and 'accidentally' sit on the point." she growled.</p> <p>Player 13 - esvaris (halfling,cleric) : korlan</p> <p>Player 13 - esvaris (halfling,cleric) : As I peer at Lord Atterley from behind the corner of a building, I try not to make a sound. Where is he going.....?</p> <p>Player 13 - esvaris (halfling,cleric) : Stealth: 21</p>	Player 18 - dungeon master	TRUE	<p>Not so fast, Wintermoon says as his eyes narrow, a sudden look of steeliness in his eyes. Wintermoon reaches behind his back with his left hand, pulling forth a wooden rod about 1 foot long, its smoothness and polished sheen belying its true purpose. He tosses it over to Demoiselle, who catches it easily. Her eyes glinting with a strange look at Kara-tur that Wintermoon knows so well. "Do not attempt anything while we are all present," he says as he walks forward. "Now, please explain what exactly you feel, and where you got that dagger."</p>	<p>Kara-Tur's gaze narrows further before she sheaths her dagger and looks once again to the group. "Yes," she says, "I felt it," she murmurs. Then , she glances at the door, "He's probably still at the entrance." Turning away, she moves swiftly away from the group of you out into the nave.</p>	In her surprise at the sudden appearance of the young half-elf, she is slow to react to your words.	<p>Korlan: Satisfied that no one is watching, Atterley turns back to the stone door. His hand glows white as he mumbles under his breath. A wheel of magical green fire briefly flares in the stone around his hand and then the door moves inward and slides to the left, revealing a mostly dark interior due to the utter lack of windows. The only light source is coming from the stone floor where an engraved circle, resembling a wreath, emits the same eerie green fire, currently dulled in intensity. Atterley moves through the stone door entrance and it slowly begins to close again.</p>	<p>Kara-Tur draws her dagger slightly but does not hold it in an offensive posture, "I would not want to waste such a gift from Avandra on your filthy self," she hisses, "but I cannot be sure you will not act against me."</p>	<p>Demoiselle: She does exactly what you think she will...the dagger clatters to the hard floor and she curses in pain as she takes her seat on it. The voice in your mind chuckles....</p>

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<p>Player 6 - andolin (paladin) Player 0 - dungeon master Player 9 - cellica (cleric) Player 14 - seraphina (dragonborn)</p> <p>-----</p> <p>Player 6 - andolin (paladin) : andolin curses in Elvish, wishing he had listened to his master's lessons in Draconic. He whips an arrow from his quiver and draws it back, glancing about frantically for Darwin, cursing again if he doesn't see him.</p> <p>Player 0 - dungeon master : As we wait for someone that speak Draconic...</p> <p>Player 0 - dungeon master : Unfortunately we have lost Wren to real life... For right now I am going to play him as an NPC/Hireling.</p> <p>Player 6 - andolin (paladin) : andolin will see they are outnumbered, and sensing the futility, slowly relax his draw, and follow Horus's lead in raising his hands.</p> <p>Player 9 - cellica (cleric) : cellica speaks Draconic, she'll raise her eyebrow and cross her arms in front of her chest looking down the kobold who spoke up. "And who pray tell, are you?" she asks without changing her stance. What does Cell know about Kobolds? (I mean I know enough about Kobolds but does Cell know xD) Would this be History check? 10</p> <p>Player 14 - seraphina (dragonborn) : Slowly, Sera turned to take another look at the mass of Kobolds behind them. The numbers alone were enough to set her on edge, though the looming threat of death wasn't much better. "What my companion means to say is we mean you no harm" Sera said gently in Draconic whilst raising her hands as well, her gaze settling on the aged Kobold. Given the age and the staff, she assumed he was their best shot at avoiding a fight.</p> <p>Player 0 - dungeon master : Cell: You haven't encountered them yourself, so you wouldn't know their stat block :) But you would have general knowledge found in MM. They believe themselves to be descended from Dragons, and as such revere dragons as demi-gods. They are not very tough, but they are prolific and can bury foes in sheer numbers. They excel at traps, digging and tunneling. They are fiercely tribal, putting the tribe above the individual.</p>	Player 0 - dungeon master	TRUE	Oy. Wren isn't completely gone, just not on.	So, the consensus is, don't fight? That's fine.	"I am Kobold Chieftain, Horus. I do not have time for strangers. Now speak quickly. We are in no position for this."	When the tribe notices Sera, an expected angry muttering starts, even as the two leaders approach. The elder muttering to the younger leader to quietly to hear. In heavily accented common, " Why follow? Why follow hunters, spawn of thief? but no attack, what desire?" asks the elder.	Kobold 1: "This one speaks true. The dragon has tasked us with finding a young man with scales, like his grandfather. He is on our lands. I want to take him back to the dragon." Kobold 2: "Yes! The dragon will be pleased to find out where you are hiding your human captive. I fight, no problem."	"We are the Keeper of the Bridge...." The voice replies. "And we are looking for the two of you..." The other kobolds also seem to be following Horus's lead in putting their weapons away. A couple of them, still with weapons drawn are beginning to circle them, looking to surround them.

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<p>Player 1 - korlan (cleric) Player 18 - dungeon master -----</p> <p>Player 1 - korlan (cleric) : Esvaris</p> <p>Player 1 - korlan (cleric) : Not sure how to respond to that, just smile, and then I go to open the door. Frustrated that it doesn't open, I mutter, "where is that halfling with my keys? korlan?"</p> <p>Player 18 - dungeon master : Esvaris: She spontaneously hugs you, tears hovering in her eyes. "Thank you! Thank you, Brother!" Stepping back she smiles brightly at you. "I have never known that you cared about me or felt that we were close. From this moment forward I will love you above every other member of our family! Tristan is a very good man. You will see. And I... just want to be his wife and bear him children and make him happy. None of this ," she plucks at her rich fur coat as if it were diseased, "means anything to me. If you will give me your support, I will speak to Father tomorrow and tell him the truth. Tristan... he... I love him."</p> <p>Player 18 - dungeon master : Esvaris: Hesitating slightly, she reaches into her pocket, and pulls out a key to the library door. "I, um, have a copy of the key, if you need it." Her cheeks are once again red with embarrassment.</p> <p>Player 1 - korlan (cleric) : Esvaris</p> <p>Player 1 - korlan (cleric) : "Ah, I see. Did Tristan give you that?" I take it from her and use it to unlock the door, though I do not open it.</p> <p>Player 18 - dungeon master : Esvaris: "N-no. I took it from the desk in Brackus' room. I was going to put it back when I return home."</p>	Player 18 - dungeon master	TRUE	He did give me something. It was, um, a gift from him to me. I kept it with me ever since. I, um, had to run. I just saw you and thought maybe it was yours. I'd give it to you now, but I can't find it anywhere.	Esvaris : "Please wait here. I will go and get Tristan, and we will have a conversation about this."With that she hurries off and disappears down the hall.	With the door unlocked, you step through. The door opens into the back room of a large library, filled with dusty tomes upon dusty shelves. It's not what you expected, so you close the door behind you."This room," the woman explains, "is for books on the family history. When you were younger I took a particular interest in your family and spent several years compiling a complete history. This room is my life's work."	Quill: Novice Emungo hurries over to look at Simeon, his face turning a bit green at the sight. Then he holds his hand in front of Simeon's nose and mouth. "He seems to be breathing, if shallowly. You stay with him. I will go to the Locus where the teachers and higher clerics are quartered. There must be someone there who can remove poison from him." Turning to Warrel he says, "Pray, brother. With all your might." Then he rushes out of the room. Warrel looks at you helplessly. "Should I clean up the, ah, mess?" he asks, gesturing at the large dead snake on the ground. Then he looks around the room in confusion. "And where are the other two novices?"	"I... ah... oh." She pauses and clears her throat, seemingly not wanting to say, "I just really hoped for the best outcome and I'll bet he was hoping, even if he didn't say it, that the halfling would be you."	Esvaris: "You asked to be informed of my life! I thought you would like to know when I have something new to add!"

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 7 - usul Player 5 - sen (druid) Player 8 - aria Player 0 - dungeon master -----</p> <p>Player 7 - usul : Hopping back on Muad once outside the city, usul turns to sen and says "Welcome to the outside!" with a chuckle, adding "So, where we headed? And it may not be our concern, but information is always good... A little over a mile that way" pointing towards where the orcs are camped "there is a small band of orcs camped and cooking lunch."</p> <p>Player 5 - sen (druid) : Thank you, says sen warily, looking around. He looks back at the city gate. When I came to the city it was the dead of night. I didn't really get a chance to see it from the outside, up close. It's... it looks smaller from the outside. He shrugs. Orcs? Well, let's go then. He tickles Nipper's ear as he puts the weasel down and lets him run for a bit.</p> <p>Player 8 - aria : "Feel free to lead the way usul, unless you'd like your friend Duncan to." aria adds. "Is it near the camp we went to last time?"</p> <p>Player 7 - usul : "Well... I wasn't necessarily suggesting we go to them... Unless Crush has some friends..." usul says, looking to aria adding "Anyway, I thought you were leading the way out here."</p> <p>Player 0 - dungeon master : The orcs are not in the exact same direction as the camp you went to last time, but it isn't exactly way way out of the way, either.</p> <p>Player 8 - aria : aria will follow the directions that the guard gave them, making a mental note of the locations of the camps for future reference.</p> <p>Player 5 - sen (druid) : sen is following aria, enjoying the fresh air and trying not to get eaten by nature.</p>	Player 0 - dungeon master	TRUE	"Nope, I'm happy just to get to go out for a bit and get some air." Crush will just follow along for now and maybe lead the way back in when it's time to get back to work.	Muirdan also follows the party, curious for more of the outside, and hoping the city won't be so easy to get lost in.	You walk for a few minutes, but suddenly, you hear the sound of horses. You turn towards them just in time to see the half-dozen raiders riding past in the opposite direction you're heading. One of the orcs up front raises his arm to signal you to stop. What do you do?	The party gives the orcs a wide berth, and the trip to the site indicated by the guards is uneventful. There is no sign of the camp that had been here previously. The path is worn, the grass growing tall where the camp had been.	(Initiative order for combat: I'll give y'all at least 24 hours to act before moving the story to the next set of combat.)	You all head past the guard, and down the road a little into the grass plains. The guard gives you no more assistance, and you all know the rest of the way.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 13 - gromar (centaur,sorcerer) Player 2 - rha'el (centaur) Player 0 - dungeon master -----</p> <p>Player 13 - gromar (centaur,sorcerer) : Attack: 14 Damage: 9 If the Kobold is killed, gromar will gleefully swipe at the other Kobold in his reach as a bonus action. Attack: 17 Damage: 8 If the first Kobold is not killed outright, follow up on it with the other end of the glaive. Attack: 14 Damage: 4</p> <p>Player 2 - rha'el (centaur) : rha'el moves directly west, skillfully navigating between his comrades. His left hand suddenly begins to emit dark energy as he thrusts it forward into the face of the cultist.</p> <p>Player 2 - rha'el (centaur) : OOC: Casting Inflict Wounds on Cultist 2. Attack: 5 Damage: 14</p> <p>Player 0 - dungeon master : The Ice Knife flies at K5. He deflects it upward causing it to shatter and rain down shards onto him and his companions. All 3 dive forward trying to get out of the way.</p> <p>Player 0 - dungeon master : Dex save K4: 9 Dex save K5: 17 Dex save K6: 9</p> <p>Player 0 - dungeon master : K5 successfully dives out of the way but his two companions (k4 and k6) get riddled with shards. gromar successfully slashes K3 across the throat, dropping him. Spinning around, he stabs K2 through the chest.</p> <p>Player 0 - dungeon master : Cultist 2 staggers from the hex causing Melnar's attack to pass by his head and fly up the tunnel. Due also to the cultist moving, rha'el's attack slams into a flying bug and it drops from the air.</p>	Player 0 - dungeon master	TRUE	<p>OOC: Sorry if it seemed like I was ignoring you at the table. I think I have a pretty good idea of what happened, though. I'll try and be more careful in the future</p>	<p>It's now the cultists turn once more. One of the two cultist attacks the ranger with the sword. He slashes twice hoping to kill the ranger.</p>	<p>The last bug drops from the wall in Rha'el's way and it gets slammed into an oblivion by the warhammer.</p>	<p>Smitty spots the Kobold and pierces its chest with a bolt and it drops out of the bushes onto the ground.</p>	<p>Round FOUR: Cultist 2 (C2) is up .</p>	<p>Melnar, you're up.</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 13 - gaël (human) Player 1 - liana (half-elf,fighter) Player 2 - nate Player 0 - dungeon master -----</p> <p>Player 13 - gaël (human) : gaël sheathes one of his swords. "Uh...okay then. You better get up here quickly, seems like some pirate bird cut the rudder rope." He then extends his free hand to help the lizard up to the deck.</p> <p>Player 1 - liana (half-elf,fighter) : liana hears Aidan shouting in the cockpit. "Stars, we are going to collide if we don't do something quick!" She will make a break for the engine room. Hopefully, she gets there in time! Once there, she will shout for help, but barring that, she will look around the engine room. Surely, she might be able to do something!</p> <p>Player 1 - liana (half-elf,fighter) : (Investigation: 2 or Perception if that works for you: 23)</p> <p>Player 2 - nate : nate helps Aidan with the rope to attempt a tighter turn away from the city.</p> <p>Player 2 - nate : Athletics 22</p> <p>Player 0 - dungeon master : The lizardfolk checks on the few pirates atop the deck before running over to the injured man.</p> <p>Player 0 - dungeon master : 6</p>	Player 0 - dungeon master	TRUE	(Arcana: 12) The deck begins to rattle and shake. "Hmm... this could make things more interesting," the sorcerer says as the wind picks up.	The pirate captain has been slain by the party members, but his first mate and third mate are struggling against a pirate bird crew member.	The pirate holding onto the rope manages to stop the ship from hitting the rocks, but the man with the wounded leg can't hold onto the ship much longer. He sees the lizardfolk and, despite his own injuries, he yells out... "Get it's legs!"The pirate with the wounded leg shouts in response, "Leg ?!" He grabs onto the rope with all of his strength with his one leg and manages to hold onto it for 4 further seconds.	Liana, you're on the top deck, the two ways to go back down the deck are through the stairs with the remaining pirates fighting the guards or back down the rope. Ship... 4 ...Nate manages to start steering the ship away. The lizardfolk heals the man, as he gives a gasp of air. He sits up and groans, "Blood y...Feels like I've been through six rounds with an orc. Thanks Rooster." The man stands as the lizard gives a nod.	As Aidan ties the rope better, he turns the ship slightly. The crew atop the deck look nervously at the others as the ship begins to turn more sharply. 21 The ship manages to turn far enough to avoid a collision with the pier.	Unfortunately for the lizardman, the man seems to be beyond help as he looks up at the lizardman with a shocked look and starts slowly bleeding out 4"We need to escape, we need to get away," he says between coughs. "Get me to somewhere safe."

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 10 - dungeon master Player 3 - sogasri (human) Player 5 - alwyn</p> <p>-----</p> <p>Player 10 - dungeon master : Feeling a rush of energy from dodging and catching the arrows, you fire two arrows at the goblins. You hit both, and one falls.</p> <p>Player 10 - dungeon master : nschrock- You are about 60ft from alwyn</p> <p>Player 3 - sogasri (human) : (Ok, so I assume that puts the goblins out of Movement range.)</p> <p>Player 3 - sogasri (human) : Soga will keep charging beside Dagra to put himself between the enemy and the rest of the party. As he moves, he'll whisper a word under his breath, casting Toll the Dead at the goblin alwyn left wounded.</p> <p>Player 3 - sogasri (human) : Edit: If one of the goblins is within five feet of that target, it hits him, too. 13 necrotic damage (DC 15 Wisdom save) 5 edit: forgot that Toll the Dead is a necromancy cantrip, so it takes advantage of Reaper! edit edit: damage die changes lol</p> <p>Player 5 - alwyn : So are we done then?</p> <p>Player 10 - dungeon master : (sorry, I was waiting for the other players to do their turns)</p>	Player 10 - dungeon master	TRUE	<p>1D20+4 = (6)+4 = 10 2D6 = 8 (Idk how to roll for additional targets lol) - One goblin is hit by your arrows. You then continue to charge towards Alwyn.</p>	<p>Dagra will continue to run, running into the cave and stopping as soon as the rest of his team is in sight.</p>	<p>The remaining goblin runs away into the bush and into the forest. You can continue to chase it if you want to.</p>	<p>As the bell rings, the other goblins falls and you see a whole bunch of goblins running towards you with scimitars in hand.</p>	<p>Dagra fires off his second crossbow bolt, and hits his target. This time there is no yelling, however. Alwin misses his target, and the goblin stands up and attacks Sogasri directly. Attack 1: 21 Damage: 7 + Crit Damage: 6 Attack 2: 3 Damage: 13</p>	<p>As soga toll the dead spell is cast, the injured goblin lets out a loud screech at the sound of ringing bells. Then collapses to the ground, dead.</p>

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<p>Player 1 - dungeon master</p> <p>-----</p> <p>Player 1 - dungeon master : Utar tries to retaliate against the Ghoul that attempted to scratch him, but the undead monster manages to move out of the way just in time.</p> <p>Player 1 - dungeon master : (OOC : Unlike in the previous encounter, this first round was very efficient!)</p> <p>Player 1 - dungeon master : END OF INITIATIVE ROUND 1</p> <p>Player 1 - dungeon master : THE SINKHOLE: (Praxx , Graxx , Drazzim , and Neya are up next. Some of these turn have already been posted.)</p> <p>Player 1 - dungeon master : Neya risks another arrow shot. This time she is not very successful, losing her footing: -> Neya 's acrobatics check {DC 15}: 14</p> <p>Player 1 - dungeon master : The monk slips and falls into the sinkhole. While submerged, she too sees a source of flickering light. Some of it seems to be producing a faint underwater shadow of a large, almost human-like rat.</p> <p>Player 1 - dungeon master : (@Drache : Athletics check to leave the sinkhole. You can use this turn's movement to do it since you have not yet moved.)</p>	Player 1 - dungeon master	TRUE	As she begins to stand up, she feels a sense of vertigo, and falls on her back. The vertigo is a spell! It lasts one round.	In a panic, Graxx feels the burning presence of Torm and leaps into the sinkhole and plunges his greatsword through the undead as if it he were a shark biting at its prey. The ghoul's body falls, motionless, with two deep cuts across its chest. You can see the radiance in the ghoul's eyes and teeth stop flickering.	After slipping once again, the monk is determined to avoid a similar mishap and finally climb out of the sinkhole...	Despite hearing his third companion fall into the water, Graxx continues to focus on the foe ahead of him. He launches a javelin at it, which penetrates its already-gashed sides. The Ghoul begins to look sluggish, and now has a javelin stuck in it (Ghoul#1 - CMD: 17).	- NEYA'S TURN The Halfing tries to get out of the sinkhole, but she is unsuccessful. (Is she still prone?)	PRAX - The undead man attempts to strike you once again.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
Player 2 - dungeon master Player 3 - thaunix (tiefling,paladin) Player 5 - gimble (paladin) ----- Player 2 - dungeon master : 'I...I don't remember, it's been so long. That merchant locked me down here and tortured me.... Please' She begs Player 3 - thaunix (tiefling,paladin) : thaunix goes to open the door Player 5 - gimble (paladin) : Who tortured you? Player 2 - dungeon master : 'N...N...Nilla, the paladin, not merchant . He is w..w...w.. working for the gods to r...r...r...remove all those unworthy' she starts to cry, the sob of no hope Player 2 - dungeon master : The door is locked magically... The work of the gods obvious in the light surrounding it, but with a mix of black and red... Player 2 - dungeon master : And on the door, a symbol flares, the symbol of Ophinares, Goddess of Change! Player 5 - gimble (paladin) : What do you mean by unworthy?	Player 2 - dungeon master	TRUE	She begins crying	Unworthy of what? Of their worshipping the goddess of the dark.. You know what they did to me?'	(Door is not locked magically now...)	'Any being that does not met there standards... Even gods' her sobbing increases, as if answering the question a wound was reopened	OOC: the symbol of the Goddess	Unworthy of what i d...don't know i just know t...their time of c... come'

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<p>Player 4 - dungeon master</p> <p>-----</p> <p>Player 4 - dungeon master : Sacred Flame attack: 22 Damage: 6 Gromar will need to make a dex saving through or take the full damage.</p> <p>Player 4 - dungeon master : The second Acolyte thrust his hand out at Night Wine sends sheets of Sacred Flame down at him.</p> <p>Player 4 - dungeon master : Sacred Flame attack: 14 Damage: 5</p> <p>Player 4 - dungeon master : Night Wine sees the Acolyte and dodges nimbly out of the way. The Kobold Dragonshield grins darkly at Rha'el and stabs with his spear twice at his chest.</p> <p>Player 4 - dungeon master : attack: 7 Damage: 3 attack: 10 Damage: 7</p> <p>Player 4 - dungeon master : Rha'el spins the glaive around, deflecting the spear easily. The little kobold tries to stab with his dagger as Rha'el is busy defending against the spears.</p> <p>Player 4 - dungeon master : attack: 6 Damage: 5</p>	Player 4 - dungeon master	TRUE	The kobold is defeated. He lays dead at your feet. The party sees one Cultist remaining but the other one is nowhere to be found.	The Priest then thrust his arm and unleashing Vicious Mockery .	The last Acolyte attacks the closest to him.	Due to moving about, the kobold misses his attack.	Rha'el grabs the dagger with the glaive and pulls the kobold up with him in a full arc.The dragonshield swings his shield at Thardigord Attack: 20 Damage: 11But the dragonshield mistimed and was too hasty in his swing. As he mistimed he was unable to deflect the incoming spears and the weapon was knocked out of his grip.	As soon as the party makes their moves, the Acolytes' masks seem to fade and fade, turning into shadowy images that disappear and no longer seem to be attacking them. And, the shadows around the altar fade away as well. There remains only the two statues and the altar.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 2 - rha'el (centaur)</p> <p>-----</p> <p>Player 0 - dungeon master : Night Wine stands swiftly from hiding and sends an arrow flying at the cultist, piercing him through the throat. The cultist staggers back and falls into the bushes behind him. Melnar takes careful aim after whispering the hex on the other cultist and fires. The beam from the weapon streaks across the ground and takes the cultist full in the back and burns a hole through him. he screams in pain and drops to the ground in a heap. Erevan's spell flies at the last cultist and removes one of his legs at the hip. The smell of charred flesh fills the area as the cultist falls unconscious. A soft popping sound is heard and stones appear around the bodies. (Party 2 gets to add 30 gems to your stash.)</p> <p>Player 0 - dungeon master : Waiting on Party one to attack the kobolds.</p> <p>Player 2 - rha'el (centaur) : rha'el shakes off the minuscule damage from the throne rocks and gallops majestically over to the next tiny kobold. As he passes by him he makes a slash with his greatsword.</p> <p>Player 2 - rha'el (centaur) : Attack: 5 Damage: 6</p> <p>Player 0 - dungeon master : Party 1:</p> <p>Player 0 - dungeon master : Gromar decides that K3 would look better at half its current size and cuts the kobold in half. He misjudges his attack as he moves to K5 and misses by a wide margin.</p> <p>Player 0 - dungeon master : rha'el forgets that he has a kobold on his back as he goes after the rock slinger. {Rolling a d20 on the crit fumble table : 19 }He stumbles and breaks one of his health potions that drips out and runs down his side. His skin absorbs some of the potion and heals him for 15 . Kobolds turn to attack:</p>	Player 0 - dungeon master	TRUE	Sorry but the kobolds are dead.	The kobold on Gromar attacks and manages to cut the half-orc across the chest. He roars with unease as a wave of pain washes over his body.	Three of the kobolds spring out of the bushes and attack with their javelins.	K4 stabs Rha'el in the back again.	K3 shoots an arrow at Koko (K7). Attack: 5 - misses Koko's AC. K4 shoots an arrow at Koko (K7). Attack: 12 - hits Koko's AC. Koko saves for half damage 7	The nearest kobold on the ground will attack, but because he is prone, can't get any leverage to do actual damage. the second kobold will go up and take a stab at him.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 9 - dungeon master Player 14 - aidan (cleric) Player 8 - liana (half-elf,fighter) Player 3 - nate -----</p> <p>Player 9 - dungeon master : (It'll be a group roll, athletics check, anyone that is currently holding the rope.)</p> <p>Player 14 - aidan (cleric) : aidan's Athletics Check: 20 to hold the line together</p> <p>Player 14 - aidan (cleric) : As the big lizard man starts repairing the line, aidan quietly says, "Well, I guess that works too..."</p> <p>Player 8 - liana (half-elf,fighter) : (liana is down to fight with the guards against pirates who would harm innocent civvies. Unless you are saying you'd prefer she just stay upstairs. If you prefer she stay upstairs, then:)</p> <p>Player 8 - liana (half-elf,fighter) : liana is not stupid. She knows she isn't strong enough to pull the rope, but she thinks she could help in other ways. She offers the party guidance through magic, willing them to hold the rope!</p> <p>Player 8 - liana (half-elf,fighter) : (Should the DM prefer liana stay on the deck: Everyone, add a d4 to your check because she will be touching everyone that grabs on one at a time to enable you to hold on as tight as you can!)</p> <p>Player 3 - nate : 11 + 1 Athletics</p>	Player 3 - nate	TRUE	The pirates have a total climbing check of 17 They also have a chance to grab more people, so if anyone drops, the climbing speed gets faster Edit: I forgot a modifier on the climbing check, so they now have a total climbing check of 18 If someone drops, the climbing speed gets faster	Grytek grunts as he tries to hold the line.	Nate will take hold of the rope once it's fixed then try and hold on, but when the pirates attack try and get the others to jump off and then swim.	Nate slips a bit but manages to help Aiden keep the rope there (probably).	While Aidan is struggling up with the rope, Riya will ask, "Would a hand with the rope help?"Riya assists Aidan Strength 9	After a quick glance back to make sure that no one is coming, Nate will attempt to start freeing the rope.

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<p>Player 6 - dungeon master Player 1 - damakos (sorcerer) Player 3 - bilberry Player 5 - vahl (fighter)</p> <p>-----</p> <p>Player 6 - dungeon master : Bill goes first. Bill you wake up and stand up and reach for your crossbow. But it's not their. You are also significantly taller then before. You look around and realize you are not in youybody. Your body is laying on the ground beneath you. You are in ta' cha's body.</p> <p>Player 1 - damakos (sorcerer) : That's some serious dain bramadge</p> <p>Player 3 - bilberry : bilberry in a different form moves to the nearest Zombie and whacks it with the staff he is holding. Attack: 21 Damage: 3</p> <p>Player 6 - dungeon master : You hit the giant zombie with the quarter staff and it looks like it does almost nothing. vahl your turn.</p> <p>Player 3 - bilberry : That's because 1 damage point. Lol</p> <p>Player 5 - vahl (fighter) : vahl draws her short sword, runs and slashes the zombie Bil in Ta' Cha's body just hit.</p> <p>Player 5 - vahl (fighter) : Attack: 21 Damage: 10</p>	Player 6 - dungeon master	TRUE	<p>Ta' Chas body lays on the ground dead and there is no sign of Bil. Also you are not fighting zombs any more but are fighting a band of raiders. Your attack is absorbed by the raider with the helmet. They turn to you and swing their sword at you.</p>	<p>The quarter staff seems to break from the the zombie and it falls down beside you. The zombie is now in a form of a skeleton. The second skeleton charges Ta'Cha and attacks</p>	<p>You hit the zombie and you feel some of the pain of the zombie as the zombie falls apart in front of you. The zombie continues to shuffle forward. (I'm going to call out who the zombie is on the map when they are killed so you can see which zombie is which.) Your turn Damakos</p>	<p>Part of its stomach falls out follow by a swing to your face.</p>	<p>The hit draws blood from the zombie, but it still stands.The zombie hits Ta' Cha's body. Attack: 23 Damage: 6This is enough to knock Ta' Cha's body from underneath Bilberry. The body hits the ground and it hits HARD.</p>	<p>You two slice and cut through the zombie until nothing's left.</p>

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<p>Player 0 - dungeon master Player 10 - rok'bohr (warlock) Player 9 - flint Player 8 - scorch (kobold,sorcerer) Player 7 - darien (fighter) -----</p> <p>Player 0 - dungeon master : I am more the happy to serve Just as long as you don't go around wrecking the place and we will be good</p> <p>Player 10 - rok'bohr (warlock) : rok'bohr released a boisterous laugh upon receiving the challenge. He stood and moved to face flint more fully, if that were possible, and slammed his elbow down on the table with an excited smile. Standing at the ready, he waited for flint to return the gesture and begin the arm wrestling contest.. "No fight. Test strength!" He grinned with confidence at flint. (rolling athletics in case you arm wrestle rok'bohr:)</p> <p>Player 9 - flint : "Sure" wiping his cloak off and flexing this thick muscles as he places his arm down.</p> <p>Player 9 - flint : athletic check 12 (Ooc damn you dice roller. LOL)</p> <p>Player 8 - scorch (kobold,sorcerer) : "Just looking for some work.. not really heading anywhere in particular" The kobold would reply "They call me Strife!" He would say with a smile, extending his clawed hand for a handshake.</p> <p>Player 7 - darien (fighter) : darien extends his hand giving a firm handshake " Nice to meet you Strife, I haven't seen many of your kind especially none that speak dwarven "</p> <p>Player 10 - rok'bohr (warlock) : rok'bohr smiled widely before the expression faded into focus. "Count to three then go. One. Two. Three!" rok'bohr strained with all his might against the Dwarf, and flint did the same. rok'bohr pushed against his opponent as they pressed against each other's arms. It was almost a minute before flint's strength started to give way and rok'bohr slowly pushed his opponent's hand closer and closer to the counter of the bar. It was nearly another full minute before flint's hand finally touched the wooden surface. rok'bohr smiled, victorious, if only barely, and released the dwarf to raise both his hands above his head. "rok'bohr wins!" he laughed heartily and slammed his palm into the back of flint. "rok'bohr like flint Ironfist. Strong like Orc." rok'bohr reached into his tattered pocket and set a handful of coins on the counter. He didn't count them, nor did he even seem to know how much he had set down. He simply smiled at the bartender. "rok'bohr buys drink for new friend flint Ironfist!" (coins on the counter 15 Silver)</p>	Player 0 - dungeon master	TRUE	<p>The sound of heavy footsteps is heard as a young elf enters the building, he's wearing a chain shirt, and a greatsword is strapped across his back. He scans the tables, looking for anyone in need of his aid.</p>	<p>"Well, that sounds exciting Strife, what are your goals in life besides work?" Kestrell asks, extending his hand for a handshake.</p>	<p>The kobolt is taken a back but still smiles with open hands to return the hug. I will be back with your drink I need to go get it from the back. He then leaves to go get their drinks.The patrons nodding when they are leaving. Well I hope you and your friends have a good day in our bar . One said as they all walked out. So do you plan to travel with the others?</p>	<p>Okay so the bartender will give you some drinks. The black smith and Kenku enter the Tavern. Black smith goes to the bar and the Kenku the fire place.</p>	<p>OOC: I've updated my character on my posts above this (adding in the backstory) and I think it has been updated! Sorry for the extra post! I couldn't edit this post above.</p>	<p>The bartender sets two tankards of ale out at the bar. He takes one himself as he turns to the group, and sets it on the bar:</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 9 - allister (wizard) Player 0 - dungeon master Player 4 - boosey (gnome,cleric) Player 11 - sthara (human,monk) Player 10 - funderburk (wizard) -----</p> <p>Player 9 - allister (wizard) : Do we have any gold beyond the 50 gold the captain gave us? I sure as hell don't since I was rescued from an island but what about the rest? At these prices we can't even afford the ankylosaurus.</p> <p>Player 0 - dungeon master : By level 4 I think they could tack on another 100 gold each.</p> <p>Player 0 - dungeon master : While the party looks the livestock, if you could even call it that, over, the merchant finishes his business with the other man who looks proud to be the owner of his new tiny reptile. The merchant turns to the party and addresses them in decent common, " It is a fine day, no? You have come to purchase one of my beasts? Are you few planning to brave da jungle, or are you sailors looking to rent some muscle? " He gestures to the largest two of the animals in tandem with the last comment.</p> <p>Player 4 - boosey (gnome,cleric) : ooc: I have around 240 gold if you want to pool resources and get one of these beasts</p> <p>Player 9 - allister (wizard) : My idea is to have everyone post their amount of gold and discuss what to get.</p> <p>Player 11 - sthara (human,monk) : With the added 100, that puts sthara at a total of 115 to contribute.</p> <p>Player 10 - funderburk (wizard) : With the amount of gold funderburk has also, that brings the grand total to around 550 gold pieces for all of us combined. We can hand in the appropriate amount of gold on the creature we want to buy to one person and let them buy it from the merchant.</p>	Player 0 - dungeon master	TRUE	A small note on the table says, "The party should pool together their gold, so that one player does not have to front the entirety of the party's share. " The party has decided to pool their gold together, however it looks like Funderburk is the only one who will have to hand over an amount of gold.	The merchant looks around and listens to the party. " So, are ya plannin' on travelin' through da jungle? And what would yer group prefer? "	((16))	16 The merchant scratches his exposed, bulbous belly through his open vest as he watches the party talk among themselves. He mutters in his own dialect and sits in a low, bamboo chair to eat an apple. The man scans the passing crowd, but his interest remains on the party looking over his wares.	"It is a noble plan," The merchant replies, "But it requires that we have someone intrustable to purchase a beast." He looks at the party, raising an eyebrow. "There is no doubt that I could sell each of these, but I do not want to separate such beautiful beasts into separate homes," he said, eyes twinkling like the first day of Spring.	Funderburk walks to the ankylosaurus, which is the third largest creature. He says, 16 and the merchant replies 20 : For 395 gp, you will receive a fully domesticated ankylosaurus, trained to obey your commands. The creature does not speak.

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<p>Player 3 - dungeon master Player 1 - eryn (bard) Player 8 - keaton (dragonborn,artificer)</p> <p>-----</p> <p>Player 3 - dungeon master : eryn is surprised to find himself suddenly covered in kobold bits. The smell of blood and viscera combined with the high pitched whine getting louder and having recently been unconscious makes him tremble and twitch. Roll me a wisdom save. keaton is up</p> <p>Player 3 - dungeon master : Menodora on deck.</p> <p>Player 1 - eryn (bard) : [OOC: Sorry, just woke up. It is Sunday morning as I type this.] Wisdom save: 22</p> <p>Player 3 - dungeon master : (No worries! I know we're all in different time zones~)</p> <p>Player 3 - dungeon master : eryn desperately reaches for something, anything, to calm himself. He remembers a dream - a curtain of purple protecting him from the world and a comfortable, warm place to nap. Slowly, the trembling subsides and eryn masters himself again, the moment passed.</p> <p>Player 8 - keaton (dragonborn,artificer) : keaton runs up to the edge of the fog cloud, but then is torn, unable to muster the will to jump into the unknowable fog that is likely filled with enemies first. He waits at the edge, trying to hold on to a divine flash of energy until he sees one of the foes in range.</p> <p>Player 8 - keaton (dragonborn,artificer) : (Hold Action, Sacred Flame. If a target appears, it must make a Dex DC 13 save or take 5 Radiant damage)</p>	Player 3 - dungeon master	TRUE	<p>Eryn, now better, takes that opportunity to shoot some arrows at the kobolt on the ground, hopefully giving Keaton some more time. He casts "Eldritch Blast" at the wounded kobolt and says, "If any of you think you're worthy enough to have a magical weapon like this, you're sadly mistaken." he then smiles, and laughs, "But then maybe he can get you guys better jobs than raiding caravans and towns!" Eldritch Blast. Attack: d20+2+1+4=18 Damage: 1d10+1+1+1=8 And Keaton gains one hit point.</p>	Menodora on deck.	<p>A figure appears in the middle of the misty cloud, as if out of nowhere, before suddenly collapsing into a heap on the ground: it was Eryn himself. The party's surprise only lasted for a few seconds, though, as a flurry of kobolds charged them, armed with spears and swords, and a wolf-like creature, a manticore, and a dragon-like figure, all appeared out of the fog in an instant. The wolf-like creature, the manticore, and the dragon were all dead shortly after their appearance and Eryn's incorporeal form, while still alive, had to be stabilized just as any other unconscious being. (OOC: You earned 225 XP from this battle)With the misty cloud now clearing up, Eryn stands in the middle of the hall, a bloody mess, with a spear in his thigh.</p>	<p>Keaton waits at the edge of the fog, divine energy held coiled in in his fingers. The high-pitched whine is louder, almost painful for some of you. Suddenly, the kobold with an arrow through it's eye explodes, bits of gore flying everywhere. Menodora and Aeros catch some of it on them, but the others are far enough away that they avoid it. There are no more signs of the enemy - Eryn would be able to tell that the scents are fading, and he can no longer hear their footfalls within the fog. You all have an unconscious Kobold beginning to stir on the ground, but we are effectively out of combat. What do you all do?</p>	<p>Keaton's held action triggers - a small ball of flame begins to burn through the fog. A kobold hisses and dashes under the smoke, just as the last second of his turn ends.</p>	<p>With newfound restraint, Eryn begins to take up the lead. The ground begins to slope downwards into a narrow channel of slick, dark mud. The fog continues to obscure your view, but you see a number of large figures ahead. Two of the creatures emerge from the fog!A single kobold leaps into view and leaps into attack! It will make a surprise attack and if it hits you on its first attack, it deals additional damage on its second attack.</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 9 - hymnal Player 2 - damn -----</p> <p>Player 0 - dungeon master : The cracked wooden door is unlocked.</p> <p>Player 9 - hymnal : (OOC: Still holding that spell.)</p> <p>Player 9 - hymnal : "You mean...something else is still out there? Nine Hells, it's getting too late for this." hymnal looks around wildly.</p> <p>Player 9 - hymnal : Perception: 6</p> <p>Player 2 - damn : damn opens the door quietly and slips inside while his companions make lots of noise out in the clearing</p> <p>Player 0 - dungeon master : damn is almost blinded by the warm light which streams out of the cottage. Recovering, he is met with an impossible scene. A crackling fire roars in the fireplace to his left, and on the wooden table to his right is prepared a simple meal of warm rolls, butter, and hot soup. Directly across from him, on the opposite wall, an old woman is knitting on a comfortable armchair, while a lean white tomcat with a scarred face purrs contentedly on her lap. Several candles are scattered throughout the cottage, and a bed stands beside the armchair. The old woman looks up in evident surprise. "Don't suppose you know how to knock?" She comments.</p> <p>Player 2 - damn : damn stands frozen in the doorway in the bright light that he didn't see through the window, hisses and jumps back outside against the wall of the house out of sight from the old woman's cat.</p>	Player 9 - hymnal	TRUE	<p>0 "I'm...I'm sorry. I misjudged the distance." Hymnal looks uncomfortable.</p>	<p>"Is it always this dark here? I don't really mind the cat, but it would be nice to not be on edge the whole time."</p>	<p>"I...it's been a hard few days old miss so I think I can understand how you ended up in this state." Hymnal says with an apologetic smile.</p>	<p>"What? What is it?"</p>	<p>"...Oh. Hello. I, uh...wasn't expecting anyone to still be alive and..." Hymnal blinks and slowly tries to back out and take a look at the surroundings.</p>	<p>"Nine Hells..."</p>

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<p>Player 0 - dungeon master Player 19 - sila (monk) Player 12 - mal Player 14 - krikoris Player 18 - cinta -----</p> <p>Player 0 - dungeon master : sila takes the coin her eyes, tear-stained as they are, bug out when she sees it is gold rather than copper. sila looks at her and bows deeply, " Most Honoured cinta, The Nyols and Serpent-Blessed say that their southern homeland has a great desert the size of an ocean at its centre." " Bless you, Wave-born." sila smiles at him, " If you need their help they are a dukun or balian or bomoh.....if you are their enemy...then they are a witch or dukun jahat" " Most honoured Khutulun, I know it is a fools hope but am I not a fool? Very Well.....I saw a certain Smiling Seto last week in the evening, but he did not see me, I saw him mask himself before extorting Baman the Fish-seller." " Also.....there is one within this building. One of the work bosses by the name of Melu....I believe he knows something but he will not speak openly." " I also know this. Ketut Baranams lover was taken by bandits into the forest because they think Ketut will pay a ransom for him, but Ketuts family does not approve of the relationship and will not release funds for a ransom. Ketut is a long time associate of Seto..... but he truly loves Abet. Return him to him and you may have an insider in Setos court." " Did you have any more of those shiny gold ingots?"</p> <p>Player 19 - sila (monk) : Looking up at the building that sila points out, the monk nodes</p> <p>Player 19 - sila (monk) : "Well then, let us go have a talk to this Melu. Someone has to know the location of these bandits, we can't just go wandering through an entire forest and hope we find them."</p> <p>Player 12 - mal : mal nods, and says "Agreed, I'm a better city guide than forest tracker. Thanks, po, but I'm sorry, that was the last of my shinies." He shrugs apologetically at sila.</p> <p>Player 0 - dungeon master : sila looks disappointed and gets up to leave, " If your going after the bandits, word is that they have attacked farmers bringing goods in on the road a few hours from The Farm Gate." " Good luck to you.", she picked up her alms bowl and meandered off down the street.</p> <p>Player 14 - krikoris : krikoris steps towards sila before she's able to leave, "Please, miss, take this for your help and if we are able to lift your blindness someday, I will try and return to do so." And he'll press a gold coin into her hand, not wanting to flash it around by dropping it into the bowl.</p>	Player 0 - dungeon master	TRUE	She takes a gold coin and sticks it in her pocket, " I shall take this and when I regain my sight..... I will pay you in kind."	The Blind woman's eyes go wide and she turns to Cinta, " Thank you, and I hope that your eyes stay healthy. Do you know these Bandits? They may kill me for helping you."	gender character_type : in-character:	Sila bowed to Krikoris, though a little unsure, " Most honoured Stranger, Thankyou. I will count the days."	A passing man with an oversized, dirty cloak looks at Cinta and says, " You been in the woods too long woman. I have a better idea.....just shoot the begger. You may even get a shiny". He then pushes past Cinta and leaves town.	Sila takes the ingot and places it into the bowl. " Thank you, Child You give hope to many blind ones. "

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 8 - ezal Player 5 - carcyrwin Player 3 - serifev Player 1 - dungeon master -----</p> <p>Player 8 - ezal : [Investigation: 12]</p> <p>Player 5 - carcyrwin : carcyrwin wakes up from his brain-dead state. Seeing how ezal may be doing something dangerous, he stands ready to act.</p> <p>Player 3 - serifev : serifev watches, careful.</p> <p>Player 1 - dungeon master : The door appears safe enough to open.</p> <p>Player 8 - ezal : "To hell with it," ezal muttered, trying to open the door.</p> <p>Player 1 - dungeon master : The door shifts open barely and to ezal's surprise, it is extremely heavy. Make a STR check to push.</p> <p>Player 8 - ezal : [STR Check: 9]</p>	Player 3 - serifev	TRUE	? Invesgation: 10 Carcyrwin was ready to pull Ezal out, and instead finds it is too heavy for him to move. Evidently someone isn't strong enough.	He groans in frustration, and curses under his breath.	She starts pushing.	Serifev moves forward to help.	Serifev gives a sigh and takes the lead.	Serifev watches carefully to see if the hinges give way or the door buckles.

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<p>Player 0 - dungeon master Player 3 - erevan (elf,monk) Player 5 - night wine (tabaxi,cleric)</p> <p>-----</p> <p>Player 0 - dungeon master : Rha'el is able to dodge out of the way of the attack. erevan takes a hit to his ribs.</p> <p>Player 0 - dungeon master : Partys turn.</p> <p>Player 3 - erevan (elf,monk) : erevan coughs loudly as he gets struck in the ribcage, interrupting his rhythmic singing. He grunts as he stands back upright, glaring into the eyes of the kobold while pivoting on his heel and will perform a spinning slice attack with his sabre onto the kobold.</p> <p>Player 5 - night wine (tabaxi,cleric) : After seeing him commit suicide he turns to the last kobold to finish the enemy off.</p> <p>Player 5 - night wine (tabaxi,cleric) : Attack: 26 Damage: 23 night wine then examines the half dragon's body for anything useful.</p> <p>Player 0 - dungeon master : night wine and erevan dispatch the remaining kobolds. As soon the last one dies, a large pop can be heard and several stones pop into existence equaling 3000 gems each. From the walls a cheer can be heard as the guards cheer. (advance 2 levels everyone. there will be a long rest before the next session and you will be able to spend gems.)</p> <p>Player 3 - erevan (elf,monk) : erevan pants heavily, as he was nearly defeated himself. He walks over to night wine and audibly shouts "You almost got us killed, you imbecile!" . He hears the people of the town cheering them on upon defeating the foes. He waves at them, changing his attitude as he begins walking back toward the keep. On his way, he peers down to see the corpse of Smitty, and erevan frowns. "May Elune guide you into the afterlife." he whispers, as he kneels down to hoist Smitty's body off the ground to carry him back into the keep.</p>	Player 0 - dungeon master	TRUE	"You can't say something like that now. His soul has already left his body." he replies with a sad tone.	Back to the front wall, The party has a new quest, you may enter the town at the front wall and enter the tower again.	As they move back into the keep they come across a room where 2 drow sit at a table in front of 2 large chests. One drow has the look of a sorcerer and the other a paladin. The drow are each wielding a glaive and both drows are wearing leather armour and both drows are wearing silver masks. They both speak elvish and are discussing something. You can tell that they suspect nothing from within the keep and appear completely unnerved by the outside world.	As Erevan goes to pick up Smitty. he realizes that Smitty is just ashes, but his money pouch and his gem pouch are still there. Melted twisted metal is all that remains of his armor and other weapons.	As you travel back to the keep, you overhear the soldiers talking. "What about the wyrmlings? I heard that those kobolds were using baby dragons to fight us."	The half dragon takes a few steps in front of her guards taking the front as she enters the keep. The keep is much bigger then outside. There is a main hall where guards station. A dining hall that seats for 100 people, a kitchen and storeroom of supplies. At the back there is a stables and a kennel. The tower at the end of the keep has several places to stand guard from and you are able to see around you now. You stand in a field with several houses near by.

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<p>Player 4 - dungeon master Player 13 - gromar (centaur,sorcerer) Player 3 - erevan (elf,monk) -----</p> <p>Player 4 - dungeon master : Melnar's attacks misses the cultist as it staggers fowards , but it gets dropped from Rha'els glaive through its chest. erevan swings wildly from his elation at dropping 2 of the kobolds and the attack goes at gromar (he will need to make a dex save. If it hits, the full damage. Dex 11). gromar misses the kobold as it moves, but along with the bolt Smitty fires, finishes of Cultist 1.</p> <p>Player 13 - gromar (centaur,sorcerer) : DEX: 8</p> <p>Player 4 - dungeon master : gromar takes the attack in the back at takes damage from erevan's attack. The kobolds turn. It screams in rage and slashes again at erevan. Kobold 5 Attack on erevan: 19 Damage: 5 Now it is the Party's turn.</p> <p>Player 3 - erevan (elf,monk) : erevan winces and grinds his teeth from being struck again by the mini-dragon. erevan angrily shrieks while unleashing a vicious swing of his Sabre onto the kobold .</p> <p>Player 3 - erevan (elf,monk) : Attack: 24 Damage: 12</p> <p>Player 13 - gromar (centaur,sorcerer) : gromar feels a sharp pain leap across his back from an angle he feels sure was clear of enemy combatants a moment ago. Turning with his glaive brandished he sees erevan dancing wildly. "Hey! Watch where your swinging those hips, elf! Maybe if you'd quit yer dancing about you'd stop hitting me."</p> <p>Player 3 - erevan (elf,monk) : erevan darts his eyes over to gromar in the midst of striking the kobold . "I simply miscalculated your reflexes again." erevan states boldly, trying to be optimistic in a dire situation and wants to prevent himself from being overwhelmed from anger due to combat.</p>	Player 4 - dungeon master	TRUE	Attack:	Erevan cuts the kobold down in one fell swoop. It's dead on the spot.	At least it was his back, Erevan thought as he turned to make another strike at the final remaining kobold. He turned again and another sharp pain tore through his side. This time it was from the claws of the same beast that had already taken him down. This time it was his side, and ouch...he thought.. this... really hurts. The monks eyes shot wide as the kobold leapt into the air just inches away from the blade tip. He reached out to grab something nearby, and found nothing. The beasts claws continued to draw deeper into the monks side, it then fell limply against him as the monk fell to the ground and rolled over, taking a moment to reorient himself and then to turn once again.	Erevan's attack rends the chest of the kobold open from the right shoulder to the left hip. Its body flies back from the attack and lands in a heap on the ground. With a soft pop, several stones appear and fall to the ground. 40 Stones total litter the ground. (Add 80 gems each to your stash.)	Erevan's attack hits the kobold in the head, knocking it unconscious.	All of you look on and see the battle has intensified.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 2 - richard (bard) Player 4 - dungeon master Player 7 - anne (centaur,wizard)</p> <hr/> <p>Player 2 - richard (bard) : roll for insight!!! I smell the smelly smelly smell!</p> <p>Player 2 - richard (bard) : Gotta-go's head swivels back and forth between the diggers and anne, then at Aldric. He couldn't have heard right, could he? The healer Priestess had threatened innocent villagers? She's supposed to be this kind hearted soul! Gotta-go looks at the diggers, trying to ascertain whether they are telling the truth. ---- (if allowed by DM, Gotta-Go will roll for insight: 24 . If not, please disregard). (edit: freakkinnnn' yeaaaahh!!! FINALLY A NAT 20!!! Di roll gak penteng sih, tapi heck, I'll take it after the string of low rolls hahaha....)</p> <p>Player 2 - richard (bard) : @andie gott-already better.</p> <p>Player 4 - dungeon master : ===DM=== Adric shakes his head. "I rarely travel to this part so I don't know if there are any nearby settlements" The diggers answers. "We-we live in scattered communities in this forest. If any of you is local to Elventree we-we could swear we're the one who sends your logs" Gotta-go tries to process the situation and try to notice if the diggers looks suspicious. But they seemed to be actually frightened and are telling the truth.</p> <p>Player 7 - anne (centaur,wizard) : "should we follow the greenish light that emit from the skeletons, sir Adric? Seems like it would lead us to something."</p> <p>Player 7 - anne (centaur,wizard) : looking at the two diggers, anne feel pity</p> <p>Player 7 - anne (centaur,wizard) : "in the meanwhile, these two uncle can show us direction around here....right uncle?</p>	Player 4 - dungeon master	TRUE	<p>"Should but might be a trap? Why would you go into the forest at this hour?" "T-they say it'll be a great storm. We should find shelter or get inside a tree or something. And a storm is coming! That's great, isn't it?" They started gathering branches and stones to build a makeshift shelter. A very makeshift shelter. "Hey, is the light gone now? Did Aldric use a spell? I thought they'll just be gone when we're here, I didn't notice him do anything" And at that time the sound of the wind and rain starting building up.</p>	<p>"Yes, we-we live in scattered communities in this forest. If any of you is local to Elventree we-we could swear we're the one who sends your logs" The older of the two diggers answers. "It's been a fews days since we last got a shipment so when I was going to meet the last ship I found those two." He then turns to Anne and gestures to take a closer look at the skeletons.</p>	<p>A dwarf named Khelgar steps forward. "Aye, I would help lead you to your destination" He looks at the rest of the party. "The rest of you guys coming or what?"</p>	<p>===DM=== "Ye-yes we know this woods well enough, we won't get lost" Sir Adric replies to Anne. "Pretty sure that light leads north, which is the direction of the temple. If somehow Evre gains necromantic ability and is behind this trouble....I think we need to be prepared"</p>	<p>The group followed the trail and the light until they reached the entrance of a dark cave. "You are right. I'll go first!" Adric put on his shield, holding on to his warhammer and stepped forward into the cave.He stopped a few meter away from the opening of the cave, looking out into the darkness. He was able to see a faint amount of light to his right and a little bit of light in front of him. As you go in deeper you would see that the area in front of you would appear to be caved in."This way!"</p>	<p>"Unfor- fortunately, no. It's our first time in Elventree and a-at this rate we'll be in a lot of trou-trou-ble just to f-find our way back to our homes" A very meek old man replies to you. "T-that's why we thought to hide in the f-forest hoping that the undead would go a-away but to no avail"The old man puts he hands on his heart and says "My little niece is in there, she was on a field visit when this happened. Th-the elder send me to look after her. But I don't know if she got eaten or if she's dead"The younger man sighs deeply and says "I'm afraid she couldn't make it, sir. Our people never expected something like this would happen."</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 9 - bilick (half-orc,barbarian) Player 2 - kendrick (wizard) Player 10 - purbag (orc) Player 0 - dungeon master -----</p> <p>Player 9 - bilick (half-orc,barbarian) : bilick is growing increasingly agitated at being in such an unnatural place. "Denev, give me, yer humble servant, strength. And protect us from whatever is comin'." He whispers in a low voice. Louder, he says to Osso, "Aye, cousin. We keep goin'. Ye all be careful, ye hear?" He will hang at the back of the group, eyes scanning everywhere, plugging his ears from the whispers as best as possible.</p> <p>Player 2 - kendrick (wizard) : kendrick:</p> <p>Player 2 - kendrick (wizard) : Sensing danger ahead, kendrick will move to the front and hold his longspear at the ready, leading the way forward--at least for now. Walking on the crimson path, he listens and watches carefully for threats.</p> <p>Player 2 - kendrick (wizard) : Perception: 10</p> <p>Player 10 - purbag (orc) : purbag pockets the key (in the pocket that doesn't have a hole of course!) and will ready his crossbow, staying in the middle of the group. The voices don't bother him, as he is haunted by something greater to him.</p> <p>Player 0 - dungeon master : It seems that the voices are coming from all around you, but they are getting louder and closer. As you are walking down the crimson path, everything goes completely black. Even the light of the path as disappeared. The sound of the rattling of your armor, and the feel of the ground has changed. It air is cold and humid. It sounds like you are in an earthen cave. From behind you you hear a sinister sound of overlapping whispers.</p> <p>Player 0 - dungeon master : For those with dark vision:</p>	Player 0 - dungeon master	TRUE	OOC: Sorry about that. Didn't know whether or not you guys were going to use it.	You can see a small speck of light ahead of you. To the right of your path, you can see that the path is continuing downwards, into what looks like a room. You have a feeling that whatever was behind you has disappeared.	For the next 10 minutes, you can't see beyond your own fingertips. The air around you is so cold that you feel an icy draft blowing on your face. It must be very humid, as the sound of your armor and footsteps change. You are very aware of your surroundings. In the dim light created by your armor, the trail you have been following has seemingly vanished.	You are underground in what appears to be a basement or a cave. Behind you is a long tunnel that disappears into darkness. The overlapping whispers are coming from the darkness, and they sound hostile. Your instincts tell you that you don't want to encounter whatever is making the strange sounds. In front of you is what looks like a doorway, but it has been filled in with soft dirt.	The world is dark...so, so very dark.	You see a dark gray hallway that leads to a dead end that splits into two paths.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 10 - dungeon master Player 11 - horus (cleric) Player 8 - wren Player 4 - darwin (paladin) -----</p> <p>Player 10 - dungeon master : As you approach the trunk you can tell the black streak is from an ancient fire, judging from the growth around the burn it happened many, many years ago. The fire mark is about 6 ft. wide at the base of the trunk and goes up about 20 ft. This ancient fire may be the source of the tree's sickness. There is also a hollow in the tree at this point, roughly triangular from the base (about 4 ft at the base, and 6 ft up.). At the top is a triangle of gleaming metal.</p> <p>Player 11 - horus (cleric) : If someone wants to grab the triangle, horus will help identify it. He won't touch it though.</p> <p>Player 8 - wren : Following Andolin, wren is curious as to why metal is stuck in a tree and decides too try and pull it out. "What the heck is this? Did metal start growing in trees?"</p> <p>Player 4 - darwin (paladin) : darwin would have calmed a fair amount by this point. The Smell and sounds of the Forest always had that effect on him. He enjoyed the comfort of the Wildmothers creations and upon seeing the Yew Tree. darwin would flash briefly to his memories of home, Where the Ancient white oak once stood. Realizing the Tree is not healthy, darwin would bow his head and grip his Amulet. Begging the Wildmother to save this ancient Tree.</p> <p>Player 4 - darwin (paladin) : If no one protests, darwin will remove the Triangle from the tree.</p> <p>Player 10 - dungeon master : Upon trying to remove the triangle, you find it is rather just an exposed piece of metal, a "doorframe" within the tree. Feeling around, you discover the frame to be roughly 4ft at the bottom, 2ft at the top and about 5ft high. The interior is dark to the Human eye.</p> <p>Player 8 - wren : How big is the base of the tree? Also what time is it roughly?</p>	Player 8 - wren	TRUE	I try to feel if the doorframe is wooden or metal.	"Well that was anti-climactic." Wren said as she turned to the group. "Well if this is a place for people to hide in the trees maybe we can hide in here while we figure out more about the situation?"	While feeling around Wren will say "Do you suppose we could climb this tree or does anyone have a ladder? "	In wonder of the odd site before him, Wren steps back. "Anyone want to go tree walking?" He pulls out his lantern, lighting it and tries too look inside (without stepping in).	"Someone else can go in."Wren says as he pulls back and starts inspecting the trunk.	"What should we do? Take it to that town and have someone from there look at it? Or is that an idea that will get us killed?"

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 15 - dungeon master Player 10 - torrent (druid) Player 11 - aluzira (bard) Player 3 - tarek -----</p> <p>Player 15 - dungeon master : The toad breaks through the net and hops away a short distance before slipping and falling prone in the mud. It lands near the edge of a deep cut made by peat gatherers and barely saves itself from falling in. Fluin curses under his breath as yet another javelin misses. "Uh, guys?" he call out to the party. "I think we got some company over here in the woods!" torrent, the cloud of blood-sucking midges that swarm over you are repelled as the light of Pelor fills you with energy to go on. You're lying prone at the base of the bare ash tree. The approaching lizard is over 135 feet away from you, and the fleeing toad is over 50 feet away from you. What do you do?</p> <p>Player 10 - torrent (druid) : torrent gets up to his feet, trying to catch his breath. He is tremendously thankful for the hunters' nets. He looks over his shoulder at the approaching lizard and calls out, "Imma need *puff* some help *wheeze* with biggin' here." He then starts to limp away from the lizard in the direction of the toad. "Yer... much... more trouble... then yer worth."</p> <p>Player 15 - dungeon master : tarek, the giant lizard, having momentarily lost sight of torrent while he was down, fixes its gaze upon you instead and continues its approach directly towards you from across the frozen, marshy field. The toad, having again fallen prone, is a little over 45 feet away. What do you do? aluzira, you're aware that the lizard was momentarily slowed down by the net (although it continues to charge) and that Fluin has noticed something following him in the woods behind. What do you do?</p> <p>Player 11 - aluzira (bard) : aluzira runs towards the lizard, not wanting to lose to much ground on it. Then, hoping to catch sight of what's chasing the ponies as it breaks through the woods, she looks around to where the ponies are running from. "Please be good company," she says hopefully.</p> <p>Player 3 - tarek : As tarek notices the lizard fixing its gaze on him, tarek begins to fix its gaze on it. "On it!" he says in response to torrent. He will just use his normal movement to approach the lizard, rapier in hand.</p> <p>Player 15 - dungeon master : aluzira, you can aim for where the lizard will likely be on your next turn (about 60 feet away), but you'd have to dash on your next turn to get there. Or you can aim for where the lizard will probably be on your following</p>	Player 15 - dungeon master	TRUE	(I'll start another thread for this. Edit: #post2258468	The approaching lizard is now at the 45 foot mark, still making its way towards you. Aluzira moves forward to the spot where the lizard will be at the end of the turn and she turns around to face the approaching lizard.	_type : in-character : tarek's round1, 2, 3/Aluzira's round4, 5, 6/Fluin's round7, 8, 9/Torrent's round11, 12/ Tarek's round13, 14ROUND 1COMBAT BEGINS!The lizard is about 135 feet away from Torrent, but the toad only about 45 feet.	Aluzira, you come out of the wood into the open, but the lizard remains transfixed by the challenge of Tarek's gaze and continues charging towards him, dragging behind it ragged bits of the net. The marsh ponies are rounding the edge of the frozen pool, doing their best to stay out of the icy water as they push their way through the dense wood behind you. Whatever spooked them is too far back among the trees to be seen by you at this time.	(You'll have to wait until the next turn, but you'll be able to get a shot off then.)	The group of travelers in the woods flee from the toad, now about 35 feet behind it in the thick underbrush. They have also turned around and are now fleeing in the opposite direction. Another toad in the area looks up and sees one of you near its face (you are all prone), and begins to croak and hop away into the forest. The toad you hit earlier appears to have disappeared into the underbrush.You have only about a few more seconds before the lizard catches up.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 13 - val (elf,druid) Player 1 - dungeon master Player 11 - keth (wizard) -----</p> <p>Player 13 - val (elf,druid) : (Attack: 18 damage: 10)</p> <p>Player 1 - dungeon master : OOC: Which harpy? Please use the grid map!!</p> <p>Player 13 - val (elf,druid) : (OOC: L8)</p> <p>Player 1 - dungeon master : val: Hit, damage noted. keth is up! Aerlian's on deck!!</p> <p>Player 11 - keth (wizard) : keth holds his action. Once the harpy at L8 gets within 15 feet of keth he will cast Lightning Lure on her. STR ST DC 12 or takes 2 Lightning Damage</p> <p>Player 13 - val (elf,druid) : val will change his weapons again. Crossing his bow over his shoulder and back and unsheating his scimitar. " Shouldn't we walk towards that thing that controls the ship?!" He yells over the wind pointing at thw wheel. If keth doesn't hear him at lest he should see it.</p> <p>Player 1 - dungeon master : Aerlian's up!</p>	Player 1 - dungeon master	TRUE	(Attack: 15 damage: 4) (AC: 15) *edited* Forgot to add to damage The dragon roared angrily	One the ship notices someone standing in front of it, it flies up and to the left. The helmsman sees this and calls out, "What are you doing!?" to the person on their deck as they fly back towards a small town.	The harpy will fall back out of range. The crew starts to rush towards you and the harpies. In a panic you are overwhelmed in waves of sailors and harpies.	Top of the round on deck!	Aerlian stands upon the forecandle, having dropped off his bow when he decided to climb. He's holding his shield tight, just in case one of the Harpies fly to close to the rope.	The harpy at L8 is still hovering about 30ft away, but it is coming closer. It's eyes narrow as they see the group standing close together.

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<p>Player 11 - keth (wizard) Player 13 - val (elf,druid) Player 0 - dungeon master Player 2 - aerlian (orc,wizard) -----</p> <p>Player 11 - keth (wizard) : Perception: 9</p> <p>Player 13 - val (elf,druid) : Perception: 15</p> <p>Player 0 - dungeon master : Aerialin you shake keth but he can't seem to wake!</p> <p>Player 2 - aerlian (orc,wizard) : "Well, I don't know all of them but the second door has the symbol of legerdemain on it, I think that makes the most sense to try, the others are other covens, I don't know about that last one though.." aerlian looks down at keth "Well we can't leave him here, shall we carry him through?" he asks val.</p> <p>Player 13 - val (elf,druid) : (OOC: Does val wake up? I just met the PP not beat it... not sure if that makes it...)</p> <p>Player 11 - keth (wizard) : Snore. Snore. Snore.</p> <p>Player 2 - aerlian (orc,wizard) : aerlian looks at keth, shaking his head at the amount of noise the half orc makes whilst sleeping. "Well, that won't get annoying" he says to himself.</p>	Player 0 - dungeon master	TRUE	(OOC: You get Keth's attention and he says something.)	(I'll wake him up every combat until we leave the dream level. If it takes more than 1 combat he wakes up.)	(OOC: Haha I apologize this took so long Val! This is what you get for rolling those 20's) A sudden force strikes you in your mind as you go to enter the third door, the third door. You are suddenly no longer where you were and you hear a loud BANG! and a voice screams NOO OOOOOOOOO OOOOOO!!!	Val wakes and hears Aerialin's explanation of the doors as Keth seems in some sort of trance like sleep.	(Ooc: he is sleeping yes, you'll need a perception check to wake him but the other characters won't hear what you're saying)	Val, you wake up to find that you are now in a comfortable bed. You were definitely knocked out before.

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<p>Player 0 - dungeon master Player 2 - leon Player 10 - dot -----</p> <p>Player 0 - dungeon master : The masonry walls of this twenty-foot-wide hall are in poor repair. The far end has collapsed, filling the southern section with rubble.</p> <p>Player 2 - leon : "A hallway goes this way," leon says, coming back to the group. "What about the other way?" While waiting for a response he turns his attention to the rest of the room, checking for anything else of interest...</p> <p>Player 2 - leon : Perception: 13</p> <p>Player 10 - dot : 8 Investigation</p> <p>Player 2 - leon : leon investigation if that is needed instead... 22</p> <p>Player 0 - dungeon master : Gracias, Investigation reveals that the four goblins have been dead for quite a while, and rats have gnawed at them. The bodies have been looted.</p> <p>Player 0 - dungeon master : Which way did you all decide to go on?</p>	Player 2 - leon	TRUE	"The hallway?"	[Leon has already decided to go down the other path as indicated in his post above]	"Well, let's see what's this way."	"Any preference for one hall over the other?" Leon asks the group after finishing helping to check the bodies. "If not, then we should just pick one and head that way, we can always check out the other direction later on..."	Leon would head in the direction recommended by the goblin that ran.	"Well which way you all want to go? we killed the goblins who had the bridge down from overhear. Perhaps that is what we have to do next?"

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<p>Player 11 - kai (bard) Player 8 - duncan (bard) Player 1 - dungeon master Player 7 - elber (cleric) Player 5 - landrae (bard) -----</p> <p>Player 11 - kai (bard) : 2nd: 4 1st: 2 Right: 7</p> <p>Player 8 - duncan (bard) : ((Since we might be getting near a fight I'm going to preemptively roll INITIATIVE : 13 . If it comes to it, use this, then we can get things rolling quicker. If you don't need it, just ignore it~))</p> <p>Player 11 - kai (bard) : kai peers down into the darkened hole.</p> <p>Player 1 - dungeon master : A short wooden ladder leads to a stone basement, and the faint light of a torch can be glimpsed down the corridor.</p> <p>Player 8 - duncan (bard) : duncan will be right behind. Ready to let someone lead to scout below, or to take the lead himself ready for danger. He's looking primarily at Jack to give the lead (as he led the investigation), but will also go ahead at any sign of danger.</p> <p>Player 7 - elber (cleric) : elber signals that he'll go down first and speaks softly. "There be a light. Could be man, could be danger. Come down, but be quiet as the mouse." After that, he climbs down the ladder and tries to sneak up closer to the light in the corridor below to see what hides down here. (Stealth: 15 , Perception: 5)</p> <p>Player 5 - landrae (bard) : "Steady gentlemen, I believe this is where the plot thickens, and our intrepid adventurers - which is us in this instance - do something foolish that returns to haunt them later on. I suggest Jack searches the basement, possibly with duncan in there to assist. Though I am still of a mind to check the upper floor looks as deserted as the rest of the house before progressing further here." landrae remains cautiously in the kitchen checking the hallway at their backs frequently.</p>	Player 1 - dungeon master	TRUE	<p>1 1 4 ? Right: 7 Elber stealthily peers around the corner. The corridor stretches straight as a string, about ten or twelve yards, ending on a pair of doors.</p>	<p>As the party ventures down into the basement corridor, they spot a ghoul in the corner ahead of them.It has spotted them, and is now dashing to close the distance between it and the adventurers.</p>	<p>The group manages to avoid drawing suspicion and heads down the ladder to the basement. The darkened room below seems empty except for a lone wooden cot tucked between the walls on both sides. There is a door at each end of the room (a plain wooden door on the north wall, and a heavy wooden reinforced door on the south wall.).</p>	<p>Elber skulks down the damp stone corridor, lichen on the walls and puddles at his feet. He arrives at a wooden door behind which flickers an eerie green light. Two torches in brackets on either side of the door illuminate an iron padlock.</p>	<p>The light you see turns out to be two young humans t alking to each other as they investigate something you can't see in the distance.</p>	<p>You creep slowly down the ladder and find that there is a door on either side, the left door is unlocked, the right door is barred shut. There's little sign of what is behind either door.</p>

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<p>Player 2 - dungeon master Player 3 - thaunix (tiefling,paladin) Player 6 - belron</p> <p>-----</p> <p>Player 2 - dungeon master : The lady brightens up a bit, obviously not very use to being treaty nicely, and says 'Yes sorry, it's just that everyone comes in here and looks for free things in the wild. I did recently get some things from a wizard. What exactly are you looking for?'</p> <p>Player 3 - thaunix (tiefling,paladin) : "I would like to buy some supplies, preferebaly a grappling hook and some smoke grenades." thaunix says with a strained smile.</p> <p>Player 6 - belron : belron smiles at her, " that is absolutely ridiculous, a lovely lady such as yourself, and maybe some nice armour, and a ranged weapon, and do you have any cloaks with hoods, oh and are they enchanted??"</p> <p>Player 2 - dungeon master : The lady looks at thaunix, looking a bit frightened at the massive sword he is carrying 'Ahm, I can only sell you 5 smoke grenades, and a grappling hook is 5 gold.'</p> <p>Player 2 - dungeon master : OOC: i dont think grenades are suppose to be in this... They seem to advanced.</p> <p>Player 6 - belron : OCC: think of them as in the ancient chinese and their use of gun powder</p> <p>Player 2 - dungeon master : OOC: F*CK ONE AT A TIME PLEASE LADIES (Ill let it slide this time, but next time, try not to have 5 people talking at once to the same person please'</p>	Player 2 - dungeon master	TRUE	<p>"Well, as for armour, I do have some chainmail I could sell you for 80 gold, it's a very light armour. If not that, there is a breastplate for 150 gold, a little bit heavier. As for hoods, what colour do you prefer? And what do you mean enchanted, I have a hood, but it's just a normal hood. I was going to give it to you for free, but I might need gold. Do you need any weapons too? I have a shortbow for 75 gold, or a standard longbow but its very powerful. Do you want a ranged weapon?" The lady looks nervous under the barrage of attacks, she is clearly not expecting to be spoken to like this.</p>	<p>OOC: Im not the DM or anything, but I think this will take a lot of planning and effort just to make it balanced. Also we are in the Renaissance era of technology and science.</p>	<p>The lady looks surprised when Belron talks to her but says 'Sorry, the only thing with a hood in the shop is my clothes, and none are enchant. What sort of weapon are you looking for and I could probably get some things in for you'</p>	<p>The lady smiles, the effect of Belron's statement obvious 'Yes we have some enchanted cloaks. I think they are Cloaks of Protection, a Cloak of ElvenKind and a Cloak of Manta Ray. And what type of armor and ranged weapons are you looking for?'</p>	<p>OOC: ok I will just say this... I just looked up what you said and that is not allowed in this campaign. So next time. Ok. Thanks for being understanding. Ok, I am going to allow this one just for now, and only because the person who made the campaign let it.</p>	<p>Belron walks through the door, and you here the lady's muffled laugh</p>

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<p>Player 2 - darastrix (dwarf) Player 0 - dungeon master Player 10 - ash (cleric) -----</p> <p>Player 2 - darastrix (dwarf) : (Is everyone out of the tunnel now?)</p> <p>Player 0 - dungeon master : (Since Vruuk pointed out the traps, you can walk around them with no problems) As you walk down the hall, you find yourself standing in front of a 30 x 30 room. The wall on the left side has an engraving female dwarf with no eyes, the right wall has an engraving of a Male dwarf with no eyes, and on the far wall above a pedestal containing what appears to be a book of some kind is an engraving of a man with no eyes as well. There is text engraved into the front of the 10ft wide pedestal that appears to be covered in dust and dirt. ***Everyone entering the room roll perception please***</p> <p>Player 0 - dungeon master : Kit takes a seat at the table, still sniffing and looking around nervously. Kit starts to nibble on a piece of dried meat as Pokim begins making her pancakes. When Pokim shows her the burnt pancakes, she will giggle a little. "Looks like you made a batch of black bears and Panthers big brother... " A moment later when he brings her apple slices cut to look like catapillers, he gobbles them up with a smile</p> <p>Player 2 - darastrix (dwarf) : darastrix would offer his thanks to Pok'im before heading over to Vruuk and telling the other about the collapsed mine shaft in the basement and Kit believing people had broken in to kidnap the orphans and take Ma and Pa.</p> <p>Player 2 - darastrix (dwarf) : "Not sure if it was the people in town, but you can be sure I will eat everyone of them if it was. I just can not figure out why anyone would come here."</p> <p>Player 10 - ash (cleric) : ash perception 12</p> <p>Player 0 - dungeon master : From the entrance of the room, ash can see what looks like multiple sets of fresh footprints going across the floor from the hallway to the pedestal and back to the hallway.</p>	Player 0 - dungeon master	TRUE	/u/Lvl5Dorf /u/Xarxee /u/RobJF /u/Burningman17 /u/TheAug4th	Once Pokim finishes cutting up the pancakes to make it look like a Catpiller, the two walk to the front gate of town and begin talking to the guards.	As this is taking place, kit continues to try and push the book off the pedestal. He looks at her with a scowl	(So right now Ash is the only one still in the secret room right? everyone else is either in Ruby and Slates room or the kitchen? well... other than Kulsee... she might be riding on Ash's back...)	Vruuk nods his head and says, " I wonder where the dwarf man went after he was knocked out.. " As Darastrix mentions people breaking into the house, Vruuk seems to be a little surprised and says, " But what if it was someone else.. and then I just made him think it was me.. "	When entering the room, you can see faint outlines of what appears to be a body or two with no eyes. The room seems to be a sort of temple or sanctuary of some kind. In the center of the room appears to be a pedestal with some sort of journal on it. The pedestal has four legs like a table. The room is 30 feet long by 30 ft wide. It is a dark room with a small amount of light as it enters at the entrance to the room.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 16 - anakis (druid) Player 15 - dungeon master Player 9 - fluin (barbarian) Player 6 - aluzira (bard) Player 10 - torrent (druid) -----</p> <p>Player 16 - anakis (druid) : anakis will wait for everyone to bed down and will then sneak out (Stealth : 15). She will use Thaumaturgy to dim any candles or light in the room as she sneaks out. She will find a dry spot near the garrison to sleep, curled up with her back against a wall, but so she can still see the gates for when the group leave. Perhaps she'll look for some other street kids to share some food with and stay near (Perception : 12).</p> <p>Player 15 - dungeon master : fluin, to get to your place, you pass through North Spruk, the city's administrative center, where the streets are deserted. After several minutes of walking through the rain, you arrive home for the night. aluzira, you pass through the empty marketplace of Wuft Hill, reaching the city gate before night has fully fallen. The guardsmen question you as to your destination, but as you are traveling south to Steepgulch, they don't attempt to collect from you the toll that's levied on those who travel the Cursed Passage, which extends from the gate to the southeast.</p> <p>Player 15 - dungeon master : Your attempt to find your way back to Steepgulch will be determined using your passive Survival. What pace do you wish to set for your journey? A slow pace will grant you advantage while a fast pace will impose disadvantage.</p> <p>Player 9 - fluin (barbarian) : "Let's just take it steady." fluin would suggest as the group gets started out the next day. "No reason to go rushing off, nor to creep along." He would be for a normal pace.</p> <p>Player 6 - aluzira (bard) : aluzira will take a slow pace, trying not to get lost in the dark. (do I roll for advantage over passive survival?)</p> <p>Player 15 - dungeon master : anakis, the streets of Yet Valley are deserted, and it's easy enough to find a dry place to sleep. About an hour after nightfall, however, four well dressed revelers, clearly drunk and armed with rapiers, come walking down the street where you've taken shelter, making quite a bit of noise, which awakens you. One of them notices you where you lie. "Get up and move along!" she says, slurring her words. "This is no place for a child to sleep!"</p> <p>Player 10 - torrent (druid) : "I think a steady (normal) pace to Steepgulch would be fine. We'll save the 'proopie' for the Bog itself."</p>	Player 15 - dungeon master	TRUE	Aluzira, you move slowly and keep your bearings. You easily pass the night, but not without trouble. At some point, you step on something squishy underfoot and feel resistance from behind. It's dark and you can't see, but it feels almost like water. The next morning, you'll find yourself in a muddy hole roughly 20 feet deep and roughly an arms reach in diameter, having sunk in with the aid of some loose earth that's not quite loose enough to be mud.	Aluzira and Fluin, I'll let you work together to decide the pace of the journey. The following will provide some inspiration for it.	You follow the road southeast as the sun begins to rise over the horizon. You walk for about two miles before you come to a small copse in the road where a large number of tree stumps seem to have been knocked over. There is also a strange kind of footprint that looks like it was carved in the ground. What have you seen before in the Northlands that looks like this footprint?	Aluzira, you set out across the swampy farmlands that surround the city, finding the correct paths that will take you south through the Clouded Bog to Steepgulch. As you enter the marshlands, you hear the low grumbling sounds of two medium sized creatures about 100 feet away on the path ahead of you.	After a few minutes travel, you reach Steepgulch, the first settlement in the bog. Steepgulch stands near the northern end of the Cursed Passage, in fact most of the village is built just on the northern side of the river. It's a pleasant scene for those that are not from the Bog of Eternal Night. The village is busy; people milling through the village, going about daily chores, or getting ready to set off on a day's journey.	Fluin, traveling normally through North Spruk is not difficult. It's hard to get lost, and you're sure you'll reach your destination in short order.

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<p>Player 14 - nenne (elf,cleric) Player 7 - funderburk (wizard) Player 2 - dungeon master</p> <hr/> <p>Player 14 - nenne (elf,cleric) : " Where do you call home? " nenne asks Eku. " Assuming you do not consider Port Nyanzaru to be that, now. And why did you choose to stay? "</p> <p>Player 7 - funderburk (wizard) : As the speaking's of magic went on, funderburk decided not to intervene. Not mentioning the fact that he has powers that can change the chances of things happening around him. Instead, he too was curious about what creature could create such a large amount of manure. He looked at Dunk, "Possibly companions," he said with both a curious and anxious tone, "It could be very much like a creature like Dunk. However, since I know not whether he is fully grown or not, it could be smaller in size... or bigger."</p> <p>Player 7 - funderburk (wizard) : As far as I know, since I haven't used my dice roll to change any rolls, I'm relying on the fact that no one else knows of it. Unless they have had encounters with other Divination devotees of course or if it's just common knowledge.</p> <p>Player 14 - nenne (elf,cleric) : @funderburk I decided to let Avrae determine whether nenne has encountered a Divination wizard before. Crit fail. As far as she's concerned, it's impossible to know the future!</p> <p>Player 7 - funderburk (wizard) : @nenne Hahaha! Okay, sounds good then. It will surely be a surprise for her whenever it is used!</p> <p>Player 2 - dungeon master : Sidestepping the last of the fallen logs, Eku gets her bearings again and points Allister in the proper direction. She calls back to nenne, " Before I came to Chult I lived on the outskirts of the terror they call Thay...It was not a pleasant experience. I partly stay for the experience. Just look at this place! " She motions to the surrounding jungle with its splash of color and wild beauty. " How could anyone walk away from this? And yourself, nenne ? Do I even dare guess where you call home? "</p> <p>Player 14 - nenne (elf,cleric) : At the guide's question, nenne's expression sweetens. " Home is a little village far from here ," she says with a deep and nostalgic smile. " You'd like it, I think. The colors are extraordinary and ever-changing. It's still Summer there, if I'm not mistaken, so the reds, oranges, and blues must be all over the meadowland. And if the children have had their Rites, nature's chorus should be serenading the sablewood every moonrise." As she speaks, her coloring shifts from its chilly palette to a noticeably</p>	Player 2 - dungeon master	TRUE	Nenne, do you always change the colour of your skin to suit where you are, or is that a one time thing? "	" Oh...I would very much like to go and see this village of yours. " Eku says with a smile. She looks around at the trees and then back to Nenne in earnest. " You are from a village you say? Does it have others? Maybe a little township or something? "	" Well, " Eku adds, " now "is the time. There is a beautiful little village near here, the Morning Lord's Revelry. The people are kind as well." She flashes a warm smile. " Though," she says, looking at Allister , "I have never seen magic here like that - not even there."	The guide continues to poke her way through, moving aside plants with her walking stick. She looks back to Sthara and asks, " Your magic isn't familiar to me. The words aren't the same as those a wizard might use for the same spells, and you can heal as well as harm. Is that some hidden trixk of your lineage? " Ducking under a low branch she adds, " You are from Chult, no?"	Eku returns and says, " There are few other ways to get to Ataazmut. The others seem to be guarded pretty well. The easiest way is by ship. Let me call her back... You can make the rest of your journey in the morning...Do you want me to take your pack with me? "	" I was under the impression you didn't see much of nature , " The female halfling observes. " Did you mean it more as an interest? " She looks at the half-elf curiously.

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<p>Player 15 - dungeon master Player 5 - anakis (druid) Player 11 - aluzira (bard)</p> <p>-----</p> <p>Player 15 - dungeon master : You hear sounds of scuffling and slithering, as of some great creatures moving about and scratching their claws on the stone floor. While you're listening, however, your weight shifts against the door and it moves slightly inwards. Immediately, all sound from the other side of the door ceases as if the creatures on the other side have now become aware of your presence.</p> <p>Player 5 - anakis (druid) : "Oops," anakis guiltily looks back at everyone, "Well, there's slithering, scratching things behind the door, but... they know we're here now..."</p> <p>Player 11 - aluzira (bard) : "Oh dear," aluzira says quietly, moving her hands to rest on her daggers. "Do you think they'll try to come out? Or should we go in? Should we even try to fight them whatever they are? Or should we make our way back to that trap?"</p> <p>Player 5 - anakis (druid) : anakis shakes her head and stands tall and defiant, "We took on the toads in the swamp, we can take whatever is behind the door."</p> <p>Player 11 - aluzira (bard) : aluzira nods her head and draws her daggers "In that case, I'm ready when you all are."</p> <p>Player 15 - dungeon master : "This is what Byron Strongheart would have done," says Tarek resolutely. Then, looking to make sure everyone is ready, he forces open the door. It opens onto a large, forty-foot by forty-foot room with a high vaulted ceiling. There's another door on the wall to the left, and in the middle of the room are three very large lizards of the same type as the one some of you met out in the bog. They face towards you through the open door and hiss, lashing their tails. There are also some saddles and large sacks in the room. What do you do?</p> <p>Player 5 - anakis (druid) : anakis sees the lizards and the saddles, then thinking quickly she grabs out some rations, "Sorry Custard, but I think they might be someone's ride and they might be hungry." She holds out the rations and slowly moves towards the closest lizard, "Hey mister lizard. I've got some food for you," she smiles nervously, "Your master must have run away, but I'm here to look after you now."</p>	Player 15 - dungeon master	TRUE	0 0 0	The creature hisses at Anakis a bit, obviously uneasy around her. It takes a couple steps back and shakes its head, before moving out of the way for her. She notices the room beyond the door is adorned with armor, weapons, and other belongings. There's a locked chest in the corner.	The lizard's eyes narrow, but in the end his greed for food is too great. He eats the food that you offer him, a little wary but not as aggressive as a hungry lizard can be. He is a big lizard, easily the size of a steed. What an odd thing to have in such a small room! Still, it doesn't appear to want to attack you or the group.	The lizard sniffs the air hungrily as the rations are drawn out of your backpack, and it seems to forget its hostility towards the group for the moment as the food you're holding out becomes the focus of its attention. Meanwhile, the other two lizards stand their ground, opposed to letting the group pass through the room to the door on the left.	For her second action, she will help Darik with his speech.	The lizard hisses menacingly.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 1 - dungeon master Player 14 - brian_avery (bard) Player 7 - zack (half-elf,wizard) Player 18 - jah'nun (dwarf,bard) -----</p> <p>Player 1 - dungeon master : A gold or two will suffice, they just want a symbolic gesture that you respect the book and intend to return it.</p> <p>Player 14 - brian_avery (bard) : Bones refrains from the card game, but explains what he and zack did at the market, commenting, "I'm going to go unload some of the spices to the sellers we found. Perhaps a small barrel each."</p> <p>Player 7 - zack (half-elf,wizard) : zack responds, "I see." He quickly checks what money he has on him (while his player checks his character sheet) before saying "I have 2gp and 5cp. I will put down 2gp as security if that's alright." He places the two gold coins on the table and before signing the papers asks about the missing volumes.</p> <p>Player 1 - dungeon master : "They were here less than a week ago, we are also missing other volumes and texts on a wide variety of topics, some suspect that old elf that was always here but now seems to have moved on."</p> <p>Player 7 - zack (half-elf,wizard) : "Odd," comments zack. "Do you suspect anyone in particular?"</p> <p>Player 18 - jah'nun (dwarf,bard) : jah'nun draws three cards. (26) That is a 9, 7, and 10.</p> <p>Player 18 - jah'nun (dwarf,bard) : She attempts to keep a straight face at her terrible luck.</p>	Player 1 - dungeon master	TRUE	"Hard to say, it could be anyone really, someone who wanted to get rid of the library, perhaps the other patrons, the library's guardian spirit, the library itself. It might even be connected to yesterday's disappearance, not sure on that though." The woman says, looking slightly down at the table. Not sure if you meant this one or the next post when Jah'nun tries to keep her luck.	"I have not asked yet, we have only just started our investigation, these books have been with us for some time now, it's only recently that they have been missing."	"Some do, personally I suspect that old elf I mentioned might be the culprit somehow, maybe he wants the books for some research in a study that he hasn't made public yet."	"Well, that old elf I just mentioned for one. Oh, I can see you are distracted by some research you have on your mind and are not paying me much heed." They begin to shuffle some scrolls around as they go back to their work, leaving you to make your exit.	"No, not in particular, just that all these books seem to walk off. You can take the book for the time you need to study it, you should return within three weeks."	"I do not know." she says flatly as she counts the coin and signs the deeds. "I have tried to find him but no one knows where he has gone, I do not think there is foul play but I do think he is simply moving on to different stores, this is a small city and he would not find a wider range of audience elsewhere."

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 6 - dungeon master Player 9 - ta ' cha (druid) Player 5 - vahl (fighter) Player 3 - bilberry -----</p> <p>Player 6 - dungeon master : Bill and ta' Cha start to see horrible diffigured creatures in the corner of you're eyes they look like something that came out of your nightmares but every time you look towards the figures they disappear.</p> <p>Player 6 - dungeon master : vahl doesn't see them</p> <p>Player 9 - ta ' cha (druid) : I look anxiously back and forth down the tunnel. "Does anyone else see strange creatures? I think i see something and then they dissapear when i focus on them".</p> <p>Player 5 - vahl (fighter) : "I don't see anything"</p> <p>Player 3 - bilberry : "They are everywhere" bilberry says with a slightly shaking voice. Then taking his crossbow he aims without looking and fires at one of the moving shadows in his peripheral. Attack: 23 Damage: 12</p> <p>Player 6 - dungeon master : Bill looks in the direction he saw the monster but doesn't see it. Thinking it is invisible he just fires and it hits a wall.</p> <p>Player 9 - ta ' cha (druid) : Are they invisible? Ta' Cha' uses a cantrip to create a bonfire in the other direction from the one Bill fired his crossbow.</p>	Player 6 - dungeon master	TRUE	(You forgot something?)	[ooc]: No, they aren't invisible but, it is dark so you cannot see clearly	A few moments later you get the sense that you're now being watched by more than just creatures in the corners of you're eyes.	There is a fire in the cave tunnel and smoke starts to build up.	The bonfire goes out	The fire starts and burns around for a while.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 14 - arliden (monk) Player 5 - dungeon master Player 3 - fjordix (bard) -----</p> <p>Player 14 - arliden (monk) : "So I don't know about everyone else but I don't love sleeping in the rain or foul weather if we run that risk. We could buy a few tents make sure the outer leather is waxed and split the parts up among us so one person isn't carrying all the weight. Anyone in with me?"</p> <p>Player 14 - arliden (monk) : [How cold is the area we are are headed? Would we have any need for cold weather gear?]</p> <p>Player 5 - dungeon master : Ontharr Frume says, "I like this one. More drinks!" The two of you enjoy a night of drinking. The morning after, not so much.</p> <p>Player 5 - dungeon master : [fjordix, make a Constitution saving throw. If the save is less than 13, also roll percentile dice. Is there anything else any of you would like to do before getting on the river boat?]</p> <p>Player 14 - arliden (monk) : [Just prep for the weather. If we know it's going to be exceptionally cold or hot make sure we get the correct gear. Other than that arliden will play for the tavern that evening Performance Check : 18 . The following day he will try and find out anything he can information wise that will help them on their journey. Trying to talk to traders maybe, see what the road to Baldur's Gate is like. Any opposition they might expect, etc.]</p> <p>Player 3 - fjordix (bard) : Con Save: 21 (Percentile just in case: 89)</p> <p>Player 14 - arliden (monk) : [Does fjordix even have a hang over? Is he immune to the drunk condition? LOL]</p>	Player 5 - dungeon master	TRUE	"What do you suggest, friends?"	You wake with a slight headache, but nothing that some ale can't fix. The hangover is less a pain and more of a light feeling where your head used to be.	Arliden , having spent more time around Fjordix, is very aware that some of his companions seem to be somewhat immune to the "hangover" effect of alcohol. He feels a little fuzzy, but not as fuzzy as the rest of you do.	Fjordix thoroughly enjoys a night of carousing with Ontharr. Both of you drink into the early hours of the next morning. By some miracle, you both wake up a bit tired from lack of sleep but otherwise no worse for wear.	You hear a voice in your head, "I told you, don't get too drunk. You may not be able to control my magic if you don't listen to my commands. If you fail again, I may abandon you completely."	[You are in a room surrounded by beds. Your headache could be from the booze and lack of sleep, or possibly from... something else. You think maybe it is from the booze. You don't know]You all wake up on the day of departure.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 2 - killian (paladin) Player 4 - zane (half-elf,bard) Player 5 - hox (elf) Player 1 - dungeon master -----</p> <p>Player 2 - killian (paladin) : killian turns from the Captain, draws her longsword and runs about twenty feet sort of towards zane (vaulting onto the other ship, if that's where she is headed).</p> <p>Player 2 - killian (paladin) : Move: Towards that spot, while not exactly looking that way Action: Swing through the apparently empty space about twenty feet from zane. If something connects, she will swing again.</p> <p>Player 4 - zane (half-elf,bard) : zane shouts out, "Those are friendlies! Lets stay alive. Run into the dome for protection if you need to!"</p> <p>Player 5 - hox (elf) : hox goes towards the masts on the ship, standing between one and the ballista. He readies himself to dodge once one aims at him.</p> <p>Player 5 - hox (elf) : Action: Dodge</p> <p>Player 2 - killian (paladin) : killian ignores zane's commentary, she's single-minded in her intent.</p> <p>Player 1 - dungeon master : Initiative (killian): killian: 6 ? : 8 DM Screen: 10 OOC: killian's attacks are at disadvantage due to the creature's invisibility Longsword: Lower of 21 or 26 Longsword: Lower of 16 or 14</p>	Player 1 - dungeon master	TRUE	<p>3 ? : 4 8 10 DM Screen: 11 Action: Dodge Action: Fire the Ballista Action: ? OOC: The Ballista is a Dex (Longbow) attack, with no Disadvantage on attack roles against the target due to stealth. Ballista: 16 vs. Killian's Dex of 12</p>	The man in a black cloak appears from seemingly nowhere and swings two quick blows as Killian runs past.	"Go home! Go home! We be peaceful seafarers!" the creatures shout as the first swing of Killian's sword lands, just beneath the stern. The longsword's tip pierces into the wood, but it doesn't seem to do any further damage. The group, with the exception of the creature that has already lost its bowstaff, is now shouting incoherently - perhaps in fear, perhaps in rage; it's hard to tell.	A shriek of "No!" is cut short by Killian's deadly accuracy. Green blood appears from thin air in front of the paladin's first slash, and the creature that had been hovering there is no longer invisible. Laying in two pieces at Killian's feet is the form of an imp. It slowly dissolves into a puddle of goo, which evaporates into the air in a few moments.	Killian's first strike connects, but the second is easily dodged.	The shadow appears to be coming from the ship's stern. The shadow is now 20 feet behind Zane. The first shadow swings through the space a bit to the left of where he stands. The second shadow makes contact with the first. Both disappear with shadowy figures on the ground, both the same height.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 9 - hymnal Player 3 - hond (orc,cleric) Player 1 - dungeon master Player 6 - damn Player 8 - morton -----</p> <p>Player 9 - hymnal : (OOC: Oof, Wisdom's my second-lowest stat.) Light... Light means safety and civilization, doesn't it? Yes... Surely, it does...</p> <p>Player 3 - hond (orc,cleric) : " Chasing after flickering lights like they were balls of yarn... but then, why not? morton old boy, it must be an omen! But is it a good omen, or bad? Best we snap them out of it if we can and sate their curiosity with clear heads. You get hymnal." hond will grasp damn by the shoulder and attempt to shake him back to himself.</p> <p>Player 1 - dungeon master : hond, you may attempt to Grapple damn. morton can do the same on hymnal if he wants.</p> <p>Player 3 - hond (orc,cleric) : When damn doesn't respond to the shaking hond grabs him around the shoulders and digs his heels into the mud, "Hold up, damn Cat, what's gotten into you?"</p> <p>Player 3 - hond (orc,cleric) : Athletics 23</p> <p>Player 6 - damn : [Acrobatics: 7]</p> <p>Player 8 - morton : 2</p>	Player 8 - morton	TRUE	"If you want to go to the city, I guess I can try to find some kind of guide. I'll make the water as calm as possible for you." (If it turns out that way. I'm more than willing to go, but I'd rather it not be a suicide mission.)	If he's free from the grapple (which it seems like he is?), and not completely out of it, he'll go back up with the rest. If he's still out of it, he'll shake him harder and harder before going back.	"I'm not in a good place at the moment to be shaken out of it. Maybe the rest of you should focus on making sure we don't get attacked again instead of me!"	Morton gets ready as he rubs his hands together to chase after his companion as he latched onto the leg of the hymnal. Only to be carried with ease with each step swinging like a toddler asking its father not to leave. " Stay away from the light!"	OOC: Is Damn trying to run away?	" What is your problem, Damn?"

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 2 - wruce (monk) Player 12 - dennis (wizard) Player 0 - dungeon master Player 5 - alexandria (human,sorcerer) -----</p> <p>Player 2 - wruce (monk) : (love it)</p> <p>Player 12 - dennis (wizard) : dennis looked down at the water, and then up at the footholds in the wall. Taking a deep breath, he tried to climb across the wall.</p> <p>Player 12 - dennis (wizard) : Acrobatics: 3</p> <p>Player 12 - dennis (wizard) : Slipping on the damp stones, dennis immediately splashed down into the water, floundering for a moment before he was able to tread water. Remembering his spellbook, he frantically began swimming for the staircase. "Ah, no, no, no! The water's never gonna come out!"</p> <p>Player 0 - dungeon master : OoC: Right now, there are 4 fails and 3 successes (Karnys' makeshift grapple saves dennis and his spellbook fom falling!). With 10 players plus your guide you would need 6 successes. I will roll for Embry and the others who haven't posted yet. Embry: 8 Rowan: 16 Mathers: 8 The Unnamed Dwarf: 18 Superbad left and Bandrews68 has not posted, so Mathers and The Unnamed Dwarf are now trap bait that's travelling with the party but not actually doing anything.</p> <p>Player 5 - alexandria (human,sorcerer) : alexandria lets out a huff in frustration and mutters something about stupid rocks.</p> <p>Player 5 - alexandria (human,sorcerer) : (Should we try and recruit 2 others then?)</p>	Player 0 - dungeon master	TRUE	Can I please switch my d20 to a higher number? I don't want to be caught by that stupid trap!	"I'm sure our guide will be by shortly!" he shouted over to the pit. "I may be able to save you!" he said in an overly dramatic whisper, then began chanting. "Stendarr's mercy upon ye, and may your footing be blessed! May your footing be blessed! May your footing-" As he chanted, he waved his hands a bit.	The party manages to cross the treacherous stone bridge (without the bridge moving) and reach the other side safely! There is no sign of the trap that triggered earlier, meaning the cultists must have disabled it. The path leads into a winding corridor that heads west. On the wall of the corridor a strange map has been painted in blood by hand. If anyone looks at it for more than three seconds the world seems to spin around. This map is magical in nature. (You can see the painting here.)	Oh the horror! The wall was more moist and uneven than you accounted for. Karnys manages to catch Dennis, but to his misfortune, Wruce slips off right next to him. Poor Karnys tries to grab hold of Wruce's cape but is dragged in himself. The grapple comes undone, and everyone tumbles in!	"We had better hurry, but who would join up with us?" Glumbar thinks aloud. "Those poor souls." He will continue moving toward the surface water. Not quite to the center of the lake, but far enough that his new friends can't throw things at him. The water is so warm, refreshing, and beautiful. It will do the world a great honor to protect it. Glumbar takes out two vials of holy water and tosses them in the lake, making sure to time when he drops them to coincide with his words. "We will rid you from this foul body and give you peace" .	You hear one last splash of water as the last of the trap triggers and the foot hold swings back, the sound of a book hitting the wet stone echoing in your ears.As the water raises again you can now see two figures just below the trap, the first standing directly underneath the handhold and the other hanging onto the arm and moving up with the rest of the pully before slipping off and dropping into the water.The next section of the passageway is 15ft. above the weepy water and features a large door, about 7ft wide and 15ft tall.

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<p>Player 2 - nate Player 9 - dungeon master -----</p> <p>Player 2 - nate : nate calls out, "Come on Vayu! Get your ass in here!"</p> <p>Player 9 - dungeon master : (Vayu hasn't been active ever since his last post. So I'll take over for him and see if he comes back to DDB. If not, I may have to open up the recruitment again unless you guys just want to do a three person party.)</p> <p>Player 9 - dungeon master : Vayu sprints out of his room and joins the fray as well, slashing with both his scimitars.</p> <p>Player 9 - dungeon master : Attack: 16 Damage: 5 Attack: 16 Damage: 5</p> <p>Player 9 - dungeon master : 14</p> <p>Player 9 - dungeon master : The pirates quickly find their front line taken down by both nate and Vayu. As one tries to stand back up, flame from above comes down on him. He drops to the floorboards as the archers and crossbowmen find themselves corned. One tries to shove Fulgrim down as the others move further into the room. Once nearly at the end of the room, they launch their arrows at nate and Vayu</p> <p>Player 9 - dungeon master : Shove: 2 Attack: 23 Damage: 6 to nate Attack: 20 Damage: 4 to Vayu (Since Fulgrim is still not back) Save: 23</p>	Player 9 - dungeon master	TRUE	Save: Nate saves Vayu from the pirates, but does nothing about the ones coming up behind him Vayu, still in a fighting stance, moves to strike the pirates and protect his rear	The pirate attacks Fulgrim instead, swinging viciously at him	Now surrounded by the pirates, the two men are knocked down as a second pirate rushes forward to stab at the both of you.	Fulgrim manages to stay his ground and retaliate against the pirate with his shortswords.	Two arrows bury themselves deep into Nate's chest, as another lands into Vayu's abdomen.The captain quickly jumps between the attacks, taking the arrows for his crew."I ain't gonna' have you kill my crew, I'm takin' you in, alive!" The crew members continue their attack, jumping down from the ship, with no intention of fighting with just their fists.	The pirates push hard on Fulgrim but fail in their attempts. They move to attack

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<p>Player 4 - chantrea (human,cleric) Player 5 - dungeon master Player 8 - ruvaar (goblin) Player 6 - nelly (dwarf,sorcerer) Player 7 - lowblo -----</p> <p>Player 4 - chantrea (human,cleric) : chantrea huffs and pulls out a small bundle wrapped in waxed cloth. "There's enough here for two days, which will barely be a snack for hungry wolves. Do we have any other options?"</p> <p>Player 5 - dungeon master : Daeris looks through her pack. . "I have about the same. Is anyone a hunter? Maybe we could catch something near the cave? " Looking to the stream, "Maybe there are fish. I don't have anything to catch them with." she adds, looking to the others.</p> <p>Player 8 - ruvaar (goblin) : ruvaar ponders this plan for a moment. Then, looking to the dead goblins he says: "We've some perfectly good meat right here. We can feed them the dead Goblin carcasses."</p> <p>Player 6 - nelly (dwarf,sorcerer) : nelly Stonebottom ~ AC 18 ~ HP 12 nelly lifts one dark red eyebrow in a high, questioning arch. One of the first things her papa taught her was to never eat goblin. "Worse than raccoons" he said. 'Worse than dire raccoons.' She had never felt the urge to test her papa's wisdom there, nor to torture wild free-range fangorious beasts. So with all that bobbing around in her head, the girl gives it a swift shake. "Not like they're goin' ta starve right now. If'n we keep going, we're likin' to find somethin' less stringy. An' goblin bandits ave' parasites, truth." Her mind spoken, nelly prepares to move ahead with lowblo to see what is past the rickety death trap bridge.</p> <p>Player 4 - chantrea (human,cleric) : Watching her companion speak, chantrea begins nodding. "True, true. Presumably, we'll be returning this way to leave, and perhaps there will be other options by that point. And if not, I will take on the task of feeding and releasing the poor beasts." She nods once more, resolute. "The lives of natural creatures are precious." After saying her piece, chantrea re-wraps the rations and then slings her pack onto her back once more, holding the shoulder straps in a clear stance of readiness.</p> <p>Player 7 - lowblo : lowblo shrugs not caring one way or the other, "I go scout more. You worry about nasty goblin eating wolves."</p> <p>Player 4 - chantrea (human,cleric) : "I think there's been enough scouting, goblin." chantrea moves up beside nelly, ready to follow their small, green companion in to the unknown. "Lead on."</p>	Player 5 - dungeon master	TRUE	((I assumed from the original post that the party was exploring the bridge area. I hope it is so. If you do not wish for me to post, just ignore this. Thanks :-)) As the party takes position, Daeris readies her bow and sets up the ambush. She quietly steps into position, then whispers to them - . "I can do the talking in case something has sharp ears. I don't think you want to try the same trick twice." With a nod to Chantrea, who had already taken the rear, she readies her bow, looks to Lowblo, smiles, and adds, . "I'll back you up."	Daeris moves up behind the two. "We will be back to the farm before they starve, I am sure." she said, trying to be sure. "Plus, I doubt they can talk, so we might still be able to kill them if needed." she whispered, not wanting her companions to be put off.	The party continues forward past a few rickety bridges they passed earlier. Eventually a natural path winds around to the right and leads into a cavern. The walls and floor of the cavern are lined with small pools of water. A few small waterfalls spout from the ceiling and pour down the cave into the pools. Thick vines hang from the ceiling and encircle the cave.	Daeris prepares herself by chef going equipment, daggers etc then moves to follow.	Lowblo leads you into the cave, the water slowly growing deeper and darker blue. The stalactites above seem to come closer to the ground the farther you go. The air is cool and dank in this part of the cave, and the sound of birdsong has been replaced by the squeaking of weasel like creatures and the sound of rodents in the walls. It isn't far into the cave that a foul stench fills your noses. You see why there are rats: Giant rats scamper past, their paws stomping on piles of trash and rubble scattered through the cave. The rats, about 30 in number, are not hostile, but they have not approached the wolves yet.	Lowblo leads down into the cave. In the dark there's enough light to see the ceiling and walls. A few stalactites protrude from the rocky ceiling and hang precariously at the edge of a ledge. The tunnel is 20 feet wide with a stream running parallel with the river a few feet to the right.

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<p>Player 5 - allister (wizard) Player 14 - nenne (elf,cleric) Player 3 - boosey (gnome,cleric) Player 2 - dungeon master -----</p> <p>Player 5 - allister (wizard) : „Ok, let's try it.“ allister checks his weapon once more, makes sure the healing potion is safely in his pouch and starts towards the entrance</p> <p>Player 14 - nenne (elf,cleric) : nenne follows behind the group at a slight distance, trying to be as quiet as possible. When the tunnel curves and the target is ahead, she slips forward quietly (Stealth 15) to survey the area. Then she turns to the others and whispers, "I can attempt my spell, but it will alert them to our presence. We will be in an immediate fight, and I may not be able to release my spell in time. Do you want me to try?"</p> <p>Player 3 - boosey (gnome,cleric) : boosey nods his head and whispers back. "It's worth the risk. One way or another we have to make the first move, this could buy us some time. We'll have to attack it one way or another!"</p> <p>Player 14 - nenne (elf,cleric) : nenne leans out from behind cover, raises her hand toward the snakelike figure, and whispers, "Pay us no mind." (Calm Emotions , centered on the boat behind the target. DC 14 CHA)</p> <p>Player 2 - dungeon master : The creature immediately visible turns and hisses, racing towards nenne immediately. A second creature becomes visible from just around the corner as it peers its head around to see what the commotion is.</p> <p>Player 14 - nenne (elf,cleric) : nenne sighs in frustration and fires off a Guiding Bolt at the creature in front of her, which goes wide, then darts down the tunnel back toward her friends. "Two incoming!" she warns them through gritted teeth.</p> <p>Player 5 - allister (wizard) : As soon as it is clear that nenne's spell doesn't work, allister curses, draws his blades and runs to the yuan-ti guarding the boat. Unfortunately for allister it is not too surprised to see him attacking, as it fends off his strikes effectively enough to either suffer only superficial cuts on its arms and chest or parry his slashes. Seeing his foe barely bleeding after his assault, allister shouts " Shit, it's still two of them."</p>	Player 2 - dungeon master	TRUE	The first of the 2 yuan ti rushes in towards Boosk but gets offed quickly by the other. While the two engage in combat the other snek moves into the clearing to see what all the fuss is about!	Round 1	The second creature hisses and spits towards Nenne, its head swinging to track her flight before launching itself forward in pursuit. As it approaches in an attempt to bite the caster it slips on a patch of ice, and its attack fails to connect as it flies past the elf. It attempts to get back traction quickly and races forward again towards her.	Alynoa rushes past Allister and yells back to the party that there are more yuan-ti further in. She places herself threateningly in the path of one trying to flee the immediate area. For her efforts, she is hit three times by a claw and bitten once. Allister takes the fury from two of the creatures. Their clawed hands swipe in followes by their snapping maws. The warrior is able to deflect most of the blows, but two raking claws get by his defenses (7 and 5 damage).	The Yuan-Ti in the middle fires back at Allister! (Attack: 19 Damage: 7)	The creature racing towards Allister appears to have a human like face, but for its mouth, which is that of a spider.

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<p>Player 10 - dot Player 1 - dungeon master Player 2 - leon -----</p> <p>Player 10 - dot : Running in dot will try to pin the other one to the wall or floor with her shield. 13 "Grapple"</p> <p>Player 1 - dungeon master : You have succeeded He says "Please don't squish me"</p> <p>Player 10 - dot : Wagging her finger at the goblin "We do not want to kill you... but you cannot wear our escorts skin, that will make him die."</p> <p>Player 1 - dungeon master : He says " Oh the little koboldt, hes in big trouble he is. He showed you our hiding spot for that little dragon he was guarding he did. Why are you here anyway?"</p> <p>Player 2 - leon : leon lets the warforge handle the goblin. He checks on Meepo. then glances around to see if the goblins have anything of use in their area.</p> <p>Player 1 - dungeon master : Meepo isnt in this area, it looks like they were standing guard in case someone came for him</p> <p>Player 1 - dungeon master : You can hear lots of noise coming from a door on the other side of the wall</p>	Player 2 - leon	TRUE	Leon will check on whoever is still in the room with him, and head over to the door.	Leon looks to the group. "Well, this one seems harmless..."	Hmm...lets see if we can move this door aside and peek in... or check for a trap....	Leon goes and checks out the door.	"Shoot or run, guys," he says.	Leon will go check out the noise. He takes his longsword.

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<p>Player 0 - dungeon master Player 8 - vruuk (rogue) Player 2 - darastrix (dwarf)</p> <p>-----</p> <p>Player 0 - dungeon master : (Roll another perception check darastrix)</p> <p>Player 0 - dungeon master : vruuk is able to repel down into the pit, stopping above the dead body. (Are you trying to pull the body out or just loot it?)</p> <p>Player 8 - vruuk (rogue) : (@Wrecks Pull it out if it looks feasible at a glance. And if another athletic check is needed. Here it is.) Athletics : 19 .</p> <p>Player 0 - dungeon master : The bugbear is able to extend one if his very long powerful arms and grab on to one of the legs of the body. With a strong tug and a terrible ripping sound, The bugbear is able to tear the corpse free of the spikes and haul it up the wall of the pit with him and toss the bloody mass on to the ledge before climbing up.</p> <p>Player 2 - darastrix (dwarf) : Perception 13</p> <p>Player 0 - dungeon master : darastrix can tell the wimpering is coming from the basement as he makes his way through the first floor</p> <p>Player 2 - darastrix (dwarf) : darastrix heads to the basement, "Who's in my room!"</p>	Player 0 - dungeon master	TRUE	Darastrix can hear a male voice, ?? you better leave, the master does not like visitors, leave now, or ill rip your head off and shit down your throat in a very loud fashion	The party hears a voice from the stairwell on the north side. "Help help! We take it anymore!"	You make your way to the basement and see that the wimpering has stopped from the room you suspect is his. It is dark and smells damp, but there is movement from underneath. A creature is clawing its way towards you, it has six limbs and a beak in the shape of a hooked blade. It looks much like a giant tarantula with long sharp talons and a curved blade-shaped mouth.	As the lizardfolk makes his way to the basement, he notices that the stone floor is dirtier than normal and that the wimpering is coming from somewhere down here but he doesn't know where...	A young girl is in the room, looking to be about 12 or 13, sobbing, her head down on the floor. She notices your presence and looks up with fear and sobs again "P-Please I-I'll do anything I don't wanna I-I don't wanna"	Darastrix enters the basement and sees a large mass of shadows at the back of the room seemingly trying to escape through the cracks in the wall

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<p>Player 20 - korlan (cleric) Player 0 - dungeon master Player 14 - esvaris (halfling,cleric)</p> <hr/> <p>Player 20 - korlan (cleric) : As our conversation ends (to be honest, my attention wandered away quickly--I didn't catch much of it), I walk over to where the scrap of paper has dropped. I pull out my waterskin and take a drink as I admire the stained glass windows. I clumsily drop the waterskin over top of the scrap of paper before picking both the waterskin and the scrap up. I then realize my companions are almost out the door, and run to catch up.</p> <p>Player 0 - dungeon master : esvaris: The note reads: I'm sorry. Change of plans. Can't meet you. Tonight, 10th bell, same place. Everyone: Novice Emungo is heading to the library, which is through a door in the north transept. Where is everyone else going? It's about two hours before the noon meal.</p> <p>Player 14 - esvaris (halfling,cleric) : korlan to Quill quietly "something isn't right here. Don't you think it's odd Dawnlord Wintermoon never arrived? There is a new supposed cult in the area? And to top it off, the High Lord of this basilica is missing." I look up around to check the surroundings. "Nothing personal Quill, but we cannot get on the wrong side of this right now." I leave Quill and catch up with Emungo before he leaves. "What was the Dawnlord referring to with the Wickham council? Do they have power of how the temple operates?"</p> <p>Player 20 - korlan (cleric) : esvaris If I am able to read that discretely before rejoining the group, I would like to drop the paper back in place. If not, I will just keep it.</p> <p>Player 0 - dungeon master : esvaris make a stealth check</p> <p>Player 20 - korlan (cleric) : esvaris Stealth: 24</p> <p>Player 0 - dungeon master : korlan: Novice Emungo raises his eyebrows in surprise, "Well, everyone knows that the Wickham council controls the capitol. They make the laws and enforce them." He gestures behind him, "Lord Atterley is the head of the council. He'll tell anyone who will listen that generations of his family have donated most of the funds needed to build this basilica. Every pane of stained glass has some subtle reference to one of his family members in it." Giving you a conspiratorial look, the young man lowers his voice, "Sometimes I think Lichfield Basilica is more of a monument to Atterley's family pride than to the goddess." He gestures with his head for you to open the door to the library for him, since both his hands are full</p>	Player 0 - dungeon master	TRUE	<p>I'm just gonna go look for the other 2 in our little trio of rogues :) So I know everyone's plans Who else wants to look for the missing guy?</p>	<p>Novice Emungo's voice breaks as he pauses to wipe a tear from his eye. He sniffs and looks back at his books. "Did I tell you when I was an apprentice I was allowed to carry books between the library and that chamber there without any supervision?" he finishes while holding open the door for Korlan.</p>	<p>You reach down, grab the note back, and hand it off, hoping to catch up with your companions when they reach the door.</p>	<p>Esvaris manages to read the note discreetly without attracting attention and quickly drops it back where he found it before moving on.</p>	<p>Emungo walks into the library, and in a second the door disappears, as you watch it melt into the wall. The bookcase that was there has also vanished, and the space is now empty, except for a single desk with a stool next to it, that is now filled with books.</p>	<p>As you all walk back through the garden towards the back entrance that you entered, you see on the floor beside the door where the note has been left is now an identical note with a single change: 'Tonight, 2nd bell, same place.'</p>

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<p>Player 12 - sthara (human,monk) Player 2 - dungeon master Player 15 - nenne (elf,cleric) Player 5 - allister (wizard) Player 7 - funderburk (wizard) -----</p> <p>Player 12 - sthara (human,monk) : "This wand is far beyond satisfactory, Eku! Many thanks!"</p> <p>Player 12 - sthara (human,monk) : (15 for the additional damage from the crit)</p> <p>Player 2 - dungeon master : Eku makes a sound of annoyance as her arrow fails to find its mark. Orvex's sling bullet has a hard time missing such a big target. He backs into the shrine a bit more as the creature surges forward again. One of the tentacles reaches out and snatches Boosey up (20 damage). The squeezing appendage is brutal against the small size of the gnome. The creature pulls allister towards its mouth, but the fighter struggles too much. It decides to squeeze the man a bit more before trying to eat him (21 damage). The creature's sticky tongue darts out and wraps around nenne's shoulder, ripping her forward to the water's edge. The thing bites down on her (29 damage) and tries to swallow her, but she is afforded a horrifying site. An elk inside the mouth of the creature is struggling against the writhing throat muscles. Acid stings the elk's fur and the animal takes up more room than the creature can apparently handle for long. nenne is released as it struggles to keep the elk inside.</p> <p>Player 15 - nenne (elf,cleric) : The cleric's vision swims as the creature wounds her already weakened body. Swaying unsteadily, she shoots a quick glance around her and teleports beside Eku (bonus action Fey Step - DC 11 Wisdom save). "Curse this monstrosity. We did nothing to deserve this!" A beam of red energy erupts from her palm (Guiding Bolt Attack: 25 Damage: 8), then she stumbles backward five feet, leaning against the temple wall and breathing hard (ending up at L7). @DM</p> <p>Player 15 - nenne (elf,cleric) : Winter Fey Step: If Mr. Tentacles fails his Wis save, he's frightened of me until the end of my next turn.</p> <p>Player 5 - allister (wizard) : Feeling bones break in the grip of the behemoth allister takes one of the potions and drinks it. He stabs his rapier into the tentacle, sneering with satisfaction as more blood pulses from the wounds.</p> <p>Player 7 - funderburk (wizard) : The Giant Elk, within the belly of the beast, tries to rear its head from within in an attempt to ram into. However, when the blow came down on the tissue, the Elk realized that this head simply just slipped out of the way due to the saline lining the insides of the</p>	Player 2 - dungeon master	TRUE	11 11 Damage @Allister and @Eku	All of the adventurers take the breather needed after such an attack. (Round 3)	The beast screams as more acid covers the front of its body. One of the huge tentacles reaches up with a viscous sweep at Orvex .	The giant elk's form expands too much in the mouth of the frog and horns poke through its body. Pops ring out from the animals as they combine signifying breaking bones. The elk yells out in pain and the frog-like creature croaks out in agony. The elk is ejected from the frog thing's bleeding and broken jaw.	(Eldritch Blast vs. TENTACLE: 15 Damage: 10)	The blood spurting from the wound, is met with the creature's tongue. It quickly wraps around the weapon and tears the weapon from your hand.

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<p>Player 11 - horus (cleric) Player 7 - andolin (paladin) Player 2 - terrance (fighter) Player 4 - darwin (paladin) Player 12 - cellica (cleric) Player 10 - dungeon master -----</p> <p>Player 11 - horus (cleric) : horus will head back to the common room and - seeing darwin's state- attempt to figure out what's wrong with him. Either religion or medicine. Religion 8 20 medicine 7 6</p> <p>Player 7 - andolin (paladin) : andolin Standing at the the north door and facing north, is there just a wall to the left (west)? If it's open I'd like to go through and see what's in that area.</p> <p>Player 2 - terrance (fighter) : terrance just continues to stand over darwin's body with his mace drawn watching as horus tries to identify what's wrong with him. "I already checked, looks as though nothing's wrong with him that's non-magical. Unless you have a purify you'll have to find out what's ailing this place."</p> <p>Player 4 - darwin (paladin) : darwin stands and stares at his COmpanions and himself, Glancing about the room. " What is this, Stop hiding behind the faces of others Evil swine. Face me and know that I am not afraid. " He snarls in Draconic.</p> <p>Player 12 - cellica (cleric) : cellica was ready to beat the living daylights out of anything that came at them when she saw darwin go down. "Either we figure out what's going on fast or darwin won't be the only one who goes down." none of them seemed to have an idea of what was going on and cellica tried to remember if she read anything about this during her studies at the monestary. Maybe if she read something about it she could help or figure out what was going on... "Maybe we should try to kick the door down? Or look if we can find any of the other -now probably undead- patrons of the Tavern..." her eyes kept darting around the room for anything that may suddenly pop out and try to attack them. History: 11 Perception: 7</p> <p>Player 2 - terrance (fighter) : Seeing Cellicia eyeing the door terrance pipes up, "Who cares about the door let's just get out through these windows. I'll need a bit of help with darwin's body though." terrance steps away from darwin briefly and starts smashing the windows in the tavern wall with his mace. "Help me out with this everyone, If whatever is holding us here can't be strong enough to project all of us into another plane, nor is it probably strong enough to recreate the landscape around us for miles. If we get far enough away it's strength should fail eventually."</p>	Player 10 - dungeon master	TRUE	<p>6 The first door he comes to doesn't open. It seems locked in the middle of the door. He then looks to the next door, and it's open. You can see a fireplace in the next room, and there is an opening in the north east wall.</p>	<p>The common room appears deserted, with no other patrons of the tavern to be seen. The two doors that lead to the kitchen and back office are closed, but the two windows which look north and south respectively can be seen through.They are boarded up and you can't open them from this side, but no one will see you.</p>	Cellica, Horus & Andolin	Moving to the door, you see the hall turns to the left, with another door at the end of the hall.	<p>There is no wall on the left when facing north. The west wall connects to the kitchen and the south wall connects to a back stairwell. Andonlin & Wren You and the others start bashing the windows out. The glass breaks but the shards of glass are stuck to the windows.</p>	<p>The barkeep seems to know nothing about what is happening here. The bartender seems to be concerned or at least more than the others. The people here seem normal but with a sense of paranoia you can feel the dread within them if you watch them long enough. The other patrons in the bar are normal as well it's as if this whole situation is normal for them. As you all stand around talking the tavern doors open and a couple more people walk in seem like every day regulars from the common area who come here for lunch and a few drinks. They sit and order drinks while chatting then all of a sudden the door opens and a hooded figure walks up to a table and sits down.</p>

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<p>Player 9 - leon Player 0 - dungeon master</p> <p>-----</p> <p>Player 9 - leon : Perception: 19</p> <p>Player 0 - dungeon master : OOC: It is a queen</p> <p>Player 0 - dungeon master : You see on a alter in the hall items assembled include a Quaal's feather token (tree), three spell scrolls (mage armor, spider climb, and knock), and a small flask that contains three doses of elixir of health.</p> <p>Player 0 - dungeon master : She looks at you and says "It is Queen YUSDryl, sir human, I know nothing about the history of structure, I only know the halls we inhabit and the goblins have their own side. The Outcast, he lives below. He grows the fruit, which he gives to the goblins. The dragon-thieving goblins are his servants!"</p> <p>Player 9 - leon : leon will cast mage hand (It is invisible when he casts it.) He will then have it move over to the key in the dragon's mouth, trying to pull that free with the hand.</p> <p>Player 0 - dungeon master : It can not come free, one of the guards can see the key jiggle and goes over to the queen and starts whispering something. She looks up above her and see the key jiggling as well. Meepo looks you all and slowly starts to back up. She says " Why have you come here, are you here to take things that you have not earned?"</p> <p>Player 0 - dungeon master : She says "Meepo says you can get out dragon back, can you or not?" You see the guards start to look a little more hostile than when you got here</p>	Player 9 - leon	TRUE	"We can indeed bring him back, do you think there will be an issue with that?"	Eldon looks at the queen "What do you need of us, if we were to bring back the dragon, would you show us its den so we may destroy it?"	Hearing that there might be a dragon egg in here, I believe we have earned it! He will say. What color is this dragon egg?	At the first reaction Leon will stop with the hand. He does not answer their questions though, letting the others do the talking here.	Keyo nods.	Of course lady. I like he has earned his riches from the dragons. I merely have wanted my sword for quite some time, and hoped you may have something to tell me about its whereabouts, as well as the sword he took from me. I have given my word to your friend that I would be honest with you, and we will be leaving after I retrieve it.'

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<p>Player 10 - torrent (druid) Player 15 - dungeon master Player 16 - anakis (druid) Player 9 - fluin (barbarian) Player 6 - aluzira (bard) -----</p> <p>Player 10 - torrent (druid) : "Aye, iffin ye don't mind the smell, I'd stay here. It'd be nice to remain dry for the night. Thanky for yer hospitality."</p> <p>Player 15 - dungeon master : Tarek, although Nazcan was following behind you as you approached Rowan's door, it appears that the young dragonborn slipped off into the rain at the last minute, perhaps called to attend to some whim of his deity. The light of day quickly fades into darkness under the heavy rain clouds which cover the sky. As aluzira and fluin head out to return to their respective homes, am I right to assume that everyone else wishes to spend the night in Rowan's room? anakis, you, at least, seemed quite eager to leave just a moment ago.</p> <p>Player 16 - anakis (druid) : anakis will wait for everyone to bed down and will then sneak out (Stealth : 15). She will use Thaumaturgy to dim any candles or light in the room as she sneaks out. She will find a dry spot near the garrison to sleep, curled up with her back against a wall, but so she can still see the gates for when the group leave. Perhaps she'll look for some other street kids to share some food with and stay near (Perception : 12).</p> <p>Player 15 - dungeon master : fluin, to get to your place, you pass through North Spruk, the city's administrative center, where the streets are deserted. After several minutes of walking through the rain, you arrive home for the night. aluzira, you pass through the empty marketplace of Wuft Hill, reaching the city gate before night has fully fallen. The guardsmen question you as to your destination, but as you are traveling south to Steepgulch, they don't attempt to collect from you the toll that's levied on those who travel the Cursed Passage, which extends from the gate to the southeast.</p> <p>Player 15 - dungeon master : Your attempt to find your way back to Steepgulch will be determined using your passive Survival. What pace do you wish to set for your journey? A slow pace will grant you advantage while a fast pace will impose disadvantage.</p> <p>Player 9 - fluin (barbarian) : "Let's just take it steady." fluin would suggest as the group gets started out the next day. "No reason to go rushing off, nor to creep along." He would be for a normal pace.</p>	Player 15 - dungeon master	TRUE	Yes, of course. Also, sorry for the delay, I was out for the weekend.	The group begins to make their way south out of the gate. The rain continues to pour across the land in great quantity and severity, but the group continues on anyway, hoping against hope that their path may take them around the worst of the weather.	"Yes, you do." The guards at the Steepgulch gate say to you. "If you're planning on going through the Cursed Passage, then you'll need to give the two of us 2 copper for passage."	Anakis, the streets of Yet Valley are deserted, and it's easy enough to find a dry place to sleep. About an hour after nightfall, however, four well dressed revelers, clearly drunk and armed with rapiers, come walking down the street where you've taken shelter, making quite a bit of noise, which awakens you. One of them notices you where you lie. "Get up and move along!" she says, slurring her words. "This is no place for a child to sleep!"	You set out into the rain around noon, making for a steady pace that will allow you to travel 10 miles per day, which will mean you'll reach Steepgulch on the 18th day of your journey from Wuft Hill. As you walk, you all notice something else. You reach a hilly area, a few scattered trees dot the landscape. It doesn't seem like the rain will let up any time soon, but as you all approach the hill crest, the trees come into sharper view. As you all crest the hill, you see dozens, if not hundreds, of what appear to be the bones of dead and dried out animals. The forest seems to only extend for about 100 feet, from just north of the crest of the hill and then only to the trees. After that, it's just a small patch of mud, some dried bones, and dead plants.	The next two days are long and hard, and even though you take the most traveled road through the Pass, it takes you more than a few days to work your way through. You encounter an assortment of travelers along the way, but only one group in particular poses a hazard.A large caravan of wagons makes its way North on the same path. Most are covered wagons and covered caravans, but in the middle of the group one large covered wagon is unencumbered. And as you watch, a dozen large, hulking individuals wearing dark hooded cloaks and wielding polearms move out from behind the wagon. One of the men raises a finger to his lips and gives his companions a shush before pointing them in your direction, and the group of travelers makes its way closer to you.

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<p>Player 3 - thaunix (tiefling,paladin) Player 6 - belron Player 5 - gimble (paladin) Player 2 - dungeon master -----</p> <p>Player 3 - thaunix (tiefling,paladin) : thaunix follows closely behind</p> <p>Player 3 - thaunix (tiefling,paladin) : OOC: Just fyi right next to belron right now</p> <p>Player 6 - belron : belron smiles and goes to shake the man's hand, " hello there to you as well my friend, fine day today, i was wondering if i could have some information on where i can find a pseudo dragon".</p> <p>Player 5 - gimble (paladin) : OOC: when does the meal come?</p> <p>Player 2 - dungeon master : The man seems to ponder for a second, then says 'No, actually. Recently all dragons have been disappearing, sorry.'</p> <p>Player 3 - thaunix (tiefling,paladin) : thaunix quickly asks the human. "You know anyone with knowledge of the local area preferably about caves and demons."</p> <p>Player 2 - dungeon master : gimble waits patiently for his meal. A maid comes towards gimble carrying a tray of meat and a jug of water. She serves the meal to gimble, and says 'Enjoy your meal'</p>	Player 2 - dungeon master	TRUE	DM "You're asking alot of questions. What do you want to know?" He says nervously. "I bet you're going to kill me."	Well' replies the human 'You might know one of the dwarves at the Iron Chain pub, they live in a caves'	A man with long yellow hair comes to your table. He offers to take your order of drinks. He then looks at you and asks 'What exactly do you want to know?'	The man seems to ponder some more about what Thaunix has said. 'Well, I haven't head anything about demons, though many people suspect that the disappearances are cult worshipers, but i just think its people getting out of this down. The only cave i can think of is the one to the south, on the way to the Citadel . Anything else?'	He thinks to himself, 'Hmm, maybe... the name of them is 'The Red Fang' apparently all of them are dragonborn, and one of them has a pseudo-dragon familiar.	The man says 'I know nothing of that sort. But I have heard of something of the like, the cave of the Deep Demon Queen, though where this demon queen is, I do not know.'

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<p>Player 1 - night wine (tabaxi,cleric) Player 3 - erevan (elf,monk) Player 0 - dungeon master -----</p> <p>Player 1 - night wine (tabaxi,cleric) : Perception: 21</p> <p>Player 3 - erevan (elf,monk) : erevan draws his Sabre with his right hand so that he can focus his arcane magic through it to spark a flame into his left hand while whispering the incantation to evoke a Fire Bolt . "Boulon de feu." erevan whispers, as he prepares the spell while keeping the flame in his hand.</p> <p>Player 3 - erevan (elf,monk) : Ready action, erevan prepares Fire Bolt and will cast it when either night wine or Melnar engages them in combat. erevan plans to cast it onto the leader when the trigger is prompted. How many cultists are here?</p> <p>Player 0 - dungeon master : Gromar's first attack smacks Smitty across the head knocking him out. The second attack decimates the kobold, Dropping him as he runs. Rha'el splits the first kobold from shoulder to stomach and it falls to the ground lifeless. Kobolds turn.</p> <p>Player 0 - dungeon master : Kobold 2 (damaged by Gromar) finishes charging up to Gromar and slashes at his stomach. K2 Attack on Gromar: 24 K2 Damage: 6</p> <p>Player 0 - dungeon master : K3 rushes Gromar as well for a slash.</p> <p>Player 0 - dungeon master : K3 Attack on Gromar: 13 K3 Damage: 4</p>	Player 0 - dungeon master	TRUE	Smitty stands behind K2 and casts Sleep on K2!	K4 rushes out of nowhere and bites Grom on the cheekAttack : 21 Damage : 5	The last of the kobolds (K4) leaps into the fight, trying to stab at the monk and the wizard.K4 vs. Erevan: 13 K4 vs. Erevan: 4	K4 runs at Rha'el and screams, "HORSEMAN! ME RIDE!!!!!" then leaps onto his back to stab at his back.	K1 runs up to Erevan and smacks against the side of his head knocking him out.	K4 keeps firing at the group. The blast hits everyone but nobody is hit to a large degree. The Leader speaks again. "We know you are here and we have an open space you will never escape. Surrender, give up what you have, and we will let you walk away with what little lives you have !"

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<p>Player 0 - dungeon master Player 6 - vrailin (elf) Player 3 - serifey Player 2 - ezal Player 5 - carcywin -----</p> <p>Player 0 - dungeon master : (lol sorry, I thought you wanted to talk a bit more)</p> <p>Player 0 - dungeon master : After several days of traveling, you reach a small alcove that smells faintly of corpses. This must be the main passage the king has sent you to transverse before reaching the Forest Temple, where the shard remains. Do you wish to travel in the passage (less time, but more dangerous) or do you wish to hack through the jungle (longer, still dangerous, possibility of getting lost)</p> <p>Player 6 - vrailin (elf) : vrailin smells the air from the tunnel "Well, I've smelled worse things... shall we?" she ask to the rest.</p> <p>Player 3 - serifey : "Sure. Let's go. It's not like the world can wait to be saved."</p> <p>Player 2 - ezal : ezal shrugged. "As she says, the world isn't standing around waiting to be saved. Let's get going."</p> <p>Player 5 - carcywin : "Well, I detest jungles. Let us travel forth! Anyone volunteers to be vanguard?"</p> <p>Player 6 - vrailin (elf) : vrailin shrugs and enters the passage looking for instable ceiling or floor.</p>	Player 3 - serifey	TRUE	<p>3 (I believe.) After searching for a bit, you find a spot where the ceiling is starting to look a little wobbly and the ground looks to be at a slant.</p>	" I'll keep an eye out. "	Serifey follows right behind Vrailin, ready to help in any way she can.	Serifey follows Vrailin, making sure her frostbreath is ready for any sign of danger.	<p>"Aye I volunteer. I'll use me ranged weapon until I find something useful. If it helps, I'm not good with close range fighting." She looks around and follows the others, readying her bow.</p>	"I guess I can take lead for now."

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 9 - utar (goblin,bard) Player 4 - neya (druid) Player 0 - dungeon master</p> <hr/> <p>Player 9 - utar (goblin,bard) : Attack: 19 Damage: 3</p> <p>Player 9 - utar (goblin,bard) : Knowing that at this point the best way out of this situation is likely to be through, utar steps forward and aims a swing of his mace at another spearman.</p> <p>Player 9 - utar (goblin,bard) : Attack: 24 Damage: 8</p> <p>Player 4 - neya (druid) : (@Lerus: Is Drazzim skipping his turn?) Athletics (contested against Grim): 11</p> <p>Player 0 - dungeon master : (@Drache : Thanks for the reminder. For this round, Drazzim will go after utar. Starting next round, I'll make sure he goes in his proper turn.)</p> <p>Player 0 - dungeon master : Fully committed to the fight, Grim rushes through the darkness almost in a straight line, appearing on the other side of it right in front of neya . He attempts to stab at her with the piton he was playing with until a moment ago, but something seems to hold him back. The stab is strangely aimed, and neya doesn't even have to dodge it. Then, for a moment, it looks like Grim will try to grab the monk's neck following the failed stab, but he never even tries. A few feet away, utar brings forth his Spiritual Weapon . The lit up warhammer appears next to Graxx and immediately swings at Matthis , who takes 3 force damage . utar then aims the swing of his magical mace at Elias , the fellow half-orc that attempted to harm him with a spear. Elias takes 8 magical bludgeoning damage .</p> <p>Player 0 - dungeon master : With an opponent just about 10 feet away from him, Drazzim doesn't even have to move in order to let his long-staffed blade taste battle again: -> Glaive vs. Elias : Attack: 12 Damage: 14 slashing .</p>	Player 0 - dungeon master	TRUE	3 4 Matthis ¢ racks an arrow on his bow.	The strike doesn't come through.	<p>The strike misses with flying colors. The man seems to be in a deep trance, though. His eyes are closed, his muscles are tensed and he is breathing heavily. Suddenly, he seems to regain consciousness, opening his eyes after the attack. But then, a second later, his eyes return to be closed.</p>	<p>Elias sees it coming, despite facing away from the blade swing while fighting Utar . The half-orc raises his shield and prevents the blade from cutting into his back. Despite not being one of his men, Aravele seems to follow Grim 's order without hesitation. She hugs the wall and contours around the darkness bubble. Although she is looking for Neya as commanded, as soon as she sees a first potential target appear from behind the bubble, she cannot contain her instincts and lets loose the knocked arrow she has been holding for some time now. Almost too quick to even notice, her experienced hands shoot a follow-up arrow as well:</p>	<p>At the end of his move, Elias is now just 8 more feet or so from the nearest foe, Utar. He tries to rush Utar, but his spear hits a nearby torch instead (not lighting up) and then stabs at Utar 's side instead.</p>	<p>Grim tries a grapple attack against Neya , but he has lost enough of his will to attack that even when he gets a good hold on the monk, he cannot attack her:-> Grim grapples Neya. The other three members of the party are now up. The hooded figures are all unharmed and ready to take their actions.</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 1 - rem (fighter) Player 2 - el (tabaxi) Player 3 - gribble (goblin) Player 0 - dungeon master</p> <p>-----</p> <p>Player 1 - rem (fighter) : rem slides his drink across the counter, and gestures his chin in Shira's direction. 'Usually...' remeyl's mouth curls into a smile, betraying a set of menacing fangs 'usually everyone downs a few ales before we get into more serious business, isn't that so Ro? For some of us, it may be the last ale we'll ever taste...so drink up!' rem hollers at the scaled barkeeper for a Dwarven Stout. Once he has this, he thanks the lizardfolk quietly. rem will stride across the tavern to where Shira is sitting, and set the drink down in front of her, and says in low tones 'the Stout's on me. And any others you folks want this evening':)</p> <p>Player 2 - el (tabaxi) : The pale Satyr gives the one who asked her about where she comes from a look as if it should be obvious but shrugs it off since most knew little of the Feywild as it was. She reached for her drink and downs it, keeping herself in check. "I come from the Feywild. Left there with a group that found there way in and then out through a portal. That was the or so years ago now. After that I met some people who taught me some thing and then grew bored and here I am. Figured this group should know more about reopening the portals then the other one would since they still use magic." She then turned to the elemental tabaxi and formed a flame of her own, this one being a sickly color that fit with her own appearance.</p> <p>Player 3 - gribble (goblin) : gribble walks over to the bar and gives a big toothy, yet slightly awkward grin. "Could I just bother you for a glass of water please?" It's obvious he's a bit out of his element here as he turns and looks at his boisterous companions.</p> <p>Player 0 - dungeon master : Ro walks back over to the table where where the half elf is. "Look, I know you are trying to get me in bed, but well, you see, I'm already taken, and, you know, not into you." She calls over to the bar: "Hey, you guys. Get over here, we are actually getting to business now!" she glances over to Shira. "Hey, sorry I mistook the whole... human thing. It's just been a while since I've actually seen one, and your brain kinda defaults to what you know..." she says with a look of regret on her face.</p> <p>Player 0 - dungeon master : She also glances over to Ro. "Yes, getting totally wasted is for some reason totally allowed and recommended at these meetings. I will just refrain for... personal reasons." She says with a glance at her drink. (And a small one at Benny)</p>	Player 0 - dungeon master	TRUE	I just got distracted. Sorry.	(whoops, forgot about El)	: in-character : "I am still not sure if humans taste good or not, so I thought you might have gotten the wrong idea. I could never tell if it is a rumor or not." She says in a low voice.	(Crap Ro looks at rem)	(Rem)	(Anyone can join. You got here because a dragon was on the front page saying he wanted to recruit more into his dragon cult of Tiamat and chaos. And you all were interested.) Everyone turns to glance in your direction, and the one who spoke to you comes back, sitting next to your table. The same human man before.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 7 - lowblo Player 0 - dungeon master Player 6 - nelly (dwarf,sorcerer) Player 8 - ruvaar (goblin) -----</p> <p>Player 7 - lowblo : Before heading off into the woods, lowblo grabs one of the bows, some arrows and a scimitar. You never know when extra weapons might come in handy. When they final join the others, the goblin inspects the trap to see if it can provide any information.</p> <p>Player 0 - dungeon master : OOC: you can add those to character sheet. 9 arrows. The snare is crude but effective. It was designed to counter the weight of larger beings up to the size of a large human. You don't find anything of interest in the immediate area that suggests who may have made the trap.</p> <p>Player 0 - dungeon master : I'll leave some time for a bit of dialogue and catch-up. If you want to take care of it now let me know marching order etc. for continuing along the path (assuming that is what everyone is going to do and when you feel it is appropriate).</p> <p>Player 6 - nelly (dwarf,sorcerer) : nelly Stonebottom ~ AC 18 ~ HP 12 The tiny dynamo is pacing energetically back and forth while waiting for the rest of her companions to arrive. Despite Chantrea's best pleadings, it's really hard to sit still. Not when there is obvious scrappin' to do. Her wide green eyes flash brightly as she finally catches sight of her fellow caravan-mates, a happy expression filling her face. "You caught up. That's great. I was almost caught up, too." nelly grins at her own joke, pointing at the snare. Her smiling gaze passes from lowblo to the stranger approaching with him. Her eyes narrow, though more with curiosity than concern. The dwarf takes a few bounding steps towards the duo, stopping just inches short of ruvaar as she looks the man over carefully. "Straight back, clean sword. Smells like chain mail grease. I like this one." She tilts her head to the goblin and offers an encouraging thumbs up. "Good find!" nelly turns back to ruvaar and thrusts out her hand. "Name's nelly Stonebottom, Sorcerer of Wonders, what's yours?"</p> <p>Player 8 - ruvaar (goblin) : ruvaar considers the group as he and the Goblin approach. He counts a total of three additional people, making their party consist of four original members. ruvaar wonders if this is their entire party or if the Goblin had more friends still. He knows that Gundren is somehow involved but he has yet to ascertain what brought the group together and, more importantly, why they're here. Suddenly, he becomes aware that the Dwarf is rapidly approaching. Stopping just shy of him, she seems</p>	Player 0 - dungeon master	TRUE	The goblin follows the others into the woods. He'll wait at the ready just behind the lead member of the party.	Daeris will follow the group cautiously and ready to attack if they encounter another group.	AC 18 ~ HP 12 "Well, welcome to the road, Ruvaar, the pleasure is all mine." He bows his head to the dwarf. "We are a little short on the company, I should think. But if your friends can make it too then we should be okay." The sorcerer seems to be analyzing this fellow a little more thoroughly, checking for any weaknesses he might exploit. "Where're yours coming from? I know you said you came from the east, but any idea where the ruckus is?"	When Lowblo arrives with the human warrior, Daeris raises an eyebrow - although it is barely perceptible. It takes a lot to surprise her. She moves aside as Nelly rushes toward the man. During the exchange she looks to Lowblo. After what she saw, she knows he is not a typical goblin. She knew that must be true if Gundren wanted him along but she felt more comfortable having seen him work. To Nelly and Lowblo she adds, " You do seem to know what you are doing." Looking from the goblin to the dwarf she simply smiles at the energy Nelly drips from every pore.	AC 18 ~ HP 12 "I hear you know Gundren. That's a good friend to have. I hope he can lead us to Gundren, because I'd love to find that man." Nelly tilts her head to the side. "This Gundren. Does he happen to be the Gundren from the letter? We should tell him about the letter. The one where he said to come to the ruins to get the thing?" The dwarf woman scratches her head and gives a slight shrug. "Or maybe we need to find a thing?"	hp : 1

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 2 - damn Player 4 - hymnal</p> <p>-----</p> <p>Player 0 - dungeon master : damn is almost blinded by the warm light which streams out of the cottage. Recovering, he is met with an impossible scene. A crackling fire roars in the fireplace to his left, and on the wooden table to his right is prepared a simple meal of warm rolls, butter, and hot soup. Directly across from him, on the opposite wall, an old woman is knitting on a comfortable armchair, while a lean white tomcat with a scarred face purrs contentedly on her lap. Several candles are scattered throughout the cottage, and a bed stands beside the armchair. The old woman looks up in evident surprise. "Don't suppose you know how to knock?" She comments.</p> <p>Player 2 - damn : damn stands frozen in the doorway in the bright light that he didn't see through the window, hisses and jumps back outside against the wall of the house out of sight from the old woman's cat.</p> <p>Player 4 - hymnal : "What? What is it?"</p> <p>Player 0 - dungeon master : The old woman hobbles to the doorway, a perplexed expression on her face. The white cat watches you solemnly from behind her. "Would you travelers care for a home cooked meal?" She inquires, looking distrustfully at damn. "Me and Luna don't get many visitors out here."</p> <p>Player 2 - damn : damn stares at the cat and growls a bit.</p> <p>Player 4 - hymnal : hymnal takes in the newcomer and her fuzzy white companion.</p> <p>Player 4 - hymnal : Well, at least she's a cat person.</p>	Player 4 - hymnal	TRUE	Are you an actual fox	OOC: We are using the wrong formatting thingies. It's (I think) [spoiler] words and stuff go here [spoiler].	"That depends." If the old woman is in any way blind, "do you have milk or cream?" He's already preparing to milk the closest cow from all the years he spent on the road.	"Hymnal has read and recited enough stories to know this is either a trap or a cry for help," he says to the party in a low voice, then in a louder voice he addresses the old woman, "If you wanted to see us, you could have just asked; there was no need to hypnotize Damn and Hymnal with admittedly pretty lights."	"So," Hymnal says, "Would you like for us to sit down?"	"We're all kind of lost. We had a map, but I guess there must be some kind of problem with it." Looking to Damn, Hymnal asks, "And what's your excuse?"

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<p>Player 1 - dungeon master Player 12 - mal Player 2 - jupp (goliath)</p> <p>-----</p> <p>Player 1 - dungeon master : (mal knows the way to the estate, it is one of the grander buildings in the Garunam Quarter.)</p> <p>Player 12 - mal : "Absolutely - I can lead you anywhere you like. To the docks first? Maybe we can catch this traveler there, and if we miss her, I can take you up to the estate." mal says, chewing on the end of a small stick.</p> <p>Player 2 - jupp (goliath) : Grabing some bacon for the road and downing the last of his breakfast beer jupp stands, brushes himself off of any crumbs. "Shall we head out then little mal?"</p> <p>Player 1 - dungeon master : The docks seemingly decided as the first destination the four companions headed off with mal in the lead. Arriving there they look around for Isow but can't see him out on the street or on the docks, mal looks around and determines based on the sparse crowd and that he was said to be speaking with fishermen he must be in one of four places and describes them vaguely to his companions, rattling off facts about each one: The House of the SeaNot every wayfarer who lands here is a rich merchant, and the bargemen and porters who halt here sometimes lack kinsmen to take them in for a night. The House of the Seaoffers minimally tolerable lodging at cheap prices. A mat in the common room and a bowl of steamed rice and fish soup will run most strangers six copper ingots- or three if they do without the meal. The house's keeper is a bottomlessly cynical old man, Eso, who keeps it with his elderly wife Osa and their cheery, unreasonably innocent granddaughter Ellya.The Tuak CupThis drinking house is for both Parakans and foreigners. The humidity of the day seeps in through the thin woven walls of the tavern, and the tuak (palm wine) and beer they serve gives a warmth that's less pleasant than the usual jungle heat. The higher classes do not come here, but instead drink at better Guest Houses or in the homes of friends. The fishermen and common laborers have no special love for outsiders, but they can often be persuaded to speak for a drink or two. Crippled Asa's SundriesSelling his wares out of a sea-damped hut by the docks, Crippled Asan's leg was torn by an enemies spear in his youth, and his clan arranged for him to sell small sundries to fishermen that he might have a living. He is graying now, but still powerful across the shoulders, and with a gleaming smile that does not waver even when he's busy strangling some troublesome fellow. mal also mentions quietly that if you need to fence something here then Asa is the one to see. Ikyon the BoatwrightParakan</p>	Player 12 - mal	TRUE	Looks good to me - any word on how the rest of your family is doing after the raid?"	"Not buying, at the moment. I do have one question - have you heard of a local woman named Isowan, about thirty years old? She is a fellow native of this region and was last seen here with some fishermen."	Walking into the tavern Ikyon greets you with a strong firm hand shake. "Welco me... Welcome, What is your business?" He looks at you three over with credulous eyes, the last one for you Mal.	"Good morning, Ikyon - Anything interesting happen lately? We're looking for Isow, have you seen him? I'm not buying today, you know I can't sail very well. I prefer to navigate the alleys and side streets - it's a bit more stable and I don't have to bring my own food."		"We are not looking to buy at the moment. We are adventurers who are interested in hiring for your vessel."

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 1 - dain (dwarf) Player 6 - dungeon master Player 4 - otrov (half-elf,bard) Player 5 - relgalyn (half-elf,bard)</p> <p>-----</p> <p>Player 1 - dain (dwarf) : "Mayhaps da beast be going ta flee." dain says with a grunt. "Let's be getting ta da mill fore it turns bout..." He then will dash towards the windmill. If the manticore turns back dain will have a readied action to drop prone, giving it disadvantage on any ranged attacks.</p> <p>Player 6 - dungeon master : dain, you run 25 feet up the hill and you are now 175 feet away from the mill, 225 from the beast. Any other action needs to wait for your next turn. Just waiting for relgalyn to finish this round.</p> <p>Player 4 - otrov (half-elf,bard) : (If otrov gets another turn, use below. Otherwise, she will run as fast as she can to the windmill). She will attempt another shot for good measure, as long as it isn't more than 320 ft. (otrov will try to use the feat trait of sharpshooter that allows her to -5 from attack roll and +10 to damage. Again, I assume she is getting advantage from being hidden). To Hit: 20 Damage: 21</p> <p>Player 6 - dungeon master : Same as dain, you run 25 feet up the hill and you are now out in the open. Everything else needs to wait for next round.</p> <p>Player 1 - dain (dwarf) : I was assuming we were on the next round with that post...</p> <p>Player 6 - dungeon master : No, still waiting for relgalyn. He still has like 12 hours before i move him.</p> <p>Player 5 - relgalyn (half-elf,bard) : Relg will run for the cottage, watching out for an attack. (Movement towards cottage, dodge)</p>	Player 6 - dungeon master	TRUE	I'll take aim and fire. To Hit: 24 Damage: 14	The manticore doesn't do anything, simply letting you all run off.	The manticores body turns and prepares for another flight. But the moment it does, the arrow that was shot flies into its back. The creature then falls onto the ground and twitches.	As you run up the hill, Otrov releases a last desperat arrow. It hits the manticore in his neck and the beast disapears behind the hill. You all run up the hill, and now that you are closer, you actually notice a gate in the fence. Do you want to run around the fence or use the gate to get inside?	Dain and Relgalyn reach the hill first, and Relgalyn's arrow narrowly misses hitting the manticore. (no effect)	The manticore continues to tear at the carcass, leaving you alone for the moment. You all rush out of sight and run up to the farmhouse, with the manticore staying where it is, destroying the livestock. You arrive at the house and start opening the door to see no one inside.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 1 - crush Player 3 - aria Player 2 - usul Player 0 - dungeon master -----</p> <p>Player 1 - crush : Investigation! 12 Perception! 8</p> <p>Player 3 - aria : (Oops forgot to add an investigation check to my previous post) INVESTIGATION: 15</p> <p>Player 2 - usul : usul will light his pipe outside to help clear his sinuses, pet Muad and Dib, and keep an eye out for Duncan. ((how long has it been since Duncan flew off following the ravens?)). He'll also then just keep an eye out around the outside of the morgue for anything suspicious (people following, ravens, walking corpses...). perception 13</p> <p>Player 0 - dungeon master : crush is able to find a couple of tieflings who might be Sunkx, aria is pretty sure she knows which one was him. Outside, it hasn't been that long since Duncan left, maybe an hour or two. usul doesn't see anything suspicious...yet. But he's on the lookout.</p> <p>Player 3 - aria : aria walks over to where crush is standing and points out Sunkx. "Yea thats him." aria starts to investigate the body.</p> <p>Player 3 - aria : INVESTIGATION: 13</p> <p>Player 0 - dungeon master : The tiefling that appears to have been Sunkx has been deceased for some time. There is a tarp covering the lower half of his body, stopping at his knees. The morticians, such that they are, have done little to preserve the body otherwise. There are ligature marks around Sunkx's throat and it there are bruises and gashes all over his chest and shoulders. Both of his eyes are swollen shut and one of his horns has been broken off.</p>	Player 3 - aria	TRUE	"I don't like this at all. I think we need to alert the guards or even the city council about this mess. We need to find out who dun it." -Aria	Aria quickly moves to see if they are is any hidden compartments within the body, trying to remember if the body actually looked to be buried to try and find the cause of death if this was a murder.	"Do you have any idea who might have done this? There's nothing to suggest what killed him. His death doesn't look like anything I've ever seen before." Aria looks over the rest of the body, trying to find something that might indicate cause of death. almost as if it's an assassination.." She trails off, then her attention is drawn up the other tiefling by the name of Sox.	Aria cringes at the sight of all the damage inflicted upon Sunkx. "Well, that is a lot going on. This doesn't look like a normal hit. They tortured him." She pauses and starts to think about the package they delivered for him and she looks to Usul and then back to the body. "If Frank is right, we may be in some trouble."	"Looks like he was murdered. It has to be him." She looks around the corpse to see if anyone is around. "We should move him somewhere else." [OOC: Incase Aria is looking for anything else on the body]	Aria will go over to the tarp covering his lower body, lifting it to reveal his feet. "Is he dead? Did you do this?!" She says to the morticians that are working.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 10 - keth (wizard) Player 2 - aerlian (orc,wizard) Player 12 - val (elf,druid) Player 0 - dungeon master -----</p> <p>Player 10 - keth (wizard) : "Blasting Harpys. Nothing but she-devils." keth says clearly injured from them. "I'll take the wheel vall! I may need you to host up the sail! aerlian I may need your help too!" keth yells out as he goes to the front of the ship to take the wheel and hopefully navigate the ship out of the storm.</p> <p>Player 2 - aerlian (orc,wizard) : "Just tell me what to do" calls back aerlian "I take it we are making for that light?"</p> <p>Player 12 - val (elf,druid) : The elf will follow keth's orders to the best of his abilities, moving the wind so the waves doesn't hit the ship too hard...</p> <p>Player 0 - dungeon master : keth as soon as you take the wheel you realize there is no way to control the ship itself. The wheel just spins in your hands listlessly and the ship itself is much lower in the water than before the harpy fight. You know you are very much sinking!!</p> <p>Player 0 - dungeon master : OOC: Everyone make a perception check for the light OR give someone aid for them to roll with advantage.</p> <p>Player 12 - val (elf,druid) : (Perception: 17)</p> <p>Player 10 - keth (wizard) : Perception: 17</p>	Player 0 - dungeon master	TRUE	<p>17 17 17 As you all stare at the horizon the horizon you see a faint red light just peeking over the crest of the storm. "The Light! We might be able to make it!!" Everyone on deck is staring at it, but the ship still lists and the rain keeps on coming and the water keeps coming.</p>	<p>You all look around, some of you peering through the window in front of you, some searching the darkness for anything or any sight. As you scan, you all see that the light in the sky is coming from an island. And it seems that the only way you may possibly get there is by going through the storm, not around but through!!</p>	<p>Aerlynn, you notice some sort of light emanating from the northwest. It is not very bright in comparison to the sunset but it is visible from where you are at and it seems quite nearby, less than two miles away.As the party watches the light, the waters suddenly begin to take on a reddish appearance, this must be the Blood Moon the sailors spoke of.</p>	<p>Val and Keth standing on the foredeck at the wheel you can see the light is directly in front of the boat, Keth you recognize the source. It's a lighthouse. The boat is sinking, it will sink within the next hour if you do not move quickly you will go down with it. There is still time to investigate the deck. You did not when you came up only to find the wheel.</p>	<p>Val: In the distance you can just make our a faint blue light that seems to twinkle as though through water.</p>	<p>You all notice that the light is no longer moving to it's west, but to the southeast. You also notice that the ship is barely afloat with waves now crashing over the ship like the tide had come in!!</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 5 - dungeon master Player 19 - arryn (paladin) Player 20 - novot (fighter) -----</p> <p>Player 5 - dungeon master : Rex's bolt obliterates a second kobold.</p> <p>Player 5 - dungeon master : arryn, you're up. There are 2 kobolds left in the eastern pit, 2 drakes in the southern pit (who are currently unable to make it up to where you are), and you still don't know what's up with that gravelly voice you heard from the southern pit.</p> <p>Player 19 - arryn (paladin) : arryn charges towards the eastern pit, swinging at the kobold closest to him.Attack: 14 Damage: 8</p> <p>Player 5 - dungeon master : [Where are the 2d8 coming from in your damage roll? Shouldn't it be 1d6 + 4 damage?]</p> <p>Player 5 - dungeon master : Another kobold falls.</p> <p>Player 5 - dungeon master : novot, you're up. Only 1 kobold left, but there's still the creatures in the pit to deal with.</p> <p>Player 20 - novot (fighter) : One threat at a time . novot takes three quick strides to the last kobold and brings down her warhammer hard. [Attack: 24 , Bludgeoning: 6]</p>	Player 5 - dungeon master	TRUE	(Not a question, and also why did you edit the roll?)	Novot's hammer slams into another kobold's leg, leaving it hobbling. The kobold in the northern pit sees Arryn, Novot, and Xavice running to the east and shoots an arrow at Arryn.	The kobold manages to raise a shield in the nick of time to fend off the blow, but it collapses in a heap anyways. The fighting is over.	The final kobold buckles under Novot's hammer.	The last kobold is crushed by Novot's warhammer. In the southern pit, one of the drakes manages to get up on legs, which it uses to jump at the two people at the southern gate:	You slam your hammer, shattering ribs and bones. The kobold falls dead.A rumble comes from the south.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 2 - dungeon master Player 14 - nenne (elf,cleric) Player 5 - allister (wizard) Player 19 - glimbul (yuan-ti,fighter) -----</p> <p>Player 2 - dungeon master : Orvex backs away from the sarcophagus and motions for allister to proceed.</p> <p>Player 14 - nenne (elf,cleric) : nenne claps Orvex on the shoulder gently and smiles. "Our record for keeping you alive is untarnished since we met," she reassures him kindly. "Be vigilant and have faith in your comrades." She backs up into the hallway to keep an eye out for anything that might approach, grasping her holy symbol. It radiates a deep wine color for a moment before returning to normal.</p> <p>Player 5 - allister (wizard) : allister spits in his palms, plants his feet on the ground and pushes the lid of the coffin. He keeps an eye on the bears, ready to stop as soon as they move</p> <p>Player 2 - dungeon master : The stone lid is heavy and carved with bear motifs from top to bottom. allister has to work at it to start, but once the seal is broken, it slides easier. The lid pushes to the side to reveal the bones of a small creature. The little guy had sharp claws and stood only a couple feet tall. It sports a small snout with tiny, sharp teeth. Resting atop the pile of bones is a small ring shaped as if a bear was hugging your finger, should it be worn.</p> <p>Player 19 - glimbul (yuan-ti,fighter) : glimbul hops up on the edge of the coffin to peer in. " This doesn't look like a human was buried it here... perhaps it resembles the statues over there? And is this ring the magic nenne detected? " He points to the bear statues in the room.</p> <p>Player 14 - nenne (elf,cleric) : The cleric nods in confirmation. "I still do not know what school of magic that ring bears. It's possible it is extremely old, predating modern magic. Though I am not educated in these matters. The storyteller might know more."</p> <p>Player 19 - glimbul (yuan-ti,fighter) : " Well... lets see what it can do then. " glimbul reaches in and picks up the ring to inspect it.</p>	Player 2 - dungeon master	TRUE	1 It feels warm to the touch and doesn't seem to do anything.	Glimbul reaches up and picks up the ring. His hands feel around the sides of the small trinket until his entire hand fits around its circumference. He moves his fingers carefully as the ring does not fit his finger. As he pulls his hand back, there is the sound of glass breaking and the air becomes thicker as the ring has grown to the size of his body.The glass of the ring has broken and there is a strong smell of rotting meat. In the center of the ring lies a gleaming red stone, a ruby of the purest hue and quality. You hear the sound of hooves pounding across the cave floor and the sound of claws scraping against stone as the two figurines from earlier dash out of the chamber.	This bear's face is worn smooth and the eyes are gone, but it is clearly a bear. It has teeth sharp and ready to greet an enemy.You don the ring and feel a tugging, almost like a force pulling on your finger. You feel yourself being forced backwards and find yourself falling into a dark tunnel.	Glimbul holds the ring in his hand and Nenne notices something happening with it. Her warning comes far too late though as the dust in the sarcophagus swirls into the shape of a small, feral, bear-like creature. It billows toward Glimbul with a ghostly roar. The gnome backs away, but it pounces onto him, as the ring bounces along the floor. The two careen into the throne behind him and then roll to the ground. The bear seems to be incredibly strong and shoves Glimbul's hand to the ground before forcing its head into the rogue's mouth. Shortly after the rest of the bear follows to disappear completely into Glimbul.	The ring is an unusual design of steel rings and metal links like an intricate chain mail. There are no markings, but the design of the ring is well made, so Glimbul assumes it has a quality to it. The ring feels oddly light, like there is nothing but air on him when he puts it on.	The ring looks like it is made of a small metallic ore. It takes a moment to notice the bear etched in the center.

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<p>Player 3 - erevan (elf,monk) Player 4 - dungeon master Player 2 - rha'el (centaur) -----</p> <p>Player 3 - erevan (elf,monk) : erevan shoots a glare at Night Wine, and curses under his breath in Elvish. Upon seeing the hoard of kobolds charge at them, erevan will move back, expending his 30 feet of movement to get to the corner of the keep. Once he gets close behind the bushes (hoping to be able to use it as cover) he'll waft his hand through the air while brandishing his sabre. "Boulon de fou!" he utters, as a flame sparks into the palm of his hand. erevan then hurls the Fire Bolt at the kobold 1.</p> <p>Player 3 - erevan (elf,monk) : Attack : 17 Damage : 4</p> <p>Player 4 - dungeon master : (OOC: Kobolds are starting from the top 1 through 16 going counter-clockwise.)</p> <p>Player 2 - rha'el (centaur) : rha'el moves 30 feet towards the group of kobolds and hurls a hefty javelin towards the Kobold in the front row.</p> <p>Player 2 - rha'el (centaur) : Attack: 23 Damage: 8</p> <p>Player 4 - dungeon master : Night Wine sends another arrow at the Half Dragon, but it misses by a small margin. erevan successfully moves into the brush and burns one of the kobolds badly. rha'el steps up and slings a javelin and pierces one of the kobolds through the chest.</p> <p>Player 4 - dungeon master : Monsters turn.</p>	Player 4 - dungeon master	TRUE	Edit: Fixed	<p>All of the Kobolds take a step back to place themselves behind the small rock wall and the half dragon stands up. He moves back to 30 feet next to all of his minions and shouts a few words and then suddenly a lightning bolt bolts down from the sky towards Erevan. The bolt of lightning leaps through the air and comes crashing down around Erevan. You hear a thunderous strike and the air is filled with electricity as the bolt strikes Erevan and he immediately drops to zero hit points falling to the ground dead. Everyone is stunned by what just happened. Everyone takes 7 damage.</p>	<p>The kobolds charge at the group of adventures with their spears in hand and ready to strike.</p>	<p>The half dragon stands and turns towards the party. He dashes forward 45 feet (half for standing then dash). The other kobolds continue to dash at the party. Seeing that the group splits up 5 heading at Erevan, 6 at Rhael, the Half Dragon and the rest of the kobolds (3) at Night Wine.</p>	<p>K2 moves up beside K14 and tries his best attack at one of his comrades. K8 tries to rush around the back side, but is shot down as he gets about 10 feet into the woods with an arrow sticking out of his back." Son of a..." K14 spits as he tries his best to strike at the back of K1, but is out in the open for the shot.</p>	<p>The kobolds now see that more powerful forces have arrived in their area. They are not scared however of attacking with ferocity. Two of the Kobolds begin throwing spears at Night Wine and two of them rush at Erevan casting their magical powers at him.</p>

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<p>Player 7 - grim Player 14 - thasla (bard) Player 5 - tamoda (ranger) Player 1 - dungeon master -----</p> <p>Player 7 - grim : Whoever is closest. Speaking of which... grim runs to Lizard 4 and makes a thrust at its guts Attack: 15 Damage: 8</p> <p>Player 14 - thasla (bard) : thasla runs over to lizard 5 and swings at it. Attack: 10 Damage: 10</p> <p>Player 5 - tamoda (ranger) : tamoda slips behind the lizards, thankful for the Longstriding spell, and also saddened to see Sihnon's condition, and unable to do anything for his friend other than</p> <p>Player 5 - tamoda (ranger) : Lizard 5 Hand Axe: Attack: 18 Damage: Attack: 16 Damage: 9 Lizard 5 Light Hammer: Attack: 13 Damage: 4</p> <p>Player 1 - dungeon master : yes, with 2 of the Giant Lizard HP remaining Smendrick, you have 2 attack rolls on the same attack?</p> <p>Player 1 - dungeon master : grim and thasla whip around Sihnon as he holds the 2 lizards at bay, each striking out at one, though only grim's blow hits, slaying the beast. Further down the tunnel the sounds of the Apex become a distant echo before fading out altogether.</p> <p>Player 1 - dungeon master : Xandar reloads and fires another bolt, hoping his luck stays. ATK: 12 And it does, the bolt firing into the last lizard's thigh, making a terrible gash along it's leg. Xandar tamoda Lizards Ahkota thasla Sihnon grim Apex Lizard</p>	Player 7 - grim	TRUE	<p>Thasla runs over to Lizard 5 and hacks at its side. Attack: 13, Damage: 8 Thasla runs over to Lizard 2, slashing at at its side. Attack: 7 Damage: 8</p>	Xandar continues to reload.	Grim will run to the Apex to help down it.	Grim tries to wrap this up and stab the remaining lizard.	(OOC: My bad. Here are the rolls: 2 damage= 5)	Grim takes a swing at the Apex, the flames in his eyes burning even brighter, "Die you bastard! Die!"

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<p>Player 4 - lili Player 0 - dungeon master Player 5 - amelia (fighter)</p> <hr/> <p>Player 4 - lili : lili shakes her head. "Nah. All I need's my gear and I'm home." She pats the computer in her lap, checks the download progress on the info she pulled from her dad's destroyer servers. 53% done. The blonde toys with a piece of hair a little nervously, looking at her screen longer than she really needs to.</p> <p>Player 0 - dungeon master : From down the hall, Emma groans her loudest one yet. "Just ***** tell her!" she screams. "*****!"</p> <p>Player 5 - amelia (fighter) : amelia chuckles even more nervously. There's a log moment of silence, only broken by the low hum of the hyperdrive engine before amelia clears her throat, "So, uh..." she stops everything, eyes go wide in realization, looking directly at lili, "You've talked to your dad today haven't you?"</p> <p>Player 4 - lili : lili rubs her forehead. "Yeah. It was um...catch up call day. I forgot." She winces.</p> <p>Player 5 - amelia (fighter) : "Are you ok? I know how those calls can go." amelia latches on to trying to check on lili, My personal feelings can come later, especially if she's had a rough day, don't want to be selfish</p> <p>Player 4 - lili : "It was fine. He had to hang up to deal with something before we got too into talking." lili's voice is clinical and detached, she might as well be talking about fixing a spaceship part. "I'm used to him. Trying to find out what pulled him away right now, and if we should be worried."</p> <p>Player 5 - amelia (fighter) : amelia nods, "Good, thank you." She stands back up slowly, brushing herself off, "You know, it is ok, to not be ok...I don't know if that makes any kind of sense..." she trails off, realizing that she was dangerously close to showing real emotion. she clears her throat, "Uh, anyway...good talk.." She starts to walk out of the room, stopping at the doorway, back to lili. SIGH, "lili?..."</p>	Player 4 - lili	TRUE	<p>It'll make sense when you're not having a total panic attack." After a little bit more of the awkward silence, a small smirk graces Lili's face. "I mean, you're right. Thanks." She stands up, grabs a cup from a coffee maker nearby. "I'm gonna go see how the others are doing, yeah?"</p>	<p>"Hmm?" She blinks, watching through the door and her feet. "What, I didn't hear anything."</p>	<p>"Yeah. Do you need something?"</p>	<p>Lili bites her lip and looks up at Ami. "Ami...I feel like I um..." She shifts, looks down, looks back up. "Like what I said on the ship about letting the crew die...it startled you." 69% download progress. "Maybe even hurt you."</p>	<p>"Lili?" Lili asks, turning to call after Amelia as she walks towards the door. "Yeah...?"</p>	<p>"Yah...I just have...a lot on my mind right now. I guess we...all do." She says looking around at everyone. "Thanks for, keeping it, a team. I can't say I would be doing as well as you all are. My head's in a weird place, right now. I'm doing what I can though. But, I feel like I owe you all, for helping me."</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 5 - allister (wizard) Player 2 - dungeon master Player 12 - sthara (human,monk) Player 14 - nenne (elf,cleric) Player 7 - funderburk (wizard) -----</p> <p>Player 5 - allister (wizard) : „We have already walked this far north, I say we keep going north and see what we find.“</p> <p>Player 2 - dungeon master : Orvex speaks his mind saying, " I have not travelled any farther north. There is a amphitheater that I would love to visit up there off the main road. "</p> <p>Player 12 - sthara (human,monk) : "An amphitheater?" sthara's eyes light up. "You mean where they would perform spoken works? That would be quite interesting to see – imagine how it would feel with the players delivering their lines, singing songs and cracking jokes. But it would also provide great advantage to archers if there are more like the Tabaxi we encountered before. However, to the north, I believe there was a cave as well, which would be interesting to see – perhaps another temple with a deeper connection to the earth. I would also be most interested in seeing the temple that rests over the lava."</p> <p>Player 14 - nenne (elf,cleric) : "I am not keen to get any nearer to the source of that dark presence today," nenne says, eyeing north uncomfortably. "I suspect we will have need of all our magical resources for that adventure, and we are already at reduced energy from our prolonged battle at Shagambi's shrine. I do not like to tempt fate. That said," and she looks at sthara with a slightly girlish expression, "I admit some curiosity in the lava temple, myself. I have never seen lava, before, only read of it."</p> <p>Player 2 - dungeon master : With a look down the road north, Orvex says, "I could do for a travel through the city again. Though if we travel that way, we need to be on the lookout for that feline assassin. I do not want to be on the recieving end of one of those arrows."</p> <p>Player 2 - dungeon master : Travel through the ruined city becomes easier as the rain all but disappears under a cloudy sky. Aside from common jungle critters, no signs of life, good or bad, are discovered along the way to the lava pit. Tumbledown ruins cling to the lip of a rift overlooking a lake of bubbling lava. The uneven, rocky slope falls 200 feet before reaching the lava's surface. A column of rock rises above the lava. A walled ruin overgrown with palms perches on the summit. Some easy poking about the cliff's edge puts the closest point to the lone 'island' at a 60 foot gap.</p>	Player 2 - dungeon master	TRUE	No animals are found in the immediate area of the cliffs, though Lemon has a feeling he knows where to look to find one.	The ruined city provides a plethora of plants, insects, and animals.	After a thorough search of the surrounding area, Lemon finds no animals, save for some unfavorable insects and critters, but one plant, a palm tree with long, leafy fingers, stands out from the rest as he passes. The lone tree is large enough to climb and is covered in softly glowing green flowers. The flowers release soft sounds of bird calls as they blossom during the early hours of the day.	After speaking with nearby animals, Lemon discovers the obvious: flying creatures are usually all that frequent the 'island'. The druid also finds out that 'some of his kind walked down into the pit and back up the other side.'	The terrain isn't right for finding any animals to speak to, let alone any that can fly. With a glance at each other, each of you start working towards the same end.	The only visible animal that is seen is a small lizard (that's a beast). You begin speaking to the reptile and it hisses and tries to bite you; which as a result you are now bleeding.

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<p>Player 5 - gimble (paladin) Player 2 - dungeon master Player 6 - belron Player 3 - thaunix (tiefling,paladin) -----</p> <p>Player 5 - gimble (paladin) : We will do our best, but I implore, do you have any leads we can follow?</p> <p>Player 2 - dungeon master : Atriax turns to gimble 'Our best lead so far is the constant storm raging at Lintira Lake ' He seems to think for a moment 'the lake is much to far away for you to walk or travel, so I will transport you there. I will also give you a blessing, allowing you to see and breath the water there and you weapons and armor will not sink you, but it will last only 24 hours. I do not know what creatures are in the lake, but I do know that there was an ancient empire that use to be there, the city ended up sinking. I can also say that the cause of the storms is most likely Lapteria, Lady of storms. Unfortunately, you will need my son to even stand a chance, and he is being held at the Citadel. You will need to rescue him first, and from what i've been... told, you have been invited by Nilla to go there. They still havent discovered that Orphinares has been released. As soon as you free him, I will transport you back here.'</p> <p>Player 6 - belron : belron looks to his comrades, " allow 12 hours for each quest my friends? ", belron then turns to the god, " how far away are the citadel and the lake from each other?"</p> <p>Player 3 - thaunix (tiefling,paladin) : "If we need your son why don't you transport us to the citadel first?"</p> <p>Player 5 - gimble (paladin) : We dont know if they would notice that, we could teleport into a trap. We walk.</p> <p>Player 2 - dungeon master : Atriax laughs at belron. '12 hours? Youre are not even a god, do not let your courage become stupidity. You must think, you are against gods, not mortals'</p> <p>Player 2 - dungeon master : Atriax looks at thaunix 'I cannot transport you in, as it will raise the alarms, and get you all killed'</p>	Player 6 - belron	TRUE	Atriax, we should rest and gather our strength, so that when we leave the next day we are full force. I believe we should take tomorrow as a travel day, allowing 12 hours of rest after each quest to ensure that we are at full strength	Belron looks to Atriax, " but they are not gods too? Or they only gods in your eyes? ".	"I can understand that but, we are being asked to fight gods, do we not need to work together more? We must find allies or we will die, we will need to find more information on these gods, the location, strengths, weaknesses, all is important. "	"Exactly, we are not gods, meaning we need to get in and out as quickly as we can, i dont know about them, but i dont want to be stuck fighting gods in the citadel for days, and then spend who knows how long release t he storm goddess...not that appealing, if we have a time frame, we will be pressuring ourselves to work as quickly as possible"	" If the gods are against us then I doubt it will go well, as for the trap, I would gladly bet my life in it if it means the freedom of a god who doesn' t deserve to be held captive and in my eyes, isn't true to his nature."	Belron replies, " yes, but we are not alone are we? Also you never answered my question about the distance to those targets from here, also about what I said before, I was implying that you will be providing us those 12 hours per quest."

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 1 - dungeon master Player 10 - kai (bard) Player 6 - duncan (bard) Player 5 - landrae (bard)</p> <p>-----</p> <p>Player 1 - dungeon master : Elron sighs. "No, that potion was genuine. You looked like a good lot, so I gave you one of my few remaining potions of healing." He holds out his hands. " Go on, then. I won't resist. Prison's as good a place as any to spend the nedt several decades." kai and landrae, a man with a nose the size of a tomato, and of a similar hue, gives you directions to a "Matron L'engle's." It is a small, shabby shop crammed between two brick buildings, with it's back to the river and a view of the impoverished East District. The inside is lit by a green lantern which is suspended by a chain from the rafters, and the inside of the shop is cluttered with jars of jam and honey, baskets of herbs, tins of tea, and dusty herbalism books. An ancient halfling looks up from a desk as you enter, where she has apparently been dozing off. "Eh? What? Visitors!" She leaps to her feet and clambers over the desk with surprising agility and hows low. "Welcome to my herbalism shop. I am Matron L'engle, but you may call me Lily."</p> <p>Player 10 - kai (bard) : kai says, " Good day to you., Matron.." kai bows and continues, " I was hoping to purchase various teas. Something for a calm eve by the fire, something to soothe tired muscles, and of course something for meals. And as our travels will be taking us into the dangerous wilds, any unguents for wounds, poisons. And lastly, if you would be so kind as to direct us to where we might find some good lamp oil."</p> <p>Player 1 - dungeon master : "I've just the thing!" Matron L'engle rummages around in the clutter and shoves a tin of tea leaves which give off a pleasant aroma into kai's hands. Then she consults a sheet of weathered parchment. "Hmm... frogwort, good for counteracting poison... Then you'll be wanting Angel's Touch, for flesh wounds..." She retrieves two small pouches from a shelf above her desk and presents you with them. "That'll be five gold for the Angel's Touch, five gold for the frogwort, and ten silvers for the tea." She recites.</p> <p>Player 1 - dungeon master : Frogwort: This pouch of frogwort contains 5 uses. As a bonus action, a character can expend one use of the frogwort to end any poisoned condition affecting themselves or any character within 5 feet. Angel's Touch: This pouch of Angel's Touch contains 5 uses. As a bonus action, a character can expend one use of the Angel's Touch to stabilize a friendly character within 5 feet.</p> <p>Player 6 - duncan (bard) : duncan will ask Elron</p>	Player 1 - dungeon master	TRUE	"Well, I wanted the credit for the kill because I thought he was a villain with a lot of power. Turns out, he was just some nutter with a sword, and a sword I could have taken for myself."	Elron turns towards you, Duncan, with a grin. He seems to be enjoying the attention and the fact that there's an audience around him again. "Well, you see, I've been a prisoner all my life. I've always yearned to be free, to be able to live my life as I saw fit, but I don't see myself getting out anytime soon. So, the only other option is to just wait it out. My job was a bit on the dreary side, so why not go out with a bang? So now that you're here, and I'm going to die in a few years, might as well make it entertaining for you lot. Besides, I'm not gonna make it out of here any other way, and at least this way I look cool. And you know what they say, if you can't look cool, might as well look good!"	with anything that could help us out in this dangerous world. Maybe it would help you and ease your mind, knowing you might have saved some innocent people"	Elron looks confused. "I never wanted credit for the murder." He laughs bitterly. "I didn't ask you to go and dig it up. I wanted the Scorpion gone so that I could conduct my business in Thithladroth in peace." Duncan, he appears to be sincere. Lily scratches her chin. "Most folks around here sew their own clothes or buy them off of the odd wandering peddler. I was a seamstress, back in the day. If you've something in mind, I could make it. It wouldn't be fancy, mind, but I've a right pretty old tablecloth in the back which would make a fine garment." She shows you a faded yellow tablecloth with an intricate pattern of red flowers. The cloth is beautiful, in a rustic way.	with any other kind of healing potion, it'd be appreciated" (Persuasion 8)	"Well, I didn't really want the credit, you see... I just needed to prove I was still worthy of my title. I never was the best tracker, but I was always better at this. I was just so blinded by pride I almost died. I couldn't bear to be humiliated like that." He sighs. "Thank you, Duncan, I can die in peace, now.

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<p>Player 4 - dungeon master</p> <p>-----</p> <p>Player 4 - dungeon master : Attack: 19 Damage: 17</p> <p>Player 4 - dungeon master : The energy slams into Rha'el and he staggers back as it courses through his body.</p> <p>Player 4 - dungeon master : Guard 1 Roars again and swings the morningstar at Erevan and Melnar again. Attack on Melnar: 10 Damage: 8 Attack on Erevan: 7 Damage: 5 Both are able to dodge the attacks easily. Guard 2 swings at Gromar and the kobold. Attack on Gromar: 15 Damage: 4 Attack on the kobold: 6 Damage: 4</p> <p>Player 4 - dungeon master : Gromar easily defends against the attack from the guard. The guards second attack swings wide and he goes off balance. The morningstar comes around to crash into the back of the cultist head. The cultist staggers forward towards Escobert and Rha'el.</p> <p>Player 4 - dungeon master : Now it is the partys turn again.</p> <p>Player 4 - dungeon master : Escobert slashes upward with the axe then reverses the trajectory of the attack to come down at the cultist head.</p> <p>Player 4 - dungeon master : Attack: 6 Damage: 11 Attack: 15 Damage: 8</p>	Player 4 - dungeon master	TRUE	Rha'el swings around while Escoberts axe is in the upward arc and strikes with the Morning star. Attack: 5 Damage: 15	The second attack slices the head of the cultist and he collapses to the floor dead bleeding heavily. The party now enters the keep.	The cultists head jerks back and his eyes flutter. He falls to the ground and the party cheers in the silence.	The first attack bounces off the cultist staff and back into Escoberts chest, cutting him deeply. The second attack leaves a deep red furrow across the chest of the cultist, causing him to step back. Gromar spins his glaive over his head and slashes down at the guard, then brings the butt og the glaive into his chest.	Both attacks strike true but not enough to fell the guard. Melnars attack misses but Erevan's hits the mark, causing the guard to stagger heavily. Guard 1 attacks Gromar and then the kobold. Attack on Gromar: 12 Damage: 6Attack on kobold: 7 Damage: 6	The second attack slams down on the ground doing no damage. The first attack connects, but Escobert was to high above the guard that all he struck was air. The guard slashes again with his morningstar.

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<p>Player 3 - boosey (gnome,cleric) Player 14 - nenne (elf,cleric) Player 2 - dungeon master Player 7 - funderburk (wizard) -----</p> <p>Player 3 - boosey (gnome,cleric) : "Here we go then. nenne?" and boosey casts healing word on the troll before she begins for 10 healing</p> <p>Player 14 - nenne (elf,cleric) : nenne backs up 15 feet from the troll, places her hand on the symbol of Kelemvor on her shield, and casts Spirit Guardians as a horde of sparkling, black panthers appear around her.</p> <p>Player 2 - dungeon master : As the spirits bite and claw into the bats, nenne notices their wounds are healing over. The spirits persist however and with the trolls slapping them away as they become weaker, the spell eventually wins out. With the bats gone, still regenerating, but flying off the trolls make several casual hand motions to boosey and retreats into the jungle saying words in its tongue.</p> <p>Player 2 - dungeon master : //xp is 590 each\\</p> <p>Player 14 - nenne (elf,cleric) : "Did any of you notice the bats were healing themselves?" nenne asks the group, squinting at the creatures as they fly away. "I grow less fond of this jungle by the hour. Let us press onward with caution and alertness."</p> <p>Player 3 - boosey (gnome,cleric) : boosey stares after the troll for a while as it makes off into the jungle. He laughs and turns to the others, "it said thank you! Well, it's as grateful as a troll can get, anyway." He nods to nenne. "Thank you, too. It would have been a pity to kill the creature. We should go before those bats come back to find fresher meat."</p> <p>Player 7 - funderburk (wizard) : "I agree with Mr. boosey. Staying here, we might just end up like the Troll once was." He looked back to where the Troll had left. "It is weird however. I thought Trolls always traveled in trios..." funderburk just shrugged and continued on their way, hoping that their next distraction would at least be a good one.</p>	Player 2 - dungeon master	TRUE	"I think they've started fighting each other for territory." As they come along a clearing ahead, however they spot what appears to be a ruined village ahead.	The ground becomes uneven and is uneven as it leads you into a larger jungle. The thick brush gets thick, then thick enough to where a normal human has a difficult time walking through it. Boosey and the troll are the only ones able to break through the thick brush while the party walks in.	As you travel the jungle becomes quiet from being disturbed by your loud companions. The underbrush becomes thicker and darker. For at least 10 minutes you feel the oppressive humidity and oppressive temperatures. The group is no longer in the tropics and have entered the more sub-tropical areas. Bird calls die and all of a sudden the group hears heavy hooves on what sounds like wood. A few seconds later another heavy hooved creature and finally another. //Everyone who has taken a long rest needs to expend a spell slot. All of you are now 2nd level\\	Not even an hour later, another patch of blue mist is discovered drifting among the trees and underbrush. It is currently rolling smoothly into a small trench ahead of the party and would be easily avoidable.	As you follow the troll into the thick jungle your party sees that there is not much more to the west but dense woods. To the north however the woods seem to open up. You can see a rocky hill in the distance.	The path is a little clearer now and you make swift progress. The troll did you a favor by scaring away those pesky bats that heal rapidly with sunlight. The bats were not normal bats however, they were vampire bats.

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<p>Player 3 - kendrick (wizard) Player 4 - tella Player 0 - dungeon master -----</p> <p>Player 3 - kendrick (wizard) : Still sweating even in the cold from his exertions, kendrick gratefully accepts a beverage and says, "Thank you Osso," and sits down to take a break as Bilick starts his story. Looking sadly at the druid, he answers, "A sad tale indeed, and yet you return with us to hopefully do some good." Thinking about his own past, kendrick gets a wistful look in his eye, taking a few pulls on his ale while he talks.... "As for me, well, I went to sea early in life, and have been either sailing the seas or touring the port cities ever since I could grow hair on my chin. Lately I was sailing as first mate on the Razor's Kiss, a well-armed merchant vessel--or at least it was until the mutiny and the crew decided to turn to piracy. After a long walk off a short plank, I swam for a long time with only the clothes on my back and my long spear. Wandering inland, Durgan's Rest was the first civilization I came across. I was in the market, just trying to figure out what to do to earn some coin when the tower exploded."</p> <p>Player 4 - tella : tella accidentally knocks over some boxes, happening to be near her fellow party members.</p> <p>Player 3 - kendrick (wizard) : kendrick: Reacting quickly, kendrick tries to catch the falling objects before anything spills or is damaged: Acrobatics: 24</p> <p>Player 3 - kendrick (wizard) : He then checks on the spellcaster, saying, " Are you okay? You seem to be...uncomfortable here."</p> <p>Player 0 - dungeon master : "Thank you for the drink my friend. I'm Bali." The dwarf says. "Durgan Rest is my home, but I am heading to the Bridged City to learn more about the practical application of magic at the Academy of Magic and Sciences in the Bridged City. It's been my life long dream to study under a wizard. I've never been to the Bridged City, but I've heard rumors that something terrible has happened at the Academy. If it's true, then I will do what I can to help there."</p> <p>Player 0 - dungeon master : (6 cp a pint for the ale)</p> <p>Player 0 - dungeon master : "An Ale is 6cp a pint, mulled wine is 8cp" The bar keep says. "What are you having?"</p>	Player 0 - dungeon master	TRUE	You still in here?	Tella : Seeing your party members gather round makes you uncomfortable and you go back to the corner and continue to watch the patrons.	Tella finds a large empty room that no one seems to be in. There is a large map with what appears to be a path to cross a river, then upstream along the path from what she can tell it appears to be two towers. She would need a map of the city.	(Someone did their homework. :-D You find a platinum piece on the floor.)	"Hello, I have heard of the incident at the Academy of Magic and Sciences. Please come, sit, and share a story with me, if you are so inclined." Tella looks at you with a twinkle in her eye. "I can always tell a real sailor by the way they sit. The way the bones and muscles lie. I hope you'll tell me a story of yours."	She looks up with eyes open wide and shocked by the response of her home, but nods and says

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<p>Player 5 - amelia (fighter) Player 1 - dungeon master Player 3 - null Player 4 - lili Player 6 - zalv -----</p> <p>Player 5 - amelia (fighter) : amelia is thrown off for a moment with the droid attack, before rushing to another console and checking their current coordinates. "Where the hell are we? What could have possibly pulled us out of hyperspace?!"</p> <p>Player 1 - dungeon master : The wall comm unit beeps.</p> <p>Player 1 - dungeon master : "Hello?" a young man says, nervous. "Is anyone there?? Captain? Anyone?"</p> <p>Player 3 - null : null will find the tactical control station (if there is one) and start mashing buttons until he's able to bring up the closed circuit camera system's intra-ship video display, seeing if he can see what's going on throughout the ship. Are there more robots going haywire and attempting a mutiny?</p> <p>Player 4 - lili : lili glances at zalv from where she has her slicing gear out and is trying to get into the terminal. "zalv, can you go reassure them we're not dead?"</p> <p>Player 6 - zalv : zalv nods, moving away from the doors to the comms, calling in, "This is zalv. I'm here with your captain, she's alive but unconscious. What's the situation for you?"</p> <p>Player 1 - dungeon master : "You're alive! Great! This is Lieutenant Hastings. There were several explosions throughout the ship. The Raptor dropped out of hyperspace and is presently in a slow but uncontrolled spin towards a black hole! The ion engines, hyperdrive, life support, hatch control, and comms are all offline. We've got lots of crew members cut off from their stations since they were in their jump seats during the hyperdrive launch. We're really messed up! Here. I'll send a tech your way to open one of the doors!" Then you hear more noises. "Wait. Something's happening!" One of the hatches opens on it's own and a cacophony of clanks, shouts, and blaster fire can be heard down the hall. A mechanical voice devoid of any emphasis of emotion is heard coming from that direction. "This ship is now property of the Galactic Empire. You are all my prisoners. Take them away." Captain Sortuli groans. She's not doing so well.</p>	Player 6 - zalv	TRUE	Zalv will run out in a rush, trying to find the tech, and asking what was wrong with the Captain.	"I'm on my way, I'll send someone to see if they can come and help you."	"You may want to secure the injured at your station. My first priority will be securing the vessel and it's crew by opening the rest of the doors. Then i may help you secure yours."He moves to the comms station, asking the rest of the crew for assistance before going to the door his friend is behind.	Zalv curses, then pull out his lightsaber, "Okay, so if you didn't just hear all that. We're on a clock and the droids we bought were rigged. We need to clear the ship, get the crew to their stations, and keep ourselves from flying into a black hole.... worst-case scenario, we all have to cram into the Mudhorn, but I don't think we'd have room for everyone, so we got to work fast." Zalv then hears the captain groan, looking over to Emma, he gives a worried look, "Em, think you can stabilize her?"	"Sir, this is Commander Zalv, a friendly is hurt right outside the door," Zalv calls, "I'm sending a squad in."	"Oh the hells!" Zalv mutters, running to the door to see what's happening, "Sortul, how's she doing?"

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<p>Player 1 - dungeon master Player 5 - faywin (elf,druid)</p> <p>-----</p> <p>Player 1 - dungeon master : Attack: 11 Damage: 5</p> <p>Player 1 - dungeon master : He swings and misses, failing to account for your large form. As he swings, there is suddenly a zinging sound whistling through the air and two unseen attackers fire arrows at both Victor and Kierro.</p> <p>Player 1 - dungeon master : Victor: Attack: 12 Damage: 6 Kierro: Attack: 20 Damage: 4</p> <p>Player 1 - dungeon master : The arrow launched at Victor misses, deflecting off of one of the dead horses and going off target. Immediately following that there is the sickening sound of an arrow sinking deep into flesh as Kierro takes a direct hit in the upper thigh.</p> <p>Player 1 - dungeon master : faywin, you're up!</p> <p>Player 5 - faywin (elf,druid) : faywin dismounts the wagon then moves the rest of his movement toward the goblin next to Victor. Even though he can't make it all the way there faywin cast's Thorn whip at the goblin still standing.</p> <p>Player 5 - faywin (elf,druid) : Attack: 17 Damage: 6 ooc: if it hits I don't want to pull him closer to me.</p>	Player 1 - dungeon master	TRUE	<p>Your spell flies true, hitting the small goblin square in the chest and inflicting 6 damage. Faywin, you're up! OOC: I'm not seeing your original roll, but assuming you hit you hit the other goblin.</p>	<p>Faywin deftly lashes a thorny whip at the goblin who is currently standing and dragging Kierro down. The goblin snarls and pulls away from the thorny vines.</p>	<p>The spell snakes from the tip of the wand into the air, striking the goblin's right temple as he watches in confusion. In that moment, a small puff of air from the back of his neck causes the thorns springing from the plant to lose momentum and stop short, harmlessly flying over the heads of everyone nearby.</p>	<p>The goblin looks up in surprise as he is suddenly wrapped up in a vine of piercing thorns. He utters a cry of pain and is bleeding from the many thorns, but is still standing.</p>	<p>The goblin is still startled at the sound of Kierro's arrow. Flashing past the goblin's face, Faywin's whip cracks over the goblin's left ear. He whips around in anger, looking to exact vengeance upon you, Faywin.</p>	<p>Faywin moves forward and then unleashes his energy on the goblin. The vines spring up from the ground and grasp onto the goblin.</p>

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<p>Player 1 - dungeon master Player 14 - doozey (cleric)</p> <p>-----</p> <p>Player 1 - dungeon master : With the last of his strengths, Utar swing his magical mace one more time:</p> <p>Player 1 - dungeon master : -> Magical Mace vs. Grim : Attack: 25 Damage: 10 magical bludgeoning. This brings Grim to his knee (Grim takes 10 magical bludgeoning damage). (@Ori : I'll let you come in here with the description.)</p> <p>Player 14 - doozey (cleric) : Furious yet jubilant from triumph, Grim starts to turn away -- a threat or cocky word no doubt already on his tongue -- but stops short, a look of wide-eyed surprised on his mug as the half-orc remained standing against all odds. "no..." He whispered in between ragged breathe. Then, the half-orc swung at him, and the sound of bone and scales cracking beneath the force echoes throughout the cavern; masking the following "clack" and "thunk" of many a draconic fangs hitting the ground. He staggers back from the blow to the jaw, but remain standing... for only a few moments more. "You..." Grim shakes his head as if to shake of a daze to little avail. His leg soon gives out. Then as he rested on a knee, still swaying and looking around in confusion, he dabs at his snout, pulling back a blood covered fingers. "... hmph... She.. was righ..." With one final bloody smile, the dragonborn's eyes roll back up into his head as he falls face first into the ground unconscious. Only then did his death grip on the greatsword relaxes upon it. The flames from earlier briefly consume its entirety before fading away, revealing not the same blade wielded by Grim. Rather it conveniently appeared to those able to wield such weapons as whatever design the individual finds most appealing in such a weapon.</p> <p>Player 14 - doozey (cleric) : (@Lerus: A bit of flavor at the end. Let me know if I should cut it though, but thought all might get a kick out of it.)</p> <p>Player 1 - dungeon master : (@Ori : Sounds good to me.)</p> <p>Player 1 - dungeon master : Utar 's last ditch attack brings Grim to the ground, prone , unconscious , and incapacitated . Realizing the fight is not quite over yet, the half-orc motions for his spiritual weapon to float around him and deliver a blow to the last enemy standing:</p> <p>Player 1 - dungeon master : -> Spiritual Weapon vs. Undead-Shana: Attack: 23 Damage: 3 force. The blow catches the zombie on the arm, about which she cares very little (Undead-Shana - CMD: 10).</p>	Player 1 - dungeon master	TRUE	Utar, still a little groggy from his fight, turns around to deliver the final blow on Undead-Shana, with his spiritual weapon. "Not today, shanny."	Now the only remaining combatant is Dead-Ore .	The last undead (Undead-Shana) raises his arms in surrender. Now having lost his companions, he knows there is no escape -- they will soon tear him limb from limb. He is already planning on the most effective manner to take himself out and leave the scene without his attackers noticing.	(Grim needs to start rolling DEATH saving throws in his next turn. The Hexblade's Curse on Neya drops.) END OF INITIATIVE ROUND 6	Initiative and Round 4 Keyo and Silent are up. Grim is unconscious and prone. Shana is prone. Utar and Doozey are engaged in melee combat with Shana. Aldrich is also conscious and prone, as the last surviving zombie.	Grim remains prone, unconscious, and incapacitated on the floor. The three heroes stand victorious over the two undead adversaries.

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<p>Player 4 - dungeon master Player 7 - guhner (goliath,barbarian) Player 3 - matilda (halfling,druid) Player 8 - mouse (monk) Player 6 - jack (monk) -----</p> <p>Player 4 - dungeon master : The metal box roars to life, the sound overpowering the wind and waves! Immediately the boat lurches forward and starts to make progress out of the whirlpool! With guhner's strength and the force of the boat, matilda is quickly lifted aboard. But there is no time to relax, as another wave brings forth several more black orbs!</p> <p>Player 4 - dungeon master : (Athletic checks to divert them away)</p> <p>Player 7 - guhner (goliath,barbarian) : guhner Athletics 11</p> <p>Player 3 - matilda (halfling,druid) : "Thank you guhner. My little short legs do me in sometimes!" Athletics: 21</p> <p>Player 8 - mouse (monk) : Athletics: 3</p> <p>Player 6 - jack (monk) : Athletics 16</p> <p>Player 4 - dungeon master : I'm not dead and i'm still here. I'm sorry about the hiatus! I will try to get back on a regular update schedule!</p>	Player 4 - dungeon master	TRUE	I'm not dead and i'm still here. I'm sorry about the hiatus! I will try to get back on a regular update schedule! Well that's wonderful news!	The orbs smash all around you guys as the roar of the whirlpool grows louder but it looks like it is getting louder and louder as you all pull towards the coast.	With all of you on board, the magic orb seems to dissipate after it misses a couple of times. You make your way out of the whirlpool. The storm calms down for a moment, granting you a glimpse of the world outside. It is night on this island, the moon and stars giving some light. Matilda's map shows an area to the west, and a small uninhabited town to the east. You notice some birds circling nearby. They appear to be roosting for the night, though the town has no lights at all, and looks to be abandoned.	All but Mouse manage to stop the orbs but the last one scrapes along the side of the boat, bending and braking the metal! Another wave comes rolling in but Captain Kain pulls a lever and the ship lurches forward and out of the vortex! As the boat rockets away from the orbs a sigh of relief can be heard from the school students and staff! "Nobody dead?" Kain asks from the front.	As the orbs fly by the boat, their path is diverted away from the boat, and most of them land on the water harmlessly. As a small wave rocks the boat, Matilda hears a voice from above her: "Ah, well done! Thank you for your service. The air force will be able to help us once the boat is closer!"	The first wave of water orbs hit the metal box and the waves and wind. With a shout (and a splash), "I'm getting away!" is yelled by the metal box.

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<p>Player 4 - hymnal Player 3 - hond (orc,cleric) Player 0 - dungeon master Player 6 - damn -----</p> <p>Player 4 - hymnal : "hymnal does not know if burying them is a good idea." He makes a traditional warding gesture against the undead. "You understand, hey? Best not to leave our foes any vessels."</p> <p>Player 3 - hond (orc,cleric) : hond stops before he cuts through the ropes, "Oh, well. Hmm. Should I just, leave it where it is? Doesn't seem right."</p> <p>Player 4 - hymnal : "Could we burn it?"</p> <p>Player 0 - dungeon master : Before you can finish cutting the body down, a distant skittering sound resounds through the night. A second later, two giant wolf spiders burst from the trees, followed by an ettercap. The wolf spiders are restrained by chains which hang from their hairy abdomens. The ettercap now drops the chains, and the released wolf spiders commence the feast.</p> <p>Player 0 - dungeon master : Ettercap Initiative: 4 Giant Wolf Spiders Initiative: 10</p> <p>Player 6 - damn : [Initiative: 16]</p> <p>Player 3 - hond (orc,cleric) : Initiative, 2 (oh boy)</p>	Player 4 - hymnal	TRUE	<p>Initiative: 27 With a quick step forward, he slams his hand down on the ettercap's head, smashing it in what looks something like a headbutt.</p>	<p>"Oh. Egads." Hymnal pulls his sword from his sheath, muttering in ancient and holy language. His eyes gleam, but his smile disappears.</p>	<p>"I should've known. We got the webbed type and the not webbed type. They're like pokemon.... Hymnal says. But seriously, we will have to deal with this."</p>	"Webs of light!"	<p>"Then again," Hymnal shakes his head, "Hymnal understands. He knows that Hymnal may not be the best judge of this."</p>	<p>"This is not a good day to be a spider."</p>

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<p>Player 9 - dagron Player 4 - sogasri (human) Player 6 - alwyn Player 7 - folzi (gnome,monk) -----</p> <p>Player 9 - dagron : "Cause a panic amongst their animals. That oughta stir them up good"</p> <p>Player 4 - sogasri (human) : "These are good ideas. Scouting and information gathering sound like work for our members who can see in the dark. Folski? alwyn? That's all you, we'll wait for your return."</p> <p>Player 6 - alwyn : "Oh me? Well okay. I'm ready Folski when you are."</p> <p>Player 6 - alwyn : OOC: I will give three roles what might be used. Take what you need or ask for something else I can do that too. stealth: 17 perception: 16 investigation: 2</p> <p>Player 6 - alwyn : alwyn heads out to scope out the outer skirts of the camp to see any signs of patrols, from there he will look to try and determine how many bugbears there are. Maybe even see where the chieftain resides if he can without getting to close.</p> <p>Player 7 - folzi (gnome,monk) : folzi hops down from the back of the wagon as the group nears the bugbear camp. "Any reason why don't just take care of the leader ourselves? We can easily bring the king a bit of proof showing that the deed has been completed." He scratches his head as a plan is attempted to be hashed out . "I do agree that we should take a look first to see what we're getting ourselves into here before we get to far into our plans." With that the gnome moves ahead with alwyn to scout ahead</p> <p>Player 7 - folzi (gnome,monk) : Stealth: 24 Perception: 10</p>	Player 6 - alwyn	TRUE	Alwyn heads on out with Folski, staying mostly back while the small elf and Folski go forward, looking for traps and guards.	"I would rather not get their attention if possible but this is a good idea too."	"We want the information the chieftain has been hoarding."	<p>"The chieftan is proof of deed, not deed alone." To get him without exterminating the rest would not be justice. I think it unwise." Alwyn keeps crouched and moves along, beginning to give Folzi hand signals to communicate after saying his piece.</p>	[Short rest?]	"Well if you take him out he'll be dead by morning, and there's no point to having proof if the chieftain is already dead."

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<p>Player 21 - liliith Player 12 - rynnann (barbarian) Player 11 - dungeon master Player 6 - flint -----</p> <p>Player 21 - liliith : "We will have to move post haste. I'll have to leave these poor villagers stopping the creature is top priority."</p> <p>Player 12 - rynnann (barbarian) : rynnann, unable to do anything to help the injured villagers anyway, nods his head in agreement and starts jogging in the direction the monster went.</p> <p>Player 11 - dungeon master : One of the villager does see you all heading by and can't help but warn you. You there you all look like traveling adventures and able bodied at that but I must warn you to be careful for this creature that just cameby here he it was was terrifyingly powerful its eyes pierce and the tigers head its spider body the speed his voice... with that he leaves you all to continue on the path. (You all do level up)</p> <p>Player 21 - liliith : (Yahoo. I'm probably just taking resilient con)</p> <p>Player 6 - flint : flint</p> <p>Player 6 - flint : hearing someone talk about an abomination coming there town. "What was that about a spider with a tiger head?" flint begins turning this way and that looking for who ever described the creature.</p> <p>Player 21 - liliith : "Fascinating... Just tell us where. We don't have time to waste!"</p>	Player 11 - dungeon master	TRUE	"You head down that hill." the villager points you in the direction you need to go. You all do level up!	(So its been long enough. I think we will continue. If others want to chime in just let me know.)	The man takes off running away from the others.	The man stumbles out to you he is a Dwarf. The creature it was as I was warning you of he it was a combination of the 2 More so the Spider but the head was of a silver blue tiger it mentioned something about being Yirakumo and it was sent to take over the underground but causes as much havoc on the surface before hand it's abdomin had the mark you see on the ground over there. He pauses it went down to the right of here if you continue that way you'll be heading near the destroyed City of Aghart but most of it is open field it cant be missed.	As you make your way down the path you do not see the villager again. The path is more rocky and not as well kept up as the main road but does give the view of the mountains on either side and the treeline. The path continues on for about half a mile more and then curves to the left.	(You may level up on the road but will do so once back)

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<p>Player 2 - dungeon master Player 7 - funderburk (wizard) Player 14 - nenne (elf,cleric) Player 4 - boosey (gnome,cleric) Player 5 - allister (wizard) Player 12 - sthara (human,monk) -----</p> <p>Player 2 - dungeon master : boosey's spell was too fast for the incoming serpent and the lightning strike takes it by surprise. It pulls to the left in pain, causing sthara's firebolt to miss by only inches. The thing lunges for allister , but the fighter dodges to the side of its snapping jaw. It rears up higher ready to bite straight down on the man this time.</p> <p>Player 7 - funderburk (wizard) : funderburk reaching and taking out his staff once more, begins to chant and draw power from his staff. Once he does so, he produces six miniature meteors. He points his staff at the snake, and fires two of those meteors.</p> <p>Player 7 - funderburk (wizard) : Dex save: 15 Damage (or half): 14</p> <p>Player 14 - nenne (elf,cleric) : Distraught by the sudden danger and the risk the fighter had taken in protecting her, nenne slams the sigil of Kelemvor on her shield as a legion of tiny, sparkling panthers burst into existence around her. (Spirit Guardians - DC 14 Wisdom, 10 or half on a save)</p> <p>Player 4 - boosey (gnome,cleric) : With the snake under pressure from the party, boosey aims for a spot to the side of the snake, sending another lighting bolt crashing to the ground, narrowly avoiding allister in the process. "Keep moving and distracting it," he shouts at the fighter. "We can break this thing quickly." OOC: The encouraging words give allister 1d8 Bardic Inspiration</p> <p>Player 5 - allister (wizard) : Although his allies haven't managed to inflict any serious damage yet he decides to bait the snake some more. He waves his weapons, yells and keep his eyes on the monster to avoid the inevitable attack.</p> <p>Player 12 - sthara (human,monk) : In an attempt to end their conflict with the snake as quickly as possible, sthara digs deep for magic within herself, her eyes glowing ash-grey. She flings an orb that looks like shattered glass at the snake, which explodes with a loud crack and boom (chromatic orb at third level, 13 to hit for 23 thunder damage).</p>	Player 2 - dungeon master	TRUE	The snake sees the mage casting and begins to circle around the caster, away from the remaining party members.	The orb hits the serpent across the top and causes it's scales there to peel back, and it emits a sharp cry. A blast of frost explodes from the orb, and ice blasts across the floor of the hallway and up the wall behind where the snake was. The monster lets out an even sharper shriek and slithers towards Nenne in response. Sthara 's arcane blast hits the serpent squarely on the head, causing another thunderous boom to echo through the hallway.	The snake rears back again and the sudden appearance of a floating ball of lightning surprises it. The blast from the arcane energy knocks it back and a huge chunk of snakeskin falls off its body. It looks badly injured and is ready to attack once more, but it is in disarray. It looks like the party is about to be victorious.	Unknown to the five companions, the large constrictor was taking a lot more unseen damage on the inside that what appeared on the exterior. The spirits bite into the creature as the thunderous orb crashes into the serpent. It it jerks and twists away; Allister has to duck and roll to get out of the way of a flailing tail. It curls around its head as it lays dying.	With Allister's distraction the snake lunges to bite him, but Boosy	The party continues to attack the creature. A fire spell. A hail of meteors. A barrage of thunder. Even a radiant spell of divine power. All that it managed to do was anger the creature to the point of biting, clawing, and attacking, which it now does.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 7 - anne (centaur,wizard) Player 5 - richard (bard)</p> <p>-----</p> <p>Player 0 - dungeon master : ==DM==</p> <p>Player 0 - dungeon master : "What? Where are we?" Said one cultist as anne sit on them. "Why is there a girl sitting on top of us? Urgh!" Said the other one.</p> <p>Player 0 - dungeon master : The cultist will try to break free of anne next round, currently they are restrained by anne 's body weight.</p> <p>Player 7 - anne (centaur,wizard) : "hush uncle... you dont wanna have your head blasted by a little girl, right?" "though, I would never do it hahahaha...sorry if I scare you, but what are you all exactly and who's that lady before?" Flame sparks emanate around her hand. "eeeh... I promise I wont hurt any of you ></p> <p>Player 7 - anne (centaur,wizard) : Intimidation roll: 17</p> <p>Player 5 - richard (bard) : "Ok... next time i see a cute little girl going on adventure, i won't trust her even when my life depends on it" said richard under his breath.</p> <p>Player 5 - richard (bard) : anne is so intimidating, richard vows two times not to trust anne. (the first one was in the inn)</p>	Player 0 - dungeon master	TRUE	Intimidation roll: 8 *sigh* "Can't I just talk to her?"	As Richard tried to free his restrained mates, Anne simply ignores their pleas. Instead, she keeps on sitting on them. After all, she already gave them a fair chance to surrender.	"We are people who don't want to die yet!" One of them hisses from their restrained position, fear dripping from his voice. "You want to die by some unknown magical creature? I don't and I don't know about the others. I don't know who the woman is either, she just showed up and made me do the same thing, a spell I think."	<p>===DM===</p> <p>"We-we understand miss" Says both digger while gulping their saliva, they don't move around anymore.</p>	<p>"N-n-n-no no!"</p> <p>Said one of them as he started to shake in panic,</p> <p>"Please no! Don't hurt him! He's just a boy!"</p> <p>Said the other with a weak voice, "It's not like we are gonna harm you. We are with Lady Ursula and she was there in the battle." A third cultist says "Ursula was one of the general of the Empire."</p>	<p>"We are adventurers who was summoned by the king of the kingdom we're in, we were investigating the disappearance of 3 of the king's guard, we managed to capture this one and we are about to interrogate him." The woman replies.</p>

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<p>Player 0 - dungeon master Player 9 - ta ' cha (druid) Player 3 - bilberry -----</p> <p>Player 0 - dungeon master : The ghost then attacks demakos Attack: 6 Damage: 15 necrotic damage cha your wolfs turn.</p> <p>Player 9 - ta ' cha (druid) : Ta' Cha' (in Bill's Body) snarls in Damakos's direction as his features morph back to normal. "Just letting out a little of the beast". "Attack the ghost" Ta' Cha' yells at the wolves! As one the wolves leap towards the ghost.</p> <p>Player 9 - ta ' cha (druid) : Wolf 1 attacks 22 and does 15 damage Wolf 2 attacks 13 and does 10 damage</p> <p>Player 0 - dungeon master : The wolves jump through the ghost and turn around to claw and bit it but their attacks go through the ghost bill your turn</p> <p>Player 3 - bilberry : What all creatures are still alive, and where?)</p> <p>Player 0 - dungeon master : The 2 zombies are attacking vahl and she is about 10ft to your left, a ghost is right in front of you and so is a wraith.</p> <p>Player 3 - bilberry : Bill Swings with his Dark Dagger with sneak attack and then with the +2 Shortsword as a second attack trying to finish off the wraith. Attack: 28 Damage: 36 Attack: 25 Damage: 13</p>	Player 0 - dungeon master	TRUE	The wraith is in one piece, and you've dealt 24 damage to it. I didn't count a crit on one of those rolls, and the rolls themselves were 16, and 21 respectively.	The first attack swings through Vahl but the second one connects and the wraith drops to the ground.	The ghost falls to the ground and fades into nothingness, the wolf then turns to the remaining enemy and goes in for another attack	You slash at the wraith cutting black peices of transparent strips off of it and it is vahl's turn	Vahl runs up to the wraith, using a short sword and a dagger with his bonus action.	Both of your attacks go through the wraiths cloak.

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<p>Player 19 - quill (human,cleric) Player 8 - demoiselle (human,fighter) Player 9 - demoiselle (rogue) Player 0 - dungeon master -----</p> <p>Player 19 - quill (human,cleric) : "He said to not let other people, outside of us novices, know he was here," quill says in a hushed tone. He offers Korlan a half-smile. "Your lie was a good one, then."</p> <p>Player 8 - demoiselle (human,fighter) : Simeon Grey</p> <p>Player 8 - demoiselle (human,fighter) : "Derogatory nicknames for our old temple...a bit of a snake problem in our new one...Quiqwin and Forest in a daze...Wintermoon lurking about nearby...Atterley's attractive daughter..." I ponder out loud. I mention to my fellow novices that I managed to smuggle some of the curious blue potion into the Basilica with me. "I'd love to know just what this stuff is, but I doubt this is the place to do any sort of investigation."</p> <p>Player 9 - demoiselle (rogue) : "Oh, well done, mon frère ! Worry not, we will find a place where we can examine this liquid and see what manner of ill it is." She said with quiet excitement.</p> <p>Player 0 - dungeon master : Tryma excuses herself and leaves the rectory just after Esvaris leaves the table.</p> <p>Player 0 - dungeon master : Korlan stealthily slides into the room behind Emungo, who did not use a key to unlock the door. In front and to the left he sees three rows of bookshelves, the first two full of scrolls and books mixed, the last one with locked wooden cabinet doors. Emungo is facing the last row at the far left side of the room, the only one that is locked. After using one of the iron keys to open the cabinet door he adds the books he's holding to the others inside. Muted light streams in through one large window on the right side of the room. The room seems to be designed in such a way as to angle the shelves away from the sunlight, in order to protect the scrolls and books from damage. In front of the window are three large tables with a few clerics working on copying scrolls or illuminating pages in a book. A tall black man is standing, looking out the window with his hands clasped behind his back. He wears a long flowing white robe, belted at the waist with a wide yellow wrap. His thick grey and black braids are twisted together into a knot at the nape of his neck. Currently, no one has noticed Korlan entering the room.</p> <p>Player 0 - dungeon master : Esvaris: When you ask where the novice sleeping quarters are you are directed down the same hall Emungo went</p>	Player 0 - dungeon master	TRUE	Is there any way to tell if there are people behind the door? Does the door with the footlockers seem like more of Emungo's room?	Looking for any possible trace of the missing novice's belongings, Korlan tries to use his detect poison and disease spell to help Find the novice. He can't get a good read on the room, but can tell that he's in a room that isn't particularly dusty or grimy, so he assumes the presence of magic within this room is low. Korlan will also try his detect magic spell, casting it at-will. He will keep his eyes locked on the door leading into the dormitory.	Emeritus:I enter one of the open rooms and notice that some of the beds have already been claimed and begin to make myself comfortable in a bed that is not already staked. I look around for a footlocker to stow my belongings in as I would rather not leave them in plain sight.	Everyone: A single bell rings out signaling the end of the noon meal. Sister Naphtali begins directing the cleanup of the common room.	Emungo is currently engaged in a conversation with the clergyman he met in the room you entered.	From outside you can faintly hear voices coming from the open door and from inside the one to your left.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 8 - rex (dragonborn,monk) Player 0 - dungeon master Player 3 - fjordix (bard) Player 4 - arliden (monk) Player 20 - novot (fighter) -----</p> <p>Player 8 - rex (dragonborn,monk) : rex meanwhile is unaware of this, he's examining the other parts of the room.</p> <p>Player 0 - dungeon master : To everyone attacking a sleeping kobold, make a stealth roll and an attack roll. The attack roll is at advantage.</p> <p>Player 0 - dungeon master : rex, there looks to be a few interesting things in the chamber, but it will take a closer inspection to see what's actually there. [No check needed, but it will take 10 minutes.]</p> <p>Player 8 - rex (dragonborn,monk) : Sounds good, rex will look at it, blissfully unaware of the murders.</p> <p>Player 3 - fjordix (bard) : Stealth: 9 Attack: 13 Damage: 23 OOC: Reminder I only need to be within 10 feet to make this attack. fjordix will power attack for maximum damage.</p> <p>Player 4 - arliden (monk) : Stealth: 24 Attack: 16 Damage: 7 *if they are sleeping is it a crit? If so an extra 3 damage. Edit: Forgot we have advantage...maybe I'll roll a 20? 11</p> <p>Player 20 - novot (fighter) : [Stealth: 17] [Attack: Unable to parse dice roll.] [trying again to Attack: 7wow]</p>	Player 0 - dungeon master	TRUE	The kobold is woken by the attack, but he looks a bit stunned.	[OOC] I'll just say that you're all too noisy to do anything without it, and roll to save the Kobolds! 20 vs 12 Kobold 1's Con Save	A few things in the chamber catch your attention. You make out three things in the darkness, although it is probably much different in a bright enough light. A large fire pit with a small fire on it and 3 weapons. An ornate mace, an empty dagger, and a jagged spear head. There are two humanoid bodies sleeping in the corner of the room. Looks like they were killed with these weapons. The spear head is quite large and is covered in blood, but looks to be unused.	Arliden sneaks up on one of the sleeping winged kobolds and neatly slices its throat. It dies without making a sound. Another winged kobold hears a noise and opens its eyes just in time to see a glaive swinging toward its face. The glaive cleaves the kobold in half. The last winged kobold wakes up to the sound of a hammer hitting the ground right beside its head. It looks around wildly, notices it's the only one of its kind in the chamber and surrounded by other creatures that seem intent on killing it (save for a seemingly disinterested dragonborn inspecting the room). It immediately begs for mercy.	Fjordix smashes his staff down on the sleeping Kobold, but wakes up two others!	In the time it takes to finish the first round the goblins in the front of the room get up and notice that you're fighting the creature in there with them. the top of the room the beast wakes up and looks at those who are doing the most damage and growls menacingly.

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<p>Player 6 - aluzira (bard) Player 0 - dungeon master Player 9 - fluin (barbarian)</p> <hr/> <p>Player 6 - aluzira (bard) : (Okay, Thanks!) aluzira will move 15 feet towards her dagger while humming a song about the sun, to give Tarek Bardic Inspiration, before striking at the toad attacking Ulben, keeping her dagger in hand. Attack: 13 Damage: 3</p> <p>Player 0 - dungeon master : Tarek, you now have bardic inspiration.</p> <p>Player 0 - dungeon master : aluzira, your attack seems to overwhelm the beast, and you can see its eyes widen with fear as it begins looking for a way to escape. fluin, your toad's attempt to engulf you failed, but it doesn't look like it's backing down any time soon. What do you do?</p> <p>Player 9 - fluin (barbarian) : Still raging, fluin grins and attacks the toad before him...</p> <p>Player 9 - fluin (barbarian) : Rapier Attack: 21 Damage: 10</p> <p>Player 0 - dungeon master : fluin's mighty blow gives the great toad pause, but the creature holds fast for now, intent on its prey. Torrent, a narrow dodge saved you from the bite of your slimy foe. What will you do before it tries again?</p> <p>Player 0 - dungeon master : Perhaps some tactical information is in order?</p>	Player 0 - dungeon master	TRUE	<p>The toad is currently within ten feet of Tarek, 5 feet from Aluzira, 5 feet from Fluin, and fifteen feet from Ulben. Does that work?</p>	<p>(As I described earlier, the toads and the group of adventurers are in a line. To the front of Arnonn, Lugnutz , and Urgog, the group of adventurers is 10 feet away, which I think means they'd be 80 feet away from the group of toads. Also, the toads have not noticed Arnonn since I decided they weren't aware of what his spell did. The rest of you are about ten feet away from the two toads, who are on opposite sides of the group, meaning you're about thirty feet away from them. The toad that Urgog killed is currently at the front of the group, about fifteen feet away from both sides of the adventurers.)</p>	<p>It'll need to be a mighty blow before it escapes from your grasp.</p>	<p>Torrent, you stand toe-to-toe with one of the giant toads. Ahead of you and to the right at a distance between 20 and 45 feet, four of your party members are engaged in melee with three other toads. In the opposite direction, behind you and to the left about 25 feet, Anakis is retreating through the brush with another giant toad pursuing after her, which is 20 feet ahead of you and to the left.</p>	<p>Ulben, as your axe slices through the air you hear several loud cracks followed immediately by loud pops, and a scream from an unknown source. The large toad now has three tiny, glowing weak points on its body.</p>	<p>The great toad is not looking so great anymore. It has suffered some injury, though it still looks very much alive. Its back is now facing you, the front of its head now turned away from you.</p>

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<p>Player 2 - rha'el (centaur) Player 5 - night wine (tabaxi,cleric) Player 4 - dungeon master</p> <p>-----</p> <p>Player 2 - rha'el (centaur) : Meanwhile, rha'el trots off to the edge of the arena and nods again at Erevan. "Yes indeed. You show great promise with your magic. The gods have blessed you with great finesse and skill. Use them wisely." rha'el says to the elf. He notices the catman has engaged in combat with some pups. "And what is going on here?"</p> <p>Player 5 - night wine (tabaxi,cleric) : After taking a shot at the dire wolf night wine tries to secure another vantage point within his hiding area. After securing the spot night wine perks up and launches another quick shot at the dire wolf.</p> <p>Player 5 - night wine (tabaxi,cleric) : Attack: 11 Damage: 26 (18 Piercing damage from the arrow and sneak attack and 8 damage from the fire) And as soon as the arrow is launched night wine uses a Cunning Action to try and Hide from the wolves and then tries to look for more areas to hide at. Stealth to Hide: 12 Perception to check for other Areas to hide: 20</p> <p>Player 4 - dungeon master : night wines attack parts the fur on the Dire Wolfs back due to moving to his left about 20 foot for more cover. Dire Wolf: 20 Wolf 1: 5 Wolf 2: 12</p> <p>Player 4 - dungeon master : The wolves ears perk forward at the sound night wine's bow made as he shot the arrow, The Dire Wolf catches the movement of the cat man and howls alerting the other two before leaping forward. Wolf 1 moves around to the left while wolf 2 moves with the dire wolf straight at night wine.</p> <p>Player 5 - night wine (tabaxi,cleric) : Seeing that his cover is useless now, night wine uses a cunning action to disengage 30 ft away from the Dire Wolf and launches another shot at him. Attack: 26 Damage: 23 (12 piercing and 11 fire)</p> <p>Player 5 - night wine (tabaxi,cleric) : Then as he shoots it he will move another 30ft back with the rest of his movement and curses at the wolf. "Damn this oversized pup"</p>	Player 4 - dungeon master	TRUE	<p>The Dire Wolf takes the hit and howls again as it jumps through the air to get close to the Cat Man once more. 25? Wolf 1: 5 Wolf 2: 12?</p>	<p>The arrow pierces into the Dire Wolf's back once again, this time hitting the heart causing it to drop into a painful death.It lets out a final howl as it drops. The two remaining Dire wolves look around frantically to see where the shot came from before spotting Night Wine. They seem to growl in tandem before rushing towards the archer.</p>	<p>The shot catches the wolf directly in the throat causing it to bleed from the mouth as it howls as it falls to the ground dead.Wolf 3 now moves around to the left while Wolf 2 moves straight at the party.</p>	<p>The dire wolf takes the shot directly between the eyes and drops dead with a small yelp. As his body falls it falls into the path of wolf 2.</p>	<p>Night wine arrow hits one of the wolves behind the Dire wolf and the fire burns it badly but does not take him down.</p>	<p>The arrow goes right over the wolf but it looks worse since the wolves are on the edge now and a few feet in the area of where he fires. Wolf 1 looks for a way to get over the wall but seeing that that's impossible he moves around 20 feet before howling again.</p>

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<p>Player 6 - aluzira (bard) Player 10 - torrent (druid) Player 0 - dungeon master Player 12 - ulben (fighter) Player 5 - anakis (druid) -----</p> <p>Player 6 - aluzira (bard) : Medicine: 22</p> <p>Player 10 - torrent (druid) : torrent continues to run to Fluin, using Shape Water to swish water around in the area surrounding Fluin to disperse the midges before fully approaching him.</p> <p>Player 0 - dungeon master : It's going to take the better part of a minute for torrent to reach Fluin, running across the marsh. Thanks to aluzira's healing skill, Fluin's condition stabilizes, yet he remains unconscious.</p> <p>Player 0 - dungeon master : The lizard continues to flee the scene, headed back towards the eaves of the wood to get out of sight. ulben, you can hear the woman in the wood just over 35 feet away from you. What do you do?</p> <p>Player 12 - ulben (fighter) : "who are you!? Do you know Thea!?" ulben yells at the voice.</p> <p>Player 0 - dungeon master : "I am Festinate Runner of the Bright Spirit Kin," says the voice, loud enough for all to hear. "I knoweth not this Thea of which thee speaketh. Thou hast been warned! Hunt on our land and suffer the same fate that did befall thy cousin!" And with that she creeps back into the wood, evading everyone's notice. anakis, you're now closest to the toad, which stands 85 feet from you, about to spring away across the marsh. What do you wish to do?</p> <p>Player 5 - anakis (druid) : "I'm not hunting! These giant toads are dangerous and hurting people!" anakis yells as she continues after the toad, willing a fire bolt into her palm before throwing it at the toad (Attack: 7 Damage: 6) (moving her full movement to follow the toad).</p>	Player 0 - dungeon master	FALSE	Anakis follows the trail of blood left by the toads back into the forest. About 20 feet away, she can tell exactly where it left the trail to head into the marsh	The firebolt flies far from the toad, just over the wooden palisade.	The toad, having reached the edge of the marsh, leaps over the edge, splashing down a dozen feet into the water. The creature is now 65 feet away from Anakis, in the midst of a marsh.	Your throw misses, and the toad makes another great leap, slipping and falling in the mud where it lands 90 feet away from you. Torrent, Aluzira, Tarek, Ulben, does anyone have anything they want to do while Anakis pursues the toad?	The toad takes your fireball right to the face, making a horrible squealing noise as it bursts into flames and runs away with a trail of burnt patches and blackened skin. The party manages to track it after a moment, but it is getting away, and will reach the edge of the wood before it is stopped.	((The toad is 100 feet away from you, now fleeing back into the woods)) You'd be able to get off one attack spell if you'd like, maybe a firebolt?

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<p>Player 8 - zalv Player 0 - dungeon master Player 5 - amelia (fighter) Player 4 - lili -----</p> <p>Player 8 - zalv : (2 success, 1 advantage = 12 damage, breach)</p> <p>Player 0 - dungeon master : Two clean cuts cause the last two troopers to drop. Emma slumps against cover, winded. "I need an oil bath." she mumbles.</p> <p>Player 0 - dungeon master : Now that the cargo compartment is clear, you are free to: GET THE INVENTORY LIST: It's going to take you a long time to search through everything here, so having a manifest of materials would make life much easier. You can get one my accessing the main station. (Average - 2 Purple) Computers check. SPACE SUPERIORITY / RESOURCE AQUISITION - Destruction or appropriation of one or more of the convoy's valuable transports weakens the Empire's fleet. In addition, the transport in question might contain starfighters, starship weapons, or other technological systems that can be stolen from the Empire and used to strengthen the Rebellion's fleet of starships. Find some very special cargo. Trust me. It's special. - INCOMPLETE</p> <p>Player 5 - amelia (fighter) : amelia will wave, "great work on those last two, Z. You're almost deady with the laser sword now, and nice work, Null, let's not cut it so close for now, yeah?" She will go over to Emma, "we should be on the lookout for a way to muffle your footsteps. We won't survive this mission if we have to shoot every imperial guard posting we run across. Lilli? Can you check the manifest to see what we can find?"</p> <p>Player 4 - lili : lili nods and holsters her blaster, heading over to the computer station. A few keystrokes later, and she has a manifest. "Okay, let's find our stuff...ah ha!" She grins.</p> <p>Player 4 - lili : 2 successes, 1 advantage.</p> <p>Player 0 - dungeon master : "Duly noted.." Emma drolls at amelia's comment.</p>	Player 0 - dungeon master	FALSE	<p>The manifest contains a long list of materials. Each cargo container is marked with a coded name. One of the containers however contains a large item marked with the word "Aegis." You are sure this is your target. () Once you've got a good look at the cargo manifest, your group is free to: GET THE INVENTORY LIST - It's going to take you a long time to search through everything here, so having a manifest of materials would make life much easier. You can get one my accessing the main station. (Average - 2 Purple) Computers check. SPACE SUPERIORITY / RESOURCE AQUISITION - Destruction or appropriation of one or more of the convoy's valuable transports weakens the Empire's fleet. In addition, the transport in question might contain starfighters, starship weapons, or other technological systems that can be stolen from the Empire and</p>	<p>You can see that one of the crates has been marked 'CONFIDENTIAL - READ CAREFULLY - TOP SECRET.' The only note you've seen is on the computer station, on the wall. It says:</p>	ADVANTAGES GAINED:	<p>The manifest includes cargo locations of: - A hardcopy of the Cyberpunk Red Core Rulebook- Experimental droids in container 4F- A YV-929 armed transport, along with code to unlock it.- Shipments of weapons to an Imperial base you've never heard of.</p>	<p>You find a few things on the manifest. You find 6 R-2 Droid Brains (for the R2 units), a few medical supplies (medicine & surgical equipment), a set of 3 Y-1 Class Light Freighters (a type of starship), two E-M9 Ionic cannons (a type of starship weapon), five ZX-A5 Class X-Alternate Astromech Droids (a type of utility droid), and ten KT-12 RepulsorLift Droids (a type of utility droid that would be used on ships as well); there are also a couple of other miscellaneous things (med kits, food & drink, etc.). The most intriguing is the Y-1 Class light freighters. They are a bit bigger, but you will need 2 Astromech droids, and 2 gunners to be able to fly these ships.</p>	<p>(That's only one success. Advantage is worth 1.5 successes)</p>

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<p>Player 0 - dungeon master Player 3 - graxx (wizard)</p> <p>-----</p> <p>Player 0 - dungeon master : Elias , Matthis , and Naru regain their will to fight, this time without the not-so-subtle incentive from their sergeant. They gang up on Praxx , who manages to avoid one of the incoming spear attacks but not the other two. The gnome's gut gets two new openings, as the guards are going for the kill (Praxx takes a total of 7 piercing damage).</p> <p>Player 0 - dungeon master : Neya jumps into the scuffle to protect Praxx . She succeeds, albeit a bit late. Both of Matthis ' legs are cut at the tendons, such that he won't be standing up or walking anytime soon unless he undergoes some sort of magical healing. Elias gets a good ol'kick to the face, his body going limp even before he hits the ground (Matthis and Elias take 4 slashing damage and 5 bludgeoning damage , respectively, and are back to being unconscious and prone , but still alive). In a fight of his own and with yet another arrow sticking out of his body, Drazzim sees that Aravele is still willing to fight. He shifts around his glaive and strikes at the mercenary with the heavy counterweight at the end of his weapon: "Stay down!"</p> <p>Player 0 - dungeon master : -> Glaive's counterweight vs. Aravele : Attack: 26 Damage: 13 bludgeoning. (OOC : Another crit for the dwarf!) Aravele is out for the count once more (Aravele takes 13 bludgeoning damage and, like her allies, goes straight back to being unconscious and prone , but still alive). (graxx and Praxx are up next.)</p> <p>Player 3 - graxx (wizard) : **PRAXX TURN** Praxx is not feeling so well. He forces out a smile as he looks up to Neya. "Thank you..." Is all the gnome can muster from the damage sustained.</p> <p>Player 3 - graxx (wizard) : Praxx then puts his hands on his thigh and does a little twerk casting 1st level Cure Wounds on himself. Healing: 7</p> <p>Player 3 - graxx (wizard) : **graxx TURN** graxx sees the others try to kill Praxx and decides he is fine with another zombie. "It's going to end for one of us Dragon!"</p> <p>Player 3 - graxx (wizard) : graxx moves to AE,74 ignoring the Zombie. graxx recklessly swings his greatsword with intent to kill at Grim with the radiant power of Tempus. Attack: 23 Damage: 14</p>	Player 0 - dungeon master	FALSE	Aravele (now unconscious) takes another 6 damage.** I'll roll the hit and the damage at once, don't worry; you can go in the turn order immediately after this one.	(OOC : Tempus is smiling upon you this day, young one. Grim is up!)	ion weapon weapon_damage dice rolledDamage dice dice damage type. (OOC : The combat is over! The party has prevailed!) (OOC : I know that you, Graxx , are out of the combat for real, so your turn will be skipped. I know that I've already made my move on the next turn, but you guys will take the same spot on your initiatives.) Gramx : You still need to make a WIS save (DC 18) to maintain your concentration.	(@Grx : Since you are not Raging , you don't get the extra damage from Divine Fury .) Graxx advances towards Grim and slashes at his chest from side to side (Grim takes 11 slashing damage). Now with only one guard posing a threat thanks to Neya , Praxx finds the necessary seconds he needs to heal himself back up (Praxx heals for 7 HP). (Grim is up next.)	(Graxx is struck with necrotic magic from Grim's Disrupt Life and takes 13 necrotic damage and 5 necrotic damage (Constitution) from a failed save.)	(Zombie and Aravele are up next.)

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<p>Player 2 - nate Player 0 - dungeon master Player 13 - gaël (human)</p> <hr/> <p>Player 2 - nate : "You know, you're not a bad guy," says nate. "What was your name?" After he answers, nate will thank him, collect his gold and ask the others if they also want a ride off this city.</p> <p>Player 0 - dungeon master : The captain offers a hand, "Marsh Mire, though most of the guards call me Captain Mire. And sorry to say this but, the ship might be getting stripped down, either for putting it in our navy or for parts. I'd hurry on over to the shipyard and see what Jeran will or have done to it."</p> <p>Player 2 - nate : nate shakes his hand. "Thanks for the warning, I think I'll head there now. Is everyone coming?" Looking around at the group, he's seeing how many will be coming into his ship.</p> <p>Player 13 - gaël (human) : A little torn, gaël turns to the captain. "I know this might seem like a weird request, but i am genuinely interested in what the interrogation might reveal. You don't think the commander would be willing to let us in on that matter, right?"</p> <p>Player 0 - dungeon master : The captain looks to you oddly, "I mean...I'm pretty sure that the commander would not like it. Besides it seemed you all were more interested in getting out of here since there's so many guardsmen and nobles here." The way back to the commander's office is known. And there are a few rooms beside the office.</p> <p>Player 13 - gaël (human) : History : 13</p> <p>Player 13 - gaël (human) : gaël shrugs, looking carefree once again. "Well, in that case we should stick to that plan i guess."</p>	Player 0 - dungeon master	FALSE	13 "So we're going back to the shipyard?" says Rokita.	"The Commander's interrogation can wait. But I think we should hurry over to the shipyard and check it out just to be on the safe side." Tengen says, not knowing what she could contribute.	Alright, so does anyone want to take a look around before you head back? I'm guessing everyone is going back to the tavern.	@Gael	(The interrogation went pretty much like this but with other guardsmen around watching and probably taking notes) As you're leaving the guard tower, you hear some commotion coming from the opposite direction. The guardsman who's on duty is trying to pull up several drunken guardsmen who seem to be trying to scale one of the buildings.	The captain looks to you oddly, "I mean...I'm pretty sure that the commander would not like it. Besides it seemed you all were more interested in getting out of here since there's so many guardsmen and nobles here." The way back to the commander's office is known. And there are a few rooms beside the office.

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<p>Player 10 - ash (cleric) Player 1 - dungeon master</p> <p>-----</p> <p>Player 10 - ash (cleric) : ash 21</p> <p>Player 10 - ash (cleric) : ash manages to save himself (I guess no DC) but looks around for the book as well.</p> <p>Player 10 - ash (cleric) : Investigation 12</p> <p>Player 1 - dungeon master : So each of you manage to catch yourselves before being swept into the pit trap. Darastrix was able to leap across the pit while both ash and Vruuk were able to grab hold of stones on the floor and hang on tight enough to prevent being pulled as into the pit as well. Darastrix stands on the opposite side of the pit while both Vruuk and ash are prone near the very heavy stone door currently being help in place by Pokim. Now that the majoriy of the water has passed the weight of the door seems to increase and Pokim begins to struggle to keep it up. The water continues to flow around the legs of the bugbear and into the pit as it continues to pour out of the engravings. ash staggering back to his feet, can see the book from the other bookstand floating past towards the hole.....</p> <p>Player 1 - dungeon master : (ash make me a..... I honestly am not sure what the best check would be to grab the book floating past... a dex saving throw? Acrobatics? Slight of hand?... my guess is some kind of dex check...) (Pokim, give me a athletics check to keep holding the door up / manouver out from under it without being crushed :D)</p> <p>Player 10 - ash (cleric) : DEX check? 9</p> <p>Player 1 - dungeon master : The book manages to just barely slip past your finger tips as you quickly drop to all four knees and lunge towards the floating soggy book.</p>	Player 1 - dungeon master	FALSE	Vruuk just got done doing a roll to grab the book, I guess you didnt see it) EDIT: I should read, you got it) (As for Vruuk, what would you like to do?)	(Pokim, you have no athletics roll to make - unless you would like to try and climb / jump out from under the door)	Everyone.... you are more than willing to try and save the book, but how are you planning on doing so...	***Vruuk can also make a save if he wants, Darastrix and Pokim are currently not in a position to grab it.***	As you reach out to grab the book, a small current begins to pull the book away from your reach before you manage to get a hold on it. The book quickly disappears from view as a large torrent of water sweeps it away from you all, down the ravine into the pit below.	(Despite the water, you will still be able to use your hands and arms, so you can grab hold to anything you can reach.... but you will likely need another check. I have a feeling you're not going to get any kind of dex or acrobatic-based save for this roll...)

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<p>Player 2 - leon Player 1 - dungeon master Player 6 - trystan (human)</p> <p>-----</p> <p>Player 2 - leon : "Well that was not good." leon comments as their guide is shattered by the cold. "We mean you no harm!" He calls out in draconic to the dragon. "We are here to set you free."</p> <p>Player 1 - dungeon master : She says " I take orders from no one, I am no ones pet!"</p> <p>Player 2 - leon : "Seems fair to me." leon calls back. "Do you wish to be free or should we just leave you where you are?"</p> <p>Player 1 - dungeon master : She says " I am fine where I am at thank you but youll not be getting that fruit anytime soon" She snickers " I stand in between you and the grove"</p> <p>Player 6 - trystan (human) : trystan whispers: "I can try to put it to sleep, but it will probably only work if we injure it a bit."</p> <p>Player 2 - leon : "So this fruit is that important to you then?" leon asks, a bit confused. "Seems like you said no one was your owner, but here you are doing the work of others still... Guess I thought I was talking to a dragon of some means, but it sounds to me like you are just another lackey of those who treat you like a pet." He sighs. "If we have to go through you we will, but I was hoping to let you have your freedom, and not be forced to destroy a noble creature."</p> <p>Player 1 - dungeon master : Give me an intimidation check</p>	Player 2 - leon	FALSE	((What is the order of operations for combat?))	Intimidation Check: 22	Leon Inimidation: 18	Intimidation: 18 .	11	Intimidation: 18

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<p>Player 11 - dennis (wizard) Player 7 - roderick (bard) Player 19 - karnys (wizard) Player 10 - yuno -----</p> <p>Player 11 - dennis (wizard) : Initiative: 8 I was working on my post while DM posted, so I didn't see it until after I posted. Edited for Initiative instead of Perception, which is what I originally rolled for.</p> <p>Player 7 - roderick (bard) : Seeing the eyes roderick will immediately take cover and hide. Stealth 11 , but he feels like the eyes were on him. He yells they're is something alive here</p> <p>Player 19 - karnys (wizard) : If karnys notices the eyes, he steps up to the front and prepares for a fight. His mirror image should still be active. He will Ready a spell (booming blade) that triggers if the thing behind the eyes make any aggressive movements.</p> <p>Player 19 - karnys (wizard) : Initiative: 19 Perception if needed to see the eyes: 16</p> <p>Player 10 - yuno : (Doing a little more hind-sight RP)</p> <p>Player 10 - yuno : When the door is opened and the smoke leaves the room beyond, yuno stands up and thanks Wruce for the help. She lets roderick look first while slowly making her way closer to the doorway herself. Something spooks roderick causing him to dive into cover. yuno moves a bit to get to place from where she can see the hallway beyond (She also hasn't entered) and notices the two blue eyes. She doesn't move and doesn't say anything; she just stares into the blue eyes with a fixed, unwavering gaze. Just what is she thinking? Is she terrified or is it something else?</p> <p>Player 10 - yuno : (Where is yuno with respect to the rest of the party?)</p>	Player 10 - yuno	FALSE	Yuno moves to the right while Roderick moves to the front. Yuno is looking down the corridor while Roderick's gaze is focused on something. (Initiative for the party) 4 The creature begins to move.	Yuno's initiative Roll: 18	Initiative: 20	(Okay, it's flagging as a manipulated dice roll) Rolling initiative here: 20	(OOC: Just FYI I'll probably be AFK for the next 12 hours.)	Initiative: 20

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<p>Player 3 - victor (elf) Player 1 - dungeon master Player 2 - torwen (elf) -----</p> <p>Player 3 - victor (elf) : Initiative: 10 [OOC: Faywin has a higher dex than me, I will just go after he does.]</p> <p>Player 1 - dungeon master : Initiative order: torwen, Goblins, Faywin, victor, Kierro</p> <p>Player 1 - dungeon master : torwen - as you begin to move towards victor, two goblins leap out of the bushes by the side of the road, one from each side. You see the one on the right first. He is running towards you screaming with his sword in the air, teeth bared, howling a wordless cry.</p> <p>Player 2 - torwen (elf) : when he is in melee range i'll swing my battle ax to hit: 20 damage: 7</p> <p>Player 1 - dungeon master : With an almost casual swing, torwen faces the goblin and fells the little green bugger with one blow. You hear a squawk of pain, and then silence as he falls to the ground. At the same time, you hear the other goblin approaching. He gets close enough to take a swing with his sword, breathing heavily.</p> <p>Player 1 - dungeon master : Attack: 11 Damage: 5</p> <p>Player 1 - dungeon master : He swings and misses, failing to account for your large form. As he swings, there is suddenly a zinging sound whistling through the air and two unseen attackers fire arrows at both victor and Kierro.</p>	Player 1 - dungeon master	FALSE	Victor's Attack: 6 Damage: 9	Attack: 20 Damage: 5	Attack: 12 Damage: 6 Attack: 20 Damage: 4	Victor: Attack: 12 Damage: 6 Kierro: Attack: 20 Damage: 4	OOC: Victor and Kierro make a Strength save DC 14 or take a 1 piercing damage.	Attack: 12 Damage: 6 Attack: 20 Damage: 4

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<p>Player 10 - dot Player 0 - dungeon master Player 9 - leon Player 11 - trystan (human) Player 8 - tolroc (halfling) -----</p> <p>Player 10 - dot : 1 initiative</p> <p>Player 0 - dungeon master : Goblin one on the left 10 ft from you 13 Goblin 2 10ft from you on the right 20</p> <p>Player 0 - dungeon master : This room is a 10 by 10 square room</p> <p>Player 9 - leon : leon initiative: 2</p> <p>Player 11 - trystan (human) : trystan's initiative: 6</p> <p>Player 8 - tolroc (halfling) : tolroc's initiative 11</p> <p>Player 0 - dungeon master : Goblin 2 on the right will go first and walk up to trystan angrily and attack for 19 with his Scimitar for 8 of slashing damage</p>	Player 0 - dungeon master	FALSE	? what is this?	It looks like Kestrell is going to be next and he will go in to help if neededTyrsten is up then we will move out of initiative!	Goblin 1 on the left runs back 30 feet and takes aim at torroc attacking with a throwing knife 2 which does no damage because his throw was a little off. Tracking:	Goblin 1 on the left will go up to Leon and attack with the Scimitar for 2 and that will miss	After his attack he will drop his weapon and say in a fearful tone "please don't kill me sir"	The goblins on the left will also attack for 2 with their scimitars but neither of them hit

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<p>Player 11 - dungeon master Player 2 - nadrael (bard) Player 13 - sam (bugbear,fighter) Player 3 - rufus (barbarian) -----</p> <p>Player 11 - dungeon master : (That's how :P)</p> <p>Player 2 - nadrael (bard) : nadrael takes her bow up again and takes aim before taking another shot.</p> <p>Player 2 - nadrael (bard) : Attack: 23 Damage: 4</p> <p>Player 13 - sam (bugbear,fighter) : (Even Bugbears can have dreams of grandeur)</p> <p>Player 3 - rufus (barbarian) : rufus follows up the arrow with a stab off his own</p> <p>Player 3 - rufus (barbarian) : To Hit: 11 Damage: 10 Piercing (OOC: Wtf, this thing is invincible...)</p> <p>Player 11 - dungeon master : nadrael manages to land another blow on the horror, who strikes out once more at (sam - 1, rufus - 2, 2, 1) sam, then rufus. He manages to land a blow on the barbarian, but it's not enough to drop the bugbear again through his rage. The shot at rufus fails to connect. Attack: 22 Damage: 7 Attack: 12 Damage: 11</p>	Player 11 - dungeon master	FALSE	<p>The bugbear is still at full health, and so is the horror. There are a few other things I should mention about the horror as well, besides the resistance to piercing and poison, though, including a special ability: It can summon 1d6+3 lesser horrors once it loses 1/3 of its health if not slain before that point (OOC: If everyone posts their attacks again, I'll get rolling on this right away!)</p>	<p>The ghosts, seeing their master slain by a few bugbears, back off further towards the entrance to the tomb. They disengage from their targets and move to the next nearest hostile in the room. The ghouls disengage from the barbarian and the barbarian disengages from the ghosts, who now surround the dwarf again. The ghoul has not yet reached the dwarf, but instead is currently behind the group and is currently not visible.</p>	<p>Nadrael's Attack: 23 Damage: 4 PiercingDamage on Sam: 1</p>	<p>(Pff, it's not invincible, you guys' attack rolls just suck : P)</p>	<p>The monster roars as it lashes out at Sam, Rufus and even Nadrael, but it is easily side-stepped. Rufus gets off several more powerful stabs, but the horrific monstrosity remains alive.</p>	<p>(I guess Sam has something going on?)(And I forgot to add: The horrors will not attempt to move away from you if you are melee with them.)</p>

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<p>Player 3 - tarek Player 0 - dungeon master Player 5 - anakis (druid) Player 18 - ash (human)</p> <p>-----</p> <p>Player 3 - tarek : "Yes, that would be suitable," tarek says to Remacle. "I will gladly initiate your fallen into the rest of the afterlife." He turns back to the party and says, "Go on ahead, I'll catch up," before kneeling onto the ground, opening up his prayer book, and flipping through the pages to find the blessings for the dead.</p> <p>Player 0 - dungeon master : tarek, you now have a point of inspiration. What does the rest of the party do while tarek officiates this ceremony for the dead?</p> <p>Player 5 - anakis (druid) : anakis moves over to the doors directly ahead when entering the room, "I'm not very strong to help open these up. Do you think that using my dagger will help make it easier to open?" And she turns to the door and tries to pry it open or loosen it a little with her dagger to make it easier to open.</p> <p>Player 18 - ash (human) : ash waits with tarek, until he is done his ritual</p> <p>Player 0 - dungeon master : Okay anakis, make a DC 15 Dexterity check to pry the door open with your dagger. If you fail, the dagger might get wedged in the door, making it more difficult to open instead.</p> <p>Player 5 - anakis (druid) : (OOC - hmm, decisions, decisions. haha) anakis' Dex Check: 9</p> <p>Player 5 - anakis (druid) : anakis moves her dagger back and forth, trying to pry the door open. After a moment though, it gets stuck. She steps back a bit, "Uh oh," she says sheepishly.</p>	Player 0 - dungeon master	FALSE	Anakis' Dex Check: 9 You're able to wedge the dagger into the door's molding, but that does not seem to make it any more or less easily-opened. You could try taking a step back though, away from the door and seeing if there might be a way to push it open from the other side of the door	Anakis, the door begins to slowly open up when you press hard on the door. It looks to be locked and the only way to open the door is to break the mechanism.	Anakis, make an Intelligence saving throw to try and get the dagger free.	The dagger is stuck hard and can't be removed without forcing the door open. This door will be a DC 15 Strength check to push open. Does anyone want to do anything else, or is everyone waiting for Tarek to finish praying?	Anakis is able to get the door open, as there must be slightly less resistance in the lock mechanism than she anticipated. Is the rest of the group with Anakis and Tarek?	Anakis, what's your move?

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<p>Player 6 - dungeon master Player 7 - dain (dwarf) Player 4 - otrov (half-elf,bard)</p> <p>-----</p> <p>Player 6 - dungeon master : dain will lose his arrow without much of a target. (22) and while it is not a master shoot, it still graces the Manticore.</p> <p>Player 7 - dain (dwarf) : dain casts shield deflecting the attack easily.</p> <p>Player 6 - dungeon master : Sorry, i forgot: Next round, what do you do?</p> <p>Player 7 - dain (dwarf) : "Well we bloodied da beast a bit, but naught more than dat." dain says with a frown. "Gonna have ta take da battle ta da beast on its terms me guessing..." He glances to the others. Moving to the edge of the trees he sends a crossbow at the manticore.</p> <p>Player 7 - dain (dwarf) : Rolling with disadvantage for distance: to hit: 20 Damage: 10</p> <p>Player 4 - otrov (half-elf,bard) : otrov should be in range as well, so she will send another bolt at the manticore. (Does that stealth roll hide me? I will shoot again as if I am hidden. I will also use sneak attack as well. If this is not right I will edit it properly). To Hit - 24 Damage - 11 otrov will again close to within range but still trying to keep some cover, and will try to hide again. Stealth - 8</p> <p>Player 6 - dungeon master : Two more arrows hit the fleeing Manticore. It doubles its effort to get away and is now 250 feet south of you, a good distance away past the windmill. The hill gives it 1/2 cover.</p>	Player 6 - dungeon master	FALSE	I think everyone's hidden now, at least anyone that shot has had time to move and get a bonus from Otrov. Dain won't shoot again since he just did, he's moving to flank the beast. Is the Manticore still within range of Otrov?	It is now Geltrix and Othrovin.	Sorry for the delay, guys. Had a busy day.	@ Otrov, usually i won't tell you if a stealth check succeeds, but i may adjust your dice rolls accordingly.	The Manticore tries to escape, (I use the same roll) The party has no idea where it went, as the creature flew south and away from your sight. Will you pursue it?	What would you like to do this round?

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 1 - dungeon master</p> <p>-----</p> <p>Player 1 - dungeon master : @WoobyDoobyDoo: In your time as a prisoner, you've managed to find . . . 20 a flawed carnelian gemstone maybe worth a bit of money. In other words, pretty but useless.</p> <p>Player 1 - dungeon master : @Treewy: In your time as a prisoner, you've managed to find . . . 12 a single gold coin. Better than nothing, I suppose.</p> <p>Player 1 - dungeon master : @DragonDenn: In your time as a prisoner, you've managed to find . . . 21 a flawed carnelian gemstone maybe worth a bit of money. In other words, pretty but useless.</p> <p>Player 1 - dungeon master : @Paradox42: In your time as a prisoner, you've managed to find . . . 27 a flint shard usable as a dagger. Brittle, but sharp.</p> <p>Player 1 - dungeon master : @Zoldier: In your time as a prisoner, you've managed to find . . . 10 a single gold coin. Better than nothing, I suppose.</p> <p>Player 1 - dungeon master : Imprisoned with you all are the following: Bupiddo , a derro altogether less insane and more talkative than most of his kind. Or at least, that's what it seems like. Prince Derendil , a Quaggoth claiming to be a cursed elf prince. While this seems insane, he does act rather unlike a quaggoth—less growling and trying to kill everything. Eldeth Feldrun , a shield dwarf from Gauntlgrym. Not the most talkative of the bunch and rather surly, but not blatantly murderous or anything.</p> <p>Player 1 - dungeon master : Jimjar , a deep gnome who seems to have to take a bet on everything. You've seen him trying to convince others to bet on the flight patterns of a fly.</p>	Player 1 - dungeon master	FALSE	@Jimjar: In your time as a prisoner, you've managed to find . . . 35 a single gold coin. Pretty, at least.	The gnome that's with you right now, Elminster Uaen , an archmage with a fondness for tea.	Lirinal , an aasimar who seems to think herself quite the noble and beautiful unicorn. She is not.	Ront , an orc with a penchant for picking on those he sees as weaker than him. He tends to avoid those who aren't.	Derendil makes sure to get you all to pay your bets for any of these. "If you win," he will remind you, " you get your money back and you can keep the money from your winnings."	Silchas, a kuo-toan and friend to none. Always a bit paranoid and talking to himself, he is surprisingly cooperative, at least to your faces.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 4 - lili Player 9 - amelia (fighter) Player 6 - zalv Player 0 - dungeon master -----</p> <p>Player 4 - lili : lili's holdout blaster comes out of its holster, and she opens fire!</p> <p>Player 4 - lili : 3 successes for 8 damage.</p> <p>Player 9 - amelia (fighter) : amelia readies herself behind a crate as Z and Emma's play plays out, the second Emma topples the security, amelia pops out blaster already flying from her hip holster and blasts a hole through the helmet of one of the two guards (2 success, 4 advantage activating a critical injury and giving boost to the next person)</p> <p>Player 6 - zalv : zalv is quick to rush forward, igniting his lightsaber, its yellow blade humming as he twirls into a backhand and slashes down at the guard that amelia and lili left alone.</p> <p>Player 6 - zalv : (4 success = 14 damage, Breach - ignores 10 levels of soak)</p> <p>Player 6 - zalv : After the single strike, zalv lets out a sigh of relief and deactivates his blade before reaching down to help Emma up. "Haha, a classic~"</p> <p>Player 0 - dungeon master : PEEEOO. PEEEOO. VMMMT. The two guards are dispatched immediately. "I still hate it." she grumbled, getting up with zalv.</p>	Player 0 - dungeon master	FALSE	A single shot from a blaster rifle sends the guard flying. (4 successes, 5 damage) The second guard tries to shoot Zalv, but the shot whizzes right past him and slams into the wall. 3 successes, 5 damage)	"Uh, sorry about that. I really didn't want to kill these guys." Z goes to the door and kicks it hard, if it doesn't open or doesn't open all the way then she will go to the hall and knock on the door (like a normal person, not blasting on it and risking to ruin the hinges like a dumb ass)	So, here's my final ruling. Emma's original check was for one action, so no second attack for her on her turn. When Amelia and Lili acted, they could have attacked the two guards that did not suffer a critical injury from Amelia's attack, though in retrospect this is rather moot due to how quickly the battle actually occurred. Now that these combat rounds are over, it is my expectation that you roleplay things out for a few rounds instead of just mechanically attacking and then ending your turn.	From where you are in the repulsorlift track, you can hear some commotion coming from the cargo bay. It's possible someone might of heard you guys opening fire.	"I'd just ask to take it off but I'd get shot immediately."	(Congratulations! You made your way stealthily through the bunker and defeated every guard without anyone taking a hit.)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 4 - torrent (druid) Player 6 - aluzira (bard) Player 17 - tarek Player 13 - ulben (fighter) -----</p> <p>Player 0 - dungeon master : ulben and Rowan, wood is readily available for making fires. tarek, aluzira, and anyone else that spends the remaining hour or so of daylight hunting or foraging for food (except torrent who succeeds automatically if he makes the effort, let me know), make a DC 10 Wisdom (Survival) check.</p> <p>Player 4 - torrent (druid) : I'll be collecting for the others as well. I'll go foraging for edible plants and set up the trapping cage to try to catch a rabbit. Maybe we can make a stew.</p> <p>Player 6 - aluzira (bard) : Survival: 4</p> <p>Player 17 - tarek : Survival: 11</p> <p>Player 0 - dungeon master : Given the limited time left in the day, torrent's efforts yield 1 pound(s) of food, and tarek's efforts yield 0 pound(s) to contribute to the pot. aluzira, given that the first check you made would have succeeded if it had been labeled "Survival", you find 0 pound(s) of food. Hopefully, ulben is good at cooking by the light of the campfire. (I was having some trouble programming the dice at first, but interpret 0 results as you succeeded but found a negligible amount.)</p> <p>Player 13 - ulben (fighter) : What kind of check would you like me to make for ulben to cook? I'm thinking performance check with proficiency bounce?</p> <p>Player 0 - dungeon master : I don't think a check is warranted in this case. I apologize for possibly suggesting it was with my comment about the light. I really meant that as a way of explaining why there wasn't much food gathered, because it's getting late in the day. The sun has set, and the light of what was already a grey day is dimming. You have a smallish rabbit that was caught in torrent's trap and possibly some other small creature that tarek was able to skewer on the end of his javelin. Combining that with whatever herbs and winter vegetables that torrent and aluzira were able to gather should produce a decent, if somewhat light, soup. Of course, it isn't enough to sustain the party, and everyone will have to go into their rations, but I'll let everyone know when one of their rations has been expended, because each ration is enough food for two days. Now if a check was needed to resolve some effort of cooking you were making, it would depend on what you were doing (cooking yes, but what specifically?) and what you were trying to</p>	Player 0 - dungeon master	FALSE	Rowan, you also have an unspecified amount of food added to the stew.	The party is well into the night after spending a quiet few hours around the campfire, eating whatever rations they have available.	-character actions : game mechanic / reminder of mechanics/conditions:	More to the point, you don't have to make a check for Ulben to cook. I also wanted to add this to respond to your second question: If Ulben were to make a show of cooking, like a Teppanyaki chef, in an effort to entertain or influence someone, I might call for a Charisma (Cook's Utensils) check.	You don't have to wait for me to take a ration out of your characters' inventories, so I am now assuming that you all have done so. I will update the character sheets after the next encounter.	(I'm traveling today, but tomorrow should work for playing through the night. I'll be off line for most of the day, but will get on after work and get some more of this scene resolved. Sorry!)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 6 - kathra (dragonborn,druid) Player 10 - thont (monk) Player 8 - peren (druid) -----</p> <p>Player 0 - dungeon master : "The old quarry hasn't seen much use in years." Says the barkeep as he scratches his chin. "The old gem vein dried up a long time ago and most of the good stone was either used to build some of the buildings here or sold off down the mountain in Arabel. We pretty much survive off the stonefruit orchard these days, that and the occasional travelers looking to cross the Storm Horn Mountains before the winter snows close the pass. Well, and your occasional adventurers and explorers looking to leave their mark higher up."</p> <p>Player 6 - kathra (dragonborn,druid) : kathra nods, satisfied with Mirabel's answer. "I shall accompany you to the ruins then. After that, we can see what the Elder has to say." Her instinct is to avoid getting too much information or speculation from the locals first, so as to inspect the scene without bias. Also, because she is less than thrilled at the prospect of talking to more people. Thot's sudden snap back to reality startles her slightly, but she plays it totally cool and is definitely sure that nobody notices.</p> <p>Player 6 - kathra (dragonborn,druid) : Deception: ((OH SURE WHEN IT'S FOR JOKES I ROLL WELL))</p> <p>Player 0 - dungeon master : ((Alright, so if I understand things right, kathra, Mirabel, and peren are going to investigate the Temple while Gavin and thont go to the Manor House?))</p> <p>Player 10 - thont (monk) : ((I'm cool with that, so Gavin doesn't go alone.))</p> <p>Player 8 - peren (druid) : peren suggests we all stick together and go to the ruins we are not sure what we may find there</p> <p>Player 6 - kathra (dragonborn,druid) : ((I believe so, unless Gavin and thont want to follow us to the ruins first))</p>	Player 0 - dungeon master	FALSE	<p>"That sounds like a good idea. I would like to be with a group going to the ruins." Mirabel is not a big fan of the undead, or anyone else associated with the dead, even.</p>	((Oops, sorry, yes, all four are together on the way to the Temple))	<p>I'll wait for Gavin and Thont to confirm that they're going to investigate with the rest of the party before deciding which group goes first (since right now it seems like Kathra, Peren, and Mirabel will be investigating the temple before meeting at the Manor House).</p>	<p>((In that case I'm going to start with the ruins expedition. If Gavin wants to tag along then we can assume he and Thont do that. If not I'll put up a thing for you two next.))</p>	<p>OOC : I think it might be best if Gavin and Thont join the rest of the party and head to the ruins first. Do y'all agree?</p>	<p>OOC: Well, it is your choice. Either way, a team is off to the ruins and a team will be off to the manor house. And I suppose they're both equally interesting choices. The difference is that one team will be going into the ruins without the element of surprise. I'm not sure if the element of surprise is a big factor here, but it is something the group should consider.</p>

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<p>Player 16 - 'Il (fighter) Player 13 - sharlin (paladin) Player 0 - dungeon master</p> <p>-----</p> <p>Player 16 - 'Il (fighter) : Six Gets hit hard an spins (roll to get out of charm 8)</p> <p>Player 16 - 'Il (fighter) : He pulls up his shortbow to line up the shot. Six aims at the monster Darien is attacking.</p> <p>Player 16 - 'Il (fighter) : Ranged 21 damage 6 Sneak attack 1</p> <p>Player 16 - 'Il (fighter) : Ooc don't know why it changed my rolls after adding the charm roll??? my original shortbow was 16 and damage was 9 sneak was the same tho</p> <p>Player 13 - sharlin (paladin) : (You cannot add rolls in front of other rolls only at the end of the post. Safest to just use a second post)</p> <p>Player 0 - dungeon master : That was smart to dodge before hand six will manage to dodge and not be charmed (as you are all are in the ruins the scent isn't as easily blown away like it was outside). Six manages fire into the already wounded plant then land the final blow with the sneak attack killing.</p> <p>Player 0 - dungeon master : It is now Nepenrex's turn You Shall all Perish to my Wrath! he booms! He is using his multi attack option He makes two swings with Branches one at Darien the other at Requitil and finally going in for a bite at Flint. Darien To hit: 27 Damage: 10 Requitil To hit: 17 Damage: 10 Flint To hit 16 Damage: 8</p>	Player 0 - dungeon master	FALSE	The group will make a DC 15 wisdom saving throw to avoid charms, and a DC 18 Wisdom saving throw to ignore his damage immunity (which doesn't seem to be working right now)	Nepenrex will try and grapple with Darien on hit 8 if he succeeds Darien must make a Athletics or a Acrobatics check to get free. Nepenrex will then do a bite attack. To hit: 9 if he succeeds he will Bite Darien, Damage: 10	The Plant attempts to bite at Flint 17	Darien is slammed by one of the Huge branches which knocks him into a Pillar then is followed up by Nepenrex using his Engulf attack To hit: 17 He swallows Darien Whole	Darien The sword slices deep into his left shoulder a ghastly crimson flowing from the wound leaving a small hole. (Take 3 piercing damage.) Requitil The strike hits but due to your armor it does nothing more than cut the cloth. Flint The attack misses entirely.	Requitiles dex save for the attack 17 .

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 5 - landrae (bard) Player 8 - duncan (bard) Player 2 - jack (cleric) Player 0 - dungeon master -----</p> <p>Player 5 - landrae (bard) : As the play closes landrae stands to applaud, after wiping the tears from her eyes. As the halfling takes to the stage and makes his announcement, landrae turns to jack, drawing her instruments from her pack " Excuse me jack... I have some coin to procure, and a name to make a little better know round here!" She takes to the stage and shakes the halfling's hand warmly.</p> <p>Player 8 - duncan (bard) : ((going back just a bit)) duncan will thank landrae for the potion, and follow to watch the performance.</p> <p>Player 8 - duncan (bard) : Turning to jack he'll say "You strike well with your bow when needed Friend. I'm glad to have you aiming at them and not me." with a grin "Now, let's have a seat and see how well our friend does up on stage eh?"</p> <p>Player 2 - jack (cleric) : jack watches the play with duncan and landrae, laughing and putting the more serious events of the past few days aside. He does know this is a prime time for the local pickpockets to come out. While the audience is focused on the play, they are making their way through the crowd collecting what they can from the distracted audience. jack will make sure he and his friends purses are tucked away and protected and keeps an eye out to see if he can spot anyone at their craft. Perception: 18</p> <p>Player 2 - jack (cleric) : When landrae goes up to the stage jack claps with the masses, waiting to see what she performs and how the crowd reacts.</p> <p>Player 0 - dungeon master : jack doesn't see any pickpocketers. Everyone in the Pavilion appears to be here for the show.</p> <p>Player 0 - dungeon master : None of the the musicians who perform are notably exceptional, save a shy elven maiden who enraptures the audience with her long gold locks and skill with the harp. When she has finished, the audience bursts into wild applause. The halfling steps forward to announce her the champion before he realizes that landrae has not yet performed. He hesitates, coughs, and yells, with less vigor than before but equal volume, "And now, welcome our final contestant!" He bows landrae onto the stage.</p>	Player 0 - dungeon master	FALSE	<p>"And now, our final contestant!" The short, stocky halfling bows. "And now, to sing to you one of the finest songs you'll ever hear!" With that, he begins to sing a beautiful ballad about how he rose from his humble beginnings and became powerful and wise. He plays his fiddle and hums along, but his melody is so beautiful that it makes everyone listening smile, even the grizzled old soldier next him. The bard concludes his song with many a heartfelt verse, but the story is not yet finished, and the halfling pulls out a sheet of paper and a quill, ready to take notes at every moment.</p>	<p>OOC: Feel free to take a moment to introduce Landrae's character's personality and how he acts. After this, Landrae will enter the stage and begin the dance of her choice.</p>	<p>21 - DC for the save, then.</p>	<p>Landrae, make a Performance check (with an additional +2 bonus to the roll if you are proficient in the instrument you are using) contested by the elf's Performance check. Contested Performance: 21</p>	<p>OOC: Sorry for the lack of posts, I'll try to reply as soon as possible.</p>	<p>Please make a Performance : 21 (if proficient or not)</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 7 - tolroc (halfling)</p> <p>-----</p> <p>Player 0 - dungeon master : Can you tell me who you are helping, I'd like it if you targeted one player.</p> <p>Player 0 - dungeon master : My turn after DOT</p> <p>Player 0 - dungeon master : Goblin #3 will attack DOT 11 +4=15 does that hit? If so it is 6 and disengage as bonus action</p> <p>Player 0 - dungeon master : tolrocs turn</p> <p>Player 7 - tolroc (halfling) : Seeing DOT in trouble, tolroc will move into attack the goblin menacing the warforged.</p> <p>Player 7 - tolroc (halfling) : Rapier attack 24 Rapier damage 11 Dagger attack 20 Dagger damage 7</p> <p>Player 0 - dungeon master : As you have to cut across to kill Goblin #3, Goblin #2 will get an attack of opportunity on tolroc. 22 to hit causing 4 No manipulation on my part, 4 damage</p>	Player 0 - dungeon master	FALSE	Are you helping DOT? Or Tolroc?	Goblin #5 will attack Tolroc 23 to hit causing 5 + 1 manipulation if that's a hit 13 on the warforged	Your turn, Tolrocc, unless you have anything else. Your attack of opportunity has been rolled.	Goblins 1-2 Trystan 4 11 DOT 17 (20ft from you all) 18 Tolroc 15 16	Goblin#2 attacks Tolroc's Rapier Attack: 17 Damage: 6	And that brings us back to DOT.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 5 - sen (druid) Player 0 - dungeon master Player 8 - aria -----</p> <p>Player 5 - sen (druid) : sen interrupts one of the dwarves as they bustle around the place. Excuse me, sir. Can you tell us who was responsible for investigating the case of this poor soul?</p> <p>Player 0 - dungeon master : Crush sees dead people.</p> <p>Player 0 - dungeon master : One of the dwarves looks at sen and shrugs. "Maybe the City Guard, but I don't know why."</p> <p>Player 8 - aria : aria turns to the dwarves.. "And his belongings? Anything that was recovered from the scene that you are aware of? Or was there anyone else that was brought in here at the same time?"</p> <p>Player 0 - dungeon master : The dwarf holds up his hands defensively. "Whoa, whoa, are YOU guys with the Guard or what? Why do you care about this one?"</p> <p>Player 8 - aria : aria does her best to act tough and gets real close to the dwarf. "I'm the one asking questions here, buddy. But I suppose if we're not getting any answers out of you.." She points to Crush. "Maybe he can ask them in his own unique way. Or, we'll just call our boss from head office. And let him sort out how you weren't helpful in our investigation."</p> <p>Player 5 - sen (druid) : We really don't want to make any trouble for you, says sen reassuringly. I'm sure you don't want us hanging around asking questions, right? In that case, I suggest the best way to get rid of us is for you to tell us everything you can about that tiefling, how he died, who brought him here and other relevant details. sen casts Suggestion on the dwarf.</p>	Player 0 - dungeon master	FALSE	? ? the dwarf? suggest s. He points to Crush, and the tiefling appears. He glares at the dwarf.	So this is a bit tricky, mainly because I feel bad shutting people down and taking over. I'm not a fan of it, but on another sub where I've been a DM for a while now, we had a "rule" against metagaming - where basically the rule was you can roll a straight persuasion check with advantage or straight insight check against whatever check I was going to roll with disadvantage - and they got to add what they rolled - basically against my Insight or Deception check. So it seems fair:	The dwarf starts to shake a little before looking around the room. "Okay, okay. I saw him come in here with a group wearing those black robes. The ones from the church, I think. He just fell over and, well, you can see. It didn't seem like anything special, but those crazy followers of the Goddess have been killing all who follow the false Light. Don't go asking us for any answers about that, got it?"	(What's the save DC on the spell? I also want intimidation checks from Aria and Crush, and if they work, the save roll will be at a disadvantage.)	(I'm going to go ahead and assume that you make a good case for why you don't want to be hassled on this, and he accepts your statement.)	The dwarf gives off a small whimper at the suggestion, but is too scared of the party to speak up in defense.

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<p>Player 0 - dungeon master</p> <p>-----</p> <p>Player 0 - dungeon master : ~</p> <pre> : : * : : : : : : : ~ ~ ~ : : : 7 ~ ~ ~ : : : : : ~ ~ ~ : : N : 7 : : : : : ~ ~ ~ : : 7 7 : : : : : ~ ~ ~ : : : : 5 ~ ~ ~ : : : : : ~ ~ ~ : : * : : : : : : : ~ ~ ~ ^ : : 0 M ^ ~ ~ ~ ^ : : 0 ^ ~ ~ ~ - - - - - ~ ~ ~ - - - - - ~ ~ ~</pre> <p>Player 0 - dungeon master : ~ \ - - - - - / ~ ~ ~ \ - T 4 6 - / ~ ~</p> <p>Player 0 - dungeon master : ~ \ - - - - - / ~ ~ ~ \ - - - - - / ~</p> <p>Player 0 - dungeon master : KEY: ~ = water, [] = bowsprit(use climb spd.), ,/, \, _ = Railing(3 ft.), - = quarter deck/forecastle deck(5 ft. up), : = Main Deck, ... = grappling hook(use climb spd.), ^ = Stairs going up, 0 = Stairs going down, * = Mast 1 = Pirate, 2 = Brutish Pirates, 3 = Essentially The Hulk Pirate, 4 = Pirate Captain, 5 = Ortimay, 6 = 1st mate, 7 = Sailors N (Nobody), M (Melanthios), G (Gene), G (Gynugri), T (Tab)</p> <p>Player 0 - dungeon master : Seeing the great wizard that single-handedly made almost half the crew simply fall over with a snap of his fingers, several of the pirates back up, trembling. One stays fast and urges the others to get back to firing. They comply, but are too frightened to aim properly (Strikethru for scared pirates). The pirate captain opens his mouth to shout orders, but Tab's fist connects with his jaw, making him stumble. Mel takes the still standing brutish pirate's head straight off with an arrow, and the now headless body sways, then topples over the side of the ship into the waters below.</p> <p>Player 0 - dungeon master : STUPID MELANTHIOS! STOP ROLLING SO GOOD! I WANT TO KILL YOU ALL, AND I CAN'T DO THAT IF YOU KEEP ON SHOOTING LIKE THAT!</p> <p>Player 0 - dungeon master : The pirate captain clutches his jaw, and swings wildly at Tab, who bats the scimitar aside like a ball of yarn. Gene fires at the pirate captain and the arrow slices by his side. He grunts and clutches the groove of sliced skin. Gene then flies behind the mast.</p>	Player 0 - dungeon master	FALSE	to the ship while he tries to stab the wizard with a sword.	and try to make another pass at the boat."Take down the big man! Don't let him get loose. Keep him pinned."	(5 ft.)=ship's boat , @ = _ ----- -----	The sailors fire another round, and two pirates go down.	deck/poop deck (5-10 ft.), ^ = sails, + = mast (masthead/galle y=45ft.), * = forecastle(10-15 ft.), v = keel of ship(5 ft.). ____ _ .. _ ____ _ .. _	the rest to remain on guard, and then turns to the others. He beckons to one that's still near Melanthaiois and says.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master</p> <p>-----</p> <p>Player 0 - dungeon master : This is the IC thread for a new homebrew campaign called The Conspiracy of the Three Collectors. It is a continuation of my previous long-term campaign, The Disappearance of Anna Kelter. The characters in this are (to the best of my knowledge as of this writing) the same four who remained in that campaign to the end. You can find that campaign here . This is similar to that campaign in that I am interesting in bringing in elements of pulp crime/true crime types of stories into a fantasy setting and explore how they might work best together. I think the main difference between this and the Kelter campaign is that I want to bring in more elements of magic and the larger metaphysical elements the game has to offer, while also ramping up the intensity and scope of the crime part of the story. Ground rules for the game, as a refresher: All dice rolls by the players will be done using the dice roller mechanic provided by the forums. I reserve the right to choose whether any roll I might make in combat or for an NPC is in public or not. All spells, magic items, classes, etc, that are set in the Forgotten Realms are fair game for the campaign. That also includes monsters, locations, etc. There will be a separate OOC private message thread for myself and the players. Any OOC posts in this thread should be noted somehow. Everything in the game is theater of the mind. I don't have the time or the artistic ability to make maps, etc. Because of that, I'm probably never going to worry much about speed or movement in combat. In general, this is meant to be a low-key game in terms of the rules--I'm going to make mistakes, you're going to make mistakes, and the sun will come up tomorrow. Please keep the rules lawyering to a minimum and if there is a big mistake that I make, please contact me privately. I'm more concerned about the development of the characters and the execution of the story, and view the system as something to drive us towards that end. I'm going to try to post at least once per day, but can make no guarantees. I'm very busy IRL and so there will be some nights where I might not be able to do much of anything. I don't expect any of the players to post at a manic frequency, either. We're here to collaborate on this story, and sometimes it's better to wait an extra day to get a bit of description right instead of rushing something out immediately. Like the Kelter game, this is story where I have a couple of clear set pieces in mind, but I don't have a timeline to get this done. If the party figures this out in a one month or twelve, we'll go with the flow. Welcome back to Waterdeep, everyone.</p>	Player 0 - dungeon master	FALSE	This thread should be open now.	And so it began. The party's fate was inextricably mixed at the outset. While the four adventurers, who had been traveling together in the Kelter case file, had parted ways, the circumstances that brought the party together were just as fortuitous. All four adventurers are on a train heading for Waterdeep, where you all find yourselves in the illustrious tavern, the Boar's Head. A low, rough-hewn wooden building, you had been drawn here by the noise of battle that rings out through the streets. At first, you think the source is coming from the tavern's doors and so you all rush inside to investigate.	You guys are in a tavern, somewhere near the Dock Ward. What are you doing to get up to shenanigans?	It has been six months since the rescue of Anna Kelter. Let's start the campaign by talking about what the characters have been up to since the night they faced off with Victor Graywolf. I have some ideas about what has happened to them as well, but I'll introduce those twists after the party weighs in...	This campaign is not using any of the existing modules for Waterdeep.	((Okay, so this is the OOC thread for the game. My goal is to post daily, but again, I make no promises. I would prefer the players to each do the same as I do this pretty much as a hobby. It's easier for me to keep track of these things if I have my own time constraints as well as the limitations of my real life job.))

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 11 - horus (cleric) Player 7 - andolin (paladin) Player 8 - wren Player 10 - dungeon master -----</p> <p>Player 11 - horus (cleric) : horus will follow andolin and assist in searching (help on any investigation checks)</p> <p>Player 7 - andolin (paladin) : andolin</p> <p>Player 7 - andolin (paladin) : Will take a look in any of the boxes or barrels that are easily opened.</p> <p>Player 7 - andolin (paladin) : Investigation 13 21 If he finds nothing of interest, he'll check the southernmost of the two western doors in the kitchen.</p> <p>Player 8 - wren : wren will join andolin, bow at the ready.</p> <p>Player 10 - dungeon master : andolin, horus & wren</p> <p>Player 10 - dungeon master : The barrels and boxes in the kitchen are empty</p>	Player 10 - dungeon master	FALSE	5 investigation roll 1	The three of you go down the hallway to the north, following in the tracks that have been left by the three humans.	The doors to the south are locked and appear to be trapped	Pantry The pantry is empty, save for some barrels and boxes, which are covered in a thick layer of dust. The boxes have some rotting hunks of meat in them, and the barrels have a thick blackish-red substance in them. Common Room	Andolin, Horus and Wren: Please make a Perception check	You see as you walk over the bodies of the rats near the cages that the cages are locked with iron. The only doors that can be opened are the ones in the southern part of the room (the kitchen)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 11 - amorilan (elf,ranger) Player 0 - dungeon master Player 7 - kierro (elf,fighter) Player 8 - victor (elf) -----</p> <p>Player 11 - amorilan (elf,ranger) : "Hopefully they've not been hurt. Shall we proceed?" amorilan heads down the tunnel...</p> <p>Player 0 - dungeon master : As you head down the tunnel, you begin to see a faint glow at the other end. The tunnel is about 100 ft long and as you near the light, you can see a large cavern, with a crevasse that divides it. The crevasse is flanked by two rough stone columns that support the twenty-foot-high ceiling. Two arched wooden bridges span the chasm. As you draw closer, you feel a cold breeze, and carrying with it the faint scent of decaying flesh.</p> <p>Player 7 - kierro (elf,fighter) : kierro looks toward the bridges - do they look strong enough to support a person? Are there any signs of traps?</p> <p>Player 7 - kierro (elf,fighter) : Perception: 23</p> <p>Player 8 - victor (elf) : victor shivers from the cold and then whispers out, "I do not like this place, we are too open here." And will try to see if he notices anyone hiding in the area.</p> <p>Player 8 - victor (elf) : Perception: 2</p> <p>Player 0 - dungeon master : kierro - looking at the bridges closely, they seem old and rickety, and neither have railings, just slats laid across the crevasse. You notice that the southern bridge is indeed trapped - it looks like if anything heavy tries to cross, it will collapse.</p>	Player 0 - dungeon master	FALSE	The cleric's eyes flit around cautiously at the bridge and the area, looking for traps or ambushes.	You don't see any sign of life at the moment in the room.In addition to the bridges and the path they span, the south-facing side of the chasm is covered in mold while the northern side is covered in fungus.There may be a faint path to the right of the chasm, but you cannot be sure.	(For everyones information you can roll intelligence (investigation) checks if you choose, or alternatively, you can leave the bridges be for the moment and continue past the room to where there are some more doors in an alcove.)	Victor - you look around, but it is just too shadowy for you to determine anything.	"We'll go this way then"	Victor - you see absolutely nobody anywhere. Even in the crevasse, it is pitch black. You can't even see your hand in front of your face.

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<p>Player 4 - bilberry Player 0 - dungeon master Player 5 - vahl (fighter) -----</p> <p>Player 4 - bilberry : However since he was not used to this much bigger body, His aim was totally off.</p> <p>Player 0 - dungeon master : When he shot the arrow it just snapped after hitting a cave wall. It is now vahl's turn.</p> <p>Player 5 - vahl (fighter) : vahl tries to shoot a zombie with an arrow.</p> <p>Player 5 - vahl (fighter) : Attack: 14 Damage: 11</p> <p>Player 0 - dungeon master : You hit the zombie in the should knocking it's arm right off. Black gew purs out of it's arm but it keeps going. The wraith at the door you are all next to floats through cha' , giving him opertunity attack, and places it's hand on bills now feathery chest and tries to suck the life out of him.</p> <p>Player 0 - dungeon master : Bill Attack: 23 Damage: 30</p> <p>Player 0 - dungeon master : Then make a con 14 check or loose 30 max hp if hit. Cha' the wight in front of you slashes you with is sword. Attack: 19 Damage: 10 then it takes its sword in 2 hands and swings again at cha' Attack: 22 Damage: 12</p>	Player 0 - dungeon master	FALSE	you shoot the zombie but you can't get the arrow out so you have to re-nock the arrow	<p>Cha' the wight is knocked off his feet! You have killed him! It is now the parties turn. The zombie is almost dead. Bill, vahl and the wraith are still conscious. The skeleton took 5 hp worth of damage.</p>	Vahl make an attack roll with in 5 ft of one of the monsters or move in range to attack	Then it is demakos turn.	Vahl you are up, there is a undead wight on one side and a undead cha' on the other	If you want to hit the wraith with the spire. Make a dex 15 or if dex is not your primary then it is a dex 5

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<p>Player 1 - korlan (cleric) Player 5 - quill (human,cleric) Player 13 - esvaris (halfling,cleric) Player 0 - dungeon master Player 9 - demoiselle (rogue) -----</p> <p>Player 1 - korlan (cleric) : esvaris Perception: 21</p> <p>Player 5 - quill (human,cleric) : quill's initiative: 20</p> <p>Player 13 - esvaris (halfling,cleric) : korlan I cast light on the handle of the broom. I get down on my knees with the broom. I will slide the handle in and look into the hole. (Looks like everyone else wants to know what's going on as much as I do! Lol)</p> <p>Player 0 - dungeon master : esvaris:</p> <p>Player 0 - dungeon master : As you are cleaning, you discover that some of the bells in the small shrine can be rotated within their setting. There are sun markings carved on the backs of the three in the corners on the front side, and two on the other side. The third bell on the back side is missing, though.</p> <p>Player 0 - dungeon master : quill (you're first in initiative. What will you do?) korlan: There is something small and brass colored inside the hole about six inches in. It's covered in webs.</p> <p>Player 9 - demoiselle (rogue) : demoiselle admired the tiles for a moment and then took a look at the water. "Alright, let's see."</p>	Player 0 - dungeon master	FALSE	"Hmm," she looks into the water. There is some web in it, but not nearly as much as you would expect. You don't see any kind of creature in the water.	Ari (you're next in initiative. What will you do?) Esvaris (your actions will come after Ari's. What is your action?) (OOC: Going to roll Ari's initiative for you. 10)	(@ everyone: I'll post initiative and description after Quill's action.)	Demoiselle: (are you going in the water or just looking at it? Investigation check if going in, Perception check if just looking from above. Or neither if you're doing something else.)	You notice that there was a hidden mechanism which controls the faucet, but nothing else is noticeable about the water. You don't seem to have any ability to control the flow of the water.	The water is murky and difficult to see well enough to drink, but it wouldn't be dangerous.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 5 - gimble (paladin) Player 1 - thaunix (tiefling,paladin) -----</p> <p>Player 0 - dungeon master : OOC: Im still creating a list, send my your CS and ill be able to tell you.</p> <p>Player 0 - dungeon master : (Roll charisma save against persuasion)</p> <p>Player 5 - gimble (paladin) : 10 not so good...</p> <p>Player 1 - thaunix (tiefling,paladin) : Charisma save: 14 history 4 insight 18</p> <p>Player 0 - dungeon master : The voice continues, 'I promise you power, power like you have never experienced. Imagin the power to remove all those who have harmed you, you'd be gods among mortals, and you would have my love.' The words are unmistakable, the promise in the full of truth. gimble and thaunix are unable to resist. Both gimble and thaunix are unable to resist the call of the whispers.... But in the midst of both leaving the room to do as they the whispers said, the room suddenly brightens, the whispers disappearing, a note at the center of the magnificent display. A voice fills the air, one of great power, musical and lovely, and male. 'Do not fear my chosen, the temptation of this realm cannot withstand the might of the Light. Avoid the cave, follow what Nilla said, and all will be explained.' The voice of a God. Although the light helped clear their thoughts, the temptation is still leaving a hunger in both.</p> <p>Player 0 - dungeon master : OOC: how do I add Homebrew items to your inventory?</p> <p>Player 1 - thaunix (tiefling,paladin) : OOC: most likely in the other possessions tab'</p>	Player 0 - dungeon master	FALSE	OOC: is this what you guys were looking for?	OOC: There are many things here, such as the bag of holding, the custom items, the sword, and so on.	Homebrew equipment isn't there	OOC: Nope, tried to test it with you. I think i have to release it first	(OOC: It's not there yet because im working on it, still trying to figure it out, ill be able to add it when you start your adventure)	OOC: Ok, I'll post a CS tonight, the first thing on my agenda is to figure out the homebrew items I was wanting to include and send them as homebrew.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 2 - nate Player 1 - liana (half-elf,fighter) Player 12 - aidan (cleric) Player 4 - lilliana -----</p> <p>Player 2 - nate : nate will climb up to the crow's nest and take in the skies while he waits to disembark.</p> <p>Player 2 - nate : (could be a short rest?)</p> <p>Player 1 - liana (half-elf,fighter) : "Interesting... and would you run in those particular circles?" the voice sounded teasing and light, but beneath the tone laid a serious question.</p> <p>Player 12 - aidan (cleric) : "I doubt we would have crossed paths today if I didn't, Miss Red. Though I must say I was surprised to see you among the prisoners." His pattern of speech and tone come across as one who tries to keep things professional. "The name's aidan, by the way."</p> <p>Player 2 - nate : nate will scan the skies around the ship in case that Aarakocra is still around. Perception 15</p> <p>Player 1 - liana (half-elf,fighter) : "aidan, aidan," liana repeats his name as though she were committing it to memory. There is a smile in her voice as she continues, "Interesting to have someone call me Miss Red, I quite like it." She sighs at the thought of her capture, "- one of the few times I've been caught with my hand in the cookie jar, so to speak. They have me aboard for murdering a noble of Aerovail... truth be told, I'm having a hard time believing my sentence will be commuted like you all... well, assuming you didn't go sticking a point into a slaver."</p> <p>Player 4 - lilliana : Lilliana had remained quiet during the exchange between aidan and liana, although when the masked woman mentions murdering a noble, Lilliana suddenly stiffens a bit, but she quickly recovers and continues to let liana lean much of her weight on her.</p>	Player 4 - lilliana	FALSE	I'm ready to disembark when everyone else is.	Xavice looks down at the small girl. He was in awe as how strong he was yet a small girl seems to hold against all his body weight. He then glances at Lilliana and whispers "That woman...is she okay?"	17 on her next death save, assuming she isn't stabilized before then.		17 When the half-elf is done speaking, Aidan pauses a moment before stepping in and introducing himself. "I am Aidan. I can't say I agree with your actions against the noble, but since we'll be working together for the time being, I suppose I must try to be friendly." Aidan paused, considering for a moment. "I will ask, however - how did you end up imprisoned for an accident?"	17

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 1 - dungeon master Player 5 - jianyu (elf,wizard) Player 7 - zack (half-elf,wizard) Player 18 - jah'nun (dwarf,bard)</p> <p>-----</p> <p>Player 1 - dungeon master : Jahn and zack: As you follow him from a distance you notice an old drunk also following Raxor. Bones: The west quarter contains a few shops and some estates, you also pass by a few nice residences. Watl: With 3 different tails on Raxor, you find it easy enough to follow him. Trust: After purchasing a lock you head back to the storehouse, the spices are just as you've left them. Cavyre: You meet up with Vosnin back at the Broken Barrel. Waiting to hear from the others and enjoying a drink.</p> <p>Player 5 - jianyu (elf,wizard) : jianyu grants Trust a sly smirk and prod with his stick. Feeling lively he walks the streets awhile before returning to his comfortable limb.</p> <p>Player 1 - dungeon master : Raxor appears to be heading down the street that leads to the estates when he suddenly makes a right turn and ducks down an alley. This gives Bones the opportunity to cast his spell before following after him.</p> <p>Player 1 - dungeon master : (Bones: Make a Perception check.)</p> <p>Player 7 - zack (half-elf,wizard) : Something about this sudden right doesn't seem... right to zack. He increases his walking speed and heads straight instead of going right. While he passes the alley where Raxor went into, he takes a look to see where Raxor is headed by turning his eyes but not his head.</p> <p>Player 18 - jah'nun (dwarf,bard) : Does the drunk also go down the alley?</p> <p>Player 1 - dungeon master : Bones: You notice Raxor waiting off to the side holding a dagger. (Roll for initiative.) zack: You see Raxor with a dagger about to attack the drunkard. (Roll for initiative, you can join in on round 2.) jah'nun: Yes, the drunkard slips into the alley after Raxor. (Roll for initiative, you can join in on round 2.)</p>	Player 1 - dungeon master	FALSE	<p>3 ? ?</p> <p>Jah'nun: With 3 different tails on Raxor, you find it easy enough to follow him out of the city. You make good time as well since Raxor isn't exactly a nimble fella. Raxor: Seeing how Zack was able to catch up to him, you give him a smirk. Bones: Initiative order: Zack, Raxor, Bones, Drunk, the others.</p>	<p>Jahn: You head back to the storehouse to discover that the guards you left there are now sitting on the edge of the roofs waiting for the outcome of the confrontation.</p>	<p>Bones: (Rolling for you so you can see I'm being honest.) Rolling Stealth: 12Bonuses: 0</p>	<p>Raxor's Stealth check: 12</p>	<p>Initiative Order: (Bold = In Combat) Bones (8/10) Zack (10/10) Jah'nun (8/10) Zack's Ally (5/10) Raxor (6/16) Zach's Ally (4) Bones (5/10) Jianyu (13/16) Bones (2) Raxor (5/16)</p>	<p>Stealth 12</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 16 - anakis (druid) Player 18 - ash (human) Player 0 - dungeon master</p> <hr/> <p>Player 16 - anakis (druid) : (OOC - those lines sound like a hidden door to me haha.) (DM Question - how far was the corner in the tunnel from anakis' hiding position and therefore, whatever is coming towards them? Just trying to plan out a few paths of action depending on what she sees emerge :))</p> <p>Player 16 - anakis (druid) : anakis whispers into her sleeve, "Quiet Custard. Something is coming," and she gives him some crumbs before resuming her watch of the approaching light.</p> <p>Player 18 - ash (human) : ash will follow Tarek, ready to strike if necessary.</p> <p>Player 0 - dungeon master : It's about seventy feet from the corner you're all hiding behind to the left turn in the passageway around which the torchlight is approaching.</p> <p>Player 0 - dungeon master : As you peek around the corner in the darkness, anakis, you see twelve small people, about half normal human size, come into view moving cautiously down the hall towards you. They wear leather and padded armor and bear swords, slings, and spears. The foremost of them carries a torch. You would recognize them as halflings from tales you have heard, or perhaps from having encountered one or two in your time in Steepgulch. They are somewhat rare in the area of Ekuepool and the Clouded Bog, preferring to live in more pastoral settings in other parts of the world. When they get about half way down the passageway, and their torchlight comes to rest on the broken and burned corpse lying on the floor across the hall from you, they halt their movement. Right at that moment, Tarek's chainmail jingles inconveniently, giving away your position, and after a hushed and hurried discussion among themselves in a sonorous language that none of you understand, their leader calls out, "Hello? Who's there?" and awaits your reply.</p> <p>Player 16 - anakis (druid) : anakis turns to the others as she realises what the approaching group is, "Halflings," she whispers. When they call out, anakis steps out confidently, Custard sitting on her shoulder. "It's just me and my pet mouse. You people make a hell of a racket! Aren't you worried about attracting those things?" She points at the corpse on the ground, then relaxes and tries to feign innocence and that she is in fact alone (Deception: 22). "Who are all of you? I haven't seen halflings in ages! I remember this one time, back home in Steepgulch, there was this one halfling, he was funny..." her voice slowly</p>	Player 0 - dungeon master	FALSE	No need to bother. They'll have no reason to come back here, unless these things they say can be attracted.	What would you like to do?(OOC - I'm going to work all day and then I'll get to posting again around 9:30pm EST tonight. Thanks for your patience!)	speaking to the PCs	Ash, if you're trying to remain hidden from the halflings, make a Dexterity check. I can't see your character sheet anymore, and I'm not sure from your previous rolls if you're proficient in Stealth, but if you are, add your proficiency bonus. Also, repost your character sheet to the campaign when you can.	"What we are doing here matters not to you," retorts the leader. "Get out of the passage way and make for the stairway up to the village."	Make a Perception roll!

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 18 - dungeon master Player 19 - quill (human,cleric) Player 9 - demoiselle (rogue)</p> <p>-----</p> <p>Player 18 - dungeon master : quill: While you are pushing and pulling to get the goosedown stuffed mattress into the sheet, which is sewn on three sides like a giant pocket, you look carefully around the Dawnlord's bedroom. There is a highback stuffed armchair next to a small nightstand with a book upon it. The bed itself has a carved wooden headrest with a sun motif. On one end of the room is a large desk with two drawers on each side and a roll top which is currently raised open. On it are several papers, a candle on a small brass dish, a quill and ink pot.</p> <p>Player 19 - quill (human,cleric) : quill is impressed by the furnishings of the room. He finishes making the bed, then grabs any dirty dishes he sees, making his way to the kitchen.</p> <p>Player 19 - quill (human,cleric) : Assuming no delays, he deposits them and looks for a broom/dustpan/anything for cleaning out the fireplace.</p> <p>Player 9 - demoiselle (rogue) : demoiselle looked over the items approvingly. "Nicely done, mon frère . I can see the care you've put into these pieces."</p> <p>Player 18 - dungeon master : Korlan: He of the bushy brows, Waldorf, bends down beneath the counter and then pulls out a large book with the letters PHB inscribed in flourished lettering. He opens it on the counter before you and points to where it lists "Ink (1 ounce bottle) 10gp" Adventuring Gear</p> <p>Player 18 - dungeon master : "You see here, young man? Plain old 'write a note to your mother' ink costs 10 gold. We are giving more than a reasonable discount to Usoara." He eyes you in annoyance and then turns to Statler. "This negotiation reminds me of a mountain peak." Statler frowns. "Why a mountain peak?" Waldorf sighs, "Cuz it's all downhill from here." They turn away from you to discuss the situation between them for a moment. Their voices get grumpier and then finally they both nod and turn back to you. "Do you have any skills? We do have a little work you could do for us to make up the difference."</p> <p>Player 18 - dungeon master : demoiselle: The heat of the day is passing. You've sold quite a bit of vegetables today. Emungo thinks there's about 20gp in the small wooden box that the stall's funds are kept in. Giving you one for all your hard work, he asks you if you'd like to leave a little early and purchase anything from the market</p>	Player 18 - dungeon master	FALSE	As you take the time to clean the fireplace out, you also look about for the old man or the other man with whom you spoke. As you start to put the tools up you notice that the room is beginning to darken, and so is the color of the sunset through the window.	(I apologize for being so inconsistent of late with everyone. I have a lot on my personal plate these days. I am trying to keep up. I hope you all are still having fun. I'm going to try to keep up.)	, and one of the Elder Circle, the great magician, who founded this Academy. Lord Menges is...he is young... perhaps he will be accepted."	It describes the ritual by which a human may transform themselves into a Yuan-ti. What little can still be read describes a need for human sacrifice and a large number of snakes.	, who turned it away the last time. It's been said he was a nasty man and he didn't like his brother."	(Quill) I'd like an investigation check to look closely at the page to see if you can determine it's origin or content.

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<p>Player 0 - dungeon master -----</p> <p>Player 0 - dungeon master : The first attack scores a cut across the kobolds chest. Continuing his attack he reverses the direction of the swing and cuts at the kobold again.</p> <p>Player 0 - dungeon master : Attack: 24 Damage: 9</p> <p>Player 0 - dungeon master : The kobold howls in pain as the axe bites into him again. He staggers back into the tip of Rha'els spear and falls to the ground and twitches. Gromar grins at Kobold 2 and says, "You sure can fight little man. Can you drink that way as well?" The kobold squints over the shield, "Only if you are buying, ugly." Gromar roars in laughter, "Aight, lets finish off these small fries and go find a cask of Ale somewhere." They turn and charge the guard 2. Gromar stabs at the guard with his glaive then brings the butt of the glaive up at the knee of the guard.</p> <p>Player 0 - dungeon master : Attack: 13 Damage: 11 Attack: 9 Damage: 3</p> <p>Player 0 - dungeon master : The guard grins through the helmet as he easily blocks Gromars attacks. While he is distracted the Kobold stabs the guard twice in the stomach.</p> <p>Player 0 - dungeon master : Attack: 5 Damage: 5 Attack: 22 Damage: 7</p> <p>Player 0 - dungeon master : The first attack bounces off the plate mail. The guard shifts as the kobold attacks again and the second attack pierces the guards side and he grunts in pain. He looks down at the kobold in surprise. "Traitor!!!!!"</p>	Player 0 - dungeon master	FALSE	<p>6 Damage: 12 + 6 = 16 Attack? Damage: 15 + 6 (crit) = 21 Rhaelyn attacks Kobold 1 Attack: 14 Damage: 10 + 4 = 14 Rhaelyn hits an opening in kobold 1's defenses and drives her long sword into his stomach.</p>	Combat Over.	The kobold is dead and his blood smears the wall as the guards body drops. The other two guards in the room look towards the door and then back at the dead body of the man who let them in.	Escobert and Rha'el turn and charge around behind Cultist 2. It is the Cultist turn.	2 3	The guard disengage from Kobold 2. Allies are next and then guards are up. Kobold 2 (D4): 1/128K2 (D5) 1/128

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 3 - thaunix (tiefling,paladin) -----</p> <p>Player 0 - dungeon master : Gimble points to the north "cough cough"</p> <p>Player 3 - thaunix (tiefling,paladin) : "South... idiot. "</p> <p>Player 3 - thaunix (tiefling,paladin) : "Let's go!"</p> <p>Player 0 - dungeon master : thaunix, Belron and Gimble walk for 6 hours, stopping when they find a path that leads left from the main road that leads to the Citadel. (it is currently 8 pm)</p> <p>Player 3 - thaunix (tiefling,paladin) : "Any idea, of where to go?"</p> <p>Player 3 - thaunix (tiefling,paladin) : "how about we rest here." While they set up. thaunix assumes a sitting position and begins to meditate so he can begin tracking the demoness.</p> <p>Player 3 - thaunix (tiefling,paladin) : Survival 15</p>	Player 0 - dungeon master	FALSE	<p>1 2 1 1 1</p> <p>Thaunix finds out the Demon and her companions have went up to the north-east. Thaunix finds a good spot to rest and you set up camp.</p>	He finds multiple sets of tracks.. some are humanoid, some are more bestial.	<p>You successfully find a good point to rest and take your watch turns as you wait for morning. (OOG you will gain 1 level of exhaustion each time it is your watch turn, roll 1d10 and then apply that to your hp. (you will also get that hp back after a long rest))</p>	Thaunix senses a demon, the side path leading to the location, but for some reason cannot get a exact or close location on the creature, only the direction where it might be.	Thaunix makes his way through the woods and makes several survival checks, all of which are successful making it possible to find the path. The whole rest of the night goes perfectly and he is able to follow the path that the demon used the night before to escape your grasp. He is able to find a large rocky outcrop after 2 hours of walking.	You notice a lot of tracks that looks like large four-legged birds.

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Player 8 - tolroc (halfling) Player 5 - dot Player 0 - dungeon master Player 2 - leon ----- Player 8 - tolroc (halfling) : tolroc will attempt to stab one of the goblins with his rapier and dagger. Rapier to hit 12 Damage 9 Dagger to hit 18 Damage 3 Player 5 - dot : dot will rush to Meepo's aid across the room. Player 0 - dungeon master : Give me an acrobatics check please, they can not attack you but i want to see the fines Player 0 - dungeon master : You killed the second goblin Player 5 - dot : 11 Acro Player 0 - dungeon master : You reach Meepo, he says "they have the dragon further inside" Player 2 - leon : blf it is leon's turn again... leon strides over and slashes at the final goblin...	Player 2 - leon	FALSE	Leon will attempt to assist the others with his attacks.	Attack on the Goblin: 5 Damage: 9	Attack: 22 Damage: 7	To hit: 22 Damage: 7	Attack: 18 Damage: 4edit: I don got crit and did a total of 5 damage.	sword swing if needed. 22damage: 7

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 1 - dungeon master Player 6 - vrailin (elf) Player 3 - serifey Player 2 - ezal Player 5 - carcywin -----</p> <p>Player 1 - dungeon master : After several days of traveling, you reach a small alcove that smells faintly of corpses. This must be the main passage the king has sent you to transverse before reaching the Forest Temple, where the shard remains. Do you wish to travel in the passage (less time, but more dangerous) or do you wish to hack through the jungle (longer, still dangerous, possibility of getting lost)</p> <p>Player 6 - vrailin (elf) : vrailin smells the air from the tunnel "Well, I've smelled worse things... shall we?" she ask to the rest.</p> <p>Player 3 - serifey : "Sure. Let's go. It's not like the world can wait to be saved."</p> <p>Player 2 - ezal : ezal shrugged. "As she says, the world isn't standing around waiting to be saved. Let's get going."</p> <p>Player 5 - carcywin : "Well, I detest jungles. Let us travel forth! Anyone volunteers to be vanguard?"</p> <p>Player 6 - vrailin (elf) : vrailin shrugs and enters the passage looking for instable ceiling or floor.</p> <p>Player 3 - serifey : serifey follows vrailin, making sure her frostbreath is ready for any sign of danger.</p>	Player 3 - serifey	FALSE	"I have," said the old monk who was wandering the halls around them. "The tunnel is not safe for a journeyman like thee, however. The Jungle is the place of thee; there are the creatures most in tune with the wind's song."	Grythek follows with axe ready.	(If any of you are a little confused about how this character is not actually a barbarian (with no subclass), yet they have an actual ice breath attack (Frost Breath), that is because when a barbarian gets to level 3, their subclass opens up to them)	OOC: O!!)	"I'll scout the front" she says with unconvinced tone and looks around "So, how do we do this? Should we walk or maybe try to sneak?"	(Can I use Inspiration if a roll is bad? If so, I'd like to spend it now)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 7 - rha'el (centaur) Player 0 - dungeon master Player 3 - erevan (elf,monk) -----</p> <p>Player 7 - rha'el (centaur) : Attack: 6 Damage: 11</p> <p>Player 7 - rha'el (centaur) : rha'el fails to notice the low hanging ceiling of the tunnel and his glaive clashes with it as he brings it upwards, staggering him for a brief moment as he must reset his stance</p> <p>Player 0 - dungeon master : The savageness of erevan's attack decimates several of the rats. The last rat, seeing its brethren fall, turns and takes off back down the tunnel pass erevan using disengage . With faith pops, several stones appear (18) around the rats.</p> <p>Player 0 - dungeon master : [OOC: rha'el and erevan add 90 gems each to your gems stash.]</p> <p>Player 3 - erevan (elf,monk) : erevan scoffs as one of the rats scurries off. He peers over to rha'el for a brief moment, before turning his head back down the tunnel. erevan will Search to see if he can spot where the final rat fled to.</p> <p>Player 3 - erevan (elf,monk) : Perception : 7</p> <p>Player 0 - dungeon master : erevan is not able to determine where the rat vanished to. The party moves on down the tunnel and comes to the locked exit gate. Years of exposure and neglect have corroded the lock on the exit grate. The dwarf had handed erevan the key to the exit gate as they left into the tunnel. erevan tries to open the gate with the key.</p>	Player 0 - dungeon master	FALSE	Erevan unlocks the gate easily.	[OOC: Make an Investigation check.]	Erevan inserts the key into the keyhole (23) and turns it. With a click sound the gate begins to open.	Erevan will need to make a Dex check.	The key turns in the lock and the gate swings open. The sun is hot in contrast to the dark and dampness of the tunnel. The party emerge onto a small hillside in a field of wheat. About a hundred yards away is the village.	The key turns in the mechanism and the gate is opened. You leave the tunnel and enter into a wide open area.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 11 - horus (cleric) Player 12 - cellica (cleric) Player 3 - terrance (fighter) Player 0 - dungeon master -----</p> <p>Player 11 - horus (cleric) : horus was checking rooms for the other guests, I'd edited my last post to relay that (sorry) lets say starting with room 4,3,8,7,6,2,and then 5</p> <p>Player 12 - cellica (cleric) : Stealth : 15 Perception: 3 cellica quietly -or at least she thought it was quietly- walked to the door and opened it, peeking outside to see if she noticed anything strange in the hallway. She glanced back at horus before stepping out into the hallway and making her way to the stairs to find the others. When horus went to check the other rooms cellica followed him "I think you could use more help covering these rooms.." she said. (Wauw my perception roll suucks)</p> <p>Player 3 - terrance (fighter) : Does terrance hear any of the other guests or anyone else who should be in the inn? Or it's our just us?</p> <p>Player 11 - horus (cleric) : "Sure, come with me." horus takes her hand after watching her grope around in the dark. "It's this way," he says laughing.</p> <p>Player 0 - dungeon master : He hears only the noise he is making.</p> <p>Player 3 - terrance (fighter) : "Hey guys... I think something sinister is going on. We probably shouldn't split up. Let's meet back in my room and make a plan" terrance calls out to everybody. While waiting for everyone to make their way back terrance walls up to his window and tried to smash it with his mace.</p> <p>Player 3 - terrance (fighter) : If that works he'd like to look outside. 16</p>	Player 0 - dungeon master	FALSE	"Oh shit. What happened to your room?"	"Hmmm, yeah, I agree."	He shatters a panel, causing it to fall to the ground.	Horus & Cellica (and Terrance if he joins)	Silent has been trying to listen for other people on the premises, particularly anyone who sounds like the group he was playing with at the bar downstairs. Perception, with guidance from his divine sense: 12	The window is smashed and outside all there is is the night sky.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 12 - sthara (human,monk) Player 2 - dungeon master Player 14 - nenne (elf,cleric) Player 5 - allister (wizard) Player 3 - boosey (gnome,cleric) Player 7 - funderburk (wizard) -----</p> <p>Player 12 - sthara (human,monk) : "I believe we need to make our way into that room so that boosey can read the inscriptions. If the masks you both mentioned were worn by statues, I would be concerned, but I believe they may represent the monkey's friends. Nevertheless, let us try and stay a good distance from Wongo – I did not enjoy his fleshy kin when we met them on the way here." sthara walks down to the central corridor that heads towards the room.</p> <p>Player 2 - dungeon master : Inside the room sthara can see masks of four different animals; from top left going counter-clockwise there is a lion, boar, zebra, and vulture painted, protruding face. Each have eye holes and a cuneiform inscription above their respective masks.</p> <p>Player 14 - nenne (elf,cleric) : nenne backtracks to the entrance and walks down the zebra corridor, where she sees a ray of blue light falling on the cupped right foot of the statue. She leaves the cubby and joins sthara in the main room. "Each mask illuminates a different limb," she says so all can hear. She takes her Lighted pebble out of her pocket and does a visual sweep of the room, hoping the illumination will reveal more clues. (Perception 10)</p> <p>Player 12 - sthara (human,monk) : "Very strange. I suppose then that the limbs are key. boosey!" sthara calls out, "Come read these inscriptions. We must know whether to take the ape's hands or feet."</p> <p>Player 5 - allister (wizard) : „ I think the statue really wants us to offer gifts. But without deciphering the cuneiforms we can only guess what that is.“</p> <p>Player 3 - boosey (gnome,cleric) : Cautiously boosey walks round from his passageway into the main chamber, where he begins to read each of the cuneiform inscriptions in turn. "A pity Orvex is not here for this. One of you may want to write this down." As he reads, he translates them out loud, so the others can hear.</p> <p>Player 7 - funderburk (wizard) : Lemon stayed outside enjoying the view. Next to Eku, the sat down and pat the ground beside him for her to sit as well. "Ye know human, everyone be in pairs, might as well be in one with ye." After some time of being extremely bored, Lemon got up, stretched, and told Eku that he will do and join</p>	Player 2 - dungeon master	FALSE	She does not hesitate. "I will take the paws of the cat."	Each of the four inscriptions say:	((F14 leads to a dead-end room))	Boosey goes to work deciphering the various inscriptions:	<p>The door of the room won't open, it is stuck. In fact it was like that since your first visit and you don' notice it since you were in a hurry (OOC...) it is an easy perception check. (Perhaps that should have set things off earlier...) Sthara sees the light, it seems to be from a torch and it is coming from the passageway behind the table with the cups. The room is really dark so Lemon has to take care when approaching.</p>	<p>With Boosey doing the reading and the light source I can say that the room is well lit. The inscriptions that Boozey reads are as follows:Lion: "It is better to find me than to slay me. If thou comest for treasures, I guard the lion's mouth.</p>

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<p>Player 19 - quill (human,cleric) Player 18 - dungeon master Player 9 - demoiselle (rogue) Player 1 - korlan (cleric) -----</p> <p>Player 19 - quill (human,cleric) : quill dismisses the light and falls asleep almost as soon as his head touches his pillow.</p> <p>Player 18 - dungeon master : Everyone makes it to bed safely. The next morning Emungo starts waking everyone at half past fifthmorn bell. Dawn service begins at sixthmorn bell. There is fruit in the common room available. He grabs a piece and runs out. Warrel and the two female novice initiates look nervous as today is their initiate ceremony. Safara, her short spiky red hair somewhat flattened as she comes out of the bathing room, reminds you all to choose a daily task after Dawn Service and says she used Prestidigitation to clean and warm the bath water in case someone wants to use it next.</p> <p>Player 9 - demoiselle (rogue) : demoiselle smiled, warmly if somewhat sleepily, at Safara and used the bath. As much as she might have wanted to luxuriate she made sure to be as efficient in her bathing as possible. She left it as clean as she could before drying and dressing in the change room. demoiselle strode out and kept an eye out for the others and where they might find a place in the Service.</p> <p>Player 1 - korlan (cleric) : Esvaris First, I would like to grab quill and exchange updates on the activities of yesterday evening. As demoiselle is bathing, she will have to wait. I will grab some fruit before going back to Father Bernard's class for the morning.</p> <p>Player 18 - dungeon master : As the sky begins to change color and lighten faintly, masses of the faithful file in through the front gates of the basilica. The nave is filling fast. The teachers and clerics can all be seen standing at the front of each transept, facing the sides of the main altar. Men and women dressed in expensive silks and puffed sleeves and furs with elaborate hats fill the front row of the nave, facing the altar, also standing. Lord Atterley is among them. The dais itself rises three levels to an extravagantly carved gilt-edged wooden altar, clearly made by a master craftsman. Dawnlord Menges stands behind it in his most formal high robes of office, yellow stole around his neck elaborately embroidered with sun motifs. A tall, white, pointed hat rests on his head like a crown. The worshipers, standing on each side of the long central nave, have left an aisle down the center. Now, Warrel and the two female novice initiates, wearing their light grey robes and bowing their heads like penitents, walk in a line towards the altar, hands clasped before</p>	Player 18 - dungeon master	FALSE	There are several tasks posted But what exactly are we to do?	(Just FYI, this is a point where you can go grab everyone by the ear or something to drag them back together if you want.)	<p>◆ But they are all silenced again as the initiates begin to speak from the dais."This day is special to most of you, as it is the day your paths were guided by the light of hope, the hope that the light and life goddess has given you to take your next step on the road to illumination." The initiates speak in a clear voice, but still with softness. "We can all speak freely now... we will not be scolded for making mistakes now. We ask that our lord and lady bless us as the second-in-line to the High Lordship</p>	<p>Esvaris: After everyone has filed out of the Dawn Service you find Friar Bernard's class once again working on their quarterstaff practice, followed by another class working at picking locked books, and now also locked chests that contain books, open. Tryma is not in the lock-picking class this morning.</p>	<p>◆ Menges turns his gaze upward into the sky above, his hand raised like he's about to make a sign and point at something, but his hand stops almost in mid-air.</p>	: half-orc

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<p>Player 0 - dungeon master Player 1 - frederick (ranger) Player 2 - cat god (tabaxi,warlock) Player 3 - matilda (halfling,druid) -----</p> <p>Player 0 - dungeon master : The great adventurer, Atlas Darrk, scaled the never before climbed Frostbite Peak. When he got back he told of a gigantic treasure hoard at the top! When asked why he left it their he said, "Because the real treasure where the friends I made along the way!" So now the king has set up an official race to see who can be the first to cross the Frigid Sea, navigate the Snowfall Woods, climb Frostbite Peak, and claim the treasure! This would be a campaign for 4 to 5 players and it would be about how your team treats the other competitors and the consequences your actions have. I've DM some IRL games in the past and a play-by-post Pathfinder game but am new to this site and sort of new to D&D! PM me for details or if enough people want, I can post details here.</p> <p>Player 1 - frederick (ranger) : I'm interested. Info on starting level and other character requirements? https://www.dndbeyond.com/profile/Westervel/characters/18297003 is the character I'm putting forward as of now. frederick Westervel, level 3 Ranger. Happy to adjust his level or other details as required.</p> <p>Player 0 - dungeon master : Hello! He looks good! Starting level is 3-5 so you can level him up if you want.</p> <p>Player 2 - cat god (tabaxi,warlock) : I'd be down. A Tabaxi Great Old One Warlock. Pact of the Tome, Far Traveler. Has been compelled to search for something since birth. He believes he's met the cat god as his patron and is recently compelled to scale Frostbite Peak.</p> <p>Player 3 - matilda (halfling,druid) : I am down! Here is a character I have setup at level 3 - matilda Level 3 Ghostwise Halfling Druid. Currently a Ghostwise Halfling (WGtE) because they work well with circle of the moon due to telepathic communication while in wild shape. I can see where this would be powerful so I can change the character if needed.</p>	Player 0 - dungeon master	FALSE	Oh shoot, my bad! I was meaning to have it be human only. I'm so sorry! If you want, I'm pretty sure you would have been allowed to be a ghostwise in the games I ran before.	I'm thinking we'll start the adventure tomorrow after a few more people apply! I'll see if I can make a campaign page!	All those who have inquired! Your character looks great! We may have three members depending on the others and I am ready to start! Here is the link!	Great! This is obviously a homebrew campaign that will be a bit oneshot-ish in nature. (Unless y'all want to continue of course) We could start with 3 people if you want but I'll just need your stats Humble, and the back stories of all of your characters. I believe strongly in players helping to build the world so pretty much anything goes. Your not necessarily heroic adventurers (if you don't want to be) so go a bit crazy! Lastly you guys get to decide if you know each other or just joined up for the race! I'm happy to answer any questions about the setting or other things! (God this post reads so awkward...)	Hi! This is going to be interesting you all have the same character class as me!	Great! I guess that makes two! I would actually love to have a druid, very nice! Maybe we can have one more player or two and then we'll start things off!

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 10 - ash (cleric) Player 7 - vruuk (rogue) Player 0 - dungeon master Player 3 - darastrix (dwarf) -----</p> <p>Player 10 - ash (cleric) : Perception 4 poop. OOC: SUPERMAN pose..... Lol so 2 the book is totally unreadable or only to me.</p> <p>Player 7 - vruuk (rogue) : "You be good now, Kit. Okay?" vruuk said while rubbing the Tabaxi's head. At Cinder's emergency, vruuk brightened considerably. Though seeing the kobold dip behind Pok'im elicited a tired sigh. "Always running to Pok'im." The black furred, woolly mammoth of a bugbear grumbled underbreath. He perked up for a moment, and looked back and forth between darastrix and ash in utter confusion. ".... There was a mob last night!? Why no one tell vruuk?!"</p> <p>Player 7 - vruuk (rogue) : Perception : 6 .</p> <p>Player 0 - dungeon master : darastrix is able to hear that while everyone is talking inside, it sounds like a couple of people outside are talking and making their way up towards the house.. ooc: Other people may be able to tell more from the book, but it is in really rough shape and you yourself see not able to get much out if it.</p> <p>Player 3 - darastrix (dwarf) : darastrix shrugs, "As I said, we'll go to your church, but when they don't give us the answers i like, will find them on my own if need be. Just cause Ma and Pa aren't around does not put you in charge." The lizard glancing to vruuk, "It looked like a nice gathering of robed people with an orchestrated chant back in the village. I thought you knew</p> <p>Player 0 - dungeon master : (vruuk saw the same things darastrix did, everyone that stayed outside heard chants but didn't get to see the close up gathering.)</p> <p>Player 3 - darastrix (dwarf) : (I think vruuk is playing aloof because we didn't see him there</p>	Player 0 - dungeon master	FALSE	OOC: IC:	(Correct. The two people coming up to the house are on the roof, which you can't see if you're in front of the door. You just see them walking around the exterior of the house, but they haven't made it to the door yet)	Well, I don't know what you guys want to do. Just waiting on a response as to what you do next...	(True, he was being batman lol)	The kobold heads in to the basement, she has a small sack that is almost comically tiny for her, she looks up at all of you and smiles. "Thanks guys, I am not good with people, so the help was appreciated."	(ooc: I didn't want to play it that way but there is an npc in our group that has been keeping a low profile and that is why I didn't want them to say anything yet until everyone had a chance to chime in)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 3 - erevan (elf,monk) Player 5 - night wine (tabaxi,cleric) -----</p> <p>Player 0 - dungeon master : The first attack slashes along night wines chest causing him to stagger back. The dragon eagerly moves forward to slash again but trips over a root and falls forward onto the sword. The sword pierces upwards through his armor and opens an artery. The dragon twitches slightly as his blood flows out, his eyes still fastened on night wine, one clawed hand raking feebly at the ground.</p> <p>Player 0 - dungeon master : Kobold 1 Spins and strikes at erevan with its dagger. Attack 1: 15 Damage: 6 Kobold 13 grunts and slashes at Rha'el. Attack 1: 10 Damage: 4</p> <p>Player 0 - dungeon master : Rha'el is able to dodge out of the way of the attack. erevan takes a hit to his ribs.</p> <p>Player 0 - dungeon master : Partys turn.</p> <p>Player 3 - erevan (elf,monk) : erevan coughs loudly as he gets struck in the ribcage, interrupting his rhythmic singing. He grunts as he stands back upright, glaring into the eyes of the kobold while pivoting on his heel and will perform a spinning slice attack with his sabre onto the kobold.</p> <p>Player 5 - night wine (tabaxi,cleric) : After seeing him commit suicide he turns to the last kobold to finish the enemy off.</p> <p>Player 5 - night wine (tabaxi,cleric) : Attack: 26 Damage: 23 night wine then examines the half dragon's body for anything useful.</p>	Player 0 - dungeon master	FALSE	What do you mean by examines?	Kobold 1 is dead, Kobold 13 is severely wounded, and K8 has been wounded but not badly thus far in the battle. Erevan's strike finishes K1 off, K13 is left standing.	The kobold has a single gold coin in his pocket.	Night Wine and Erevan dispatch the remaining kobolds. As soon the last one dies, a large pop can be heard and several stones pop into existence equaling 3000 gems each. From the walls a cheer can be heard as the guards cheer. (advance 2 levels everyone. there will be a long rest before the next session and you will be able to spend gems.)	Erevan finishes off Kobold 1. Night Wine you see a dagger in Kobold 13's hand and a sack that was holding more treasure next to him.	The half dragon, which is the other kobolds leader, doesnt have anything on him. The others didnt even have any equipment.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 2 - nadrael (bard) Player 1 - wilnor (cleric) Player 6 - sam (bugbear,fighter) Player 3 - rufus (barbarian) Player 4 - matthias (bard) Player 0 - dungeon master -----</p> <p>Player 2 - nadrael (bard) : "Not a clue wilnor, perhaps we can discover more further into this dungeon." Walking back towards the others in the group, nadrael asks "Which door now folks, or do we head back to one of the ones in the corridor?"</p> <p>Player 1 - wilnor (cleric) : Wilson open the door at X11</p> <p>Player 6 - sam (bugbear,fighter) : sam will head for the same door. "What other prizes sam find in there."</p> <p>Player 3 - rufus (barbarian) : rufus follows the shadowy figures of the group, still struggling to see any of the fine details.</p> <p>Player 4 - matthias (bard) : matthias follows sam. wonder what could be there?</p> <p>Player 2 - nadrael (bard) : nadrael will let someone else lead through for the moment, and hold towards the back of the party, keeping closer to the halfling that makes noises from his wrists.</p> <p>Player 0 - dungeon master : wilnor opens the door on the eastern wall to reveal another room with a high domed ceiling and occupied by 2 Hook Horror s.</p>	Player 0 - dungeon master	FALSE	I think I can deal with this.	A gasp comes from the back of the group. "Oh no!" Cenni turns around and sees the monstrosity and shucks!" and runs away to take place in the corner of the room, covering her eyes and ears.	The room contains 2 Hook Horror s, which are not aggressive. The walls are made of plaster, with some inscriptions along them. The eastern wall has a relief of a man, the relief being that of Theodred, who is wearing a helm of horns on his head. The relief has an inscription written on its shoulder blade that you can not read.	(Initiative!)	Matthias' ears perk at the mention of "Hook" and quickly rushes up to the other doors, eagerly trying to kick them down with the same strength he kicked the last enemy's door down.	Everyone roll initiative (Wilnor you are first)

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<p>Player 10 - gromar (centaur,sorcerer) Player 0 - dungeon master Player 7 - rha'el (centaur) -----</p> <p>Player 10 - gromar (centaur,sorcerer) : Peering through a crimson haze, gromar sees the frosted remnants of the cultists lying around him. Realizing there is only a single cultist left standing, he moves 5ft towards C1 and makes a lunge with his glaive, aiming for the cultist's hamstring with a non-lethal attack.</p> <p>Player 10 - gromar (centaur,sorcerer) : Attack: 16 Damage: 9 Followed by a hammering blow to the other knee with the butt of the glaive(Polearm Master Attack). Attack: 21 Damage: 7</p> <p>Player 0 - dungeon master : The cultist falls to the ground screaming in pain. He looks wildly around and sees all of his companions dead. Reaching quickly into his robe he pulls out a vial and attempts to drink from it.</p> <p>Player 0 - dungeon master : Suicide Attempt (Sleight of hand against gromar and rha'els perception): 20</p> <p>Player 7 - rha'el (centaur) : Perception roll: 2</p> <p>Player 10 - gromar (centaur,sorcerer) : Perception: 12</p> <p>Player 0 - dungeon master : gromar fails to grab the hand in time as the Cultist drinks the kool aid and rha'el winces at his small scratch. The cultist eyes roll back in his head as the poison takes affect and foam rolls from his mouth. gromar lets go and stands up. Littered around the the fallen bodies you see the strange stones that Dawnguard had mentioned starting to appear. there appears to be 6 stones for each fallen enemy.</p>	Player 0 - dungeon master	FALSE	What about me?	Combat is now over. What will our heros do now?	What do you guys want to do? There are a bunch of cultists dead in front of the cave. There are 5 cultists dead from the poison, and only 1 is left. I think the only thing that he did to make it in here was the secret tunnel that is now full of bodies. I can add in the map later on.	[OOC: 8 - 1/8 CR stones each. Add to your notes.]	At the other end of the room you see the cultist you and Arlona were supposed to be working with.	You also gain 600xp. Congratulations on completing your mission!

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<p>Player 6 - trystan (human) Player 1 - dungeon master Player 2 - leon Player 8 - tolroc (halfling)</p> <p>-----</p> <p>Player 6 - trystan (human) : trystan leans back in his chair, bumping knees with someone, but not bothering to find out who. He snorts: "For an innkeep, you're not selling this very well, my friend. You make it sound very dangerous, but it's a risk I can take, especially with that kind of pay."</p> <p>Player 1 - dungeon master : He says "As I rarely get out myself, the guys ahead of you might have done all the work for you" " Might be a easy as pie" he winks!</p> <p>Player 2 - leon : "Seems like a good venture to make some gold." leon agrees. he glances to the group that has grown around his table. "Who wants in on this?" He asks them.</p> <p>Player 6 - trystan (human) : When the Githyanki's black eyes reach his, trystan nods.</p> <p>Player 1 - dungeon master : We are waiting on tolroc, Zac and DoT</p> <p>Player 8 - tolroc (halfling) : History Check 12</p> <p>Player 8 - tolroc (halfling) : (I'll see what I know about the Sunless Citadel and then post a reply . My character is going , just will effect what he says.)</p>	Player 1 - dungeon master	FALSE	(I don't think there is much history on the dungeon other than I think we are going to add that there is a dragon down here)	History check is good	The Sunless citadel is an ancient citadel from the first age which was built to protect from an Orc attack that never came. The citadel is inhabited by goblins and kobolds who have been in and out over the years.	A ONCE-PROUD fortress that fell into the earth in an age long past. This is all that is know of the fortress.	I have no issue if you want to read ahead but you have to remember to use spoilers so everyone is not reading what your character knows as he knows it.	ok

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<p>Player 5 - hox (elf) Player 8 - gruum (elf,cleric) Player 1 - dungeon master -----</p> <p>Player 5 - hox (elf) : hox bolts towards the vampire as well, baring both daggers as he flings himself towards the monster.</p> <p>Player 5 - hox (elf) : Move towards Vampire and attack with two weapon fighting.</p> <p>Player 5 - hox (elf) : hox shouts out, "hox see two but hear more in belly of ship!"</p> <p>Player 8 - gruum (elf,cleric) : gruum releases the pale man two bring both up on his Greataxe heaving two mighty swings (Reckless Attack)</p> <p>Player 8 - gruum (elf,cleric) : Attack: 18 Damage: 13 Attack: 22 Damage: 11</p> <p>Player 1 - dungeon master : OOC: Applying +3 to both of gruum's damage rolls thanks to Killian's Aura of Hate. DM Screen: 127/144 Unarmed Strike vs. gruum: 12 Unarmed Strike vs. gruum: 27 (no advantage on these because they happen before Reckless Attack) Killian WIS Save: 15 (advantage from Countercharm, +6 because I messed up the roll)</p> <p>Player 1 - dungeon master : Releasing the vampire, gruum throws his weight into two heavy swings of his axe. The vampire stops both with his hands, allowing the blade to cut into seemingly resistant skin. Killian strides forward, tearing into the vampire's back twice while his attention is turned. Unlike gruum's axe and the daggers of hox , which have similar trouble sinking in, the man lets out a howl of pain as Killian's sword draws black blood from vicious wounds. The vampire's hands begin to smoke and repair themselves while he steps toward gruum, punching both arms forward and dealing 5 bludgeoning damage. Looking to Killian, he states, "Put that thing away before you hurt someone, will you?" The sound of Zane 's lute plays like a beacon of clarity to the paladin's mind, reinforcing her will to ignore the sudden compulsion to comply. Across the deck, the three sailors fall over the second intruder, who ignores them while pulling the patrolman in toward him. With a horrible ripping and gurgling sound, he bites down and tears the sailor's throat out, leaving him to bleed out on the now-stained deck.</p>	Player 1 - dungeon master	FALSE	/u/EmptyDevil Zane, with the song of the sea in his ear for the second time, takes advantage of his momentary distraction to swing his rapier at the beast. Rolls in the next post:	The three sailors are stunned by seeing such a brutal crime, but they look like they're ready to stand and fight. They've come to your aid (ongoing initiative, they're taking Dodge actions this round). Vampire WIS Save (disadvantage this time): 13 Hox 's attack (Holy Water-enhanced) 5 Damage: 9 Damage and the vampire is still on this plane of existence, but he is seriously hurting.	OOC: Each melee attack against a target grants you 4 temporary hit points which last for 10 minutes or until the target is dead.	Round 3 Order: Players <===== Vampire Placement: The vampire is engaged in melee combat with Gruun, Hox, and Killian. Zane is 20 feet away. Tracking: The vampire has taken light damage. Gruun and Killian have taken light damage. Killian has bardic inspiration (d8).	The man that Hox attacked disengages and runs away, to the far side of the deck, toward the stern. (Not far enough to get out of combat, but I assume everyone else will follow.)	Initiative order: Players < > Undead Vampires < > Enemies < > CrewOnce again, I need two from Brox, two from Killian, and one from Hox to complete Round 4.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 12 - val (elf,druid) Player 8 - aerlian (orc,wizard) Player 1 - dungeon master</p> <p>-----</p> <p>Player 12 - val (elf,druid) : val closes to Khen and unsheates his scimitar, waiting for the harpies to get close and will try to attack with his scimitar.</p> <p>Player 12 - val (elf,druid) : (Ready action to attack one of the harpies when it get close to attack us. Can't use gust of wind without losing concentration on barkskin so I will save it for later... Attack: 11 Damage: 7)</p> <p>Player 12 - val (elf,druid) : "We should guide the ship toward that light" he points to the place he saw the light "maybe that's land..." he says hoping it is.</p> <p>Player 8 - aerlian (orc,wizard) : OOC from aerlian's position can he see the tiller? Is it obvious how to steer the ship?</p> <p>Player 1 - dungeon master : OOC: aerlian you can see the fordeck as well as the wheel but you would use your turn to get there since we are in initiative. Back guys, sorry again! Look at the map make sure you get your position/agree with placement. Initiative order:</p> <p>Player 1 - dungeon master : val</p> <p>Player 1 - dungeon master : Harpy 1 Harpy 2 Harpy 3 Keth aerlian Kiera Harpies are Red . Kiera is Purple aerlian is Blue Keth is Green val is Orange Everyone can post they're 'ready action; then we'll begin with initiative order!!</p>	Player 1 - dungeon master	FALSE	? (I know this is my turn I'll post in a bit, been busy and I'm out with my daughter.)	The harpies dash toward Val. Val see's the two harpys flank him on either side, one dashing and one sprinting. They are about 8 feet away and they have their wicked blades ready to strike.	(OOC: if you can, please roll your attacks when readying for ease! Thanks again)	PS We'll stay you're hundle around Keth, even if it looks like you're too far apart I'll say its 5 ft on the boat from C-N12 but above the deck is 10ft. Make senses?	OOC: The order is only for your turn as well as your action. Once we're all ready you can post again to 'get' closer (but not too close) or fire your weapons. Val's move was a ready action so it still counts as your round and once you hit go then we go to Keith's turn. The way the harpies are placed it seems there's two on Khenetias and two on Val. Make sure to also post your passive perception (which I will put in passive check on my note) to 'notice' things. I think the harpies will reach with their attacks first but since you have your weapons armed you'll get an advantage	Also I'll allow a retcon if you guys want to be elsewhere on the ship.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 3 - bilberry Player 8 - ta ' cha (druid) Player 2 - vahl (fighter) -----</p> <p>Player 0 - dungeon master : It is now cha's turn.</p> <p>Player 3 - bilberry : The attack doesn't hit bilberry</p> <p>Player 8 - ta ' cha (druid) : Cast Call Lightning at a vampire 5th level: 22 Damage: 31 opportunity attack vs wraith: I pull out my knives and swing attacking for 24 and doing 7 damage</p> <p>Player 0 - dungeon master : If you do that you will hit everyone except the ghost so you and everyone else need to make a dex check? Vampire 12 Wraith 15 Zombies 2 Wight 16</p> <p>Player 0 - dungeon master : You hit the wraith with the opportunity attack . What does the check need to be.</p> <p>Player 2 - vahl (fighter) : Dex: 23 OOC: That was a nat 20</p> <p>Player 8 - ta ' cha (druid) : I just realized i can't cast call lightning because i have to be able to create a storm cloud and there is not enough space to do so. Instead i am going to cast Conjure Animals at the 3rd level. I am going to create 2 Dire wolves. https://www.dndbeyond.com/monsters/dire-wolf Ini. is rolled as a group for summoned creatures: 3 Assuming they live through this battle they will be with us for 1 hour. I order them to attack the vampire</p>	Player 0 - dungeon master	FALSE	They hit the vampire. (roll for damage.)	It will take 5 rounds for them to get to us. They move half the speed of a normal creature and the vampire is 70 ft up.	Alright, ghosts turn. It will attack ta' cha. And if it hits it deals 20 psychic damage.	It is now the ghosts turn. Everyone must make a DC13 wis save or be frightened. Then it will attack demakos Attack : 16 Damage: 20 necrotic damage. Cha' wait for all 4 wis saves (not the dire wolfs) before the dogs attack.	Isis can you make a dc 13 dex save if you fail you take 5 dmg?	Conjured animals: wisdom 16 or 20 The summoned dire wolves attack the vampire.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 1 - dungeon master Player 4 - lili Player 6 - zalv -----</p> <p>Player 1 - dungeon master : Squad2(4s/20w) TOPSIDE, PC, PC, PC, PC, Squad1(4s/20w) GROUND, PC</p> <p>Player 4 - lili : lili takes aim around a crate, but her shot goes wild, and she ducks back behind it, cursing softly.</p> <p>Player 1 - dungeon master : "I think my blaster is broken." Emma says. "I can't hit anything with it."</p> <p>Player 1 - dungeon master : Squad2(4s/20w) TOPSIDE, PC, PC, PC, PC, Squad1(4s/20w) GROUND, PC</p> <p>Player 1 - dungeon master : As lili peeks around the corner to fire, the trooper Squad topside turn their attention to her and open fire. They miss! lili lives for now.</p> <p>Player 1 - dungeon master : Squad2(4s/20w) TOPSIDE, PC, PC, PC, PC, Squad1(4s/20w) GROUND, PC</p> <p>Player 6 - zalv : zalv, having cut down the droid, knows he can't stop and rushes to the next trooper. However, they run away from the shadow clad, lightsaber wielder and are able to fumble back from him, but at the cost of being a tad more exposed.</p>	Player 6 - zalv	FALSE	<p>1d20(20)+5= 25 Zalv runs straight to the nearest stormtrooper and slashes at his throat, decapitating him. EDIT: Forgot the +5 for his class feature.</p>	<p>(I'll roll a second round of attacks for advantage to make things quicker so I don't tie up the turn.)Zalv's first attack against the trooper on the right:Attack: 20 Zalvs second:Attack: 15 Damage: 8If the first attack goes through, he'll use unarmed slam on the trooper, else just the second.Similar thing for the left hand trooper. Zalv's first attack:Attack: 17 Zalv's second:Attack: 13Damage: 7</p>	<p>OOO: Sorry for the lack of posting, I haven't been feeling well for the last couple days.</p>	<p>(1 failure, 1 advantage)</p>	<p>(Reckless Melee attack. I'll take the 2 strain for an extra die in melee combat so it's 5 damage base.)</p>	<p>(Moves to B6)</p>

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<p>Player 0 - dungeon master</p> <p>-----</p> <p>Player 0 - dungeon master : Erevan, feeling the pain from the attack, splits the acolyte in half with the force of his attack. Smitty runs up to the Kobold, which turns and looks at him briefly before turning back to Rha'el. Rha'el, Melnar and Gromar all get stunned by the ferocity of Erevans attack and stare open mouthed at him. Kobolds Turn. The Dragonshield hisses at the horseman and tries to stab him twice in the chest with his spear.</p> <p>Player 0 - dungeon master : KD attack: 23 Damage: 5 KD attack: 7 Damage: 3</p> <p>Player 0 - dungeon master : The first attack score a solid hit in Rha'els stomach and he stumbles from the pain and causes the second attack to miss. The kobold slashes at Rha'el with his dagger at the back of Rha'els legs.</p> <p>Player 0 - dungeon master : KD attack: 22 Damage: 5</p> <p>Player 0 - dungeon master : The little blade slashes a deep cut across Rha'els flank causing a searing pain to shoot through him. The partys turn Escobert grunts at Erevan with a nod of approval and turns to the Kobolds. He stomps across the yard to position himself behind the Dragonshield and swings his great axe at the back of the stout kobold.</p> <p>Player 0 - dungeon master : KD attack: 8 Damage: 10 Missing his first attack he reverses the swing at the Kobolds back again. KD attack: 17 Damage: 8</p> <p>Player 0 - dungeon master : The second attack lands a solid cut across the kobolds back, but the dragonshield shrugs it off.</p>	Player 0 - dungeon master	FALSE	<p>KD attack: 09 Damage: 4 KD attack: 09 Damage: 4 With another great slice of his ax, Escobert manages to lop off the Dragonshield's left hand.</p>	It's now the Kobolds turn.	The Kobolds have been slain.	{The rest of the party has 24 hours to post.}	<p>The acolytes move to the left rear of the dragon shield and flank him, the second acolyte attacks with a dagger while the first pulls out a heavy mace. The first acolyte slashes with a dagger at Rha'el AC: 17 Damage: 6</p>	((I'm going to call it a night guys, I was in surgery today but everything looks good so hopefully I'll be up and about soon, I'll try to get everything posted tomorrow morning, hope everyone is having a good night!!))

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
Player 7 - tolroc (halfling) Player 0 - dungeon master Player 5 - dot Player 2 - leon ----- Player 7 - tolroc (halfling) : tolroc moves forward slowly as well. While Trystan looks over the relief, he will examine the two doors. Player 0 - dungeon master : The door is locked but can be opened with thieves' tools and successful DC Dex check. Player 5 - dot : While the others are searching dot will look for secrets on the walls "Adventuring is fun, I am glad nobody has got hurt yet." Player 5 - dot : 6 Investigation Player 0 - dungeon master : Which one first? Player 0 - dungeon master : You see nothing other than the indention on the other side. Player 2 - leon : leon will check out the relief/indentation...	Player 2 - leon	FALSE	What do your senses tell you about the relief?	Investigation: 16	Investigation (looking through the indentation): 13	investigation: 13	Investigation: 4	investigation 13

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 8 - ruvaar (goblin) Player 6 - nelly (dwarf,sorcerer) Player 4 - chantrea (human,cleric) Player 7 - lowblo Player 5 - dungeon master -----</p> <p>Player 8 - ruvaar (goblin) : ruvaar ponders this plan for a moment. Then, looking to the dead goblins he says: "We've some perfectly good meat right here. We can feed them the dead Goblin carcasses."</p> <p>Player 6 - nelly (dwarf,sorcerer) : nelly Stonebottom ~ AC 18 ~ HP 12 nelly lifts one dark red eyebrow in a high, questioning arch. One of the first things her papa taught her was to never eat goblin. 'Worse than raccoons' he said. 'Worse than dire raccoons.' She had never felt the urge to test her papa's wisdom there, nor to torture wild free-range fangorous beasts. So with all that bobbing around in her head, the girl gives it a swift shake. "Not like they're goin' ta starve right now. If'n we keep going, we're likin' to find somethin' less stringy. An' goblin bandits ave' parasites, truth." Her mind spoken, nelly prepares to move ahead with lowblo to see what is past the rickety death trap bridge.</p> <p>Player 4 - chantrea (human,cleric) : Watching her companion speak, chantrea begins nodding. "True, true. Presumably, we'll be returning this way to leave, and perhaps there will be other options by that point. And if not, I will take on the task of feeding and releasing the poor beasts." She nods once more, resolute. "The lives of natural creatures are precious." After saying her piece, chantrea re-wraps the rations and then slings her pack onto her back once more, holding the shoulder straps in a clear stance of readiness.</p> <p>Player 7 - lowblo : lowblo shrugs not caring one way or the other, "I go scout more. You worry about nasty goblin eating wolves."</p> <p>Player 4 - chantrea (human,cleric) : "I think there's been enough scouting, goblin." chantrea moves up beside nelly, ready to follow their small, green companion in to the unknown. "Lead on."</p> <p>Player 5 - dungeon master : Daeris prepares herself by chef going equipment, daggers etc then moves to follow.</p> <p>Player 5 - dungeon master : lowblo can you do another stealth and perception.</p>	Player 5 - dungeon master	FALSE	Stealth: (roll0)	As you stand from the bushes Lowblo you notice a couple of dead goblins in the clearing a few feet from them you see a group of 5 goblins talking with each other about their next move. It would seem they have taken the other way as there are no footprints for them to be coming from that way. On the wall of boulders you think to yourself that you could climb the boulder.	So are you guys ready to move onwards?	Everyone else can role a stealth check and perception as well. If you don't in time I'll roll for you ;)	Lowblo's Stealth 6 (Rolling with Disadvantage due to armor) Perception 9	Are you sure you want to do another stealth roll, you have taken advantage of the surprise and already attacked the goblins, there is a dead end that you can see so it's not to far.

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<p>Player 10 - dungeon master Player 4 - poppy (tabaxi,fighter) -----</p> <p>Player 10 - dungeon master : (hey, you went before me, lorrdwolf! I'm before you!)</p> <p>Player 10 - dungeon master : thris shoots another soldier, killing them instantly.</p> <p>Player 4 - poppy (tabaxi,fighter) : Putting away his bow, and pulling out his rapier and dagger. "Thris, you are in charge till I get back. Cover me if you can." Running into the camp near Ro. "Kitten, bet you can't burn the tents." His blades moving in a dance as he goes after the soldiers.</p> <p>Player 4 - poppy (tabaxi,fighter) : Rapier Hit: 15 Damage: 4 Dagger hit: 18 Damage: 3</p> <p>Player 10 - dungeon master : You hit the soldier Ro hit moments before, spearing them with your two blades. As they fall over dead, their helmet falls off, showing a young blond man with a look of panic on his lifeless face.</p> <p>Player 10 - dungeon master : BAD GUYS TURN! Theres only Around 10 left out there, but you hear shuffling inside some of the tents. One of the soldiers runs up towards poppy, taking a swing at him with an electric club. attack: 10 Damage: 6</p> <p>Player 10 - dungeon master : another runs at Ro, striking her across the chest and knocking her back slightly.</p>	Player 10 - dungeon master	FALSE	(i guess it auto went back to lorrdwolf? but what should we do?	(the tented area has a door straight ahead, and a door to the East. The tent with the dead kid is to the West of the camp, and the rest of the area has tents arranged in a circle formation, facing the entrance)	Attack: 9 Damage: 5	one in the middle of the camp grabs a rifle, firing it at where thris shot the arrow from attack: 9 damage: 5 the others grab their weapons and start running towards you guys. (okay it's darkling's turn, again....)	Another soldier charges out of the tent, with a sword in hand and swings at Dagrinn Attack : 23 Damage: 5	a third runs at lorrdwolf, taking a swing at them as he gets up from his prone state Attack: 9 Damage: 5

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Player 7 - grim Player 1 - dungeon master Player 14 - thasla (bard) Player 4 - tamoda (ranger) ----- Player 7 - grim : Attack: 10 Damage: 10 Player 1 - dungeon master : Con save? Player 14 - thasla (bard) : thasla con save: 18 Player 4 - tamoda (ranger) : tamoda CON 16 Player 4 - tamoda (ranger) : tamoda grits his teeth from the steam and swings again with his quarter staff Player 4 - tamoda (ranger) : Attack: 14 Damage: 9 Player 1 - dungeon master : thasla restores Ahkota to consciousness, who is rather displeased to see he is in the jaws of the Apex. While tamoda tries to wail on the creature to little effect, Ahkota tries to stab the Apex.	Player 1 - dungeon master	FALSE	? Ahkota stab damage 9 Tamoda damage 2 Tamoda hits	Apex Con save: 12	10 4	ATK: 10 DM G: 4	Attack: 6 Damage: 34	Attack: 10 Damage: 4

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 6 - praxx (gnome,bard) Player 4 - neya (druid) Player 1 - dungeon master</p> <hr/> <p>Player 6 - praxx (gnome,bard) : "Looks like we have a lock over here everyone. Two drawers are empty but this last one.... should we break it and just stage it as a robbery?" praxx says puzzled.</p> <p>Player 6 - praxx (gnome,bard) : *OOC- I know I have examined what I have seen on top but can I lay on the floor and look at the bottom of the locked drawe and see if maybe I can pry the bottom off easily or if there is anything off interest under the desk? If so Investigation check- 4</p> <p>Player 4 - neya (druid) : Living with an organization that depends on mutual trust has given her an idea of the sort of conduct that clients expect from her clan. With the nature of their work, clients often give some leeway on how far they can go to complete a job. But hearing praxx brazenly suggest such an action left her aghast.</p> <p>Player 4 - neya (druid) : "Whoa! What?! praxx, this isn't just a ruin we've happened across, this is someone's home; One of the caretakers of which is here with us! I highly doubt these fine people would allow us to stay long after destroying their superior's property."</p> <p>Player 1 - dungeon master : Shandra moves her arms as if she was about to say something out of disgust, but neya beats her to the punch. Nonetheless, after regaining a bit of her poise and interrupting praxx 's attempt to kneel and look under the desk, the matron adds: "Listen, mister praxx, I trust you have the best of intentions here. Your group's actions up to this point don't make me think otherwise. That is why I brought you and your companions to my master's chambers. But, do not think that I am stupid just because I am simple folk. I would know very well it wasn't a robbery. That said, If you really believe there might be something in that locked drawer that will help you in your investigation, please feel free to break it if necessary. If you find nothing you judge to be of interest, you'll promise to leave it behind. My husband can fix the desk afterwards and we can ask Karst the ferryman to bring some spare padlocks on his next supply run, the cost of which would have to come from your pocket. I am sure you understand." (The whole party hears this.)</p> <p>Player 1 - dungeon master : While neya , praxx , and Shandra settle this slight disagreement, Utar has yet another moment of clarity. Picking up the mysterious tome, the cleric borrows from his early theological teachings to recall a handful of Thorassi symbols. Over the next few minutes, he is able to decipher the title of the tome and the</p>	Player 1 - dungeon master	FALSE	Utar is quite visibly distracted by the tome in his hands for the rest of the tour.	While the party is settling and resolving this issue, they may make another group check.	and Roznar also come to some agreements during this time. Roznar finally admits he's still not entirely comfortable with the idea of traveling with a kobold, but he will try and not let it get in the way of their task. And the kobold promises to behave and stay out from underfoot.	Drazzim offers to break the drawer's lock, as long as Praxx is willing to cover the costs and Graxx is not calling dibs on the show of strength being put on the table (a lock and key cost 10gp according to the PHB. I'll say repairs to the furniture would cost another 3gp).	, on the other hand, notices absolutely nothing out of place in the room beyond the fact that the locked drawer's keyhole is a bit misaligned.	(The paintings are still available to be examined.)

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<p>Player 7 - rha'el (centaur) Player 4 - dungeon master</p> <p>-----</p> <p>Player 7 - rha'el (centaur) : Attack: 20 Damage: 16 (Not sure why it's showing that, It worked yesterday before I left BB. It was a 20 to hit with 16 damage... And now it's showing again)</p> <p>Player 4 - dungeon master : {rha'els attack is not showing. It says next to attack and Damage : Dice rolls not yet available for this section. May need to re roll.}</p> <p>Player 4 - dungeon master : Gromar runs up as Night Wine, Smitty and rha'el manage to finish the drake off. As it dies, its tail lashes out and smacks the door it had been guarding with a loud thud. The party moves out towards the dead kobolds and drake. As they examine the body, three more kobold and 2 more cultist come out to see what the noise was and spots the party. One of the cultist gasp and says with dread "Lennithon will not be happy when he finds out about this." He raises his staff and sends a flash of light up into the air. The second cultist nods gravely then looks to the 3 kobolds. "What are you waiting for, an invitation to dance? KILL THEM!!!!!!!" The kobolds yell a war cry. One puts its shield up and stalks forward towards the party to face rha'el as he is the closest. As he gets close enough he stabs at rha'el with his spear twice.</p> <p>Player 4 - dungeon master : Kd Attack 1: 9 Damage: 4 Kd attack 2: 19 Damage: 3</p> <p>Player 4 - dungeon master : The second Kobold rushes rha'el as well to attack with his dagger.</p> <p>Player 4 - dungeon master : K attack: 19 K damage: 5</p> <p>Player 4 - dungeon master : The third Kobold raises its dagger and starts muttering and weaves symbols in the air. Its freehand points towards Erevan and sends a Chromatic Orb towards him. As it flies through the air, lightning starts flickering around the orb.</p>	Player 4 - dungeon master	FALSE	Edit: Also does the cultist attack count as a legendary action or a basic action?	Attack: 17 Damage: 11 OOOC: Rha'el, make a Constitution Saving throw.	Attack: 22 Damage: 19	KS Attack: 22 Damage: 19	Damage: 10 Erevan, your up! (OOOC: Is there any cover nearby for Rha'el and or smitty? Roll for stealth.)	KA Attack: Attack: 22 Damage: 19

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 3 - dungeon master Player 10 - menodora Player 6 - aeros -----</p> <p>Player 3 - dungeon master : Dex save for the kobold - 11 Yes, Eryn is prone. menodora is up. Tall figure is on deck.</p> <p>Player 10 - menodora : menodora is going to pull out her rapier and attack the crossbow-wielding figure, that attacked her. (Attack: 8 Damage (if successful): 7) After that, she's going to use Healing Word on Arthasis. Healing: 7.</p> <p>Player 3 - dungeon master : The kobold ducks out of the way of menodora's attack, growing at her. Letting out a small frustrated growl of her own, menodora turns, her hands glowing a dark, forest green as she casts healing magic on Arthasis. The tall figure, seeing that two of their allies have been downed, mutters under their breath and around them, a large cloud of fog begins to build up, obscuring everyone's view. The figure and the remaining kobolds disappear into the fog. One kobold remains unconscious on the ground. Another one is dead, an arrow through it's eye. Eryn, Keaton, and menodora can hear a very high-pitched whine starting to build up from the direction of the fallen kobold.</p> <p>Player 3 - dungeon master : aeros is up.</p> <p>Player 3 - dungeon master : Eryn on deck.</p> <p>Player 6 - aeros : (OOC: Two questions: How far away is the smoke cloud and the fleeing group from aeros' current position? And is the one making noise the one that had been knocked unconscious?)</p> <p>Player 3 - dungeon master : The smoke cloud is about thirty feet or so. You don't know the relative position of anyone inside it. And aeros doesn't hear the high-pitched noise yet, so he wouldn't know~</p>	Player 6 - aeros	FALSE	Aeros steps forward into the cloud, then moves forward ten feet to cast thunder wave. He'll try to put everything in the cloud to sleep. Is the tall figure the same creature that was trying to eat us earlier?	(OOC: The high-pitched noise is apparently being generated by the same unconscious Kobold who was struck with the arrow. Is that Kobold still conscious or has he also been dropped as well?)	(OOC: Do I know what the sound is? Or is there anything nearby it could be coming from - like a trap?)	(OOC: Got it. Couldn't tell if it was my kobold who was waking and up and if I had to bonk him on the head again)	(So, it's not really an issue yet.)	(OOC: Got it. I'll keep a readied action, then. Once the fog comes to my character I'll use the readied action to attack with a spell)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 2 - jack (cleric) Player 9 - landrae (bard) Player 10 - kai (bard) Player 1 - dungeon master -----</p> <p>Player 2 - jack (cleric) : jack will let loose an arrow from cover, aiming for the person that looks like the priest the gnome described. Attack: 12 Damage: 5 Sneak Attack if it hits: 3 ((Not sure if we get advantage on our surprise round, if so Attack: 18 Damage: 9 , just the 'to hit' changes)) Lastly, initiative roll, 17</p> <p>Player 9 - landrae (bard) : Initiative: 10</p> <p>Player 9 - landrae (bard) : landrae will cast Sleep into the freshly arrived group of bandits, trying to catch as many as she can in the 20ft AoE.</p> <p>Player 9 - landrae (bard) : Hit Points affected: 21 (targets lowest first, then affects up to total roll. Any enemy whose hp are fully covered will be dreaming for 1 minute, until damaged or otherwise woken)</p> <p>Player 10 - kai (bard) : kai:</p> <p>Player 10 - kai (bard) : Initiative: 17 Kia will cast Entangle again to trap as many as possible.</p> <p>Player 1 - dungeon master : Heobo dives for cover as vines erupt from the ground and ensnare the unsuspecting bandits.</p>	Player 1 - dungeon master	FALSE	<p>2 A half dozen sleep darts fly across the clearing. You notice them just in time to make it to partial cover and/or dodge. A few bandits fall to the ground, but it's nothing as powerful as the darts you've seen elsewhere.</p>	<p>The bandit group that just arrived see the battle that took place in front of them with the bandits running in the opposite direction. They're too far to see if there are any uninjured combatants and instead, try to find cover in an old hut.</p>	<p>DMs Action - Bandit 1 (Str: 11):DMs Action - Bandit 2 (Str: 11):DMs Action - Bandit 3 (Str: 11):DMs Action - Bandit 4 (Str: 11):DMs Action - Bandit 5 (Str: 11):DMs Action - Bandit 6 (Str: 11):DMs Action - Bandit 7 (Str: 11):DMs Action - Bandit 8 (Str: 11):DMs Action - Bandit 9 (Str: 11):DMs Action - Bandit 10 (Str: 11):DMs Action - Bandit 11 (Str: 11):DMs Action - Bandit 12 (Str: 11):DMs Action - Bandit 13 (Str: 11):DMs Action - Bandit 14 (Str: 11):DMs Action - Bandit 15 (Str: 11):DMs Action - Bandit 16 (Str: 11):DMs Action - Bandit 17 (Str: 11):DMs Action - Bandit 18 (Str: 11):DMs Action - Bandit 19 (Str: 11):DMs Action - Bandit 20 (Str: 11):DMs Action - Bandit 21 (Str: 11):DMs Action - Bandit 22 (Str: 11):DMs Action - Bandit 23 (Str: 11):DMs Action - Bandit 24 (Str: 11):DMs Action - Bandit 25 (Str: 11):DMs Action - Bandit 26 (Str: 11):DMs Action - Bandit 27 (Str: 11):DMs Action - Bandit 28 (Str: 11):DMs Action - Bandit 29 (Str: 11):DMs Action - Bandit 30 (Str: 11):DMs Action - Bandit 31 (Str: 11):DMs Action</p>	<p>Male Bandit Strength Save: 5 Female Bandit Strength Save: 1 Goblin Strength Save: 2 Cleric of Mask Strength Save: 7 Jack lets loose his knocked arrow, taking the cleric of Mask in the shoulder. She doubles over in pain and rips the arrow free. (Wounds: 8) Duncan heads for the male bandit and delivers a crippling blow. (Wounds: 7)</p>	(Landare is up next)	<p>STR saves made against Entangle: 1 5 2Bandits 2, 3, 5, and 6 are ensnared and must make STR saves of 14 , 16 , 14 , and 9 to escape or suffer 1d4 STR damage or become restrained and be pushed to the nearest unoccupied space.Initiative: 7 , name_mention name_mention name_mention ,</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 6 - belron Player 1 - thaunix (tiefling,paladin) Player 5 - gimble (paladin) -----</p> <p>Player 0 - dungeon master : belron does not see the pattern very well.</p> <p>Player 6 - belron : "Hey guys, there are trap doors everywhere", belron points to the sequence that leads to the doors. "What do you guys see?"</p> <p>Player 1 - thaunix (tiefling,paladin) : Insight 17</p> <p>Player 1 - thaunix (tiefling,paladin) : Investigation 8</p> <p>Player 6 - belron : 20</p> <p>Player 5 - gimble (paladin) : investigation : 23 insight : 8</p> <p>Player 0 - dungeon master : Thole whole room is 10*10 rows (100 tiles). there are 3 types of rows (below) and on the wall each row as a certain number to them 1 2 1 2 1 2 1 2 1 2 = 12 1 2 3 4 5 6 7 8 9 10 1 1 2 1 1 2 1 1 2 1 = 132 1 2 3 4 5 6 7 8 9 0 2 2 1 1 2 2 1 1 2 2 = 32 1 2 3 4 5 6 7 8 9 0 These numbers indicates the order of the rows. If every number of the rows where added up they would equal 20 (as in if you took 12, 132 etc and added them together that is the number), and in the first 5 rows, the number equals 9 and contains 2 of 2 numbers, and the next 5 rows equal 11 and have again 2 of 2 if the same numbers, e.g. 1 2 1 3 2. They must follow that rule, and also must not meld, e.g 1 1 2 2 3 is not a combination 1 3 2, 3 2 and 1 1, 2 2 or 2 3 is not a combination.</p>	Player 6 - belron	FALSE	Insight, investigation or perception check: 1d20+11	Kestrell says, "I think someone is messing with us," and points back at the door they found behind the tapestry the first time they entered the room.	Alright, here's the idea: Belron points to the 1 2 row we're going to try to make our way down this row by jumping from trap door 1 to trapdoor 1.	Belron will attempt to find the safest path through	Belron points at a door. "This door has the pattern 1 1 2 2 3. It must be either 2 6 7 or 6 7 7. But I believe I saw a 1 and 2 in this order. So this door will not go to this other door."	Are all 100 tiles marked?

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<p>Player 4 - lili Player 0 - dungeon master</p> <p>-----</p> <p>Player 4 - lili : lili projects a scowl through her voice. "You saying I sound like a girl?"</p> <p>Player 0 - dungeon master : "Yes, I am. Plus, I can see you through the camera on the panel." the voice declares. "Stay where you are, we're sending people down!"</p> <p>Player 4 - lili : "...**** this," lili says decisively, taking her finger off the button and pulling out her slicing gear to get into the system. Her goals are:</p> <p>Player 4 - lili : lili gets typing on her computer, grinning as she gets into the system and gives the camera panel a middle finger, though her shoulders are very tense.</p> <p>Player 4 - lili : 1 triumph, 1 threat.</p> <p>Player 4 - lili : She looks at the others. "Let's get going." She stands up and heads for the skiffs, waiting until they're away from the panel to murmur. "I vote HazMat next. Leave the screaming passengers for last."</p> <p>Player 0 - dungeon master : "You are very tense." Emma notices. "Can we go now?!?" she cries.</p>	Player 0 - dungeon master	FALSE	<p>2 Advantages</p> <p>"That's a good idea," he grumbled, "but my gut says something else is going on. The first person that comes should probably search the other rooms"</p>	"It would appear that I am the first to go down. Let's hope this goes smoother than my last trip."	Roll me another Charm check, please	<p>Hop in lets go! Time to punch it! Amelia hit the gas. (Average - 2 Purple)</p> <p>Piloting check.</p>	(OOC/Lori) "Don't worry guys, Lili got this." I say as I look around nervously, not sure what to expect next.	You can see that if you are careful you could probably snip off those clamps with your tools

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<p>Player 17 - watl (elf,cleric) Player 12 - kaltent (bard) Player 11 - jah'nun (dwarf,bard) Player 0 - dungeon master Player 21 - cavyre (sorcerer) -----</p> <p>Player 17 - watl (elf,cleric) : Trust will trust Vosnin with a key.</p> <p>Player 12 - kaltent (bard) : kaltent looks between Trust and Vosnin. "By the way, I completely forgot to tell everyone last night with the disruption from the orcs, I heard about another possible opportunity for us. There's a big card game coming up at the Silver Unicorn in about 2 weeks. minimum buy-in."</p> <p>Player 17 - watl (elf,cleric) : "I am no stranger to card games" He says as he absent mind-idly shuffles his cards, "although gambling is only a sure thing if you rig the game, which is easiest if we're the game's organizers. Unfortunately, we are not ... However, that does mean a lot of money in one place, which is a tempting target. We could try to knock over the game, or simply wait until the winner is determined and rob him." He starts to get excited and his yellow eyes dart around, "It would help to have someone on the inside for intelligence though, can we get 100 gold together in time?"</p> <p>Player 12 - kaltent (bard) : "That was my thought. Whole lot of money in one place for them to try to keep safe. And wouldn't hurt for one or more of us to join as well. I'm always up for a game myself." He looks around them at the bags and barrels of spices they stored in the warehouse. As for the entry money, we've got a couple weeks to move this spice, should give us plenty.</p> <p>Player 11 - jah'nun (dwarf,bard) : jah'nun pats Lily on the hand. "How long ago? Could just be late." she smiles ruefully, "Of course, I myself am not a healer. I just know a few little herbal remedies and tisanes. If you think you might be with child, you'd need to see a true healer." Thinking for a moment she adds, "If your belly is aching, though, or if your feeling a bit green, I could make you an herbal tea." In reality, jah'nun will simply make tea and use Prestidigitation to give it a medicinal flavor and then add a touch of sugar for an energy boost. Sympathetically she asks, "Do you have any idea of which bloke it might be that put you in the family way?" She also listens for any gossip about which fellows frequent the place most often, if there are any regulars, and if it sounds like any of them might be Steel Fist members.</p> <p>Player 0 - dungeon master : Lily thanks Jahn for the tea and says there is no way to really know who sired it, not that it even matters she just</p>	Player 0 - dungeon master	FALSE	There are rules for that stuff?	As they were finishing up their work for the night, the three women come up. "Hello ladies, we will take the watch from here. Thank you so much for your service." The three women start their shift and Kal, Jahn, and Trust each take one to be a third to stand watch with them.	You can if you wish.	(If there is a roll I require I will ask, but also feel free to volunteer a roll you feel is relevant or want to affect the game.)	If Cavyre had a spell with a somatic component, he uses that now and then.	nope, it comes up organically

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<p>Player 0 - dungeon master</p> <p>-----</p> <p>Player 0 - dungeon master : As you depart from Durgan's Rest in the comfort of the river ferry it begins to snow. Despite it being cold, it is quite pleasant. On the left are the Kelder mountains, a bony back stretching out of the plains. You can see why they call this range the backbone of Ghelspad. On your right is a beautiful old growth forest. moss and vines cling to the tall trees, and shrubs and grasses thrive in their shade. There are several other travelers on the ferry with you, and even a bar, although with a limited supply of drink.</p>	Player 0 - dungeon master	FALSE	A pleasant day in the city of Durgan's Rest. A mild snow has drifted over the town, and the town square is covered in snowmen, sculptures, statues, sculptures and snow sculptures. In the tavern, a bard sings and plays his lutes while patrons relax. It's a good day.	It is clear that most of them are headed towards Keldar, the largest (human) city for three days journey south from your current location.	(OOC: Everyone roll a DC 15 Constitution Saving Throw.)	1. A Male Human Merchant, he has blonde hair and dark hazel eyes, and a sharp nose. He wears plain clothing and several pouches hang from his belt. 2. A Male Dwarf Peasant, He is tall, with cropped golden hair and light blue eyes. He wears modest garments and riding boots. 3. A Male Human Soldier, he is beastly in appearance, with thick copper hair and green eyes. He wears studded leather and wields a short sword and shield.	As you are waiting, you are free to chat together, go for a walk, sit by the campfire, etc...	Please introduce your characters and what you want to do. The forest is not going anywhere, you have plenty of time to rest, recuperate, spend your coin etc.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 6 - anne (centaur,wizard) Player 0 - dungeon master Player 8 - richard (bard)</p> <p>-----</p> <p>Player 6 - anne (centaur,wizard) : ((without much thinking, anne then carefully cast gust of gentle wind to reveal what's behind their robe)) ((oh and also stealthing)) just in case asked, stealth roll 14</p> <p>Player 0 - dungeon master : Ooc: if you are casting the spell Gust of Wind, you don't need to make any roll - do you want to aim it to specific person or to the whole group?</p> <p>Player 6 - anne (centaur,wizard) : yep, to the whole group...anne makes it seems like a natural wind</p> <p>Player 0 - dungeon master : ==DM== anne cast a spell to reveal the group's identity. Soft wind blows into their direction, revealing faces behind the diggers and the overseer's cloak.</p> <p>Player 0 - dungeon master : Two were older man with gloom look in their eyes. While the person in white robe was a familiar face - those of you who knows her know that the person strongly resembles Erve herself! Her face though has dark and vile look on her expression. Noticing the wind, the three of them stops their activity and put their hands on their waist. They are suspicious of their surrounding and looking for something!</p> <p>Player 0 - dungeon master : I need everyone to make a Stealth check to avoid their gaze (except anne as she had made it) - if you are not near anne while she cast the spell, you make the check with advantage - but also doesn't see the group's faces.</p> <p>Player 8 - richard (bard) : Stealth with no advantage: 3 ----- BAHAAHAHAHAHAHAHA!!! rendah banget di 3.</p>	Player 0 - dungeon master	FALSE	Ooc: you don't see the faces, but the spell reveals that their bodies are older (or at least the look and body are in old age), while robe covers the whole body. However, it doesn't reveal the type of robe worn by the overseer.	OOC: sorry to burst your bubble, but you can't hide from that roll!	Ooc: so you're out in the open...	(ooc: btw gw tadi kontak Noir kayaknya doi lagi kebanyakan game juga jadi kayaknya gak lanjut. Tinggal nunggu balesan Dodaem. For now expect it's the four of us folks. What's a balanced encounter anyway?)	OOC : I will give Anne advantage after all. The reason is because there is a rule about when PC cast a spell and another person was in the range of that spell's effect area, that person don't need to make the same action but still the effects of it's spell still works the same.	LOL - not gonna say it to your face, but just imagining it makes me laughing :) :))

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 8 - rex (dragonborn,monk) Player 0 - dungeon master Player 3 - fjordix (bard) -----</p> <p>Player 8 - rex (dragonborn,monk) : [Alright! Time to redeem myself!]</p> <p>Player 8 - rex (dragonborn,monk) : rex cracks his knuckles and raises his claw, "Ok, take two!" Stardust again swirls to a single point in his palm and releases in the same streak toward Kobold 4, Eldritch Blast !" [20 and 5 force damage] and then moves 30 feet back. [Alright! Back on track!]</p> <p>Player 0 - dungeon master : Kobold 3 is dead.</p> <p>Player 0 - dungeon master : rex's eldritch blast flies off its mark.</p> <p>Player 0 - dungeon master : Ghenesh, we are back to the top of the initiative order.</p> <p>Player 3 - fjordix (bard) : OOC: rex's 22 misses?</p> <p>Player 8 - rex (dragonborn,monk) : [My thoughts exactly?]</p>	Player 0 - dungeon master	FALSE	The roll I have says 21. Kobold 3 dies. You still have time to do an action. (OOC: It does indeed. Sorry about that. Kobold 4 still stands.	I misread the map. Rex hit kobold 3 with his blast.	Please, no more turns until we get this settled.]	(I have it in a PM to you that I am not doing any modifications to your rolls. If you look below at the first combat we did, I was doing a lot of manipulation for combat, but people got mad. I took that back and am just rolling. The problem with this game is everyone wants to "win" at their rolls/abilities, and it is just not designed for that. Sorry, I don't fudge rolls and do manipulation. So what you see is what I got.)	Sorry, I'll fix it, and repost.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 5 - aeros Player 3 - dungeon master Player 7 - arthasis Player 0 - eryn (bard)</p> <p>-----</p> <p>Player 5 - aeros : Taking a quick gauge of the gnome, aeros got the sense that all he wanted was to be left alone rather than have a prolonged conversation with a group of random strangers, especially ones who point arrows at him out of nowhere. "No reason for that as we're just about to leave." He replies to Auby before turning towards eryn and quietly whispering "And you should probably apologize as well (even if you don't truly mean it). Having the City Watch chasing us is certainly not how I saw my evening going." And if the city watch starts asking him questions about where he's from and why he's in Hupperdook, he begins to thinks to himself...well... this night would get messy very quickly.</p> <p>Player 3 - dungeon master : (Yeah, that's definitely good enough. He's ornery but generally harmless. He's realized he can mess with y'all safely by threatening to call the Watch, but has no interest in actually doing anything that would require him to put in more work.)</p> <p>Player 7 - arthasis : 'Spooked by a gnome', arthasis shook his head in disbelief. It seemed like he wasn't the only one here, who was a little tense. For a brief moment he wondered why this was the case. The older gnome on the other hand looked a lot more annoyed than nervous. From what Menodora said, his name apparently was Auby, or something like that. More importantly, this little fellow threatened to call the city watch on them and that just couldn't happen. "My friend here is right, good sir!", arthasis gestured towards the dragonborn. "There is no reason to call the city watch. We will be on our way and won't bother you any longer.", the young man tried to sound as subdued as he could. "I am very sorry if we caused you any inconvenience."</p> <p>Player 7 - arthasis : Persuasion 10 (Ooc: those rolls)</p> <p>Player 0 - eryn (bard) : eryn says nothing but does put his arrow back in his quiver. Still a little unnerved by the incident, he takes a good look around to see if he perhaps missed something else; perhaps the gnome is a diversion.</p> <p>Player 0 - eryn (bard) : Perception check: 13</p> <p>Player 0 - eryn (bard) : Later: Out of interest, what is the lighting situation in the area? He could provide light, if it is needed.</p>	Player 3 - dungeon master	FALSE	Light has become rather scarce. And yes, you can provide light. It'll just be from Aeros' bow.)	(You can always make a Perception check to find out. I will reveal it when you say what you want to know.)	The city block is well-lit at night. The streetlamps in the vicinity give the area in front and behind you a bright glow.	(ooc: there are lanterns strung along the main street, so there's a bit of light to see by unless you turn down a side street.)	A half moon hangs overhead and the surrounding area provides some light. With the full moon not too far away, you could ask the gnome for help with light, but he clearly wishes you to leave and is happy to pretend you didn't exist.	You are on street light on a street between two buildings and are nearing evening. The area is pretty populated and well-lit. Let's say, it's as if the streetlights are your bright light.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 13 - thisis (ranger) Player 0 - dungeon master Player 4 - poppy (tabaxi,fighter) Player 6 - shira (human,ranger) -----</p> <p>Player 13 - thisis (ranger) : " Wow, " thisis breathed. " Well, that sucks but I don't think it changes what I said. She still needs to die and we still need to kill her. "</p> <p>Player 0 - dungeon master : "I never said I was arguing that." Ro says quietly.</p> <p>Player 4 - poppy (tabaxi,fighter) : "It isn't easy to contemplate hurting a friend, even if time has past and you both have changed. I would understand wanting her dead, but I would also understand wanting to save them. Save the person you cared about long ago, even if they might even be in there anymore. I couldn't say it is possible, but we may try if you want Ro. It might be dangerous but we are already neck deep in it and sinking fast."</p> <p>Player 13 - thisis (ranger) : thisis yawns, pleased at the sharing. A shared burden was a lessened burden. " I will take the watch in 4 hours. " He then settles into his trance pose.</p> <p>Player 4 - poppy (tabaxi,fighter) : Sitting up comfortably and looking out around them, "Sleep, in four hours we will see what happens. Goodnight everyone."</p> <p>Player 6 - shira (human,ranger) : good night all</p> <p>Player 4 - poppy (tabaxi,fighter) : (May the dice gods bless us all with a Lv up this night!)</p>	Player 0 - dungeon master	FALSE	? The group gets their rest for the trip and prepares for the following morning.	OOC: Can we make a campfire during the rest, or there isn't enough wood?	(I'll post in a few).	(Sorry for not posting for a while, I lost serious motivation for a while.) level up, noobs. Lore post will be out in a hot minute	The night passes with only Ro sitting watch. At first light, she gets up and takes her longbow, preparing to go looking for Thisis while the others sleep.	No level ups for today :D

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 1 - dungeon master Player 4 - zane (half-elf,bard) Player 7 - gruuun (elf,cleric) Player 2 - killian (paladin) Player 5 - hox (elf) -----</p> <p>Player 1 - dungeon master : OOC: Assuming gruuun is alright with moving along. Longbow and 10 arrows have been added to hox's inventory. 50 gp and 5 sp have been removed. Note that hox is not proficient with the longbow, and is now over his carrying capacity, and will have to drop some weight or exchange some currency.</p> <p>Player 1 - dungeon master : After some quick purchases of weapons and ammunition, you find The Flying Mermaid ready to sail at the far end of the docks. It is a smaller ship, obviously built for speed. "I am Captain Thatcher. We've been expecting you. Can't say I'm thrilled about it, but come aboard," the Captain says, a well-built human man in his forties. "We have a crew of forty. Our quarters below deck are full, so you'll have to sleep on the deck. Fill me in on the situation. We've been paid well to carry you, but I was not told any specifics," he says.</p> <p>Player 4 - zane (half-elf,bard) : zane tells the captain about the ship they would be chasing, where it was last seen and which way it was seen heading. Also that the objective is to retrieve an item that is on board that ship, but no specifics. He will also ask the captains permission to offer some gold to some of the crew for switching sleeping quarters with. If permission is given, he will take a short tour through the quarters below deck and will promptly make a "name your price" offer to a decent room with four bunks in it for a single night.</p> <p>Player 7 - gruuun (elf,cleric) : (Sorry been working on a router failure and got swamped)</p> <p>Player 7 - gruuun (elf,cleric) : gruuun notices hox struggling to keep up due to his load, "Little one you are carrying too much. I will keep your things safe for you, I have no use of your 'shinys' while I have a full stomach." gruuun is clearly uneasy getting onto the boat, not use to or comfortable with the ground moving beneath his feet. Hearing zane talking to the captain about a room below, he becomes tense and somewhat pale. "You can stay below if you find a room, I am going to stay where I can see the sky."</p> <p>Player 2 - killian (paladin) : killian seems pretty even keel about the boat thing, she comes aboard with no undue concern, eyes Captain Thatcher skeptically, but lets zane do the talking. She is fine bedding down wherever. She will settle now on a crate out of the way to clean her bloody sword (which she has only wiped on someone's cloak</p>	Player 1 - dungeon master	FALSE	Once Gruun has taken Hox's belongings, Hox will take one of the bunks from the crew that is unoccupied. He sleeps well, waking up at the first rays of dawn.	OOC: This seems to be a situation where there is room enough for both Gruun and Hox in the rooms below deck, so we can put your shared quarters on hold for now. //////////////// //////////////// //////////////// //////////////// ////////////////	Zane Persuasion: 23	Killian and Hox easily get a single room to themselves downstairs, with four bunk beds. The four of you talk while the sun sets in the distance.	Persuasion: 23

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 8 - tolroc (halfling) Player 0 - dungeon master Player 9 - leon -----</p> <p>Player 8 - tolroc (halfling) : May I make an attempt to remove the bell without making noise?</p> <p>Player 0 - dungeon master : Yes give me a stealth check and sleight of hand</p> <p>Player 8 - tolroc (halfling) : Stealth 13 Sleight of Hand 4</p> <p>Player 0 - dungeon master : You can reach the bell without it making a sound but it is so wrapped up in wire taking it is impossible</p> <p>Player 0 - dungeon master : From where you can see is a hallway where you can hear screaming on the other end. You can see the gleam of what looks like caltrops on the ground spread out through the hallway.</p> <p>Player 0 - dungeon master : This hallway is 10 ft wide and 60 ft across. Going through it requires 6 dex . saving throws from each person who wants to walk across, if you fail that means you stop and take 1 piercing damage. It would be easier to go one person at a time. So who wants to go first?</p> <p>Player 9 - leon : Can leon go back and grab one of the rat corpses, and use it as a broom to swipe through the area with the caltrops, trying to brush them off of the path as they move forward?</p>	Player 0 - dungeon master	FALSE	Roll for strength	You will see that it seems like the ground is covered in sharp objects sticking through the stone. You can not find a way to move freely and safely without having to traverse every bit carefully.	Sure. If you're willing to spend the time.	So as far as surface area goes you guys can either all try and hold the giant rat for strength checks to see if that will pick up some of the caltrops, the small rats will not	Yes. Make a dex saving throw	Yes

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 9 - ruvaar (goblin) Player 3 - chantrea (human,cleric) Player 0 - dungeon master Player 7 - lowblo</p> <p>-----</p> <p>Player 9 - ruvaar (goblin) : ruvaar's attack: 15 Potential damage: 7</p> <p>Player 3 - chantrea (human,cleric) : chantrea aims past ruvaar to the goblin he's attacking (not the one he's holding) and looses. Initiative: 8 Attack: 21 Damage: 7</p> <p>Player 0 - dungeon master : lowblo fires his crossbow at the lead goblin, narrowly missing Sildar as well as the goblin (There is a fun optional rule that if you miss because of cover - but would have hit otherwise and your roll was high enough to hit the cover based on their AC you hit the cover - luckily you would have just missed the goblin anyway)</p> <p>Player 0 - dungeon master : The leader ducks his head behind Sildar, who didn't seem to notice. Ruvvar pushes forward trusting his goblin shield in front of him. The goblin goes limp dropping slightly giving ruvaar the perfect opening. He brings his sword down into the goblins shoulder and it cuts deeply toward his center, the force of the blow bringing his head down toward his shoulder.. his legs buckle and he sinks to the ground. During this entire process a high pitched, throaty squeal constantly emits from the goblinoid meat shield. chantrea looses an arrow at the goblin near the stairs just past Ruuvar. The arrow hits the goblin through the jaw and neck, dropping him to the ground, his hand only getting halfway toward his face before his expression softens and he falls onto the stairs, one arm bent awkwardly behind him. Daeris, looks toward the goblin leader, eyes narrowing she mutters " pūcan galdorleóþ ", and hurries into the room shouting "stop!" Nelly rushes forward through the eruption and carnage and takes a swing at the one of the three goblins remaining aside from the leader (you can make an attack roll and damage or hold the swing) (Yeemik's action is the same time as yours) Yeemik the goblin leader surveys the room, his eyes going to Daeris his expression turns from panic to confusion, then with a slight glimmer of hope, he calls out, " stop! " He remains behind a haggard and beaten Sildar with a dagger near the mans neck.</p> <p>Player 0 - dungeon master : The surprise round is over Orders for the next round will be done based on initiative but you can decide to hold your action based on something happening or not happening. are no right answers here :) 1 square is 5 feet. . so pretty tight in here.</p> <p>Player 0 - dungeon master : Arch</p>	Player 7 - lowblo	FALSE	Daeris rushes forward through the eruption and starts casting a spell	(Attack : 24) if hit: damage 8	s his footing and readies himself for another shot.	Crossbow Attack: 17 Crossbow DMG: 7 OOC: Oh boy, here we go!	s his posture and aims at the lead goblin, trying to put the little guy down before he could run.	Attack: 17 Damage: 7

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 4 - tamoda (ranger) Player 0 - dungeon master Player 2 - sihnion (bard) Player 9 - thasla (bard) -----</p> <p>Player 4 - tamoda (ranger) : Perception 8</p> <p>Player 0 - dungeon master : The tunnel is long, but not a problem for you as you swim further down, clambering on the rock walls of the tunnel to boost your speed. After a little while, the tunnel curves up, and your head breaks the surface of a small pool in a large cavern. The cavern itself is pocketed by stalagmites and stalagmites, and in the furthest corner you can see the Apex licking it's wounds, as 3 of it's kin scream and look around.</p> <p>Player 0 - dungeon master : PER: 22 PER: 18 Please make a stealth check</p> <p>Player 4 - tamoda (ranger) : Stealth: 14 initiative: 15 just in case</p> <p>Player 4 - tamoda (ranger) : tamoda dives back under the surface, and start swimming back the way he came, tugging 3 times on the rope when he gets to the curve...</p> <p>Player 2 - sihnion (bard) : "Three tugs - pull like hell!", exclaims sihnion, forgetting momentarily that he is a lizard and that the sound comes out as a strangled roar.</p> <p>Player 9 - thasla (bard) : thasla feels the tugs and pulls tamoda back.</p>	Player 0 - dungeon master	FALSE	The only thing that remains of you to any observer is the three ropes... you are all successfully pulled back through the curve of passage.	I have Tamodo make a strength check to pull back the rope, and then a Dex check to find a spot of land on the other side of the pool to get out of the water. Tamtamod strength 20Tamtamod dexterity 5	You have a successful stealth check!	(Small applause from me for the planning on this.)	You pull your boat in just as the Apex roars, but it appears that you are safe.	You all begin your retreat back out the way you came, but you're met with some difficulty. As you climb up into the tunnel, you hear the roar of another creature that starts approaching. You may roll initiative to get an idea what's ahead of you.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 1 - dain (dwarf) Player 4 - otrov (half-elf,bard) Player 6 - dungeon master</p> <p>-----</p> <p>Player 1 - dain (dwarf) : As dain would ahve to roll with disadvantage to hit the manticore, he steps out briefly and taunts it. "Come on ye big brute..." He yells up at it. "gonna just fly there all day or what?" He then steps back behind a tree to have full cover from the manticore unless it comes closer. he readies an action to shoot if it comes within 80 feet.</p> <p>Player 1 - dain (dwarf) : To hit: 22 damage: 3</p> <p>Player 4 - otrov (half-elf,bard) : (edited in the post above 14 total stealth for otrov).</p> <p>Player 6 - dungeon master : If you hold an action, you can only have 3/4 cover at most. After all, you need to see to trigger the action.</p> <p>Player 1 - dain (dwarf) : Fine with me.</p> <p>Player 6 - dungeon master : The manticore swings its tail and shoots 3 spikes at dain who is within 100 feet. Attack: 24 Damage: 9 Attack: 14 Damage: 7 Attack: 11 Damage: 8</p> <p>Player 6 - dungeon master : before he turns around and flies back up the hill, away from you. Only one of the spikes hit dain in the shoulder. He is like 150 feet away and 70 feet above the ground from dain who is closest to the forrest edge.</p>	Player 6 - dungeon master	FALSE	The manticore turns its head and lets out a great roar. The trees above and around you all seem to shake and tremble for a second. The manticore then flies back up into the sky.	It is now Cinna's turn.	It turns 180 degrees and shoots one of its claws at Eleven.Attack: 22 Damage: 8	Dain will lose his arrow without much of a target. (22) and while it is not a master shoot, it still graces the Manticore.	One of the trees near the forrest edge also takes the swipes of the tail and is torn to pieces, but not the forest. The trees here are huge and thick and can barely be torn apart. The manticore is just out of reach and the party is free to continue towards the mountain.	Everyone is up. The closest player is 80 feet from the manticore. It has 3/4 cover which provides +2 to the AC. For every other player, please make a dex saving throw of at least 18! You take 13 damage on fail and 5 damage on success. The halfling must beat 17, the elf must beat 18. Everyone must make dex saving throws and halfling dex saving throws first.

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<p>Player 7 - gruum (elf,cleric) Player 0 - dungeon master Player 3 - zane (half-elf,bard)</p> <p>-----</p> <p>Player 7 - gruum (elf,cleric) : Athletics: 22 (I'm sure this will be needed somewhere)</p> <p>Player 0 - dungeon master : The vampires are occupied as it is, but with Killian's prowess entering the fray, they can't afford to do much more than glance the others' way. On their heels being assaulted by divine magic, Killian's sword is the final straw for two of the vampires; an older-looking pale man with short black hair, wearing sailor's clothes beneath a long cloak, and a younger woman who looks similar enough to pass as his daughter. "Who are these people? How did this happen! It's like they were expecting us!" she practically screams at him over the clamor. He manages to fend off one of Bohmar's warriors, and places a hand on her shoulder. "Leave us, Sal. You have much left to do," he says. Before she can object, she disappears from view. Growling in rage, he outstretches his hands and looses bolts of fire at the sides of the ship, punching holes through its hull and catching parts of the wall ablaze. The cost of this energy is to meet the wrath of Killian's sword, and though the damage to the ship is done, the paladin's sword cleaves through his neck. He turns to a cloud of mist, soon dispelled by the radiant energy of Bohmar's crew.</p> <p>Player 0 - dungeon master : zane Perception: 17</p> <p>Player 0 - dungeon master : gruum plows forward with Hox and zane in tow. A spectral hand appears in the area, poking here and there at the objects within. When it reaches the box, however, it is rebuffed a small distance away, poking instead at some unseen barrier around it. The staffs soon light up like a beacon in the night to zane's senses, radiating a clear magical aura. Strangely, the box does not detect as magical. Seeing no sign of traps on the object, his mage hand lifts the lid. There is nothing inside.</p> <p>Player 3 - zane (half-elf,bard) : (OOC: if I understand correctly then the staffs are not in the box, but instead leaning against the wall on the side?)</p> <p>Player 3 - zane (half-elf,bard) : zane points at the staffs and says, "I think we are after these. gruum, Hox, can you take them please? I'll grab the box and follow you." He will cast Dispel Magic on the box just to make sure and then grab it and follow gruum and Hox out of the hold back to the deck of the ship.</p> <p>Player 3 - zane (half-elf,bard) : (OOC: if there is a need to roll for the dispel magic or something</p>	Player 0 - dungeon master	FALSE	<p>OOC: Not yet. I am guessing Gruun and Zane are going to carry one Staff each, if not 2 between them, with Zane carrying the Box and the other two taking the Staffs. Zane will check to see if the staffs are magical before the other two take up the Staffs. The staffs will be enchanted similarly to Hox's Axe, right? (As in, all elemental damage?)</p>	(OOC @Zane : Yes, that's correct)	OOC: The boxes are not locked to my knowledge, so please make an Athletics check.	OOC: Correct, the staffs are along the wall.	Zane: The staffs are leaning against the wall. The box contains nothing except air.	(OOC: You are correct about that!)

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<p>Player 0 - dungeon master Player 4 - lili</p> <p>-----</p> <p>Player 0 - dungeon master : "Prison block, this is Security. Checking in." a panel says. "Can we go now!?" Emma blurts, exasperated.</p> <p>Player 4 - lili : lili makes a "one second" gesture to Emma and presses the button on the panel. "Security, this is Prison Block. Still clear here, only danger is dying of boredom."</p> <p>Player 0 - dungeon master : "Wait a minute." the voice calls out. "There's no women on the evening shift tonight. Who is this?"</p> <p>Player 4 - lili : lili projects a scowl through her voice. "You saying I sound like a girl?"</p> <p>Player 0 - dungeon master : "Yes, I am. Plus, I can see you through the camera on the panel." the voice declares. "Stay where you are, we're sending people down!"</p> <p>Player 4 - lili : "...**** this," lili says decisively, taking her finger off the button and pulling out her slicing gear to get into the system. Her goals are:</p> <p>Player 4 - lili : lili gets typing on her computer, grinning as she gets into the system and gives the camera panel a middle finger, though her shoulders are very tense.</p>	Player 4 - lili	FALSE	Lili, what the frak are you up to now...	Investigation 4Computers 24	(Shes going to take a minute to get into the system with an easy hacking check. If she spends a force point it will be a lot faster.)	1 triumph, 1 threat.	(Lili would succeed on the hack, unless you want a conflict with Emma; though Lilli would have needed to beat an 18 to get the panel from the get-go.)	Slice the Camera panel

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 5 - dungeon master Player 1 - rex (dragonborn,monk) Player 4 - arliden (monk) Player 6 - fjordix (bard) Player 17 - novot (fighter) -----</p> <p>Player 5 - dungeon master : You exit the room you're in and continue to go down stairs. The chamber that opens at the bottom of the stairs is immense. A wide ledge runs along the left wall and drops away to a pit on the right. Many stalactites descend from the ceiling, and the sound of dripping water echoes continuously. The lower portion of the room is 15 feet below the ledge. Wooden steps have been built down to the lower floor. The steps are enclosed in a stout iron cage with a gate at the bottom. The key to the gate hangs on a wall peg opposite the top of the stairs. From the ledge, you can just make out the shapes of large eggs (each egg is nearly three feet tall) in the darkness below. The cavern extends into darkness beyond the range of your light. You can discern many large, dark stains on the rough floor at the base of the ledge, but what caused them is not apparent. [You are now in the upper (lighter) portion of the chamber just above "BLANDO" on the bottom right corner of the map. You just entered the chamber from the left and are at the bottom of the wide stairs. What would you like to do now?]</p> <p>Player 1 - rex (dragonborn,monk) : rex will scout the obscured floor with Hatchling's blindsight and have him grab the key.</p> <p>Player 4 - arliden (monk) : arliden is going to take a look at the pit to the east [not the main area but the pit off to the side]</p> <p>Player 6 - fjordix (bard) : "Those are huge" fjordix says as he eyes the three foot eggs, "We should be careful, usually they don't cage in chicken eggs" fjordix then follows arliden, around the edge of the area to investigate the pit.</p> <p>Player 17 - novot (fighter) : novot bends down and takes an unlit torch from her backpack. She lights it and throws it into the pit. [She's trying to get it to land right about where the edge of their current light reaches]</p> <p>Player 5 - dungeon master : Hatchling can tell that the stains are blood, and some of them are fresh. As novot's torch lands in the pit, you see 2 drakes (like the ones a few chambers ago) just with the reach of the firelight.</p> <p>Player 5 - dungeon master : arliden and fjordix make there way toward the other pit. When they make it as far as the stairs leading down into the pit, objects come flying out of the pit.</p>	Player 5 - dungeon master	FALSE	4 arrows, 3 darts, and a silver holy symbol come raining back out of the pit onto the stairs.	Fjordix, make a dexterity saving throw.	Roll for initiative!	Arliden and Fjordix, roll 2 DEX saves. Everyone roll initiative.	Arliden 8 vs. Pit DC 17 (DC 12 + 2 for pits) Fjordix 8 vs Pit DC 19 (DC 12 + 2 for pits)	The objects appear to be broken weapons, and bones.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 4 - neya (druid) Player 3 - graxx (wizard) Player 0 - dungeon master Player 11 - praxx (gnome,bard)</p> <p>-----</p> <p>Player 4 - neya (druid) : Shortbow Attack: 22 Damage: 8 Disadvantage roll: 19</p> <p>Player 3 - graxx (wizard) : "AH! TEMPUS!" graxx shouts!</p> <p>Player 3 - graxx (wizard) : Bonus Action: graxx will begin to rage . Movement: graxx will not move. Action: graxx will make a reckless attack against the ghoul in melee range of him with his greatsword. Attack: 25 Damage: 15</p> <p>Player 0 - dungeon master : neya uses her balance training to stay up despite the treacherous terrain. An arrow flies towards the closest ghoul, going all the way thorough its fleshy shoulder (Ghoul#1 - CMD: 8). graxx froths on the mouth as usual, and then shoves his entire greatsword though the torso of the other ghoul. It is surprising that the monster is still up (Ghoul#2 - CMD: 15). (praxx 's turn is still next. Drazzim will go after that.)</p> <p>Player 11 - praxx (gnome,bard) : praxx attempts to move along the wall as well to get into the action Acrobatics- 18</p> <p>Player 11 - praxx (gnome,bard) : If I can attempt to make an attack I would like attempt to hit the enemy at I70. Vicious Mockery- Damage- 2</p> <p>Player 0 - dungeon master : Not wanting to miss on the action, praxx follows his friends' attempts to cross by the edge. The gnome takes the south path as not to interfere with neya 's attempt. While moving, the bard makes fun of one of the ghouls foul smell (praxx is not fully across yet):</p>	Player 0 - dungeon master	FALSE	What number represents I 70? This is the number to beat. The attack hits, dealing 2 damage.	The ghoul's jaw falls as it listens to the words (#2 - CMD: 9. It takes 5 psychic damage and has disadvantage on the next attack). (It can't attack this turn, though. Graxx 's turn is next.)	WIS Saving Throw: 11 vs. DC 13 (Disdainful Tongue: 22 , DC 19 to avoid) - Saved 14 (Physical - Bludgeoning)	-> Ghoul#1 WIS saving throw vs. Vicious Mockery {DC 13}; 11 - it seems to understand the insult, and it stares back at Praxx (Ghoul#1 - CMD: 10). Drazzim then simply slashes the closest enemy: -> Glaive (melee weapon attack with reach) vs. Ghoul#2: Attack: 22 Damage: 14 Its head is loped off (Ghoul#2 - CMD: 29 -> DEFEATED).	(Ghoul at N72 feels bad about itself)Praxx 's action to attempt to cross, the one closer to the wall (Ghoul#3 at L71) attacks in return:	wis save: 11The ghoul stinking of sweat, unholy musk and the blood of its victims does not even flinch at the insults.The barbarian Graxx 's unrelenting strikes are so relentless that the creature on the other side tries desperately to avoid the greatsword! (Ghoul CMD: 18 - Graxx rolled 22.)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 4 - zak (half-orc) Player 1 - dungeon master Player 7 - tolroc (halfling) Player 2 - leon Player 11 - trystan (human) -----</p> <p>Player 4 - zak (half-orc) : He wants to please the folks in the town so he can settle here and start a new, happy life.</p> <p>Player 1 - dungeon master : He says " Well lads, I will leave you to it. Hope you all have a safe journey."</p> <p>Player 1 - dungeon master : OOC: Trust and Mac, since you left the bar last give me a constitution saving throw please :)</p> <p>Player 7 - tolroc (halfling) : tolroc will respond to the shopkeeper, " Hmmm. Perhaps he was just trying to throw some business your way. I'll buy five days of rations for now. Thank you very much for your help! " He'll pay the price for the rations. Turning to zak and leon after getting his rations, " I am ready to go! Let's stop by the inn real quick to gather the others and then head out. "</p> <p>Player 7 - tolroc (halfling) : On the way, tolroc will chat up leon, " zak was telling me about his life growing up in this area. I have never met a githyanki before. Do you hail from this area, or from another plane? " tolroc is genuinely curious and will talk at length about your leon's, zak's, or anyone else's history, but does have sense enough to not to pry or to leave people be if they seem reluctant to talk.</p> <p>Player 2 - leon : "My people are from the Astral Plane." leon says with a smile. "Some of us come here to keep an eye out for mind flayer schemes or to hunt for lost relics of my people." He glances towards the tavern. "Wasn't everyone going to talk with other locals?" He asks a bit confused. "You material plane folk can be very confusing at times, why say you will do something, then not do it?" He marches back to the tavern with them and pokes his head inside. "We about left without you." He tells the two still seated at the table they had been at before. "If you are done we can leave now..." His voice is a bit more clipped than before, but still soft and confident, maybe just a bit disappointed.</p> <p>Player 11 - trystan (human) : 24</p>	Player 1 - dungeon master	FALSE	<p>"You material plane folk can be very confusing at times, why say you will do something, then not do it?" Leon rolls his eyes. "The githyanki are so frustrating at times." "Oh! Sorry, i dozed off there for a minute." the elderly barkeeper said with an innocent smile.</p>	OOC: Kestrell, I'll get you an inventory as soon as I can.	It's ok it happens, you made the dc of 10 on the con.	Sweet, you can handle yourself just fine. Are you walking out or waiting for the group?	OOC: Not a good check lol you have disadvantage on all CON saving throws until your next long rest. Trust you still had 5 rations left so you only lose one ration. Everyone else is fully fed and ready to go back to the tavern.	Good to go

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 1 - dungeon master Player 2 - killian (paladin) Player 5 - hox (elf) -----</p> <p>Player 1 - dungeon master : DM Screen: 9 15 16 5 16 Scimitar vs. killian: 6 Scimitar vs. killian: 13</p> <p>Player 1 - dungeon master : A field of energy shimmers around killian as sweeps twice, cutting through a man's throat and into the lungs of his companion, sending both of them to the ground to bleed out. The other two men don't hesitate, stepping around to flank her. "Oh, you'll pay for that," the talker boasts, but both men's responding strikes are too slow. killian easily parries one while deflecting the second with her shield. Gasps rise from the crowd, marveling at the speed of the woman who has come from nowhere to defend them. Round 2 Order: Bandits killian <=====</p> <p>Player 1 - dungeon master : Tracking: Two bandits remain, both engaged in melee combat with killian. OOC: What are Gruun and hox doing with the rest of their night?</p> <p>Player 2 - killian (paladin) : Black hair flying, killian will sweep her sword again, attacking without mercy, her smile genuine and free.</p> <p>Player 2 - killian (paladin) : Action: Two more swings of her longsword. 15 to hit, for 17 slashing damage, and 23 to hit, for 14</p> <p>Player 5 - hox (elf) : hox nods his scaly head, "Then we must go for this Kurth ship. hox cannot make master wait any longer." hox hops up, "Know the way to ship?" He asks the elf man.</p> <p>Player 1 - dungeon master : killian plunges her sword through an attacker's leather armor, then spins, batting another attack away with her shield and slashing across the last man's chest. The four bodies fall in near synchronicity around the paladin. Not knowing how to react, the crowd cautiously stares at her in the eerie glow of the burning structure. Within a minute, city guards have arrived on the scene, quickly directing bystanders to put out the fire. With the situation under control, the guard captain approaches killian. "We've been looking for these clowns all week. I don't know or care who you are or why you helped, but tonight your drinks are on the city watch," he says.</p>	Player 1 - dungeon master	FALSE	You guys wanna finish up or can i advance plot?	<p>OOC: Congratulations on defeating the Four Bandits and saving the citizens of Westbridge! With the battle over, your characters can determine how to proceed: are you going to try to sneak into the tavern to free the rest of the slaves? Maybe you want to stick around for a bit to make sure the guards didn't miss any evidence, and that the four remaining bandits didn't leave? Either way, please subtract 25 experience points from your character sheets, and feel free to roleplay a bit.</p>	As a final note, the bandit with the potion of poison is carrying it in a small belt pouch, easily accessible when he fell, now at your feet.		The guards escort Killian out of town, where her lodgings await, before heading back into town to resume their investigations.	((Congratulation s! You each receive 175 XP , 25 gold pieces , and 350 cp for spending time in the evening. You can choose to spend time in the tavern, sleeping elsewhere, or attempting another activity.))

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 2 - kendrick (wizard) Player 5 - osso (barbarian) Player 9 - bilick (half-orc,barbarian) Player 4 - tella -----</p> <p>Player 0 - dungeon master : "If you are looking for something low-brow, uh, no offence osso, then the Beggar's Axe is good for... entertainment." Dain says. "I myself prefer a more cerebral atmosphere, and for which, there is no finer than the Topaz Fang. The Beggar's Axe is located near the Academy, while the Topaz Fang is just around the corner." Dain turns to bilick "An elven woman, with light skin, and a temper you say? Would she also happen to amalgamate with the undead? If I take all of these for fact, along with the current local social stasis, I'd say you are asking about Maghiel. It's impossible, but some do truly believe they have seen her." "Thank you for the invitation," Dain says to osso, "but these weapons can't sharpen themselves. If you would, meet me here 3 hours before the sun rises. I will need some help conveying my munition to the Academy."</p> <p>Player 2 - kendrick (wizard) : kendrick:</p> <p>Player 2 - kendrick (wizard) : "Yes, she did leave some fiery undead behind when she...uh, took the item from our patron," kendrick finishes, willing to risk trusting Dain with a bit more of their story if he is going to trust his weapon with him. "If I'm going to have to be here three hours before sunrise, the closest inn seems best to me," he suggests.</p> <p>Player 5 - osso (barbarian) : osso</p> <p>Player 5 - osso (barbarian) : "Axe Bar. Good dwarf name. We go eat and sleep. See you soon." He says with excitement. To an outsider he seems overly happy considering the mammoth task infront of them - taking down a magical golden forcefield. But osso is just enjoying himself in this strange place. The sheer size of the Bridged City is something he has never witnessed before and it's somewhat overwhelming for him.</p> <p>Player 9 - bilick (half-orc,barbarian) : bilick memorizes the name Maghiel, but decides to ask no more at this time instead resolving to do some further research should they successfully breach the Academy. Instead, he droos his club on the floor of Dain's workshop and looks to his fellows. "tella, are ye still wanting to meet yer man with the snaggle-teeth at the Axe? I'd rather stick close by to the shrine, but I dinnae think any of us should be headed out to the Axe by theirselves. Rough crowd in there." He cracks his knuckles, as if to indicate that he expected trouble.</p>	Player 4 - tella	FALSE	<p>Yes Osso, I'll do whatever you want.± Dain says. "The more I think about it, I am sure the Axe might be the better choice. After all, I doubt it would be very good luck if we went to the Topaz Fang together, and left without you." He says, his meaning being that, they should not look too close to him. It wouldn't do to have an entire tavern know someone here was a necromancer, even if he was in possession of a magical artefact. "I'm not sure how they would react to someone such as Tella here, but I doubt it would go well. And besides, you're not likely to be able to stay unnoticed for long anyway."</p>	(OOC: I apologize for not posting as much as I'd like, but my days got busy real quick. I'll try to check in as I can.)	She is obviously nervous and not herself.	(Sorry I wasn't responding, I'm juggling DMing two-point-five campaigns at once)	Ian	Can her teltales not be seen with this hood in place?

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 7 - hond (orc,cleric) Player 4 - hymnal Player 1 - dungeon master Player 6 - damn -----</p> <p>Player 7 - hond (orc,cleric) : Initiative, 2 (oh boy)</p> <p>Player 4 - hymnal : "Webs of light!"</p> <p>Player 4 - hymnal : Initiative: 14</p> <p>Player 1 - dungeon master : Morton Initiative: 18</p> <p>Player 1 - dungeon master : Morton flies at the nearest wold spider, delivering a punch to one of it's many eyes and following it up with a kick to it's underbelly.</p> <p>Player 1 - dungeon master : Attack: 6 Damage: 7 Attack: 6 Damage: 4 damn is up! (I'm so sorry, Woogles...)</p> <p>Player 6 - damn : damn will let out a hiss at the giant spiders, draw his rapier and lunge towards one of them (lets say left one) [Rapier: 7 Damage: 10 piercing damage] He will then use his bonus action to disengage moving back out of the spiders range and when he does you seem black inky shadows surround him momentarily and then streak outwards from him towards the same spider [Bolts from the Grave: 6 Damage: 9 necrotic damage] You have learned to unleash bolts of necrotic energy from within your revived body. Immediately after you use your Cunning Action, you can make a ranged spell attack against a creature within 30 feet of you, provided you haven't used your Sneak Attack this turn. You are proficient with it, and you add your Dexterity modifier to its attack and damage rolls. A creature hit by this attack takes necrotic damage equal to your Sneak Attack. This uses your Sneak Attack for the turn.</p>	Player 1 - dungeon master	FALSE	? (I can only assume that was your intention, Morton.)	Damage Rolls	Enemy HP: 2/8 (spiders 7) and 3/6 (spiders 8)	Morton and Damn act swiftly, but the spiders are swifter, evading the multiple spells and hits thrown their way. Hymnal!	Spider: 14	Woulf is up! Dam is up!

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 3 - fjordix (bard) Player 20 - novot (fighter) Player 0 - dungeon master Player 19 - arryn (paladin) -----</p> <p>Player 3 - fjordix (bard) : OOC: If I can reach one of the Kobolds (within 10 feet of me) then I attack! Attack: 16 Damage: 10 If I crit or kill that one then I'll take a bonus action to swing at another within reach Attack: 22 Damage: 5</p> <p>Player 20 - novot (fighter) : [Sorry - at a family reunion this week, so haven't been keeping up. Initiative: 18]</p> <p>Player 0 - dungeon master : fjordix runs and cleaves one kobold in half and slices down a second one. novot, it's your turn. There are 2 kobolds and one winged kobold left.</p> <p>Player 20 - novot (fighter) : " At least we're not terrible at this part ," she says, running up to the winged kobold and taking a swing with her warhammer. [Attack: 16 , Damage: 9]</p> <p>Player 0 - dungeon master : novot's hammer caves in the winged kobold's skull. arryn, there are 2 kobolds left, and you're up.</p> <p>Player 19 - arryn (paladin) : Attack: 21 Damage: 11</p> <p>Player 0 - dungeon master : arryn fells another kobold. The one remaining looks at all of his fallen comrades and holds up his hands. "Mercy! Please!"</p>	Player 0 - dungeon master	FALSE	<p>"Mercy? What?" The kobold, looking like he's about to pee his pants, looks at Arryn and whispers something. "What the hell? There's no mercy, only death." He then turns to the fallen kobolds around you and starts looting their stuff.</p>	<p>OOC: This campaign is officially closed. I would also like to thank you all for helping me get this far with my second DnD group. You all really have fun with it. If you are all interested, I plan to get into a higher level campaign with a different campaign in the future. Thank you all.</p>	The DM will let everyone have another chance to give the kobold mercy.	Rex, you're up.	Anyone who takes their action to attack from this point will hit him, unless you'd like to take your action to do something else.	No one is around to hear his plea.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 5 - tamoda (ranger) Player 1 - dungeon master Player 2 - sihnion (bard) -----</p> <p>Player 5 - tamoda (ranger) : tamoda knicks his forearm with his axe, flexing it to get several drops pf blood into the water...</p> <p>Player 5 - tamoda (ranger) : Soo heee! SSsooooo He! Here lizzie lizzie lizzie!</p> <p>Player 1 - dungeon master : (sorry for the late update, got a big assignment early) My mistake, i needed another action from sihnion too, i forgot the wrap-around.</p> <p>Player 5 - tamoda (ranger) : tamoda pulls some more - Heave!</p> <p>Player 5 - tamoda (ranger) : Strength - 12</p> <p>Player 2 - sihnion (bard) : sihnion will keep swimming until he emerges next to his companions, who will hopefully recognise him. He will then turn to face the direction he has come and ready himself to attack any lizards that pursued.</p> <p>Player 1 - dungeon master : You were boosted more than enough movement to get out of the water</p>	Player 1 - dungeon master	FALSE	<p>? Strength -> 12 The strength check is successful, a single blood red drop emerges. The water turns a deep red color, and the lizards appear to be agitated. There is now less visibility than when the group was swimming towards the shore. The water has turned so that it is opaque and more of the land can be seen in the distance than before.</p>	<p>From the top of the cliff, you see a large, flat, rocky plateau in front of you. There are no trees, but the plateau is thick with low grass and mossy shrubs. There are a few small streams flowing into the rocky river from various points on the plateau. The sun is high in the sky, and there are no clouds in sight. All of you seem to have been out of water for long enough that your wet armor and clothes have dried.</p>	<p>Now you face the passage going straight (that you saw before you went up the stairs) or you can go to the right that you didnt explore so far. If you go left into the unknown, go to 3. If you will go the right go to the number below 2.3. If you will go straight, go to 2.</p>	<p>Class is starting, so I'll tldr this.</p>	<p>As you get out off the water you see 2 giant snapping turtles swimming toward you, there is a third one that appears to be the leader.</p>	<p>You're out, the river is no longer difficult to swim through.</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 7 - andolin (paladin) Player 10 - dungeon master Player 1 - horus (cleric) -----</p> <p>Player 7 - andolin (paladin) : He will take the book from anyone who offers it, cast Comprehend Languages using the amulet, and try to read it.</p> <p>Player 10 - dungeon master : The spine of the book reads "The Web of Realities".</p> <p>Player 10 - dungeon master : Most of the ink is faded and unreadable, but as you read, you realize it is a journal of sorts,.</p> <p>Player 10 - dungeon master : The last third of the book is empty.</p> <p>Player 10 - dungeon master : Anyone with proficiency in Arcana, Religion, or History is going to get two specific references to Toril (Forgotten Realms).</p> <p>Player 1 - horus (cleric) : "So... what exactly are we supposed to do to help a tree?"</p> <p>Player 10 - dungeon master : OCC: Talked it over with andolin, and we are going to go on the premise he acts as something of an intermediary for a bit.</p>	Player 10 - dungeon master	FALSE	<p>OOC: Cool beans. Toil returns to the party, having been able to piece together the translation: "If your reading this, then you're likely stuck here. As am I. The name of the place is simply called "The web" by the denizens of this world. According to them it is an endless, all-encompassing web of realities that is bound and intertwined in a pattern of balance and chaos. I was here looking for a way out. The best way to explain it is as a nexus of various planes of existence, that all exist simultaneously. I got a glimpse of an infinite multiverse, all existing simultaneously. And now I'm stuck here. My research has lead me to believe that someone capable of travelling through plane-shifting magic is able to reach various places across both time, space and the multiverse. If you're reading this, then chances are you have that skill. And now I'm stuck here. This is the only</p>	<p>You are in a small clearing with a single black oak tree with a single acorn. The ground is littered with the corpses of about 10 halflings, and you see a small chest in the clearing. The body of the elven woman is nowhere to be found.</p>	<p>(occ - For now if you want to talk about this more we can have a private conversation. Just let me know which of the 3 ways you want this to work.) Option 1: You guys talk things through and come to the conclusion that it would be better to leave the journals until either you guys can figure out how to get out the island and return to your home planes, or Andolin can return to the material plane, retrieve the group and you all get out of there that way. Operantion 2: The journals will tell of a way to get back to the material plane, and that the journal itself will be able to tell one of you more about what the journal is. Operantion 3: You guys are able to do something in the jungle, in which case it's back in the story.</p>	<p>In response to: Wren - The Guardian shows Andolin an image of Amulet moving, and as it moves it's direction changes left to right, and spots of blackness which come to circle the Amulet, collide with the Amulet in a spark of white and disappear. It then shows Andolin a luminous crystal tower rising from an Ancient forest.</p>	<p>With a simple motion, Andolin turns his hand into a talon, his skin transforming into something akin to reptile scales. With this he can easily climb the walls of the cavern. His other hand grasps onto the webbing and he pulls himself up.</p>	<p>The tree... it grows... But only because he was allowed to. He will... he can... I will let him. He will find you when this place is ready.</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 14 - esvaris (halfling,cleric) Player 2 - demoiselle (rogue) Player 0 - dungeon master -----</p> <p>Player 14 - esvaris (halfling,cleric) : "Who would have poisoned you Dawnlord?" I ask Menges. After receiving the response from Menges, I hear a commotion and turn to see the fight (I assume). I rush toward the fight with dagger in hand to assist my fellow followers.</p> <p>Player 14 - esvaris (halfling,cleric) : Initiative (if needed): 17</p> <p>Player 2 - demoiselle (rogue) : Save vs 12 so full damage : 20</p> <p>Player 2 - demoiselle (rogue) : "A Manticore?!" demoiselle cried out in shock. Rallying her nerve she called out to the Goddess again, praying to surround the beast with Faerie Fire .</p> <p>Player 2 - demoiselle (rogue) : Save Dex vs 12</p> <p>Player 0 - dungeon master : esvaris and demoiselle: The elf strikes with his quarterstaff as the creature dodges and weaves away from his kicks. The manticore's entire form seems to ripple for a moment and it snarls in pain at esvaris. demoiselle casts a magical light that sets the stairs and a few flower pots to glowing an unnatural color. The manticore attempts to dodge out of the light. (Dex save: 12) It passes just in front of Warrel as he spins to the side. (esvaris should also make a dex save to see if he is lit by the Faerie Fire)</p> <p>Player 0 - dungeon master : Korlan: The Dawnlord shakes his blonde head and coughs weakly. "I don't know. Perhaps..." his eyes search the faces around him, "someone who does not want me to be elected High Lord." A fit of coughing shakes him and he waves you away. Turning, you see that the magical darkness at the gate has been dispelled. Everyone in the atrium is watching in horror as esvaris fights a terrifying beast on the steps, demoiselle creates a magical light and Friar Bernard rises to his feet.</p>	Player 0 - dungeon master	FALSE	Demoiselle is unable to see the beast through the spell	(OOC: Everyone roll initiative! (If you haven't already.))	(So here is roughly how things are currently)	(Quill is up next)	(Menges is currently trying to get the gate open.)	(Esvaris: Do you want to roll your dex save?) (Menges/Friar will need dex saves too.)(If you don't make the save you're engulfed in a purple light.)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 6 - jack (monk) Player 7 - guhner (goliath,barbarian) Player 8 - mouse (monk) -----</p> <p>Player 0 - dungeon master : Team 2, Jess & Freya! Team 3 is, err... Kurt! Team 4 is asking to be called The Blastzone! Team 5 is a representative for the Carter & Fourthfeild Company! Team 6 is Captain Jolli and her motley crew! Team 7 has.. several entries, hold on... The Batniks? Anyway, Team 8 is the Dokktors Guild! Team 9 is The Necras! Team 10 is the best and brightest from Northstar Academy for the Arcane! Team 11 is should be quite familiar, Dr. Cashus J. Winkle's Traveling Troupe!</p> <p>Player 0 - dungeon master : And Team 12 is... blank..." He looks at your group. "Do you have a team name?" This, of course, calls the attention of the crowd and the rest of the teams to you! Looking over, it doesn't seem that Mr. Burke is going to be much help!</p> <p>Player 6 - jack (monk) : Ok this is completely out of game. We need to decide a name. So let's throw some out and choose the best.</p> <p>Player 7 - guhner (goliath,barbarian) : OOC: Jocks Machina AA Team. It's a mix of CR and baseball. I went with a sports idea because this is a competition.</p> <p>Player 6 - jack (monk) : T.h.o.t the hero's of tomorrow.</p> <p>Player 8 - mouse (monk) : OOC: The Giant Roguish Dragon Monk</p> <p>Player 6 - jack (monk) : Yuknow you forgot 2 people the lordly giant roguish dragon halfling monk</p>	Player 0 - dungeon master	FALSE	<p>((Also, sorry about my earlier mis-reply; the page just now loaded.)) "Yeah," the monk says. "We're The Unorthodox, but people seem determined to make things difficult."</p>	You are all team 12!	(OOC: You know what, let's just go with that, Team 4 shall be known as The Giant Roguish Dragon Monks.)	Okay, I'm going to roll for the name! 4	OOC: Okay, so we're definitely going with Jocks Machina....	(Sorry, but we're kinda waiting for the team captain for Team 5 to come up with a team name.)Random rolled, 4!

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<p>Player 0 - dungeon master Player 2 - darien (fighter) Player 13 - sharlin (paladin)</p> <p>-----</p> <p>Player 0 - dungeon master : If we are going by what you have this creature is a huge creature based on what I see you wouldn't be able to shove a 17 ft plant if we go by what's written but plants are very soft especially the type these are so I will allow the chance to shove this creature forsure (if it was like say a Stone golem or a highly built individual I'd say you couldn't. (I can see why others DM's would as shoving a creature could take it off balance and I would allow such a thing) into the action based on this info Dairen is blocked by the plant he attacks then bashes his way into the plant Ogun hit taking it off balance. Ogun Nods and gives the creature one last swing with his war Hammer. due to Aoo. Attack: 36 Damage: 7 As he swings it burrows deep into its waxy skin tearing a hole through it leaving it to fall backwards dead.</p> <p>Player 2 - darien (fighter) : (Uh what's with that roll)</p> <p>Player 0 - dungeon master : that's what I am wondering I tried to do the advantage roll and it went weird</p> <p>Player 0 - dungeon master : 18 let me try</p> <p>Player 13 - sharlin (paladin) : (You have it rolling 2d20 with advantage. Just roll 1d20 with advantage it auto does the two rolls and comparison then.)</p> <p>Player 0 - dungeon master : Like the one above?</p> <p>Player 13 - sharlin (paladin) : (yup Sorry)</p>	Player 0 - dungeon master	FALSE	Thank you for the help I really appreciate it.	Is ok it's ok XD	(no no it's cool glad it's fixed now)	(IT'S ALL GOOD I put 2 d 20's i see is why but the attack still would go through)	alright now we can finish the fight sorry about that :)	(no problem)

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<p>Player 1 - dungeon master Player 4 - zane (half-elf,bard) Player 2 - killian (paladin) -----</p> <p>Player 1 - dungeon master : OOC: Sounds like Gruun is accompanying Hox to find a buyer for the gems (minus the big shiny) and possibly find a scuffle, and killian is accompanying zane. What does zane hope to do? Roccar is unwilling to divulge the location of the prison to you. If pressed by zane, he would explain that the slaadi have mind reading capabilities, and if you are unaware of the location, they will not be able to glean it from you.</p> <p>Player 4 - zane (half-elf,bard) : zane says, "killian, you can go with Hox. I have thought about this and it seems that I'm going fishing. Lets see if I catch anything. I hope you guys have luck if I don't. " He then heads back to the tavern alone and approaches the barkeep, intentionally raising his voice to be heard, " Hi again. I've been looking for Sal, but can't find her. I owe her some money, had to take a trip for a few months, but now am back and would like to not keep her waiting any more. " And then he just waits.</p> <p>Player 2 - killian (paladin) : killian... "Sure." She watches the departing zane, and the departing Gruun and Hox, and the standing-around Roccar, and she asks the latter, "Where would someone go in Luskan to find innocents being made to suffer? Not those who have chosen a life of strife and risk, but those who have not. Children forced into slavery, those dispossessed by the greed of others, any who are made to follow a god not of their choosing. I am not feeling picky."</p> <p>Player 2 - killian (paladin) : OOC > Batman killian... ;)</p> <p>Player 1 - dungeon master : Roccar answers killian with a nod and a poorly hidden smirk, "The poor tend to be taken advantage of in cities, let alone a city run by criminals and thieves, like Luskan. I would venture to the docks, or into Rat Alley, and wager you could find plenty of chances to dispense justice when the sun has set." A few hours later, the darkness of the unlit Rat Alley is broken by the flare of a sudden light, and the sound of screams and shouting. Rushing around the corner, killian sees that a gang of four ruffians in carnival masks have set fire to a building and are beating a man into the ground. A woman is screaming at them to stop, holding a crying child behind her. A nervous crowd is being held back at swordpoint by the other men.</p> <p>Player 1 - dungeon master :</p> <hr/> <p>Hox 's situation is well understood by the underhobby of Luskan. For a cache of well known</p>	Player 1 - dungeon master	FALSE	<p>OOC: I hope Roccar takes my advice and comes down to the pits, but I think I am going to call it a night - it's nearly midnight where I live. Thanks for DMing, and if you need my help with a map or something, just shoot me an email or a PM tomorrow :)</p>	<p>OOC: The night has been a success for both Hox and Gruun, but the night is young, and both are willing to continue the pursuit of coin.</p>	<p>says to a pint sized girl, who is taking a drink from an almost empty tankard before the patrons all disperse. Hox notices that the little girl keeps a gleam in her eye. There is something strange about seeing the face of one, as young as this, in this profession.</p>	<hr/> <hr/> <hr/> <hr/>	says to Gruun."	<p>Killian 's situation is more well-hidden and guarded. Not much in the way of guards, but more... obstacles. The tavern's full and the crowds are loud, the barkeep is behind the bar, and she doesn't get up to help out. She motions with her arms at a long bar, signaling as though to say "nobody's talking to you, get out."</p>

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<p>Player 11 - arthasis Player 2 - dungeon master Player 1 - eryn (bard)</p> <p>-----</p> <p>Player 11 - arthasis : (Ooc: I think I misunderstood the situation. I thought one kobold was still visible. If that's not the case, let's say I just missed the last one disappearing into the fog)</p> <p>Player 2 - dungeon master : The cloud is about 20 feet away, so eryn does not make it into the cloud. He can hear the running footsteps of kobolds, though only one sounds close; the rest are distant. He can smell the overwhelming stench of what he thinks is kobold, a sour fear smell, and sweat.</p> <p>Player 2 - dungeon master : (Because of the nat20, I'll say you got it just as it was running in)</p> <p>Player 2 - dungeon master : arthasis releases a blast of dark purple energy from his hand in the direction of the last kobold. Thinking he's missed it as it disappears into the fog, everyone is surprised when the creature wails somewhere in the fog before it cuts off suddenly and a wet explosion sounds.</p> <p>Player 2 - dungeon master : eryn is surprised to find himself suddenly covered in kobold bits. The smell of blood and viscera combined with the high pitched whine getting louder and having recently been unconscious makes him tremble and twitch. Roll me a wisdom save. Keaton is up</p> <p>Player 2 - dungeon master : Menodora on deck.</p> <p>Player 1 - eryn (bard) : [OOC: Sorry, just woke up. It is Sunday morning as I type this.] Wisdom save: 22</p>	Player 2 - dungeon master	FALSE	Sorry, that makes it a 26. Menodora, your turn.	[OOC: It's all good! Also, Eryn has the Kobold's hide armor now.]	(Oh it's all good, just waiting for a bit)	(No worries! I know we're all in different time zones~)	Menodora's attack kills the other kobold as it tries to escape the fog, and Arthasis, as all the kobolds are now dead. The smell of blood is all around you; from the dead kobolds scattered around. The noise is getting louder and the screeching whine is just as loud. You feel the ground shake a bit with the sound and your legs tremble, having heard the sound of something massive moving.	(Ooc: It's fine, just wanted to give a heads up. And damn, I was rooting for a fail, lol)

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<p>Player 2 - dungeon master Player 9 - allister (wizard) Player 7 - funderburk (wizard)</p> <p>-----</p> <p>Player 2 - dungeon master : " Hah! Tymora my ass. You have played this before. "</p> <p>Player 9 - allister (wizard) : 15 as a Wisdom check to see if I stop gambling. If I failed I'll ask for another round double or nothing. Otherwise I stop and take my winnings</p> <p>Player 2 - dungeon master : That's a pretty good roll for your own save. I think allister has the sense to stop here if he likes.</p> <p>Player 9 - allister (wizard) : "I don't want to steal all your money, maybe another round this evening. If you excuse me I'm intrigued by this market I was told about. I want to see what it has to offer, I will return in time for dinner." I clap him on the shoulder, give a sailor's salute and make my way towards the market. I'll tuck my money under my shirt, but put 10 silver into a small poorly made bag on my belt.</p> <p>Player 9 - allister (wizard) : It's called Mask's purse. Easy to cut open by cutpurses, another thieves can see I was already robbed and are supposed to be deterred by that fact.</p> <p>Player 2 - dungeon master : 13 9 8 8 19 12 14 11 15 7 15 4 9 16 4 17 7 15 19 19 15 1 13 1 6 13 16 6 20 17 10 8 10 1 6 12 4 11 16 2 18 14 15 8 2 17 10 6 2 20 4 12 6 14 12 9 8 66 55 82 5 85 68 45 9 93 31 2 99</p> <p>Player 7 - funderburk (wizard) : funderburk thinks of a new course of action they could take. "We should meet back up with allister and share what we have gathered alternatively. Afterwards, we need to rest. The sun is setting, and it would be wise to be in a safer position than to sit here outside waiting for anything to happen." "My idea is that we should all gather in the morning, around a breakfast and decide our next course of action. We need to not tarry, anything can happen. But we shouldn't also rush, we all need the rest." He looked to Boosey, "You mentioned that someone had invited us for a dinner yes? If that is true, we could possibly stay the night there also. Might be cheaper than the inn Clove and I had found along our journey through the market. However, If we cannot stay, let us go to the inn. Either way, I think we better start now with sticking together or going into groups. This Death Curse is a confusing one for certain." With that, funderburk waiting for his companions decisions.</p>	Player 2 - dungeon master	FALSE	<p>"We should meet back up with Allister and share what we have gathered alternatively. Afterwards, we need to rest. The sun is setting, and it would be wise to be in a safer position than to sit here outside waiting for anything to happen." "My idea is that we should all gather in the morning, around a breakfast and decide our next course of action. We need to not tarry, anything can happen. But we shouldn't also rush, we all need the rest." With that, Funderburk waited for his companions decisions. 19 "I'm down for breakfast. Let's head there quickly. "</p>	<p>So let's all gather up and head to the inn. This is a large city and the inn you're in is only the one that's located close to where you've been working. It could be on the edge of the city as it's not a major one.</p>	<p>on our guard for the next several days. The more time we spend outside the more susceptible we will be to the elements."And we're now in the middle of the market? Is it packed? What is around us? Are there any people around? Shops? Shop owners?</p>	<p>If anyone else has anything to say to Jezzine or each other, by all means, but unless there is any other business anyone wants to take care of, we can skip to the meeting with Horace and Zindar. That shouldn't take very long either. Boosey, you can easily find new garmets for 5 silver pieces.</p>	<p>ready by the time it rises again."</p>	<p>Boosey thinks about this new idea. Oh, he says with a frown, I didn't think of that. She'd have gone hungry, if we hadn't. She is definitely a lot more talkative than she was yesterday. I'm sure you're right, I'm sure we can find something for her to eat. And you'd be happy to let me keep playing? That was all a part of her ploy, which you've easily seen through. Well, she continues once the others have finished, I suppose I'm still willing to go along with the plan. I don't have enough gold to buy my freedom outright, and I'll take what I can get.</p>

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<p>Player 8 - aerlian (orc,wizard) Player 1 - dungeon master Player 3 - kiera -----</p> <p>Player 8 - aerlian (orc,wizard) : Perception 13 The advantage roll I forgot! 7</p> <p>Player 1 - dungeon master : OOC: Phadeout you have advantage!!</p> <p>Player 1 - dungeon master : OOC: Oh dear... Well the Wisp suddenly appears near Alerian and Lisalyth, both make a DEX save against DC15 fail take 9 of lightning damage succeed it's half and the Wisp is now visible!</p> <p>Player 8 - aerlian (orc,wizard) : Dex save 14</p> <p>Player 8 - aerlian (orc,wizard) : aerlian through himself to the side but still takes the full force of the blast, he gets to a knee, winded but not out of the fight just yet.</p> <p>Player 3 - kiera : kiera turns to Divis," I think something is wrong! We should go and see what's happening. Do you think this is part of our test?" She whispers to Divis. Keira starts to head towards the sounds she hears.</p> <p>Player 1 - dungeon master : kiera you move towards the forest with Divis following reluctantly behind you. "Hen won't like this, she won't like this at all," Divis whispers moving behind kiera. You come to the next clearing seeing the back of aerlian and Lisalyth writhing in pain as a blue orb emits lightning electrifying them! Hen has spun around and is facing you her eyes filled with shock at your appearance just as the Wisp attacks! "Run," Hen shouts to you kiera as Divis rushed passed you into the clearing with a crooked looking rod in hand.</p>	Player 1 - dungeon master	FALSE	<p>OOC: The Wisp now appears to have 2 attacks against it since you both acted in its attack range!</p>	<p>Aerlian and Lisalyth must each make a Constitution saving throws or take 2 lightning damage. Aerlian and Lisalyth are also grappled</p>	<p>Divis DEX save against the Electricity Damage from the wisp is 15 .</p>	<p>Aerlain you're up!! OOC: Lisalyth need your DEX save. Kiera run or roll initiative! Divis initiative 15</p>	<p>OOC: Kiera you have an action and the Wisp attacks Aerlian and Lisalyth. Phadeout it's your turn!</p>	<p>Wisp makes its Dexterity 15</p>

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<p>Player 3 - zane (half-elf,bard) Player 5 - hox (elf) Player 8 - gruum (elf,cleric) Player 1 - dungeon master -----</p> <p>Player 3 - zane (half-elf,bard) : zane will continue firing at the bats-at-sails as well: Attack: 9 Damage: 2</p> <p>Player 5 - hox (elf) : hox takes aim at the bats.</p> <p>Player 5 - hox (elf) : (Assassinate works in this situation, since they haven't taken a turn yet in combat, right?) (Somehow) Sneak Attack: 26 Damage: 22</p> <p>Player 8 - gruum (elf,cleric) : gruum puts away his Greataxe and retrieves his unused Javelins from his pack and attempts to use them on the bats near the sails.</p> <p>Player 8 - gruum (elf,cleric) : Attack: 14 Damage: 9 If I can throw two: Attack: 23 Damage: 10</p> <p>Player 1 - dungeon master : OOC: Assassinate applies because "combat" as it stands hadn't started yet. The bats weren't concerned about anything until one was killed, and most of them are still not paying any attention to the dome. gruum can switch from his greataxe and throw two javelins this turn because there was plenty of leadup to the start of combat. However, the attacks are at disadvantage because the nearest swarm of bats at the sails is 50 feet away, according to the tracking. Javelin vs. Swarm of Bats: Lower of 14 or 23 Javelin vs. Swarm of Bats: Lower of 23 or 19</p> <p>Player 1 - dungeon master : Arrows and bolts emerge from the dome. zane 's sails past any targets into the rigging of the ship, but Killian strikes another bat. hox times his shot well, firing into a thick cloud of bats and skewering five of them with a single arrow. gruum 's javelins each catch another four or five bats. Several of the swarms are drawn away from the sails by this, flying toward the dome. The nearest swarm reaches the structure, opaque from the outside, and a few of the bats throw themselves against it to no avail. Some of the crew inside of the crowded dome instinctually duck, then breathe a sigh of relief when their safety is revealed. The rest of the swarms begin to eat into the sails, in an intelligent manner, working holes into the cloth near the rigging that ties it all together.</p>	Player 1 - dungeon master	FALSE	<p>This is an easy one: the bat swarm continues at the sails until the whole swarm reaches the dome, in which you've described them as flying into it (not attacking it, flying toward it). ?" Killian's "</p>	<p>Xavice shouts, " We're sinking, men! Do what you have to do to keep this thing afloat."As the swarms tear into the sails, a strong gust of wind rips through. The sails are shredded and the ship begins to fill with water rapidly. Anyone nearby feels a strong spray as the mast begins to bend under the weight of the incoming water. The bats feast, their numbers dwindling after every swipe of the sail, but it makes little difference to the speed at which the ship is filling.</p>	DM's EYES ONLY:END OF INITIATIVE	<p>Round 2 Order: Players <==== = Swarms of Bats Tracking: One swarm of bats is outside of the tiny hut, 5 feet away. Three swarms of bats are flying toward the tiny hut, 20-30 feet away. The remaining swarms are 50-100 feet away, hovering at the ship's sails. All friendly characters are within the tiny hut. 3 of Hox's arrows have been fired. 2 of Zane's bolts have been fired. 2 of Gruun's javelins have been thrown. OOC: One more round of posting should suffice for this combat. The bats pose no threat to anything except the sails at this point.</p>	<p>Killian is up. If she wants to try to attack a swarm with her bow before they become a threat, she'll have disadvantage thanks to the distance but might get two shots in. The swarm is in the last column of the map, to the southwest. She'll just get within range of it this turn with either shot and the sails already have damage.</p>	<p>Enemy Action (s): Swarm 2 - Destroy Sail Damage: 40Swarm 3 - Destroy Sail Damage: 40Swarm 4 - Destroy Sail Damage: 36Swarm 5 - Destroy Sail Damage: 36</p>

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<p>Player 9 - kulsee Player 3 - darastrix (dwarf) Player 4 - pok'im (bugbear,cleric) Player 1 - dungeon master Player 10 - ash (cleric) -----</p> <p>Player 9 - kulsee : **touche**</p> <p>Player 3 - darastrix (dwarf) : (darastrix is up in the house</p> <p>Player 4 - pok'im (bugbear,cleric) : pok'im would have been following ash (Dexterity save: 7) but obviously tripped over his feet!</p> <p>Player 1 - dungeon master : So while darastrix stands watch in the bedroom, everyone else begins making their way down the hallway. Vruuk who is holding up the rear has not made it into the hallway yet as ash triggers a trap. The moment his hoof causes the floor tile to sink with a sickening click, a volley of crossbow bolts fire from tiny holes along the right wall and the bolts that do not slam into a target disappear into precisely aligned holes running along the left wall. kulsee is able to quickly drop to the ground as the bolts whiz past overhead. ash turns in time to see two small crossbow bolts lodge themselves into his stumach taking 3 piercing damage Pokim hears the click but doesn't react at all until he feels a sharp pain in his side as two crossbow bolts slam into his right arm and hip dealing 6 piercing damage Vruuk can hear the click from the main room standing only a foot behind ash but had not entered the hallway. He is able to see a quick blur of bolts launch from one side of the hallway to the other as two of his siblings get caught in the trap. darastrix hears the smallest tiniest click... and then maybe some yelling perhaps?</p> <p>Player 3 - darastrix (dwarf) : (Definitely shutting the hatch...) darastrix drops to the ground, poking his head into the tunnel from above, but still refusing to make his way down. "What happened? I stayed up top, Ma</p> <p>Player 10 - ash (cleric) : OOC: What no roll to see if my AC beats them? It's 17 sheesh!! So 6 damage or just 3?</p> <p>Player 4 - pok'im (bugbear,cleric) : pok'im plucks the crossbow bolts from his side without even wincing and drops on them the floor.</p>	Player 1 - dungeon master	FALSE	OOC: 6 damage total, which I thought was an odd combination so I rolled a damage die as well (which came up the lowest number)	(sorry Pokim.) A bolt bounces wildly from his shoulder and sticks into the wall on an angle. The other flies directly into Ash, sticking into his stomach. They both drop to the floor where Kulsee and Pokim were laying.	(OOC: Yeah I'm bad at math so sometimes a roll is required to figure out how much damage you took and I was doing a lot of multi-tasking at work yesterday. Also I like to punish the big burly types! ;) I'm trying to figure out what the heck to do next. This is such an off the rails moment I'm trying to think of a way to get everyone back on track)	yeah, I am still learning traps. I don't think you should have had any chance to dodge and instead it should have been just an attack vs your AC. dont you worry.. my NEXT TRAPS will be done differently :P	OOC: Sorry for not rolling for your AC. It was a mistake on my part. It's already been corrected and you have 3 damage. I didn't want to reroll but I should have.	Ooc: just 3. I'm saying the bolt is lodged in the meaty part of you but it misses your armor. I'm not really concerned where the bolt hits, but rather that it pierces the skin on your body.

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<p>Player 8 - gruum (elf,cleric) Player 4 - zane (half-elf,bard) Player 0 - dungeon master Player 2 - killian (paladin) -----</p> <p>Player 8 - gruum (elf,cleric) : gruum struggles awake, sitting up bleary and glaring around. He'll remove the saddle and look around for his Greataxe, not finding it he'll locate the best weapon available, drink anything in the vicinity, and pass back out in a corner.</p> <p>Player 4 - zane (half-elf,bard) : zane wakes up, sees the surroundings and is not impressed. He casts Prestidigitation for a few minutes cleaning everything up, but seeing nobody else caring to get up. He drags others closer together, casts a hut around everyone and also takes a long rest.</p> <p>Player 0 - dungeon master : Suddenly (before zane is able to finish casting his hut) the door to the room opens, and several dour looking children enter. Looking no older than nine or ten, their faces are serious. They display no emotion. Telepathically, a voice booms loudly (too loudly for your hungover state) in your minds. "Awaken! Follow the schoolchildren. They will take you to our meeting." A shout emanates from the hall, "What in the hells is going on up there?" The barkeep from the night before, still not dressed for the day, enters the room. Taking a single glance at the children within, he doubles back, terrified. "تكن" One of the children speaks a word wholly unfamiliar to your minds, and the barkeep stops in his tracks, his horrified visage locked in place.</p> <p>Player 0 - dungeon master : For zane:</p> <p>Player 0 - dungeon master : You immediately recall more of your conversation with the hooded figure last night. One of the leads he had buried within the conversation mentioned schoolchildren frequently.</p> <p>Player 2 - killian (paladin) : killian springs up, reaching for her sword, and notices for the first time that it is missing. Then she wobbles a little on her feet, staring at the children. Then her eyes widen as the barkeep is held in place. Gathering up the tiger cub, she nods at her companions, then to the children. "Lead on."</p> <p>Player 4 - zane (half-elf,bard) : zane is not happy about any of this. "I think we better follow them. I have a feeling that this is important"</p>	Player 0 - dungeon master	FALSE	Zane, you look rough. Need a good rest or something else?	For Killian :	For Killian:	<p>OOC: Assuming Gruun and Hox are also coming along.</p>	For Gruun:	For Killian:

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 3 - fjordix (bard) Player 19 - arryn (paladin) Player 20 - novot (fighter) -----</p> <p>Player 0 - dungeon master : fjordix, you're up. [Remember that everyone has advantage on attacking the humans for this round.]</p> <p>Player 3 - fjordix (bard) : OOC: I believe I am dying? If so, Death Saving Throw: 14</p> <p>Player 0 - dungeon master : [That's right. Thanks for catching that!] arryn, you're up.</p> <p>Player 19 - arryn (paladin) : Attack: 24 Damage: 5</p> <p>Player 19 - arryn (paladin) : arryn growls and swings at the creature with his handaxe.</p> <p>Player 0 - dungeon master : arryn's axe hits the human, cutting him along his arm. novot, you're up.</p> <p>Player 20 - novot (fighter) : novot leans down and casts Cure Wounds on fjordix, restoring 4 HP. [d'oh!]</p>	Player 0 - dungeon master	FALSE	4 (the spell's range is touch)	[OOC] I added the extra hitpoint to your sheet, Novot. [Fjordix's turn is next.]	<p>Enemy Action: Enemy 1 uses Unarmed Strike: 25 vs. Fjordix: 16 piercing damage on a hit. (Fjordix has taken one successful Death Save: his current HP is 4.) Enemy 2 uses Unarmed Strike: 24 vs. Novot: 10 piercing damage on a hit. (Novot has failed her first Death Save: his current HP is 10).</p>	<p>Fjordix is conscious, but prone. The humans continue their attack, 1 on Novot, 1 on Arryn. Attack on Novot: 25 for 16 slashing damage. Attack on Arryn: 24 for 10 slashing damage. Arliden, you're up. [Attack rolls against the humans have advantage until the start of their next turn.]</p>	[Novot, you're up.]	<p>Fjordix, you're up. You wake up this time with 25 hit points. Attack: 24 Damage: 10</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 16 - anakis (druid) Player 0 - dungeon master Player 18 - ash (human)</p> <p>-----</p> <p>Player 16 - anakis (druid) : anakis Initiative: 15</p> <p>Player 0 - dungeon master : Here's a map (if I've done this correctly) to help with positioning/visualization. The six small circles in the center are the party. The small circle at the top is the walking corpse. The yellow and orange areas are the torch's areas of bright and dim light respectively.</p> <p>Player 0 - dungeon master : ash and Torrent, from the rear rank, you see the rotten corpse emerge into the light, heading for anakis, whose hand is now wreathed in flame, as if to stop her from casting her spell before it's unleashed.</p> <p>Player 0 - dungeon master : What do you do before and as she casts her spell? Also, anakis, do you have any movement to add to your action?</p> <p>Player 18 - ash (human) : ash speaks in a low voice, just enough that anakis can hear him "anakis! your going to give away our position!"</p> <p>Player 16 - anakis (druid) : anakis hurls her fire bolt, and moves 10ft right and 5ft back (2squares right and 1 back). "Sorry ash, but I'm pretty sure it was drawn to the light. And Tarek talking to it wasn't going to help."</p> <p>Player 0 - dungeon master : ash, is there anything else you would like to do on your turn besides talking to anakis?</p>	Player 0 - dungeon master	FALSE	The two of you have already acted this round. Ash's actions do not take an action. It's my error for the slow response--I was trying to avoid metagaming.	The party may now go in any order. In the case that multiple people have posted in less than one day, I will resolve them in initiative order.	Intruder Alert: One of the squares you left the party in and the square you moved to are now dim light, as you left the bright light of your torch.	Also, just a reminder to you and Torrent that you can move through an allie' s space, although it does count as difficult terrain.	@Anakis. Your fire bolt kills the undead, destroying the light in the process, but it's still enough to alert at least some of the nearby undead to your presence. I'd say you alerted up to four of them from the sound alone, and possibly more if a zombie decides to attack your flame.(Since you killed the light, there's no way to say exactly how many you alerted).	Since it's after midnight and I need to be up in 2 hours because of life and also some travel. I'm going to stop this fight here. No initiative was completed for those waiting on initiative. If anybody has anything they'd like to do, please let me know. The only thing that happened was the rotting corpse moved to F7/G6. So go ahead and give me a post. We'll figure out damage for the firebolt and other things tomorrow.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 4 - darwin (paladin) Player 9 - cellica (cleric) Player 6 - andolin (paladin) Player 10 - dungeon master -----</p> <p>Player 4 - darwin (paladin) : After gleaming what he can about the fog, darwin will stoop down for a moment and try to examine what they have been walking in.</p> <p>Player 4 - darwin (paladin) : Assuming Investigation: 9</p> <p>Player 9 - cellica (cleric) : cellica stopped dead in her tracks after hearing darwin, while he stooped down, cellica kept an eye on their surroundings for both Terrance and creepy deadness and zombies that may pop up at them now that darwin was busy investigating "It's like whatever or whoever is doing this to us, does not want us to leave... " she mentions to darwin. cellica bends down as well and keeps her hand on darwin's arm as well. Not trusting that the fog or whatever magic holds them there, could seperate them like it seperated Terrance from all of them..."He shouldn't have gone out by himself" she murmured frustrated and worried at the same time.</p> <p>Player 6 - andolin (paladin) : andolin reacts first, moving to neutralize the dog as a threat, his brain setting aside his concern of what might be happening beneath the veil of whatever curse lay over this place, and instead tactically calculating survival. He moves within melee of the dog and will take a swipe with a sword in each hand.</p> <p>Player 6 - andolin (paladin) : Action: Attack: 9 Damage: 7 Bonus Action: Offhand attack: Attack: 11 Damage: 1</p> <p>Player 10 - dungeon master : darwin & cellica</p> <p>Player 10 - dungeon master : You quickly come to the conclusion that no fog this thick cannot be natural, the ground you are walking through is not natural. As you pick up some, it dissolves in her hand.</p>	Player 10 - dungeon master	FALSE	Andolin & Cellica	Darwin, as you touch the floor, you see that it is a thin film covering the floor. The fog however can be found in thick patches, but this floor covers the entire dungeon.	It is a fog of some sort but it has some properties similar to a spell , it appears to have some magical qualities but not those you're used to.	Zombie Fight Andolin hits the dog, but it continues to attack Horus - pick your target :)	Andolin & Terrance	Darwin & Cellica

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 14 - arliden (monk) Player 6 - fjordix (bard) Player 5 - dungeon master Player 1 - rex (dragonborn,monk) -----</p> <p>Player 14 - arliden (monk) : As the cultist dies, arliden just looks him dead in the eyes, "Was that eventful enough for you?" "So, are we heading inside or do you need a rest big guy?" Looking at fjordix.</p> <p>Player 6 - fjordix (bard) : fjordix flexes his muscles a bit and relaxes them, then checks to see if he had received any wounds. "I'm good to proceed"</p> <p>Player 5 - dungeon master : As you proceed further into the cave, what little light was coming in from outside fades to total darkness as the cavern walls curve slightly to the right. [Characters without darkvision can't see anything unless some light source is produced. Everyone else (just Novot?) can see the following.]</p> <p>Player 5 - dungeon master : The entrance to the cave ends here at a 10-foot drop-off. To your right, broad steps are roughly hewn into a natural stone ramp. Further to the right is a small alcove. The cavern below is carpeted with a profusion of fungi ranging from a few inches high to nearly as tall as a human adult. Two paths lead through the fungi: one on the right and one on the left.</p> <p>Player 6 - fjordix (bard) : "Blasted dark places below the world, who would care to be the torch bearer? I am best with both hands on a weapon."</p> <p>Player 14 - arliden (monk) : If no-one has any magical sources of light (arliden doesn't so I think its just on rex) arliden can light a torch and stay towards the back of the group.</p> <p>Player 1 - rex (dragonborn,monk) : rex is currently looking through Hatchling's darkvision who is on his shoulder.</p>	Player 5 - dungeon master	FALSE	Rex has his headlamp on still. I never turned it off	Through Hatchling's darkvision, you can see that the only light source appears to be the one in Novot's hand.	For the following purposes, we'll allow Hatchlings' darkvision to count for dim light within 5 feet, and allow it to serve as your character's darkvision for seeing 10 feet beyond its normal limitations.	[With Arliden's lit torch, everyone can now see the above description.]	The torch will only light up about 20 feet directly in front of his face before it can't really be seen (and Rex has to make a choice about dropping it). Also, what is Hatchling? You can tell me that secret.	Hatchling? You mean the Spider that I forgot to mention?

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 11 - poppy (tabaxi,fighter) Player 10 - dungeon master Player 12 - thris (ranger) Player 8 - rem (fighter) -----</p> <p>Player 11 - poppy (tabaxi,fighter) : poppy gets a tool proficiency at lv 3, now he taking Paint tools.</p> <p>Player 10 - dungeon master : Well, after we finish this combat (WHY WONT DARKLING POST) You will probably level up!</p> <p>Player 12 - thris (ranger) : Has anyone sent Darkling a PM?</p> <p>Player 10 - dungeon master : Yes, I have.</p> <p>Player 8 - rem (fighter) : Hmm.</p> <p>Player 11 - poppy (tabaxi,fighter) : We can't rush them sadly, they will either post or bail. I have seen it many times but we can hope for a post.</p> <p>Player 12 - thris (ranger) : How long do we wait before moving on and giving the player a missed turn? I too have seen this many times and letting the campaign sit waiting for one post literally kills all the momentum.</p>	Player 10 - dungeon master	FALSE	Well. I say a day, but I'm willing to be a little flexible if someone has a reason, so if you're having second thoughts about something or anything, I can give you an extra day. But, I won't wait forever. If more than one player misses their turn twice, though, I'd take it as them leaving.	1 to two days, I believe.	Okay, I decided to give TheDarkling 5 hours tops. If 5 Hours passes, then i will consider the character to be dead.	Idk, I've never done this before :/	(I feel like I'm going to have to kill him off. Let me try again to get ahold of darkling)	I don't know. I will wait until tomorrow.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
Player 5 - dot Player 0 - dungeon master Player 2 - leon ----- Player 5 - dot : Walking up to the next rat dot will wave her shield and hands in their face using the help on the next attack. Player 0 - dungeon master : Dragon Den turn Player 2 - leon : Taking advantage of the distraction, leon slashes at the rat. Player 2 - leon : To hit: 12 Damage: 10 Player 0 - dungeon master : With the help action you make strike with advantage as well if you wanna try to get a nat 20? Player 2 - leon : advantage roll then: 15 Player 0 - dungeon master : Ok, you killed the last smaller rat, the giant rat still stands	Player 0 - dungeon master	FALSE	1d20 13 Dragon Pit turn	Dragon Den and Wreckzorina are up again, will give Wreckz till tomorrow and if he doesn't post his action we'll will go back to the top of the turn.	Giant rat: 8	Giant rat will attack 8	The Giant Rat lunges for leon with teeth and fangs for an attack before the giant rat bites down and tears into his flesh Attack: 20 Damage: 1You take 1 of damage	Dragon Den Turn, Giant Rat

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 2 - bronwen Player 3 - caram (elf,artificer) -----</p> <p>Player 0 - dungeon master : The wolf is in the center of the room about 20 feet away from the entryway of the party.</p> <p>Player 2 - bronwen : bronwen dives forward around his companions and into any available cover, attempting to hide and get behind the beast, to maximize his next attack.</p> <p>Player 2 - bronwen : Stealth : 25</p> <p>Player 3 - caram (elf,artificer) : Being in a closed setting made caram feel a lot more comfortable than outdoors and all of it's openness. He watches Brownwen dive and tuck himself in behind some cover, having worked with all manner of people in Sharn, caram had an inclination in what the man had in mind. He moved in an opposite pattern of Brownen and shifts toward the wolf, performing a running knee strike past the beast and follows with a back swing from his truncheon.</p> <p>Player 3 - caram (elf,artificer) : Running knee: Attack: 25 Damage: 8 Truncheon: Attack: 22 Damage: 7</p> <p>Player 0 - dungeon master : (Will bot Belegak for the round. Botting won't have any flair or the like.) Ray of Frost Attack: 17 Damage: 7</p> <p>Player 0 - dungeon master : caram runs up and knees the wolf's snout as he follows up with a hit across its face with his truncheon. Then Belegak blasts the beast with a ray of frost, its fur frost tipped as it shakes it off. It goes for caram with a bite from its giant maw.</p>	Player 0 - dungeon master	FALSE	Belegak's blast of frost is ineffective as the wolf bites his arm as it is struck by the truncheon.	Bite: Attack: 25 Damage: 5	Attack: 16 Damage: 12	Attack: 16 Damage: 12	Attack: 26 Damage: 5	Attack: 16 Damage: 12

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 1 - night wine (tabaxi,cleric) Player 2 - rha'el (centaur) Player 0 - dungeon master Player 9 - melnar (aasimar,sorcerer) -----</p> <p>Player 1 - night wine (tabaxi,cleric) : Attack: 21 Damage: 26 (17 Piercing and 9 Fire) As soon as he shoots it he moves 30 ft. to the bush across from him that is between cultists C4, C2, and C7. Then uses a cunning action to try and hide. Attempt to Hide: 22</p> <p>Player 2 - rha'el (centaur) : rha'el draws his glaive, activates one of the runes and slices towards the cultist in front of him. (C3)</p> <p>Player 2 - rha'el (centaur) : Attack: 9 Damage: 10 (OOC: Since I don't believe this attack hit, the rune doesn't detonate and the glaive is still charged.)</p> <p>Player 0 - dungeon master : rha'el swings wide and misses the cultist, shocked that he was hit.</p> <p>Player 0 - dungeon master : [OOC:night wine, we will wait until your turn to use your attack, if any survive.] Cultist 4 moves towards Gromar and slashes at him with the scimitar. Attack w/ Advantage: 19 Damage: 2 Gromar feels a small sting from the cultist attack. It is melnar's turn.</p> <p>Player 9 - melnar (aasimar,sorcerer) : melnar scans the battlefield and spots one of the cultists trying to flee. The blue bracer on his arm faintly glows and melnar vanishes and reappears 15ft behind the running cultist instantly. Then extending his arm to aim his crossbow to take a shot. The white crystal hanging from the weapons grip glows a bright purple and fires a beam of arcane energy.</p> <p>Player 9 - melnar (aasimar,sorcerer) : Bonus Action: Pass Through Space - As a bonus action, you may teleport to a place of your choice on any plane you are on/in. Action: Firing Eldritch Hand Crossbow, casting Eldritch Blast Attack 14 Damage: 8</p>	Player 0 - dungeon master	FALSE	Melnar's eldritch blast misses. It is Eydis's turn.	After swinging at the fleeing Cultist, it makes an Arcana Check. Intelligence Save: 3 . The arrow goes wide and misses its target.Drawing the sword, Hec will make the jump to attack the Priestess again.Attack: 22 Damage: 7	OOC: Just FYI, the cultists are now considered to be "stunned" (disadvantage on attack) as they are fleeing.	Cultist 7 is thrown forward from the blast from the crossbow. Turn now goes to Erevan.	The cultist quickly tries to dodge the shot and is successful. It is Eglig Voul's turn.	The eldritch blast hits his target for 8 damage.The last cultist (C7) dashes 30ft. straight towards Dalathar. He attacks Dalathar with the scimitar and gets up from the bush to attack.Attack: 24 Damage: 10The scimitar strikes true and sends an arc of energy into Dalathar. He is now at 13/24 HP!

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Player 5 - dot Player 0 - dungeon master Player 2 - leon ----- Player 5 - dot : Approaching the rat with her shield she will bang her hand on the shield doing her best to help the next on to attack it. "I do not want to kill you but if you do not flee we will be forced to dispatch you.... rat." Player 0 - dungeon master : R2 will attack MAÇ for 16 Player 0 - dungeon master : And missed Player 0 - dungeon master : The giant rat will attack MAC for 10 Player 0 - dungeon master : and misses Player 0 - dungeon master : leon's turn Player 2 - leon : leon attacks the one dot just set up for the attack...	Player 2 - leon	FALSE	I'll be a bit late, please don't let me miss my turn.	Attack: 21 Damage: 10	To Hit: 20 Damage: 6	To hit: 20 Damage: 6	Attack: 23	attack: 20 Damage: 6

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 4 - tab (druid) Player 11 - gene Player 9 - gynugri (goblin,druid) Player 3 - mel (human,rogue) Player 1 - dungeon master -----</p> <p>Player 4 - tab (druid) : When it comes around to tab's turn, he'll shout over his shoulder at melanthios, "Cover me!"</p> <p>Player 4 - tab (druid) : tab will shimmy across the grappling rope, and attempt to leap onto the deck between the pirate at the opposite end of his rope and the pirate captain. Acrobatics: 18 He'll risk the disengaging strike from the closest pirate and move to intercept the pirate captain, using Feline Agility if necessary to close the gap. Retracting his claws, he'll make an unarmed strike attack and a bonus attack at the pirate captain, making sure to do non-lethal damage to try and knock the villain out. Attack roll: Attack: 17 Damage: 8 , Bonus Attack: Attack: 23 Damage: 8 .</p> <p>Player 11 - gene : gene will reposition himself somewhat towards the front of the ship and take a shot at anything that's not asleep, prioritizing a possible killshot over a fully healthy target. Attack: 19 Damage: 4</p> <p>Player 9 - gynugri (goblin,druid) : gynugri appears from the shadows and casts a numbing spell at the nearest brutish pirate to him before attempting to hide behind the mast.</p> <p>Player 9 - gynugri (goblin,druid) : Frostbite CON 13 4 Cold Damage Stealth 19</p> <p>Player 3 - mel (human,rogue) : (I've been steadily confusing myself, so I'm not sure if melanthios has a turn locked in or not.)</p> <p>Player 1 - dungeon master : (I don't think he does.)</p>	Player 1 - dungeon master	FALSE	Gynugri casts Numb	<p>The remaining two pirates continue their attack pattern against each other, and fail to connect on any of their blows. The first group of deckhands and pirates who jumped ship continue moving towards the bow of the ship, trying to take cover in the trees. The pirate captain and her crew move towards the stern of the ship, the captain swinging around and making a blow at the</p> <p>Tabaxi: 21 Damage: 10The Tabaxi nimbly dodges out of the way. The Tabaxi captain swings around to meet the Tabaxi guard. The two swings at each other trying to knock each other off the ship. She misses: 19 Damage: 10 The Tabaxi guard, meanwhile, swings back with the longsword: 21 Damage: 8</p>	I will update the game tonight!	<p>~ ~ ~ ~ □ ~ ~ ~ ~ ~ ~ ~ ~ □ ~ ~ ~ ~ ~ ~ ~ ~ □ ~ ~ ~ ~ ~ ~ ~ ~ □ ~ ~ ~ ~ ~ ~ ~ / □ \ ~ ~ ~ ~ ~ ~ ~ / □ \ ~ ~ ~ ~</p>	Melanthios strikes the bandit leader, killing him.	No more action so far. Gonna advance to next round.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 3 - bilberry Player 8 - ta ' cha (druid) Player 0 - dungeon master -----</p> <p>Player 3 - bilberry : bilberry grunts at the feel of something crawling inside his body and lets out a Halfling oath under his breath before firing his +1 crossbow at the same ghost. Attack: 18 Damage: 35</p> <p>Player 8 - ta ' cha (druid) : Ta' Ch admires Billberry's aim. "Nice shootin there Bill!"</p> <p>Player 0 - dungeon master : Cha it is now your turn</p> <p>Player 8 - ta ' cha (druid) : Ta' Cha glares at the skeleton and casts Moonbeam! A ghostly light fills a 5 foot area around the Skeleton and baths it in ghostly flames. I am casting this as a 3rd level spell. The Skeleton must make a Con. save vs 17. It takes 3d10 damage or half as much if it makes the save. Attack = 11 Damage = 19 radiant damage. Oops, i don't need to roll an attack. You have to roll the save. Ignore my attack please. (and fail the save)</p> <p>Player 8 - ta ' cha (druid) : "Beware the might of my MOONBEAM" yells Ta' Cha!!! "You will soon be wishing you had stayed dead".</p> <p>Player 0 - dungeon master : 6</p> <p>Player 0 - dungeon master : He yells in pain and shards of bone break off his body. He then screams and incantation and everyone needs to make a dex save or take</p>	Player 0 - dungeon master	FALSE	What number		8 Halfing skull toss: 14 damage on a failed Dex save: 9 and on a successful Dex save: 15	Attack: 14 Damage: 9 bludgeoning and Attack: 3 Damage: 15 cold damage.		10 Save: 14DEX DMG: 9Crimson you're up with your dex save and if the skelly is dead with the 3 15's.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 3 - watl (bard) Player 16 - watl (elf,cleric) Player 12 - kaltent (bard) Player 0 - dungeon master Player 21 - cavyre (sorcerer) -----</p> <p>Player 3 - watl (bard) : If she thinks me a fool and blowhard, she may underestimate me. There's no freedom quite like the freedom of being constantly underestimated. One of the perks of a small stature.</p> <p>Player 16 - watl (elf,cleric) : Trust follows the last shipment to the new hideout keeping a wide berth to not arouse suspicion. Once there he will head in, sit on the floor and begin playing a game of solitaire. If anyone else enters, he says to them, "What was the plan for selling all this anyway?"</p> <p>Player 12 - kaltent (bard) : "That's a good question," kaltent says, sticking around in the hideout after his last trip. "I don't think we've really discussed it yet."</p> <p>Player 0 - dungeon master : watl: "I agree with you completely." She keeps an eye on the road to see if anyone of interest is approaching the estates.</p> <p>Player 0 - dungeon master : Trust and kaltent: As far as you both remember the loose plan was to hold onto the spices for a few days or more until things calmed down a bit from the heist then selling it to make a tidy profit. (The Steel Fists lose much needed funds, and the people still get their spices. How or who you sell the spices to was never mentioned in great detail.)</p> <p>Player 0 - dungeon master : Zack: You return to the library and after asking for a little help to guide you through it's maze-like structure of shelves you eventually find Miradaphus slowly reading away from a small book, constantly holding it at arm's length and drawing it nearer to him and then further away in order to try and focus better. "Ahem, hello there, is that you Jack? Where have you been, I've been waiting for hours for you to return." Trust: You are able to locate a locksmith who can make a couple of copies of the key for 1 gold. He gives you a friendly warning, "Be sure and only give these to whoever you trust, they will work just as good as the original."</p> <p>Player 21 - cavyre (sorcerer) : (have several days passed? I never got a response to my earlier post)</p>	Player 0 - dungeon master	FALSE	(As far as I can tell you didn't post anything about going to the library)	No, no days have passed at all.	The post after yours answers your question, as does the one I posted several minutes latter.	(not in game Cavyre, probably another day or two but it is up to you how much time you give Mialeee to find your requested information.)	OOC: Yes it's been a couple of days since your last post.	(You never posted again so I assumed you continued to search for the other two you have not found yet. I will move the story along in the next post.)

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<p>Player 0 - dungeon master Player 5 - amelia (fighter) Player 6 - zalv Player 4 - lili -----</p> <p>Player 0 - dungeon master : "The Perlemian Haul." she muses. You can clearly tell she's already a bit buzzed. "YOU all want in on the Perlemian Haul?" She scoffs and looks you all over for a moment, sizing you up carefully. "For what purpose exactly? You mentioned..a permanent job?" She tilts her head occasionally while you speak, looking past you and lili to look at zalv.</p> <p>Player 5 - amelia (fighter) : amelia nods, "We heard you were the person to talk to to get on the Perlemian Haul. We heard through the grapevine that it stops here on its route and figured if someone had the ability to get us jobs working on it, it'd be you. Or at least get us information to find someone who COULD hire us onto the convoy." She leans forward, one brow arched, "You are the person who runs everything on this station, right?"</p> <p>Player 6 - zalv : zalv steps back after handing the ladies their drinks and stands just at the edge of the governor's light of sight. Standing straight, he places both hands behind his back, to appear waiting for an order, but flexes his pecs and abs under his clothes, letting himself show off his, sculpted figure.</p> <p>Player 4 - lili : lili gives another catlike stretch and wraps her arms around amelia's neck, giving zalv a thumbs up with the hand behind amelia's back so that the governor doesn't see.</p> <p>Player 0 - dungeon master : She gives amelia a look, while trying to not make it obvious she's looking at zalv. Emma groans loudly, nearly the same time Prule speaks. "I am the planetary governor of Remduba II, the planet this station orbits." she said, distracted. "I suppose, in some way, that makes me responsible for the station and what you might be asking - which seems to be employment aboard the convoy. I could help you with that, yes. I could help with..granting that request. I could convince the person you need to talk to to make it so. But first, we must discuss what's in it for me." Governor Prule stares at zalv very very hungrily.</p> <p>Player 0 - dungeon master : "You." she points to zalv, moving amelia and lili aside. "I want you. Give me what I want, and i'll give you all what you want." Emma rolls her eyes so far they nearly pop out of her head. "You have GOT to be ****ing KIDDING me.." she moans. "You want to have se-?!" Governor Prule gets up and presses up against zalv, already beginning to undress him. "Do we have a deal?"</p>	Player 6 - zalv	FALSE	[What are you doing? This does not involve your character in the slightest...] You see Zalves hand move up to her shoulder. Then feel a hand on your shoulder... You feel a strange pressure on your back as Amelia falls to the floor. Prule lands on top of you.	[OOC]: OOC: Rolling for Persuasion check because of help - 22 . If I need to roll for something else, let me know.	class : none He will go the bar tender and ask for another bottle of brandy with a note saying for the governor, and then a bottle of whiskey, and a canteen of water.	Thankfully, this wouldn't be Zalv's first rodeo, but even then... With the deal being made, Zalv would let the governor lead on to her room (I hope/assume she doesn't want to do this in front of everyone xD), and attempts to show her the time of her life.	(If you ever get into a situation like that again, please remember you are not beholden to the game itself. The GM is there to facilitate a situation and narrative, but at the end of the day, the players always have veto power. We can always go around an NPC if we don't want to go through with a scene.)	In reality, his eyes would have been shut and a fist would have raised to his temple.

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<p>Player 11 - keth (wizard) Player 8 - aerlian (orc,wizard) Player 1 - dungeon master Player 13 - val (elf,druid) -----</p> <p>Player 11 - keth (wizard) : Hearing the Singing start keth's readied action goes off and he casts Warding Wind to deafen everyone so they cannot hear the harpies song. OOC: If the DM requires a Dex Saving Throw because of the wind my DC is 12.</p> <p>Player 8 - aerlian (orc,wizard) : OOC do I get to cast Fire Bolt as my readied action as they came within the 120' that was the condition, if so the rolls are below. Casts Fire Bolt 23 Damage if hits 8 My Dex save which should then kick in after the spell is 15</p> <p>Player 1 - dungeon master : aerlian mages to stay aboard the boat beside keth. Hit but which Harpy are you aiming at? OOC: I need a DEX save from val and Kiera or I will assume you've been blown off the ship into the sea. Top of the round 1 val your ready action attack misses and now you're up! Harpy 1 is on deck.</p> <p>Player 8 - aerlian (orc,wizard) : aerlian was aiming at the closest harpy in M2</p> <p>Player 13 - val (elf,druid) : (DEX save 20)</p> <p>Player 13 - val (elf,druid) : The wood elf will try to keep his balance and attack the harpy with his scimitar if it gets closer again but he will not leave his companions side.</p> <p>Player 13 - val (elf,druid) : (Attack 13 damage 4)</p>	Player 1 - dungeon master	FALSE	Kieras's bow hit's the harpy killing it outright. OOO: No more Dex save for you	Keth's Warding Wind : Con Save: 25 Harpy 1 doesn't notice anything and goes for Val.Bite Attack: 10 Damage: 11 Val is able to shrug off the Harpy's bite with little effort.	OOO: I'm going to have to ask you to redo your attack, Val. You're not able to attack at this stage since the harpy is in the sky and the spell requires you to specify a target within 120' for it to work.	OOO: OK here's the thing. ALL ranged anything attacks and spells will be at a disadvantage through the warding wind . Krayne please reroll with disadvantage. Kiera need your DEX save against the wind DC 12 or get blown off the boat. Harpy 1 swoops down at half speed M4 hovering in the wind but its winds strong enough to keep it aloft.	Val holds on to the side of the ship tightly, avoiding being flung off. Harpy 1 attacks Keth: Attack: 19 Damage: 4	Aerlian your Fire Bolt misses as the wind knocks you off the deck. You will need to make a DEX Save or take 1d8 Force Damage and be pushed 10 feet back in a random direction. Top of the Round 2 Val your readied action attack is missed and it is now your turn. Harpy 1 is up again.

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<p>Player 8 - rem (fighter) Player 10 - dungeon master Player 11 - poppy (tabaxi,fighter) -----</p> <p>Player 8 - rem (fighter) : (Sorry it's taking me a while to post; I'll try and get a post in soon!)</p> <p>Player 10 - dungeon master : (I am gonna make a post after all of you guys make your reactions, it will describe what will happen after these visions. And it will involve another saving throw, yes. Also, it's ok badbovine!)</p> <p>Player 11 - poppy (tabaxi,fighter) : (one day, we will be able to continue the story)</p> <p>Player 10 - dungeon master : (Hey, my life has been rather busy and because I'm not poring into this things story I'm getting things written. Tomo your gonna wanna check back here for I link imma post)</p> <p>Player 11 - poppy (tabaxi,fighter) : (Didn't mean to offend, just excited to see where the story will go.)</p> <p>Player 10 - dungeon master : (I wasn't offended, just stating the positives :), also same here, I have some wild stuff planned for you.)</p> <p>Player 11 - poppy (tabaxi,fighter) : (Let's see how those plan deal with a dazzlingly charming poppy)</p>	Player 10 - dungeon master	FALSE	(Let's see if they can stop a dazzlingly charming Poppy and also the story is up)	(Let's see how the DM deal with a wild Poppy)	(Tru- wait why dazzlingly...)	(You will excell in one, namely the next thing I have planned.)	Tomo and I need a WIS saving throw! If you all pass the WIS saving throw a new scenario is put in place. You can make a new INT saving throw as well if you want.	(You guys know what the next step is. So let's get a second saving throw. I wanna see how each thing will develop differently. And I'll probably change the events as we go along to add some flavor :D)

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<p>Player 8 - liana (half-elf,fighter) Player 4 - lilliana Player 7 - vayu (genasi) Player 0 - dungeon master -----</p> <p>Player 8 - liana (half-elf,fighter) : Investigation: 14 + 2 . If liana cannot find the source, she will guidance at least one other person who seems to be checking.</p> <p>Player 4 - lilliana : Earlier As the others begin to retrieve their own arms that were confiscated, Lilliana sighs as she realizes none of her belongings were with her the day she was arrested; however, she does locate her set of fine clothing and her father's pendant. She smiles as she picks up the small, shield-shaped pendant with a large blue gem set into the center , but quickly notices that the fine silver chain was missing and the smile turns to a look of disappointment. She begins rummaging around some of the other compartments and finds a leather thong that she loops through it and wraps around her wrist. She finds a set of leather armor cut for her size, a few daggers which she slips into the belt of the armor, and a handaxe. She places her own clothing into a backpack she finds nearby, preferring not to soil the clothes with the filthy of a prisoner transport. She glances over as liana strips down unabashedly and blushes before quickly turning away from the display. Once the others are ready, she nods and follows behind.</p> <p>Player 4 - lilliana : Now</p> <p>Player 4 - lilliana : She glances around the compartment, wondering what happened to the crew. Her keen, green eyes glance around the darkened room without issue and she decides to play the role of the human woman she appeared to be by squinting and making it seem that she was having a difficult time. " What is that strange noise?" She whispers to her companions.</p> <p>Player 4 - lilliana : Investigation 18 Guidance (if applicable) 2</p> <p>Player 7 - vayu (genasi) : Let's keep moving, something's going on. vayu moves to exit the room and will take a peek through the next door/hatch to get some information on what lies ahead. 11</p> <p>Player 0 - dungeon master : As you all can start to discern where the buzzing is coming from. You all start to see it in the dark, darting about randomly. A gross looking hybrid of bat and a mosquito twitches about and flies around the room randomly. And as you all begin to see the sources of buzzing be the same thing, they are heading towards you all.</p>	Player 0 - dungeon master	FALSE	"Well I know they are attracted to light. I guess we need to be quiet to not let them find us." She whispers as she moves up next to Vayu to see what their next move should be.	It's difficult to discern. It looks like a bat, has the body of a mosquito, with long pointy ears and a head somewhat like a deer. It doesn't seem particularly hostile and isn't stinging anyone. It moves about the same speed as a house cat with the attention span of a small dog. It flies around the room. Taking a peak through the hatch, you can faintly see the corridor beyond but you can't make out details.	Roll initiative now.	(Roll for initiative. 4 of them are in the room. I'm assuming you all are about near the center of the room and the monsters are just about all in front of you all.) DM Monsters:	They seem to not be able to attack, not being able to hit anything. But you can hear their screeches and the scratching on your walls from them.	Perception - 15- You all get a chance to react

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<p>Player 1 - dungeon master Player 6 - zalv</p> <p>-----</p> <p>Player 1 - dungeon master : 1. Warn the Rebel fleet that their location is not secure. (P-Comm section)2. Disable the primary communications array before the droids can call in reinforcements. (P-Comm section)3. Issue an "abandon ship" order over from S-Comm, so the crew can at least try and escape before the Raptor is swallowed by a black hole. (S-Comm section)4. Disable hyperspace-capable craft in both hangar bays to prevent damaging intelligence from getting into the hands of the Empire. (Forward and Aft Hangar Bays)5. Free captured intelligence operatives and reclaim the ship. (Analysis Deck - this is where you are now.) COMPLETE Everyone go ahead and make Average - 2 Purple Resilience checks for me. Failure means you suffer 2 strain WHICH IS NOT RECOVERABLE until the Life Support comes back online.</p> <p>Player 1 - dungeon master : DECK: FORWARD-01OBJECTIVE A: Stop droids from calling reinforcements. (Combat!)OBJECTIVE B: Call for Alliance reinforcements. (Average - 2 Purple) Computers checkOBJECTIVE C: Warn the fleet that its location isn't secure. (Average - 2 Purple) Computers checkOBJECTIVE D: Disable P-Comm to prevent future calls by Imperial droids. (Average - 2 Purple) Computers checkOBJECTIVE E: Erase encryption codes. (Average - 2 Purple) Computers checkENEMIES: Ten saboteur droids.REBELS: Thirty comm techs and five officers, unarmed.</p> <p>Player 1 - dungeon master : Just forward down a short passaeway from the turbolift, P-Comm consists of a central watch floor, two comms-array control rooms, encryption and decryption room, a secure comms station, and administrative offices. The watch floor has a central holographic projector and a dozen workstations at which techs route comms, message traffic, and other information packets from outside local space. When you enter the area, Raptor's crew is kneeling on the watch floor, held at blaster point by two minion groups of 5 droids. The droids want the codes to the communications station.</p> <p>Player 6 - zalv : zalv, used to harsher climates and by extension, the least affected by the loss of stable life support, was able to reach the comms room first and quickly spotted the hostages. Throwing out his hands he grabbed the members of the first group of droids and pulled them towards him, away from the hostages.</p> <p>Player 1 - dungeon master : Vigilance Group1 (Melee): 4 successes, 2 advantage Vigilance Group 2(Range): 2 successes, 1 advantageEmma: 2 successes, 2 advantagezalv:</p>	Player 6 - zalv	FALSE	Null, having no interest in shooting his fellow pilots, takes to the roof of the Raptor. Firing off a grenade, he calls out to the Rebels. "Hey! Anyone out there, I've got a grenade for any droids you can't reach, toss 'em back." His blaster rifle crackled, hoping some of the rebels were getting the message.	Attack: 13Damage: 9	! 1 damage, 2 advantage! (I'm just going to assume you guys are using all the advantage to go ahead and dodge these attacks.)	(4 success 1 threat = 14 damage (breach) & 1 strain)	by blaster fire! (I'll make the hit rolls when you are ready.)	OOC: I'll post in a little bit, gotta finish some HW before our D&D game.

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<p>Player 7 - arthasis Player 0 - eryn (bard) Player 5 - aeros Player 8 - keaton (dragonborn,artificer) Player 2 - dungeon master -----</p> <p>Player 7 - arthasis : Taking the badge from the Watchmaster, arthasis inspected the item for a second before he stowed it away in one of his pockets. He thought it ironic that he would hold a symbol of law enforcement. He chuckled. "Watchmaster, this Zabrisss will be brought back to you.", he assured him. "She will have no chance to elude us for long." arthasis found it reasonable enough to begin the investigation at the prison from where Zabrisss escaped. The others voiced already their willingness to follow this course of action. He turned to them and stated, "Then let's go there now and search the scene of the crime. Maybe we'll find something in her cell that puts us on her trail"</p> <p>Player 0 - eryn (bard) : As the party sets off towards the prison, eryn asks a general question of the group. "The Watchmaster said this Zabrisss was a Kryn spy... Do you think that means she is a drow? It is my understanding that the dark elves rule Xhorhas."</p> <p>Player 5 - aeros : "I am curious about that as well keaton. Perhaps she used some kind of spell?" Turning towards eryn, "It's certainly possible, but the Kryn have a variety of races within their border as I understand it so it's tough to say without seeing her in person." aeros responds to the elf</p> <p>Player 8 - keaton (dragonborn,artificer) : "You're right. She did show a penchant for magic already. That said, we are currently in city that produces the most war-making goods in the Empire. I wouldn't be surprised if they used mundane explosives here."</p> <p>Player 0 - eryn (bard) : eryn is silent for a moment before he adds, "I do not know of these 'explosives' that you speak of, but I do know of spell casters and, dark elf or not, we should proceed quickly before this Zabrisss can regain her full power through the acquisition of magic simples or some sort of arcane focus..." eryn picks up his pace. "Come. We must hurry to find out as much as we can about what we are up against."</p> <p>Player 5 - aeros : "Yes let us be off then." And unless anyone stops him, he'll take the lead and head off towards Gearhole prison</p> <p>Player 2 - dungeon master : As the party approaches, it's easy to see the metallic sheen of many tall steel plates affixed to the mountainside, the outer walls of Gearhole Prison</p>	Player 2 - dungeon master	FALSE	"I think it's best we get off a message to our party members. If she was an ally to this Kryn person, surely she would have tried to free more than just herself." He thinks aloud, scratching his beard. "I suppose some of us could always try to get up close to the prison and get a message out to the others."	Cinna pulls her hands out of her pockets and steps back, not trusting him. "No, we are not going anywhere! The Watchmaster has assigned us to investigate, so you let us do our jobs."	ing. "...the rest of yer companions in town. Don't need uninvited company stirrin' things up tonight."	The guardsmen here are not aware of your affiliation with the Watchmaster.	ing, "wherever you're from," and he gestures further down the path.	(If anyone can roll me a d20 and add +3 to the result, I'd appreciate it! The D20 rolls in the campaign's dice rolls aren't displaying properly for some reason.)

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<p>Player 2 - terrance (fighter) Player 6 - andolin (paladin) Player 10 - dungeon master</p> <p>-----</p> <p>Player 2 - terrance (fighter) : terrance raises up his shield. Not seeing anything in the room confused about what could be going on. He begins chanting under his breathe in the doorway. "Pelors wonder, Wonder bright, I pray to you, That I survive the night." Casting Protection from Evil and Good he steps inside the doorway and looks around raising his mace to illuminate the room. (only 5ft into the doorway so nothing can get out past me.) Perception: 5 (Do I see anything out of place or the source of the racket? Is it still going on?)</p> <p>Player 6 - andolin (paladin) : Seeing that Wren has the hallway covered, he nods at Horus and flanks the doorway as Terrence enters. He stows his bow and draws a shortsword, keeping an eye on Terrence as he enters, peering through the doorway with his darkvision in addition to the light.</p> <p>Player 6 - andolin (paladin) : Perception: 21</p> <p>Player 10 - dungeon master : This 30' by 20' room is designed to accommodate two guests for there are two single beds without mattresses and a nightstand between them on the opposite wall. To the left is a small table with an unit candle and two chairs and a washstand. In the right near corner is a closet, and in the far right corner bench sits under a window with partially drawn curtains. The banging is obviously coming from the closet.</p> <p>Player 2 - terrance (fighter) : terrance walks over to the closet leading the way for everyone. After everyone gathers around the closet he takes his shield and uses it to bang back onto the closet door. "Bang Bang Bang." " Who's in there causing a ruckus in the middle of the night?" He calls out towards the closet.</p> <p>Player 2 - terrance (fighter) : _____ After whatever reply terrance will attempt to open the closet door. Strength: 16</p> <p>Player 10 - dungeon master : There is no reply to your query. The door opens and an enormous creature, covered in fur, lunges at you.</p>	Player 10 - dungeon master	FALSE	<p>Terrence swings his weapon at the Beast but it dodges with ease The creature does not look familiar to anyone, but it is no doubt a shapechanger of some kind. It's eyes narrow as it sees you, and in a deep, guttural roar, it charges.</p>	Roll initiative!	(It's a cave bear) roll initiative.	Please roll initiative	You have one round of combat before initiative. Roll initiative to decide who goes first. Attack: 17	Everyone Roll Initiative

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<p>Player 0 - dungeon master Player 1 - unknown character Player 3 - ian (wizard) Player 4 - unknown character (human,sorcerer) Player 5 - thagakh (druid) Player 6 - unknown character (barbarian) -----</p> <p>Player 0 - dungeon master : Looking for new players for a new game.</p> <p>Player 1 - unknown character : What kind of game would this be? I might be interested</p> <p>Player 1 - unknown character : Any more details?</p> <p>Player 3 - ian (wizard) : add me please</p> <p>Player 0 - dungeon master : Starting with something easy for new players. Maybe Lost Mine of Phandelver or something equivalent. Looking to DM my first adventure on this platform. Have DM in real life many times.</p> <p>Player 4 - unknown character (human,sorcerer) : I would like to join. I would like to play tabaxi/human (variant) sorcerer(sailor background) or if group needs dwarf fighter (city watch background) or cleric I live in CET (GMT+2) time zone but can post more then 2 times daily</p> <p>Player 5 - thagakh (druid) : Can we use any class or just the pre-gen that comes with th LMoP? I never finished one and I basically just started playing D&D not more than 2 months, all in PbP. I only have SRD and basic rules. As for stats, will it be rolled or point buy? I'm down with any character, just need specifics and can post at least twice a day.</p>	<p>Player 6 - unknown character (barbarian)</p>	<p>FALSE</p>	<p>I would be interested. What is your timezone? What days would you like to play? and What voice chat program do you want to use?</p>	<p>Hi, I'm interested. How would it be run?</p>	<p>Are you still looking for players?</p>	<p>I am interested in joining as well, just want details.</p>	<p>Yes I would be interested. I have played in a couple games but it has been a long while for me. I'm CST, in USA. I'm fairly flexible on time as well.</p>	<p>I would love to join. The Lost Mine of Phandelver is my first adventure. I want to play it because I didn't finish it. I am in PST. I can post a few times a day. Let me know when you can play.</p>

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<p>Player 1 - night wine (tabaxi,cleric) Player 4 - dungeon master</p> <p>-----</p> <p>Player 1 - night wine (tabaxi,cleric) : Attack: 22 Damage: 18 (13 Piercing and 5 fire) Then after another shot uses a cunning action to try and hide behind the corner again: 10</p> <p>Player 4 - dungeon master : [Going to do basic attacks from Melnar, Rha'el and Gromar since they are not posting. If I don't you will be wiped out by the Sorcerer and Dragonshield.]</p> <p>Player 4 - dungeon master : Erevan is saved by Smitty but remains unconscious. night wine fires from hiding and pierces the chest of the sorcerer with a mighty blow, but is seen as he tries to move to a new spot of hiding. Rha'el blinks at the blood and swings his glaive at the dragonshield.</p> <p>Player 4 - dungeon master : Rha'els attack: 6 Damage: 10</p> <p>Player 4 - dungeon master : His attack misses as he is slightly off balance from the attacks he received. Gromar looks at the Sorcerer and remembers the last one nearly doing him in and charges forward swinging his glaive.</p> <p>Player 4 - dungeon master : Gromars attack: 20 Damage: 3</p> <p>Player 4 - dungeon master : Gromar manages to land a hit on the Sorcerer, who staggers from the combination of night wine and Gromars attack. Melnar appears in a puff of smoke and looks around. He takes aim with the crossbow and channels some energy through the crystal. A large beam of energy leaps out at the Dragonshield.</p>	Player 4 - dungeon master	FALSE	Dragonshield takes 5 damage.	Attack: 12 Damage: 7The beam misses as he is off balance. Morning again, everyone. If you have any moves you can take those before combat moves forward.	Attack: 6 Damage: 5	Attack: 6 Damage: Unable to parse dice roll. Damage: 5	Rhogar will see this as a sign that he can finish off one of the weaker soldiers. Attack: 1 + Bless: +2 Total: 3Damage: 6	Attack: 6 Damage: 5

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<p>Player 1 - thaunix (tiefling,paladin) Player 0 - dungeon master Player 5 - gimble (paladin) -----</p> <p>Player 1 - thaunix (tiefling,paladin) : *Slams hand over mouth*</p> <p>Player 0 - dungeon master : Ophinares disappears and a whirlwind of energy, and thaunix is flung against the wall and takes 3 damage</p> <p>Player 1 - thaunix (tiefling,paladin) : "Ow"</p> <p>Player 5 - gimble (paladin) : Are you still here Ophinares? I humbly apologize for the senselessness of my .. friend The last word is forced.</p> <p>Player 0 - dungeon master : There is no response</p> <p>Player 0 - dungeon master : A voice enters gimbles head 'That one is lost my favor and does not deserve to be around me'</p> <p>Player 1 - thaunix (tiefling,paladin) : "I'm so so sorry."</p>	Player 0 - dungeon master	FALSE	<p>0 0 ?? A voice comes back, saying, "I am no longer here, but a word of advice from your former host, don't let that guy near me."</p>	<p>Is Thuant still grappling the man?</p>	<p>The room will have to wait until the next long rest or a successful insight check. Also, can everyone please let me know if you are ready to go to the next room. If not, you can still move about the room, but will have to wait until the next long rest to make any checks or roll for anything.</p>	<p>A knife is flung from somewhere in the room, appearing from nowhere and impaling the wall right next the Thaunix's neck and then disappears (NO FREE GEAR)</p>	<p>The energy continues on its path, the room remains quiet.</p>	<p>He doesn't respond</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
Player 5 - gimble (paladin) Player 7 - belron Player 1 - thaunix (tiefling,paladin) Player 0 - dungeon master ----- Player 5 - gimble (paladin) : We are smart people. Player 7 - belron : OOC: i am highly intelligent remember? Player 1 - thaunix (tiefling,paladin) : OOC: I have a feeling we'll know it when we see it Player 0 - dungeon master : OOC: Yeah, totally... For all you know, it could be a months walk to the cave.... Player 7 - belron : "Alright boys, which way to the south?" Player 0 - dungeon master : ANYWAY! CONTINUE! Player 5 - gimble (paladin) : That way!	Player 0 - dungeon master	FALSE	Are you sure? *Looks back at the town, then to the forest.*	After a long walk through the forest, about 3 hours, you come upon a small clearing with two trails leading East or West.	OK, here's the way to the caves....	Gimble points to the north *cough cough*	Are you all walking towards the cave then? (I assume so) You reach the cave, it appears it may be about 1 and a half days of travel, if not two. The cave is fairly wide, and is covered with snow, what looks to be a natural tunnel leads further in. You see, about 20 minutes of travel down the cave, it appears to be getting more narrow at an alarming rate, as if the cave's natural shape was changing.	Do you all go left? Or right?

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 3 - boosey (gnome,cleric) Player 19 - glimbul (yuan-ti,fighter) Player 15 - nenne (elf,cleric) Player 2 - dungeon master -----</p> <p>Player 3 - boosey (gnome,cleric) : Ignoring the lava as much as is possible, boosey, holding the cup with water in it, upends the vessel over the candle and pushes down with it to try to stop it relighting.</p> <p>Player 19 - glimbul (yuan-ti,fighter) : glimbul begins to check the walls for any hidden mechanisms or clues.</p> <p>Player 15 - nenne (elf,cleric) : Holding the bard's hand, nenne attempts to cast Resistance on him.</p> <p>Player 2 - dungeon master : nenne's spell fails to function. No magical light gathers, nor does she feel the precense of any magic gathering. Anyome aware of protective magics on them feels the absense of all of it. Magical items feel the same. When boosey extinguishes the flame, three distict Pop! sounds and the fluttering of stomachs signify teleportation. The three of you find yourselves in a very differerent, same sized room. You appear in a cell that smells moldy. Its damp walls are covered with living snails and oysters, and feature sculptural reliefs of tidal waves destroying coastal cities and ships. A merfolk skeleton embedded in one wall clutches an iron sconce fitted with a burning red candle. Suddenly, lukewarm water begins to pour into the cell through rows of tiny holes in the ten-foot-high ceiling.</p> <p>Player 19 - glimbul (yuan-ti,fighter) : glimbul begrudgingly grabs for some snails and begins to eat them before taking a large breath of air. And waiting in anticipation</p> <p>Player 3 - boosey (gnome,cleric) : boosey quickly fills the cup with water again. Just before he douses the flame he says "We may need to eat one of those..." and waves his hand at the snails and oysters on the wall. "Dine or drown the plate said" He grabs an oyster, and grimacing downs it raw in one gulp, desperately trying not to retch afterwards.</p> <p>Player 15 - nenne (elf,cleric) : nenne follows suit, dining on the creatures as the others did. She casts Spare the Dying on a snail just to see whether her magic will fail as before, and takes a lungful of air in preparation for its scarcity.</p>	Player 2 - dungeon master	FALSE	A quick scan shows that the water is no less than an inch or so under the door, at least from Boosey's estimate. It could easily rise to an unconquerable depth before long.	The tiny shellfish don't quite fill your bellies, nor taste very good going down, but they're easy enough to digest.	After a few moments, everyone comes to the realization that you aren't able to use spell casting and any spells you have prepared and can't cast your items won't work. If you don't have any prepared, you can't cast.If you do die, you will wake in a small room (which we can explore once I know who to place there). Please roll me an Intelligence Saving Throw.	Nenne's magic fails to work again. Three distinct pops sound again and the party is teleported.	(DM rolls the dice)	OOO: I would like to apologize for missing the session; I am feeling under the weather. I hope to be back to running games tomorrow. Thank you for your patience, everyone.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 5 - amelia (fighter) Player 0 - dungeon master Player 6 - zalv Player 2 - null Player 4 - lili -----</p> <p>Player 5 - amelia (fighter) : "Hmm, are we even sure these things work? There's no way ALL of these droids are fully functional, how about....less than that, huh?" (2 success, 1 advantage, which cancels down to 4 advantage one triumph on the smugglers side -_-)</p> <p>Player 0 - dungeon master : Captain Shyndi gives you a funny glance. "You're already getting a great deal. If you don't want it, that's cool, we'll just sell it to someone else and then you can tell your superiors how you decided to cheap out and didn't get shit." "You'll have to excuse her." Emma said. "She probably has something else on her mind." she says dryly, implying something, looking at her and lili. Emma then glanced at zalv, and nods to him, silently telling him to give up the cash.</p> <p>Player 6 - zalv : zalv pulls up the case from under his robes and holds it out on his forearm. Turning it around, he pops it open to show the credits. After a brief examination, he closes it and holds it out.</p> <p>Player 2 - null : null, pulling guard duty, simply watches the room with his back to the ongoing transaction and keeps scanning around the area for any threats. Overhearing Emma's casual jab, he lets out a muted chuckle.</p> <p>Player 0 - dungeon master : "Here you go!" she says happily. "The tug and the goods are all yours." Although the tug is hyperspace capable, it does not have the systems necessary to accept the encrypted coordinates back to the Shadow Raptor. You have a couple of options, however.</p> <p>Player 0 - dungeon master : You can try to slice the encryption on the coordinates, which requires a Hard - 3 Purple Computer check. Or, you could sell the tug for about 15,000 credits and take three trips back and forth in your ship to the Shadow Raptor. This has no benefits or penalties other than making you all look inefficient. You can try and slave the tug's hyperdrive to your ship, which is an Average - 2 Purple Computer check.</p> <p>Player 4 - lili : lili squints and gets to work on the hyperdrive, muttering a string of technical terms under her breath as she connects it to Mudhorn Prime.</p>	Player 4 - lili	FALSE	2eA+1eB+1eC	3eY	(Using my second int. die to reduce the difficulty)	5 successes.	Computers - 9	((Is the tugs hyperdrive an upgraded version?))

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 15 - nenne (elf,cleric) Player 9 - allister (wizard) Player 0 - dungeon master</p> <p>-----</p> <p>Player 15 - nenne (elf,cleric) : I tried clicking the Discord link in the campaign notes, but it says it expired and won't let me in. I also don't have a Discord account, though making one is easily done. I for one would prefer to keep it here, though. The devil you know...</p> <p>Player 9 - allister (wizard) : So far we use Discord mainly for ooc chat or posting questions. It's easier and faster than forum posts, especially on mobile</p> <p>Player 0 - dungeon master : No worries. I'll post initiative here also. It's just a quicker reference there. If anyone needs a fresh link, just let me know. Wounded against allister: Attack: 11 Damage: 5 New attacker against allister: Attack: 22 Damage: 5 Against beast: Attack: 14 Damage: 3 Against beast: Attack: 24 Damage: 5 Against Sthara: Attack: 22 Damage: 3</p> <p>Player 0 - dungeon master : All of the green creatures, except the one Eku shot which recedes into the underbrush, advance with their small spears in hand. Some of them back up onto the dry side of the opposite bank only to leap across the entire thing. Their small bodies soar through the air belting out croaks of ?glee?. The creature allister wounded so badly swings out in unison with a new arrival that threatens the fighter. The wounded creature misses badly, due to his injuries, but the other strikes allister with the back end of his spear, having missed the thrust to kill. Two creatures crawl out of the water, blocking the path together and fling one of their spears, one at Sthara and one at the pack beast. Another swimming across the river launches a spear at the huge pack beast. The small spear thrust toward Sthara draws a line of blood across her arm as it glances off of her, while the spear to the beast bounces harmlessly off its hide. The spear from the rear attacker sticks into the front leg of the beast and it roars out in anger.</p> <p>Player 0 - dungeon master : Their weapons are poisoned, so I need allister and Sthara to roll a con save vs that. Beast's save: 22 23 Eku 18 allister 17 nenne 16 Green 14 Sthara 9 Yellow 7 Boosey 4 Pack Beast 2 Funderburk</p> <p>Player 9 - allister (wizard) : Con save 20</p> <p>Player 15 - nenne (elf,cleric) : ooc: Hey DM, nenne moved to N22 when she took her turn. Just to update the map.</p>	Player 0 - dungeon master	FALSE	<p>Save: Nenne 22 Eku18 Allister 17 Nenne 16 Allister 16 Nenne 16 Nenne 16 Sthara 9 Yellow 7 Boosey 4 Funderburk 2</p>	No worries.	Got it and updated the map, thanks!	//Thanks and sorry. Doing it now.\\	Thanks. I missed that detail. I was more worried about updating my copy on another pc. Sorry about that. Beast saves against poison: 12 11 Eku's up.	Fixed.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 5 - quill (human,cleric) Player 0 - dungeon master Player 1 - korlan (cleric) -----</p> <p>Player 5 - quill (human,cleric) : quill, yawning a bit, makes his way to Library Research with Sister Delayna.</p> <p>Player 0 - dungeon master : korlan: The older woman looks at you in amazement, shaking her head in disbelief at how badly you messed up that scroll. Gesturing with her hands she mimes that you should get another scroll and start over. She also points to a small brazier where you can dispose of your ruined scroll. Unfortunately, you just looked into your ink well and realized that it is basically empty. You don't see any more around you anywhere. Brother Annan's Perception check: 22</p> <p>Player 0 - dungeon master : After roll: Brother Annan notices the disturbance by your work table. He comes over, sees the disgrace you have made of your scroll, and then looks in your inkwell. "This was the last of the special ink used for creating spell scrolls." His frown speaks volumes. "You will need to go to the market and procure more." He sets a small coin pouch on the table next to you. "And return to complete this scroll after the noon meal."</p> <p>Player 1 - korlan (cleric) : Esvaris</p> <p>Player 1 - korlan (cleric) : At some point during the morning, I would like to ask Safara, "So, if I'm an apprentice, what must I do?"</p> <p>Player 0 - dungeon master : quill: In the library, on the lower level, you meet Sister Delayna. Her sleek black hair, pulled into a bun with two crossed decorative sticks through it, reveals her tiny, pale white, halfling face and smiling almond shaped eyes. "Tell me, young one, what do you desire to research in the library?" Speaking in a whisper seems to be her normal tone of voice. "Others here are seeking knowledge on many things, from truths of Usoara, to the history of the temple, to lore about ancient extinct races." A cleric at a nearby table drops a book heavily onto its surface making a loud noise. With lightning fast reflexes Sister Delayna's small hand whips one stick from her hair and flings it like a dart across the room. It sticks, quivering, into the wood next to the clumsy cleric's hand. His eyes go round in fear and he immediately bows low and apologizes for his carelessness with the book. The halfling Sister returns her still calm face to you. "And do be careful here in the library. The books here are quite old and fragile." Her eyes spear you. "And quite irreplaceable."</p> <p>Player 0 - dungeon master : Esvaris: The spiky</p>	Player 0 - dungeon master	FALSE	<p>Safara shrugs, turning towards the training yard to look at some of the others practicing. "If you can find someone to teach you then we can make that happen. I only learned to read and research when I arrived here and you didn't know either of those. So it's a matter of finding someone who wants to teach you and you wanting to learn. If you want to become a priest than you can take that route." ☐</p> <p>The others begin to surround you, wielding quarterstaves. Their bodies and clothing are all the same; white t-shirts and blue tights. If they didn't have different hair color then Quill might have suspected that they were all the same person, except for a few scars. When Quill asks why they are here the lead one nods and then instructs you on how the combat will work. He then begins to circle you as he does back to back with Quill. The other four also take their positions and begin to circle</p>	Initiative:	the fun. "Are you ready to be trained by a master, initiate?"	Edit after roll: Your opponents only managed to break through your defense once!	them.	Korlan: you go to the brazier and throw the remains of your scroll into the fire. Looking around the room at your table you realize quickly that you've left no evidence of your presence there. You now have no trace of the scroll you were working on for the last few days.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 2 - mel (human,rogue) Player 7 - mel (tiefling,monk) Player 11 - gene -----</p> <p>Player 2 - mel (human,rogue) : (Wow . . .Nobody called it.)</p> <p>Player 7 - mel (tiefling,monk) : (I was going to be 'that' guy, but then I remembered who was more dangerous. On the plus side, there is also no distance great enough that Mandawa can't get to within a single movement since Taz dragged the fight towards the center of the arena to presumably hide behind pillars.. and Mandawa moved at the end of his last turn to get closer to Marawa. Sooo... yeah. Time to punch that freaking Archer!)</p> <p>Player 7 - mel (tiefling,monk) : If Mandawa notices that Taz had regained consciousness, the man pays it no mind. He only had eyes for his lady love now. "You-whoooo~ I'm coming for-you-whooo~" He rushes in for a punishing series of gut punches meant to leave her winded, and doubled over.</p> <p>Player 7 - mel (tiefling,monk) : Attack: 24 Damage: 8 (Con Save DC 13) Attack: 25 Damage: 14 (Con Save DC 13) Attack: 9 Damage: 4 (Con Save DC 13)</p> <p>Player 11 - gene : Con saves for first two hits: 17 , 16 . Marawa still needs to get away to use her bow. So roll for an attack of opportunity as well, Mandawa.</p> <p>Player 7 - mel (tiefling,monk) : "Hold it!" Mandawa snaps out with another stunning punch to the jaw.</p> <p>Player 7 - mel (tiefling,monk) : Mandawa Opportunity Attack: 25 Damage: 15 (Con Save DC 13)</p>	Player 11 - gene	FALSE	Wait, no, Mandawa is grappling, that doesn't work. Marawa, still reeling from the onslaught, takes the attacks to the face. (AoO: 27 Damage?: 18 Marawa is on her back, and is prone as she takes it.)	Opportunity Attack: 15 , 4 .	Con Saving throw: 21	Oh jeez.. con save: 21 Well, Marawa will be moving towards Taz and taking her two shots now (hopefully get some crits in as well!!!!): Attack: 8 Damage: 7 Attack: 18 Damage: 6	Con save for AOO: 12 . A hit.Con save for first strike: 17 .	Attack: 21 Damage: 8OOOC - If that hits, Mandawa stuns her. Attack: 18 Damage: 6 If it misses, she runs 25 feet. If it hits, she runs 30 feet. If the second attack doesn't hit, but the third does, she still runs away.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 8 - scorch (kobold,sorcerer) Player 14 - sharlin (paladin)</p> <p>-----</p> <p>Player 0 - dungeon master : Requitai is no longer charmed when her turn comes. scorch didn't need to roll wasn't attacked by the Aroma</p> <p>Player 8 - scorch (kobold,sorcerer) : scorch is going to look around trying to determine which flower is the most wounded before waving his hand around and launching another fire bolt towards the wounded creature.</p> <p>Player 8 - scorch (kobold,sorcerer) : Attack: 14 Damage: 2</p> <p>Player 0 - dungeon master : 3 of the 4 wounded and 1 of them is defiantly weaker. As scorch casts his orange and blue fire bolt it engulfs the Plant completely burning it to death it seems to be more effective the fire on these plants . Leaving 3 left. 2 are injured 1 is not these 3 may make their attack after Darien does</p> <p>Player 8 - scorch (kobold,sorcerer) : (If I could roll higher than a 2 on my damage I would be thrilled lol!)</p> <p>Player 14 - sharlin (paladin) : (I mean you took it out anyway)</p> <p>Player 8 - scorch (kobold,sorcerer) : (Yeah, but not everything is going to be naturally vulnerable to fire... unless it is in your game :D which would be totally fine :D)</p>	Player 0 - dungeon master	FALSE	Darien you'll have to deal with the remaining plant or attack a cultist (you could attack the other Plant but it seems it has a high enough AC to shrug the hit). This is the 2nd time you have done that with the Damage Roll.	No it isn't I mean unless he is a fire sorcerer. But yea if they aren't vulnerable to fire damage your roll does the amount the spell does so 2 Fire damage	(Its up to you guys if you think these new plants don't like fire) If you guys feel like it they don't then that will be the rule	(Not everything is correcting example a rock golem wouldn't or creatures that use fire list very's etc...) but I do see plant creatures like this more susceptible to such things is why. As their bodies are just a waxy coating on their, branches and leaves also having acid inside them are kinda really flammable is why I choose to give these monsters that weakness like a tree monster or some animal creatures.) (Hope this helps explain I try to make weakness make sense as possible) :))	The one that's a little stronger then the other attacks Darien 10	(Well you did roll a 20 with a +1 weapon on the last one just a low level)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 2 - relgalyn (half-elf,bard) Player 0 - dungeon master Player 3 - otrov (half-elf,bard) Player 7 - dain (dwarf)</p> <p>-----</p> <p>Player 2 - relgalyn (half-elf,bard) : relgalyn will sigh, "If that's what it takes to get you moving, fine. But you definitely owe us something extra."</p> <p>Player 0 - dungeon master : A smuck grin appears on Norbus face. Dazlyn looses some of his enthusiasm as he replies: "Unfortunately we don't have anything else, so i guess Phandalin it is in the morning. We will return here once the Orcs calmed down a bit."</p> <p>Player 3 - otrov (half-elf,bard) : otrov steps in, saying "Well, I for one am a appreciator of history. It would be a shame to have this now-cleared-but-maybe-not-for-long temple be desecrated by such brutish creatures, aye? All we're asking for is to perhaps receive some gems or other non-historical non-essential items, depending on what we find in the new tunnel. In fact ,," otrov grins, "we'd be dishonoring the god if we didn't ask for something !" otrov hopes her logic makes sense to the dwarves.</p> <p>Player 0 - dungeon master : The last part actually gets you a small chuckle from Norbus : "We have no idea what is behind that tunnel, could be treasure, could be a toilet. Think about it and in the morning decide." He weaves Dazlyn to follow him and they go and grab beams from the stack and take them where the gate is. You watch them, as they are takeing turns pushing the thick timber into the ground, creating a wooden gate around 5ft high. It only takes them around 10 minutes.</p> <p>Player 3 - otrov (half-elf,bard) : otrov volunteers to take the first shift.</p> <p>Player 7 - dain (dwarf) : dain will take the last shift.</p> <p>Player 0 - dungeon master : 14 3</p>	Player 0 - dungeon master	FALSE	In this case Dazlyn might want to sleep on it	ooc: I'll wait until Norbus and Dazlyn have rolled initiative.	I think this is the first time, when we've had to use the enviroment skill for something, so i guess there won't be harm in some sort of roll :)	Can you roll perception for your watch please, with advantage please, because Dazlyn and Norbus help you.	7	1 2 2003

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 3 - hond (orc,cleric)</p> <p>Player 4 - hymnal</p> <p>Player 5 - morton</p> <p>Player 0 - dungeon master</p> <p>Player 6 - damn</p> <p>-----</p> <p>Player 3 - hond (orc,cleric) : hond laughs, spirits only slightly dampened by the foul weather and sucking mud, "I love tea, what can I say? And if it weren't for the teapots we might never have noticed that rather large orc trying to sneak out behind us. It's like I'm always telling you - everything happens for a reason! The signs are everywhere and you might see them too if you spent less time licking your paws."</p> <p>Player 4 - hymnal : hymnal marches miserably through the sticky, squelching mud somewhere at the rear of the group, his usual good spirits dampened as thoroughly as his spotted pelt. After spending a few years on the road alone, this wretched weather was nothing new, but hymnal hated getting his feet wet, let alone muddy. Scandals, what he wouldn't give for a warm fire and a packed tavern. Just twenty more miles... "hymnal almost wishes he hadn't talked Sleepless Ibamar out of burning us alive. At least we all would have been warm for a few moments."</p> <p>Player 5 - morton : morton is continuously moving and picking up his feet to ensure he doesn't sink too deeply into the mud. The knee high muck for others could be almost drowning for him, luckily he's light in his feet. Letting out a strain of garbled words as he sticks out his pointed tongue, looking for any residue of the ghastly black concoction from the tea pots. " The tea pots singing and dancing by themselves really should've been a dead give away</p> <p>Player 0 - dungeon master : As you continue to wallow miserably through the mud, with the exception of hond, several flickering lights to your left arrest your attention. Entranced by the pale orange glow, you begin to inadvertently shuffle off the path, deeper into the foreboding forest.</p> <p>Player 0 - dungeon master : Everyone roll a Wisdom Save.</p> <p>Player 6 - damn : [WIS save: 11]</p> <p>Player 3 - hond (orc,cleric) : Wis Save: 22</p>	Player 5 - morton	FALSE	Not sure how to do this on mobile, but will attempt: 14	Wisdom save: 15	wis save: 15	Wis Save - 15	Wisdom Save: 8	Wis Save: 15

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 4 - tab (druid) Player 11 - gene Player 7 - mel (tiefling,monk) -----</p> <p>Player 4 - tab (druid) : After Nobody goes, tab will continue his barrage on the Pirate Captain - still doing non-lethal damage, in an attempt to subdue and capture rather than kill.</p> <p>Player 4 - tab (druid) : Attack: 24 Damage: 6 Bonus attack: Attack: 12 Damage: 6 tab won't move this round, resetting his Feline Agility ability.</p> <p>Player 11 - gene : What's the initiative order exactly?</p> <p>Player 4 - tab (druid) : Going back through, I see: tab - 24 melanthios - 23 Gynugri - 18 gene - 17 Nobody - 1</p> <p>Player 7 - mel (tiefling,monk) : (Pre-post if not knocked out before his turn)</p> <p>Player 7 - mel (tiefling,monk) : For Nobody's part, he looks around frantically for some type of weapon, only to stop and snap his fingers. "I got it!" He takes only a brief second to make sure he wasn't gonna throw up again before making these really grandiose gesture with his staff and chanting something in infernal. At the spells completion, a deep red light begins emanating from the staff. Nobody then holds it high in both hands as if he had ever intent on bringing it down on the deck. "THAT'S ENOUGH! SURRENDER NOW, SCALLYWAGS! OR SO HELP ME, I WILL RELEASE MY SPELL, AND SEND ALL OF YOU ON A ONE WAY TRIP STRAIGHT TO THE NINE HELLS!"</p> <p>Player 7 - mel (tiefling,monk) : Intimidation : 8 . (same bonus if deception. But if persuasion, then add +2. And if at advantage because of the spell 6 .) And if he doesn't succeed, well... he'll go prone behind the sailor and start formulating a new plan! (Edited after re-reading my spell)</p>	Player 11 - gene	FALSE	I should be 18 at this time.	The pirate captain, visibly terrified of what his companion might do, is persuaded to drop his weapons and surrender.Tab, your arrow pierces the pirate as he drops his weapons and is looking for the nearest exit to leave the ship. He is currently running around the ship, and you must roll Athletics to be able to hit the pirate .	I'm pretty sure you all are at disadvantage thanks to Nobody... Attack: 9 Damage: 11 do have advantage on the roll but i am not sure if it counts.	Plan for Gene who's now at deaths door: take a shot at the most wounded pirate (preferring hulking or brutish ones) and then flying down and finding a place to hide. Being on the outside of the ship below the deck level would also work. Attack: 9 Damage: 11	(OOC: You don't need advantage on an intimidation roll for Vicious Mockery)	Gene charges the captain. Attack: 9 Damage: 11

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 10 - gynugri (goblin,druid) Player 8 - gene Player 1 - dungeon master Player 3 - mel (human,rogue) Player 6 - mel (tiefling,monk) -----</p> <p>Player 10 - gynugri (goblin,druid) : There are also other temples too if you want to visit them. A boxy temple dedicated for Gond, the god of crafts and smithwork. A temple of Sune sitting at the rocky outcrops, the goddess of beauty. Lastly at the heart of the slums, there's a large temple for Tymora, the goddess of Fortune.</p> <p>Player 10 - gynugri (goblin,druid) : I'm not fond of gods and goddesses but that doesn't mean I won't respect your beliefs. I could point you where you want to go." The goblin waits for the other three on what they would do for the evening in case they need directions.</p> <p>Player 8 - gene : gene says, "We need to stay on task. Gods and goddesses can wait."</p> <p>Player 1 - dungeon master : (So you guys are heading to the Temple?)</p> <p>Player 3 - mel (human,rogue) : (Sure.)</p> <p>Player 6 - mel (tiefling,monk) : "And we would be, gene, o' buddy, o' pal! So, if this Savras is our best bet, than at least there. We ain't gonna get much more done today as is, 'less you wanna roam the streets at night." Nobody folds his hands behind his head, and leans back in his seat. "Though if we're all goin, we can always leave a message with one of the tenders, eh? If nothing else, if they happen to see some of the guides we were looking at around, or even -knows- where they might be, will have that business mostly sorted till we get back."</p> <p>Player 6 - mel (tiefling,monk) : (Nobody is willing to go as well)</p>	Player 8 - gene	FALSE	If a devious plan involving a small goblin and some rope is going to happen I suggest we get the group together and start on that."	"Hmm, we could see the temples and shrines," she mulls her options over.	Well I will.	(Would Gene know if anyone ever is going to the jungle without a guide? How suicidal exactly would that be?)	(Indeed, Mel will go).	(I can go too)

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<p>Player 0 - dungeon master Player 4 - rynnann (barbarian)</p> <p>-----</p> <p>Player 0 - dungeon master : Initiative for the Gargantuan plant 6 The 6 huge plants 12</p> <p>Player 4 - rynnann (barbarian) : initiative: 17</p> <p>Player 4 - rynnann (barbarian) : rynnann immediately goes into a rage and darts forward to hack at the nearest plant with his greataxe.</p> <p>Player 4 - rynnann (barbarian) : Attack: 22 Damage: 15</p> <p>Player 0 - dungeon master : "Hunter Dan" hasn't put any in this area only the out side entrance just in case of an emergency.</p> <p>Player 0 - dungeon master : "Hunter Dan's" initiative 10</p> <p>Player 0 - dungeon master : Attack order I'll keep the rolls Flint 22 Theodore 21 Darien 18 rynnann 17 Huge Plants (6) 12 "Hunter Dan" 10 Six 8 Nepenrex is the Gargantuan plant Requitall 2</p>	Player 0 - dungeon master	FALSE	? "Hunter Dan" has no magic items	Theo: Darts and swings into the nearest plant. It cuts through the tough bark and you can see flesh in the gash before you hear it groan in pain. The plants still continue forward.	Damage done to Darien by Nepenrex is 9	Also since Requitall did hit Nepenrex with slashing damage it can use a reaction Thorn shoot. Nepenrex shoots poisons thorns at Requitall after the damage it took in anger. Target creature must make a DC Dexterity save or take 9 Poison damage	Nepenrex will use his tentacles to try and throw one of the party members. Athletics check needed (DC 9) Nepenrex 18 Six 4	6 plants attack 9 damage for six is 10

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<p>Player 13 - val (elf,druid) Player 1 - dungeon master Player 8 - aerlian (orc,wizard)</p> <hr/> <p>Player 13 - val (elf,druid) : (OOC: Thaks for clarification now we have an strategy! We only need another one to defeat those guys!)</p> <p>Player 13 - val (elf,druid) : val growls and let his instincts guide him, wich has protected him from the spells of the figures. He jumps again against the one that is at his right (F4) hoping to make it enough damage to make it cease their attack. And moves his head toward the shelf, using his smell as if something reeks or smells strong enough to make a difference (if possible)</p> <p>Player 13 - val (elf,druid) : (Attack: 23 Damage: 6 Perception: 20)</p> <p>Player 1 - dungeon master : val's attack once again seems to barely effect the figure as the wolf passes through as if nothing is there! Fg 3 suddenly disappears ominously from sight! aerlian's up! Fg 4 on deck. Map update:</p> <p>Player 8 - aerlian (orc,wizard) : OOC aerlian has AC 16 due to Mage Armour</p> <p>Player 8 - aerlian (orc,wizard) : Aerlain slides to the side, when the hooded person (Fg2) moves to strike aerlian he has a momentary surge of premonition and can feel where the blade will cut, he then throws himself out of the way whilst maintaining his gust of wind and angling it down the bookcases trying to knock Keth back along with two of the hooded creatures. "Ok Keth, this is the time to focus, snap out of this NOW, we need you on our side!"</p> <p>Player 8 - aerlian (orc,wizard) : Movement to I3 For AoO please use Portent roll for enemy attack roll (5) to make sure they miss. Gust of Wind corridor is now H2 and 3 blowing towards A2 and A3</p>	Player 1 - dungeon master	FALSE	<p>Aerlain manages to barely get to the side of his ally's swing. He tries to knock 2 of the hooded figures off guard. Val and Aerlain each take an opportunity attack and hit, one of which crits, causing you to knock the figure prone, and the other one off balance causing them to hit their head and fall to the floor unconscious! Fg 3's turn (AC: 20;)</p>	<p>The hooded figures move, not taking the opportunity Aerlain is offering but instead attacking each other! The gust of wind pushes the one at A3 back out of the room and back along with its ally at A2! It looks as if the hooded figure at E5 and Fg5 has disappeared as well! Only Fg4 (and the unseen Fg1 at F10) is left.</p>	<p>(ooc: ok i think i have everything and you guys are all up!)</p>	<p>OOC: Are you trying to blow Fg 2 who gets the AOO and Keth towards A2/3?</p>	<p>Aerlain successfully avoids the strike, blowing Keth's coat back, but has no immediate impact on him physically.</p>	<p>I know sorry! I forgot to remove the +2 AC but I forgot to add the +2 to your AC in the first place. But now i've done the math lol and you have AC 16.</p>

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<p>Player 0 - dungeon master Player 4 - torrent (druid) Player 5 - anakis (druid) -----</p> <p>Player 0 - dungeon master : The toad resists Fluin's grasp. Strength: 11 Meanwhile, torrent's toad refocuses its senses on the genasi and tries once again to consume him. Bite: 23 Tarek's toad, which is beginning to look worn down after being hit with anakis' ray, starts to leap away from him, giving Tarek the opportunity to make a melee attack.</p> <p>Player 0 - dungeon master : With the toad firmly in his grasp, Fluin uses his powerful legs to move forward 5 feet, dragging the toad with him and pulling it off Ulben who is thus released from its mouth. The grappled toad, robbed of its prey, turns on Fluin instead. Bite: 13</p> <p>Player 0 - dungeon master : Held in the gargantuan toad's maw, torrent takes 10 points of damage from the toad's piercing teeth and 5 points of damage from its dripping venom. The fifth toad remains undetected.</p> <p>Player 4 - torrent (druid) : (Good Lord, he hates me)</p> <p>Player 4 - torrent (druid) : torrent, struggling constantly against this toad, screams out in pain as the toad crunches down on him. The scream quickly dies as he falls unconscious.</p> <p>Player 5 - anakis (druid) : Hearing torrent cry out in pain before dropping to the ground, Anakin yells out, "torrent! No. I thought you had him," she cries, but her face quickly freezes over with determination as she squares up to take on torrent's assailant.</p> <p>Player 0 - dungeon master : Fluin bears the toad's bite through sheer toughness and shrugs it off, holding the beast firmly in his grasp.</p>	Player 0 - dungeon master	FALSE	Fluin, the toad's maw clamps shut around your arm.	The party is now aware of the presence of five of the toads, which are not currently aware of the presence of the adventurers. Torrent is currently grappled by a poisonous toad.	Torrent, you have reached 0 hp. Make a death save when it is your turn.	I'll await Tarek's attack before continuing.	The toad's gaze shifts towards Anton, Torrent and Tarek now that it has lost the attention of its three more potent but less persistent predators. It lunges at Torrent who is laying prone behind a rock. Bite: 9 Attack: 4	Torrent remains unconscious. (We can wait for Tarek's response, or we can skip to the next round.)

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<p>Player 4 - zane (half-elf,bard)</p> <p>Player 9 - killian (paladin)</p> <p>Player 0 - dungeon master</p> <p>Player 5 - hox (elf)</p> <p>Player 7 - gruun (elf,cleric)</p> <p>-----</p> <p>Player 4 - zane (half-elf,bard) : zane nods to the bartender and says, "Thank you and understood." Then he heads back to others and says "The name is Danice and he's an idiot. Most everyone saw what just happened. Lets just wait until hox gets back."</p> <p>Player 9 - killian (paladin) : killian will drink (sip) to that.</p> <p>Player 0 - dungeon master : hox follows Danice and his thugs through the shadows of the side streets and alleys of Luskan. The men only walk for around a minute before coming to a stop in a closed off alley; they stand and shift uncomfortably, obviously waiting for something or someone. The fat half-elf makes an attempt at conversation before he is cut off by his muscle. "You ain't payin' us to listen, Danice."</p> <p>Player 5 - hox (elf) : hox looks about the alley for any exits or entrances, just in case he needs to escape.</p> <p>Player 5 - hox (elf) : Perception: 13</p> <p>Player 7 - gruun (elf,cleric) : (OOC: I'm good waiting for hox. gruun is going to be anxious about it though)</p> <p>Player 9 - killian (paladin) : killian will wave her bottle at him if he looks nervous, but then suggest he get his own if he tries to have some of it.</p>	Player 0 - dungeon master	FALSE	<p>I would like one of those ale Killian" ~Dmitri says as he walks into the alleyway, drawing one of his daggers. "So, what's happening here?" "And what the hell does 'hox' mean?"</p>	<p>OOC: (I will update the map later today too, but it seems you're in another alley behind that building so no one sees what you're up to... yet)</p>	<p>There's a doorway on the western wall, another set of doors to the north wall, and another to the south.</p>	<p>There is only one exit/entrance to the alley, which is currently outside of. The only other potential route of escape that he sees is a gutter system along the buildings that flank the alleyway; it would be difficult, but possible, for a kobold to use to climb to the rooftops.</p>	<p>You see a door in the side of the alley that is boarded over, an entrance into another alley, and the alley continues down past a couple buildings with another way into a main road, which would be the quickest escape.</p>	<p>(OOC: Yes, waiting for Hox)</p>

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<p>Player 1 - dungeon master Player 11 - keth (wizard)</p> <p>-----</p> <p>Player 1 - dungeon master : keth you can't seem to remove the brick.</p> <p>Player 11 - keth (wizard) : Put your spoiler here.</p> <p>Player 11 - keth (wizard) : "Hmmm....well maybe a little Thunder will help loosen it." keth says as he maneuvers himself in a way that he next to the loose brick, hoping that it'll fly out and not in. He then casts Thunderwave</p> <p>Player 1 - dungeon master : OOC: Keri now post without spoilers you're the only one yet to solve the puzzle. Your spell is conjured but does nothing to budge the break then reverberates fellingbthe small room with the deafening sound! keth please make a CON save against your own spell DC!</p> <p>Player 11 - keth (wizard) : Con ST DC 12: 7</p> <p>Player 1 - dungeon master : OOC: Roll you damage and half it please! Also roll perception!</p> <p>Player 11 - keth (wizard) : Damage: 9 Perception: 5</p>	Player 1 - dungeon master	FALSE	Please put a space before your rolls. Keth is deafened but doesn't pass out.	You take 11 Thunder damage!	CON Save for half damage 9	OOC: Oy gevalt!!	OOC: I am going to assume you take the full damage since you have no knowledge of what it just did to you; Keth your ears ring (you can't move because your ears are ringing) and you are dizzy. You take 7 piercing damage.	Keth:

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<p>Player 10 - dungeon master Player 7 - andolin (paladin) Player 1 - horus (cleric) Player 15 - seraphina (dragonborn)</p> <p>-----</p> <p>Player 10 - dungeon master : Hunter's Mark would allow you advantage on tracking (survival) checks for the 1 hour duration.</p> <p>Player 7 - andolin (paladin) : Wow, just re-read my post. Sorry it's so unclear. I was asking if the creatures would know (could detect) if it got cast on them.</p> <p>Player 1 - horus (cleric) : "Let's follow, then."</p> <p>Player 10 - dungeon master : My ruling on that would be 'no', unless a Detect Magic was cast. How long of a head start do you want to give them? Keep them insight?</p> <p>Player 15 - seraphina (dragonborn) : The whole group doesnt have to follow them right? Because theoretically it'd be easier for them to be discovered that way. So if it's still dark out someone with Darkvision could follow them and maybe take someone else with them. Or if it's light seraphina could follow since she's small enough to hide pretty easily and according to her racial traits she's naturally sorta stealthy. Those who don't go could stay behind for whatever reason, or everyone could go. Sorry if Im overanalysing things. I've got my DM thinking-head on after working on stuff for my own campaign XD</p> <p>Player 10 - dungeon master : From a DMs perspective all those are possible. But a couple of things to consider.</p> <p>Player 1 - horus (cleric) : So... you're saying there's a pretty good chance we can follow them without being discovered lol</p>	Player 10 - dungeon master	FALSE	Nope, I'm saying it could go either way.	A couple of other things.	I'm saying anyone can follow, some with higher degrees of success than others.	I don't know about discovered... but pretty easy trail...	<p>In your case you'll be travelling through the forest. That's what I'm using to determine if this is possible. You'll want to make a survival check I'll let you know how many heads up they will have. You can make a stealth check for yourself. I have not seen a roll for that from anyone. If everyone agrees to do this then please roll 2 checks: survival and stealth .(Sorry for not doing this in one post.)</p>	<p>1) It's dark. You can't see your hands in front of your face. 2) We don't know what the tracks left by these creatures are. You probably won't know where the tracks came from except possibly that they came out of the Underdark.</p>

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<p>Player 7 - demoiselle (human,fighter) Player 1 - korlan (cleric) Player 19 - quill (human,cleric) Player 9 - demoiselle (rogue) Player 0 - dungeon master -----</p> <p>Player 7 - demoiselle (human,fighter) : The avalanche of books and papers created by the collision between my fellow clerics and the clumsy novice brings a temporary end to all my self-reflection and doubt. I do what I can to help the fellow collect his things. Naturally curious, I scan the title of any book that I pick up on his behalf. "If you'd like a second set of arms to carry your library, we'd be happy to help, sir," I say, hoping my colleagues won't be too annoyed that I just volunteered them for their first good deed of the day.</p> <p>Player 1 - korlan (cleric) : Esvaris</p> <p>Player 1 - korlan (cleric) : I am a bit taken aback, feeling I had been more than polite to the guards, just as Dawnlord Wintermoon instructed me to be. I briefly consider playing some sort of joke on them, but I think better of it on observing the sharpness of their glaives. As korlan approaches, I bend to whisper "Good luck getting an answer out of these guys, they are totally stuck up" in his ear before running back to the main entrance, and turning to make sure my friends are coming.</p> <p>Player 19 - quill (human,cleric) : Smiling, quill comes over to help the second-year novice after seeing whether he is accepting of Simeon's offer.</p> <p>Player 9 - demoiselle (rogue) : demoiselle winced at the poor boy tripping over himself. She nodded in agreement with Simeon.</p> <p>Player 0 - dungeon master : quill: You vaguely recall hearing something about a holy gate that's opened only once a year for religious puposes, but can't recall why. Esvaris: The surly guard side-eyes you as if perhaps he overheard you or suspects you may be up to mischief. Make a Religion check.</p> <p>Player 0 - dungeon master : korlan: The second, older, guard immediately brightens at the mention of that name. "You know Dawnlord Wintermoon?" His blue eyes sparkle with mirth, "How is the old elf, hisself? Bless me, I haven't seen him since I was a young recruit to the Solar Guard, me self!" The first guard slams the butt of his glaive hard on the stone landing with a stern frown. The elderly second guard, who must surely be close to retirement age, flushes bright pink and stands back at strict attention, eyes forward.</p>	Player 0 - dungeon master	FALSE	What exactly do you know about Dawnlord Wintermoon?	At the mention of Eladrin, the guard who originally made quips suddenly gets a little pale and a little more nervous, his hand drifting to the hilt of his rapier. He quickly averts his eyes to the older guard and says in a quiet voice, "Did you hear what he just said? Something about an... elf? What are you doing?! Put that away, you don't know whether you're going to use it on some Eladrin! Stop him!"	Quill: You vaguely recall hearing something about a holygate that's opened only once a year forreligious purposes, but can't recall why.	Simeon: The young novice, clearly no older than 18 years old at most, gives you a grateful smile as you help him collect his wayward materials. Most of it is books on the goddess Usoara and the history of the church. There are a couple on obscure cults and the architecture/buil ding of the basilica. Make a Perception check.	At this moment, the door to your left pops open and two familiar faces step out. "I think we got here a hair's breadth before the rest of the herd," one of the new people chuckles.	Esvaris: Are you going to answer his question? Korlan:

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Player 2 - leon Player 0 - dungeon master ----- Player 2 - leon : Taking advantage of the distraction, leon slashes at the rat. Player 2 - leon : To hit: 12 Damage: 10 Player 0 - dungeon master : With the help action you make strike with advantage as well if you wanna try to get a nat 20? Player 2 - leon : advantage roll then: 15 Player 0 - dungeon master : Ok, you killed the last smaller rat, the giant rat still stands Player 0 - dungeon master : Giant rat will attack 8 Player 0 - dungeon master : And miss	Player 0 - dungeon master	FALSE	Ok, you can move into it's space if you want	The party goes next:	The next goblins turn	Trystan's turn	The group of 4 guards will make their way to the battle and stand in a defensive stance	The rat will continue to attack

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<p>Player 1 - dungeon master Player 9 - faywin (elf,druid)</p> <p>-----</p> <p>Player 1 - dungeon master : DEX save: 14</p> <p>Player 1 - dungeon master : The goblin dodges the attack, still shouting. faywin reaches out with his Thorn Whip but his aim is off. As the goblin continues to shout you hear movement at the south end of the cavern. "There's another one!" Sildar shouts, pointing to the stairs at the southern end of the area.</p> <p>Player 1 - dungeon master : ((I forgot to roll initiative for Sildar, so he will go last)) faywin, you're up!</p> <p>Player 9 - faywin (elf,druid) : faywin will reach out again with Thorn whip Attack: 6 Damage: 6</p> <p>Player 1 - dungeon master : faywin tries again with his Thorn Whip but misses. The goblin to the south runs up the stairs and disappears in the dim light beyond. The two goblins near the wall turn and attack. The one near Torwen swings his sword. The second goblin moves toward Kierro and swings his sword in attack.</p> <p>Player 1 - dungeon master : Goblin 1 (vs Torwen): Attack: 21 Damage: 6</p> <p>Player 1 - dungeon master : His sword slices through Torwen's arm, dealing damage.</p>	Player 1 - dungeon master	FALSE	Sildar, your turn!	Goblin 2 (vs Kierro): Attack: 7 Damage: 3	Goblin 2 (vs Kierro): Attack: ((OOC: Rolled with advantage and accidentally got two 21's, so second attack roll is a 17)): 17 Damage: 4	Goblin 2 (vs Kierro): Attack: 21 Damage: 4 Kierro tries to dodge, but the goblin's sword finds it mark, dealing damage. Kierro, you're up!	Goblin 2 (vs Kierro): Attack: 11 Damage: 3	Goblin 2 (vs Kierro): Attack: 21 Damage: 4 The goblin slices across the torso of Kierro, tearing through his armor. ((Everyone is up))

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Player 6 - zalv Player 1 - dungeon master Player 9 - amelia (fighter) Player 4 - lili ----- Player 6 - zalv : zalv rushes to the second group, his lightsaber illuminating the darkness as he slashes at the troopers, only sparking their armor as he misses in the sudden theft of his vision. Player 6 - zalv : (6 advantage) Player 1 - dungeon master : TrooperGroup2 (4s18w), PC, PC, PC, PC1 - Emma, 2 - amelia, 3 - zalv, 4 - lili Wow that's a lot of advantage! Boost to the next player. Player 1 - dungeon master : TrooperGroup2 (4s18w), PC, PC, PC, PC1 - Emma, 2 - amelia, 3 - zalv, 4 - lili Player 1 - dungeon master : Emma peeks from outside cover and misses!! Player 9 - amelia (fighter) : amelia fires a deadly volley at the imperials (3 success for 9 damage) Player 4 - lili : lili lifts her gun and fires at the Imps too!	Player 4 - lili	FALSE	3 "I missed again! I swear, I'm cursed!"	(Attack roll is 22 damage is 5 success)	Attack: 1d20 + 7 + 3Success: 10 + 3	2 success, 2 threat, 7 damage.	3 damage	(4 success for 9 dmg)

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<p>Player 5 - dungeon master Player 8 - ruvaar (goblin) Player 4 - chantrea (human,cleric) -----</p> <p>Player 5 - dungeon master : The hook sails upward and catches on the rope supporting two wooden planks that make up the base of the bridge. With a tug you are satisfied that it is secure. ruvaar begins making his way up the chimney. While it is sooty and smells of rot you make good progress. You are now half way up and can mute clearly see an opening.</p> <p>Player 8 - ruvaar (goblin) : ruvaar continues to climb toward the opening, with the intention of peeking his head through to see what lies beyond it before fully exiting the chute.</p> <p>Player 8 - ruvaar (goblin) : OOC: not sure if I have to roll again for this second round of movement, let me know</p> <p>Player 4 - chantrea (human,cleric) : chantrea keeps one eye on the wolves while she watches her companion make the climb up the chute. Her bow is at the ready, an arrow in her other hand in case of problems.</p> <p>Player 5 - dungeon master : The wolf starts to feed on the corpse of the goblin and ignores ruvaar (forgot that bit). The other wolves begin to yank against their chains. . the furthest one pulling violently to get at the goblin corpse - not wanting to be last. chantrea notices that the bolt in holding the chain begins to give a little. ruvaar scrambles the rest of the way up the chute and takes in what he can through the opening without exposing himself.</p> <p>Player 5 - dungeon master : ruvaar: Through the opening you catch site of a large room.</p> <p>Player 5 - dungeon master : Around the fire are a goblin and a bugbear . The bugbear seems to be yelling at the goblin and you hear a low snarl from just out of sight to the north of the bugbear. The goblin is visibly shaking and nodding and pleading as he scurries around leaving to the north. The Bugbear heads out of sight to the north as well.</p>	Player 5 - dungeon master	FALSE	The last goblin is dead. The bugbear continues to bellow and snarl and head toward the north.	Cinna: The wolves continue to rip into the body.		2 Lowblo (assuming you climb up carefully etc. and look around) You see down both passages and spot a goblin down the eastern passage who 2 does not seem to see you as his eyes dart back behind him and then toward the bridge.	I will need Stealth checks from both Ruvaar and Tanakir.Please also make perception checks to see if you notice anything else about the scene.	You can hear that the goblin in the corner is cowering and is going to do whatever the bugbear asks. It's easy to assume that he's the alpha and the one that was making the growl.2

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<p>Player 13 - sam (bugbear,fighter) Player 11 - dungeon master Player 8 - nadrael (bard) Player 5 - matthias (bard) -----</p> <p>Player 13 - sam (bugbear,fighter) : Attack 8 damage 6</p> <p>Player 11 - dungeon master : (So I got a PM from Rufus that life has gotten busy and he's going to hvae to drop out of the game, which only leaves us at 3 players. Do we want to try to recruit some replacements? I can NPC rufus for the current fight)</p> <p>Player 8 - nadrael (bard) : ((I'm easy any which way... I'm similar and have had to drop two of my more demanding PbP's this week, so I can benefit from dropping this too, or happy to push on if people want to pick up new contestants. Also happy to possibly swap characters depending on the party if that helps?))</p> <p>Player 5 - matthias (bard) : (I'm happy with either 3 or recruiting more, whichever you all want. Just want to continue)</p> <p>Player 13 - sam (bugbear,fighter) : (I am good with whatever you want to do.)</p> <p>Player 11 - dungeon master : (I'm getting ready to head out of town for the weekend, so I can go post a new recruitment thread on monday to try to get some more people)</p> <p>Player 5 - matthias (bard) : (Thread bump)</p>	Player 11 - dungeon master	FALSE	I'll get a recruitment thing started on monday morning, but in the meantime, what are you doing for combat action? Is it just two attack actions?	(Yeah, I know it's been almost a week, but I have been traveling)	(Sorry for the delay, things got super busy here. I created a new recruitment thread here if you want to try to recruit some new people, or we can keep going with three.)	(Back now, I'll get the recruitment thread up this morning)	(New recruitment thread is up. Give it a day or so and see if we can get someone.)	New Thread

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 2 - dain (bard) Player 10 - vulgrom (dwarf,cleric) Player 8 - aura (human,bard) Player 6 - manfred (elf,bard) -----</p> <p>Player 0 - dungeon master : Aye there, I'm guildmaster Leon. Well met friends! I see you all are keeping Bonney rather busy, good for her. I'm quite positive your wondering why I'm all the way out here at one of our satellite offices. And of course what the job I'm offering is. Well straight to buisness or shall we drink first?</p> <p>Player 0 - dungeon master : He said moving to the table where they had been awaiting him. Pulling up a chair amd sitting down at the far end of the table so he could see all of his guests he awaited their reply.</p> <p>Player 2 - dain (bard) : "Be havin me drink, so go head wit yer business." dain says, holding up the ale the serving girl had already brought him.</p> <p>Player 10 - vulgrom (dwarf,cleric) : ""Drink first'? Sounds like the right away to do things!" A dwarf of rust-coloured hair and bushy brows and beard enters at just the right time. Specks of grey and weathered face of age and experience greets all with a smile. A pack seemingly prepared for all terrains is weighted on his back over his shield, and Warhammer at his hip. "Sorry, I'm late lads! Got distracted with a vendors recipe for his pies. Right! Where we starting?" He takes a seat and orders a famous, but fine ale from the barmaid.</p> <p>Player 8 - aura (human,bard) : "I don't really drink the towns' beverages, so, I'll pass." aura responds, before remembering something important thanks to the people that introduce themselves before her. "Oh, my name's aura. I'm an air Genasi and have been in a monastery for the longest time. I left just weeks before I received the letter. So... What is it you want us to do?" Her voice continued on the quieter side as she presented herself, and she now waits, looking at Leon for a response.</p> <p>Player 6 - manfred (elf,bard) : manfred drains his bitter quickly and gestures to Bonney. "I wouldn't mind another. Drink is the handmaiden of adventure, as an old friend used to say." He turns his attention to the older man sitting at the far end of the table. He seems likable enough -- and looks like he can handle himself, too. Wonder what he needs this lot for? manfred tries to recall any stories or songs he has heard about the Giant Slayers' Guild</p> <p>Player 6 - manfred (elf,bard) : History check 20</p>	Player 0 - dungeon master	FALSE	<p>What sort of adventure you want? I'll tell you about one we got. You all ever heard of a giant named the Great Worm? Or better known as The Greater Worm to you folks since he was so big.</p>	<p>Leon: You've heard of the giant slayers guild before in tales but nothing truly substantial. Your not sure what exactly it is. I can assure you our order would not be aiding a guild of any sort.We will be taking you to the tavern in Northpoint now that everyone is here. I bid you all farewell, I hope you can do us proud!</p>	<p>Ah yes! A group of your kind! I'd heard legends but never actually seen a group like yours. No wonder those kobolds and gnolls were such a nuisance, you don't come around very often! Well I'm glad to meet you all. My name is not important here so let's get right down to buisness. It seems I've heard strange rumors about a kobold lair, not far from here. One would think something like this is beneath someone with your reputation, but I don't pay the bills you do, and I don't come with any fancy schmancy equipment like you either so I guess you'll have to do. My guildmembers and I will provide funds for your services in exchange for your complete success in these endeavors. Do we have a deal?</p>	<p>He would know that they are fair and honest guild, not cheating anyone out of anything. They have one or two adventuring parties that have risen to some acclaim but not achieving much more than that. He would also know they are in a bit of a decline in popularity when compared to other guilds at this time, mostly from lack of members.</p>	<p>Manfred is familiar with the Giant Slayers' Guild. They are a guild of adventurers, formed after the Orcs of Oldfield's Landing decided to burn their way down the Great North Road, sacked many settlements along the way -- and they've been very effective at their goals: the giant presence in that area of the world is minimal today, and the Orcs' presence is almost gone. The Guild was one of three to form to combat the threat -- the others, the Orc Banes and the Slayers of the Dead, have also disappeared.</p>	<p>You've heard of rumors of a Giant in the forest, they've never been confirmed but now that I'm here, I need you guys to check it out, it's a big job. Pay is pretty good, what do ya say?</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 8 - wren Player 9 - cellica (cleric) Player 10 - dungeon master</p> <p>-----</p> <p>Player 8 - wren : Seeing our only hope go down, wren will attack again, silently praying that the damn holy men get their asses up here so their gods can deal with this unholy thing.</p> <p>Player 8 - wren : Action: Rapier Attack 9 Add/Disad 19 Rapier Damage 9 Bonus Action: Dagger Attack 24 Add/Disad 12 Dagger Damage 7 Sneak Attack 1</p> <p>Player 9 - cellica (cleric) : cellica looked over at Darwin and let out a sigh "Well we're officially lost in the fog now too. Let's hope the others are faring better then we are..." cellica kept looking around to see if she could spot Terrance anywhere and continued calling out his name. Even tho she suspected that calling out wouldnt do much as the magic would render it useless... "Do you think that if we turned around and tried to walk back in a straight line that we'd end up back at the tavern?" she asked Darwin again without letting go of the rope around her waist and made sure Darwin's hand was still on her shoulder. Do we see a way out of something out of the order in the fog? just any indication that we might be able to either get out of this or fight our way out or get back to the tavern? Investigation: 16 Perception: 14</p> <p>Player 10 - dungeon master : From the fog you hear the rattling of dice and a muttered, "Bloody adventuring heroes, if I didnt mgppfggd @\$#\$%^%^% #@^%\$%\$%..." Terrance: 13 Darwin: 17 cellica: 4</p> <p>Player 10 - dungeon master : As the apparition prepares to deal a final blow to Horus, Andolin strikes the shadowy form with his torch. In the sparks from the fire he sees the earlier hits as rips in the inky blackness. In desperation, wren makes his attack his sword and dagger now leave visible holes. With the final strike, the shadow shreds in the flickering torch light.</p> <p>Player 10 - dungeon master : Horus: Please make your death saving throw...</p> <p>Player 10 - dungeon master : Andolin sees the orb, the lighting of the orb almost making it look like a glow surrounding a human skull pass through the wall into the next room (6).</p>	Player 10 - dungeon master	FALSE	Wren looks like he's on his last legs. Cell, Darwin, Andolin and everyone else can start taking their turn and posting actions.	The door opens (5) to reveal an endless staircase that winds out past your field of view. A low groaning can be heard emanating from somewhere behind it.	Wren, Darwin, and Cellica:	Darwin	Everyone else hears the faint voice behind a door, "Please come in, it is not safe to talk out here."	

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 10 - funderburk (wizard) Player 0 - dungeon master Player 15 - nenne (elf,cleric) Player 5 - allister (wizard) -----</p> <p>Player 10 - funderburk (wizard) : Lemon outstretches his hands and warmth pools through it and into Orvex (Healing Word).</p> <p>Player 10 - funderburk (wizard) : Lemon then turns to the closest skeleton and yells, "Fer ye Orvex!" (D9)</p> <p>Player 10 - funderburk (wizard) : Healing Word: 15 Club: Attack: 9 Damage: 8</p> <p>Player 0 - dungeon master : Lemon's club comes up right before the dwarf gets nailed in the side by the sheild warrior's spear (16 force damage). The impact sends the dwarf stumbling to the side, his club never coming close to the skeleton.</p> <p>Player 15 - nenne (elf,cleric) : "Aoda, regenerate and attack that cauldron!" the cleric calls to her serpent as she falls back to stand beside Glimbul (G3). The summoning animal, obviously bloodied, reverts briefly to its staff form and emerges once more, completely healed. It then bites down on the cauldron beside it. (Attack: 8 Damage: 9)</p> <p>Player 5 - allister (wizard) : Facing three foes allister wastes no time to decimate them. He stabs one through sternum and backbone, as he pulls the rapier out the skeleton breaks in half. He paaries another skeleton's attack with an upwards slash that severs the arm and breaks half of the skull off. He uses the space he has to walk to the middle cauldron on the right side and hammers the hilt of his cutlass against the glass.</p> <p>Player 0 - dungeon master : allister's cutlass pierces the cauldron on another side from where Glimbul's arrow struck it, but these things are made tough. Cracks spider around the thing from the gaping hole to meet with the others, but the cauldron remains spewing skeletons.</p>	Player 0 - dungeon master	FALSE	<p>The skeletons from both cauldrons continue to flow. Two or three fall out, but the others just reform themselves in place at the end of their rounds. ? Allister's cutlass pierces the cauldron on another side from where Glimbul's arrow struck it, but these things are made tough. Cracks spider around the thing from the gaping hole to meet with the others, but the cauldron remains spewing skeletons.</p>	<p>The only things remaining are the skeletons by the two cauldrons in the corners. The ones nearest the party have all taken mortal damage, and are looking rough.</p>	<p>(If I mis-read a post, let me know I'm going to call the round to a close on this one, so here's where we are:)</p>	<p>Boosey is caught so off guard that a skeleton crawls out of the top of the cauldron Nenne temporarily suppressed, that it's too late before he realizes that he is surrounded by three of the undead creatures. One, two, and three times he is hit with the skeleton's bones (8, 4, and 4 bludgeoning damage).</p>	<p>With a yell Nenne's serpent bites the cauldron, and the liquid inside begins to bubble as a clear liquid, and begins to bubble.</p>	<p>Top of the round</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 6 - mel (tiefling,monk) Player 3 - mel (human,rogue) Player 5 - tab (druid) Player 9 - gynugri (goblin,druid) Player 0 - dungeon master -----</p> <p>Player 6 - mel (tiefling,monk) : He wagers in spite of Gene and possibly everyone else. "Also, you would not happen to know how others might, uhm, directly participate would you? I have a team here in need of a good 'ol fashion team building exercise for we headout on the morrow. Assuming they -- we survive the match of course." This he asks of the official wager takers if at all possible.</p> <p>Player 3 - mel (human,rogue) : mel will put 50 gp on the archer/juggernaut team.</p> <p>Player 5 - tab (druid) : tab won't place any bets, but if there are souvenirs or team colors being sold, he'll buy both colors and wear them completely incorrectly.</p> <p>Player 9 - gynugri (goblin,druid) : "I give my thanks merchant prince for sharing your information. I don't want to interrupt more of your conversation so if you'll excuse me." The small goblin gives a short bow at Wakanga O'Tamu and Syndra before he departs and return back to the Thundering Lizard to share his good news with the rest of his party.</p> <p>Player 0 - dungeon master : "Wait! Before you go, let me give you something." Wakanga looks inside a handbag he has beside him, and pulls out a slim journal. "This was found in the jungle about 15 years ago, and I've had it in my collection ever since. It details the journeys of a wizard and his shield guardian body guard. It seems the wizard controlled the guardian using an amulet. I have wondered about it for a long time, but I'm not heading into that jungle to find it myself. I would reward you greatly if you would find the amulet and the guardian for me. I'll mark on your map where the journal was found." He hands you the journal and marks the point on the map, and you head to the Thundering Lizard, only to find everyone gone!</p> <p>Player 0 - dungeon master : Map(gold marking is where journal was found):</p> <p>Player 0 - dungeon master : SCREEN FADES TO BLACK, CUT TO THE COLISEUM. After making your bets, you all settle down to watch the match. tab looks for team colors, but finds none, as dye is expensive, and one would not waste it on coloring some towel or bandanna or something of the like. Nobody asks about joining the fighting, but it seems that it takes a long while to get registered and whatnot, you can't just jump in. After a while, the competitors walk out onto the</p>	Player 0 - dungeon master	FALSE	Is it an outdoor arena? Or is it an underground thing? Or can you see underground?	(I'll let the fighters take their turns in any order they want. The first person of each team gets initiative.)	Rolled 22, 3, 12 , Name_Mentioned 23, 7, 15	Initiatives: Marana: 22 Mban: 3 Taz: 12 Mandawa: 23 Sami: 7 Bano: 15	Round 1:	1.Bano 2.Tam 3.Mandawa4. Marana5. Sami6.Awab7. Ywain8. Samantha9. Damo10. Yawa11.Ele12. Gerd13. Gene14. Syndra15. Mel22.Tab32. Lake33. Chum34.Jin

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 12 - mal Player 2 - jupp (goliath)</p> <p>-----</p> <p>Player 0 - dungeon master : As mal sits and listens he picks up on other conversations around the room:-</p> <p>Player 0 - dungeon master : A spirit-beast in the form of a great white crocodile has developed secret cult among the rivermen, and demands sacrifices of struggling young flesh.The mangroves north of the city have turned stinking and foul, the rumour mill is blaming a foul witch devoted to Rangda.Pirates are scourging trade, darting out from the coast in outrigger canoes to loot passing djong. Rumours say they have spies in the city advising of rich pickings.Some of the more affluent families report strange birds are flying out of the jungle and snatching at jewels and ornaments from ears, necks and wrists causing terrible scars.</p> <p>Player 0 - dungeon master : Krikoris and Uce also overhear a number of interesting conversations:-</p> <p>Player 0 - dungeon master : The wild-eyed Khmer captain of the Broken Promise is recruiting men for a plundering expedition against a pirate camp near the coast far to the south.A drunken workman talks of a half-buried shrine exposed by a recent mudslide a day's travel north into the jungle. He has a small jade serpent-idol he found in the mud, but was driven away by "scaly things".</p> <p>Player 12 - mal : mal stands up, and never one for subtlety, he goes up to jupp, Samnang, and Clancy. "Esteemed foreign guests, I hate to be rude, but we really should be moving along if we're to find this rich woman you seek. If that doesn't interest you, I can always show you around town a little more, or if you're in the mood for something with a little bit of reward on the investment of your time, there's a witch nearby that could use a stern talking to, or we could go hunting - there's a large crocodile, as white as a cloud, that's rumored to be eating some of the locals. I haven't spoken to any that have been eaten, but I assume they're unhappy at the prospect. What say you?"</p> <p>Player 2 - jupp (goliath) : "I could use a hunting trip, could make some money as this really doesn't seem like were getting anywhere soon"</p> <p>Player 12 - mal : "Sure thing, po - no money means no payment for me, so I'd be happy to help you earn some ingots while you're here. Let me just ask around and see if I can get a starting point for the hunt." mal grins, and starts asking</p>	Player 12 - mal	FALSE	<p>"Perhaph some crocodile meat, could I?"</p> <p>"Where I come from crocodile is quite good."</p>	Investigation: 10	Investigation : 3	Investigation: 3	<p>The Orang Bunian takes the opportunity to buy another round of drinks for himself and his bodyguard. "Ain't no crocodile in the city. And if there was he'd be eatin' you instead." With that his companions take their drink and move away, to make room for the next patron.</p>	Investigation: 3

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 6 - erevan (elf,monk) Player 0 - dungeon master Player 5 - night wine (tabaxi,cleric)</p> <hr/> <p>Player 6 - erevan (elf,monk) : Perception : 9</p> <p>Player 0 - dungeon master : As Rha'el, night wine and erevan are standing there looking down at the smoking remains of Smitty below them on the ground, they realize they are above the main gate. the Governor and Escobert make their way up to them. Governor Night hill claps them each on the back " Well done adventures. I am sorry your friend did not make it. Once the fighting is over we will make sure to retrieve the body and give him a proper burial of a hero with full honors." He clears his throat. " So the captive you brought back provided us with some information. The dragon you just chased off was named Lennithon . He was sent here by Frulam Mondath. The cult has been raiding communities around Greenfields for loot in order to create a great hoard for the Queen of Dragons. They also let us know of a set of dragon eggs at their camp to the Southeast of here. They had also gave us information of a plot to burn the Mill, but we took care of that while you guys was facing the dragon and at the Sally Port. " While the Governor is explaining this from the darkness, a creature strides into the dim light of the dying fires around the keep. Although it is shaped roughly like a human, it is at least seven feet tall, its skin is covered in blue scales, its fingers bear wicked claws, and its face has the muzzle and reptilian eyes of a dragon. The creature stops about eighty yards from the main gate of the keep and scans the walls. A line of 16 kobolds fans out behind it. With their spears, they prod four human prisoners into the dim light. You can make out a woman, a teenage boy in a blood-soaked tunic, and two children. Then the half-dragon creature hails the keep. " Defenders of Greenest! This has been a successful night, and I am feeling generous. Do you see these four pitiful, useless prisoners? We have no need for them, so I will trade them back to you. Send out your best warrior to fight me, and you can have these four in exchange. " Suddenly one of the defenders on the battlements screams in anguish as he recognizes the women and children. " Sister! NO! They have my sister! " He attempts to rush towards the stairs but is restrained by several of the guards and Escobert. Nighthill turns to the characters, "My friends, you've demonstrated your prowess all through this frightful night. I realize this is an awful burden to ask you to bear, but any of you has a better chance to defeat that horror than my militia have."</p> <p>Player 0 - dungeon master : (OOC: Everyone make an Arcana or Nature check to see if you recognize the creature. Also, anyone that faces the creature will not die even if they lose the</p>	Player 0 - dungeon master	FALSE	Arcana : 4 (He thinks it might be a half-dragon but is not sure.)	Night Wine and Erevan both recall that this is some sort of half-dragon. It is humanoid in shape, but its skin has scales instead of hair. Its face is human but has a muzzle and reptilian eyes. .	gender character_type : in-character : city	(OOC: Night Wine will recognize that the creature is a half dragon.)	Night wine and Erevan: The half dragon is none other than an actual half-dragon dragonborn.	It's not a creature you recognize. It's a homebrew creature.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 7 - arthasis Player 5 - aeros Player 4 - menodora Player 2 - dungeon master Player 0 - eryl (bard) -----</p> <p>Player 7 - arthasis : When he had finished his well deserved meal, arthasis licked the grease off his fingers and prepared to leave for his room. Even though it was time to finally get some sleep, it looked like his companions had other plans. He observed them moving through the room talking and whispering to one another. 'What is it now?', he asked himself irritated. His patience was almost at an end, by this point as another yawn overcame him. He wanted nothing more than to fall into his bed and close his eyes. He took a quick glance at the room, trying to spot whatever was responsible for their behavior but couldn't find anything out of the order. Frustrated he turned to the innkeep and said, "I'll take some wine. Something good if you have it." He was of a mind to leave them to their shenanigans, but decided to stay for a few more minutes to see what was going on.</p> <p>Player 5 - aeros : Heading towards where arthasis & Keaton are sitting, aeros leans in close and in a loud whisper says, "It seems eryl may have found a clue regarding our missing Goliath friend." pointing not so subtly at the aforementioned half-elf, "We're going to question him while he's still here if you'd like to join though you should probably be on guard regardless in case events go sour." aeros will then rejoin eryl with anyone else who decided to join in on the questioning. (OCC: As aeros has been drinking a bit, I'm going to say that he's not being as subtle as he thinks he his lol)</p> <p>Player 7 - arthasis : He didn't quite understand why a random half-elf in this tavern should have vital information about the prison break, but arthasis was well past caring by now. "Sure. Do as you like.", he said listlessly. "I'll cover you from here. You go and question this ... witness.", a small chuckle escaped him. He was dead certain that the only thing going sour would be his mood, if he had to stay here any longer. He hoped that the wine would make up for the fact, that he was stuck here for a little while longer. From where he sat, the half-elf looked like nothing special and arthasis hoped they were soon done with this farce so he would be allowed to sleep.</p> <p>Player 4 - menodora : "It would be no trouble at all," she nods at eryl, glancing down briefly at the equipment. menodora will try to look inconspicuous and partake in her beverage at the bar, while they approach the half-elf. She'll be ready to intervene or distract, though, whatever might be needed if things go south.</p>	Player 5 - aeros	FALSE	Udoth just stares at Aeros as he tries to act all smooth. ??	[OOC]In case you'd like a roll for deception: 11	wine and says, "Something good if you have it."The half-elf continues drinking his milk then says, "Yes? Do 'ave somethin' fer you?"	Persuaion check if necessary: 19 Deception Check if necessary: 7	wine, and he heads to the table. She watches his departure to the table for a moment, and then turns back to the half-elf. "Why were you talking to Udoth back there?"	: paladin / spellcaster

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 5 - allister (wizard) Player 12 - sthara (human,monk) Player 14 - nenne (elf,cleric) Player 3 - boosey (gnome,cleric) Player 2 - dungeon master -----</p> <p>Player 5 - allister (wizard) : allister finall releases the hilts of his weapons, noticing his white knuckles and shaking his hands to ease the tense muscles. „I knew a sailor from Kara-Tur who said ‚Your enemy’s enemy is your friend.‘ So I would rather help someone who is fleeing from those giants. Now, let’s not waste Kelemvor’s gift and get as many miles as possible between the giants and us.“</p> <p>Player 12 - sthara (human,monk) : "Yes, let us go and find real beds and food near the Fort, with haste." sthara says rubbing her stomach.</p> <p>Player 14 - nenne (elf,cleric) : " Agreed. Eku? If you wouldn't mind leading us?"</p> <p>Player 3 - boosey (gnome,cleric) : "How long will it take us to get there, Eku? Barring any more giant problems, or winter suddenly setting in!"</p> <p>Player 2 - dungeon master : Eku nods to nenne . " Yes, let's be gone from here before they change their minds about leaving us in tact. " Once again she takes up her serpent walking stick and pushes on into the jungle.</p> <p>Player 2 - dungeon master : Eku probably explains during a rest that this is where your party is now.</p> <p>Player 2 - dungeon master : Day 7 After the encounter with the giants, the day goes on uneventfully enough. The rain comes back throughout the day, turning into a outright downpour by evening. Eku yells to the party through the rain, " I think we should camp for the night and wait this out! " Setting up any semblance of a camp is chaotic and downright dirty as everyone slips around in the mud and steps into large puddles of standing water. The rain continues into the next day... Day 8 nenne is on watch in the wee hours of the morning before the sun has come up - if the sun is even going to come up in this weather. The rain is still pouring in buckets, but the cleric spots a flicker from beyond the camp. It was only a moment, but there was definitely an orange light over....there! Yes. Is that a fire?</p>	Player 2 - dungeon master	FALSE	A good time to find out what time zone these people are on...	What would Nenne like to do?	For those that wish to join them, this is the map of the area.	The ?fire? is hard to see and is through some underbrush some 70 feet away.	OOO : You all heard her say to camp. :) We are all now in that situation. Eku's rolls have been added to the campaign page as well as a quick summary of what was said and any rolls involved.	(Continue the post in the OOO for a bit, but let me know what you're doing.)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 8 - rex (dragonborn,monk) Player 14 - arliden (monk) Player 0 - dungeon master -----</p> <p>Player 8 - rex (dragonborn,monk) : rex steps out of the tunnel as the spell caster blasts fire at Monk-E. rex cracks his knuckles and shouts, "Hey buddy! How do you fix a pair of dragon pants?" rex builds his magic energy into a single phrase, "Wear a belt!" and will cast Tasha's Hideous Laughter with DC 14 toward the spellcaster.</p> <p>Player 8 - rex (dragonborn,monk) : [... did I kill you all with my comedic gold?]</p> <p>Player 14 - arliden (monk) : You hear exactly four notes from arlidens Lute behind you.....dun, dun, dun duuuunnnn</p> <p>Player 0 - dungeon master : [Wisdom save: 10]</p> <p>Player 0 - dungeon master : The cultist smirks a bit. "A dragon belt? That's pretty good, actually. A dragon belt! HAHAAHAHA! DRAGON BELT!" and falls over in a fit of laughter.</p> <p>Player 0 - dungeon master : Cullen, you're up.</p> <p>Player 8 - rex (dragonborn,monk) : rex shouts over, "Keep the laughing one alive! We might need to interrogate him!"</p>	Player 0 - dungeon master	FALSE	<p>The caster attempts to flee through the tunnel but falls to his (its?) death due to the rope not tying off properly. What do you do? DM Note (to Monk-E): Do you want to search their corpse for any treasure that he might have been carrying?</p>	<p>[OOC]: To make things easier, I just did a re-roll for the DC for the spell. It would have been a 9, but with this roll, it's a 10. Still no damage.</p>	<p>(OOC: Sorry guys, I haven't had a chance to work this all out. I'm busy with work and other obligations, but I will try to get on and post this evening. Thanks for your patience.)</p>	<p>Though it seems like 3 weeks have passed, it has only been mere moments. One human is dead, another is prone, laughing and occasionally muttering something about a belt, and the last one is a bit confused about his partner's behavior. Arliden, it's your turn.</p>	<p>The other two cultists run away.</p>	<p>You will each receive 20xp as a reward for defeating this enemy.</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 16 - 'Il (fighter) Player 13 - sharlin (paladin) Player 0 - dungeon master</p> <p>-----</p> <p>Player 16 - 'Il (fighter) : Ranged 21 damage 6 Sneak attack 1</p> <p>Player 16 - 'Il (fighter) : Ooc don't know why it changed my rolls after adding the charm roll??? my original shortbow was 16 and damage was 9 sneak was the same tho</p> <p>Player 13 - sharlin (paladin) : (You cannot add rolls in front of other rolls only at the end of the post. Safest to just use a second post)</p> <p>Player 0 - dungeon master : That was smart to dodge before hand six will manage to dodge and not be charmed (as you are all are in the ruins the scent isn't as easily blown away like it was outside). Six manages fire into the already wounded plant then land the final blow with the sneak attack killing.</p> <p>Player 0 - dungeon master : It is now Nepenrex's turn You Shall all Perish to my Wrath! he booms! He is using his multi attack option He makes two swings with Branches one at Darien the other at Requitall and finally going in for a bite at Flint. Darien To hit: 27 Damage: 10 Requitall To hit: 17 Damage: 10 Flint To hit 16 Damage: 8</p> <p>Player 0 - dungeon master : Darien is slammed by one of the Huge branches which knocks him into a Pillar then is followed up by Nepenrex using his Engulf attack To hit: 17 He swallows Darien Whole</p> <p>Player 0 - dungeon master : Then He Bashes Requitall to the side of the ribs then biting into flint ending his turn.</p>	Player 0 - dungeon master	FALSE	<p>he hits requital? to hit 12 damage 6, he bites flint? I am going to give him a saving throw in case he is still alive. To hit 15 damage 4. Nepenrex then takes the opportunity to breath fire at Darting He can make a Dex save to take half damage.</p>	<p>Darien is now Grappled inside the creature and is RestrainedHeavily Grappled (can't escape unless he is reduced to 0 hit points or the grapple ends) The damage is considered Piercing so you all are at disadvantage</p>	4 piercing damage on hit	(At your turn you can a make Str or Dex save of 15 or Higher or take 4 Acid Damage It is now Requitall turn	<p>Requitall to attack of opportunity hit: 17 damage: 9 to hit for second attack: 23 damage: 5</p>	<p>(Ooc: Nepenrex Is going to deal 4 damage due to his size to each PC.)Update: Requitall 1/17 HP, Six 15/15 HP, Darien 0 / 0 HP (1 death save), Flint 5 / 13 HP</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
Player 0 - dungeon master Player 3 - thaunix (tiefling,paladin) Player 4 - gimble (paladin) Player 6 - belron ----- Player 0 - dungeon master : Yes i realized that, if it really tickles his pickle make it scale armor. I just thought that you sacrifice some armor to not take crit damage Player 3 - thaunix (tiefling,paladin) : thaunix yells. "Awesome!, now how the **** do I get out of here?" Player 0 - dungeon master : OOC: i made it scale armor for you. Player 4 - gimble (paladin) : the door maybe? Player 3 - thaunix (tiefling,paladin) : "Well let's go then." Player 6 - belron : "I dunno about you guys but im loving my new toys", belron twirls the swords around a little Player 3 - thaunix (tiefling,paladin) : "Wait aren't you a monk?"	Player 0 - dungeon master	FALSE	Hes not a monk hes a cleric	OOC: I am assuming the characters will all be headed back towards the door?	OOC: ok i just want to get this post in because of all the posts i will have to make for the other ones.	OOC: remember, to use flame, you have to say the activation word.	OOC: are you guys resting now in the middle of the dungeon?	OOC: i am back from visiting my friend. the group is now free to continue their fight.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 1 - korlan (cleric) Player 18 - dungeon master Player 5 - quill (human,cleric) -----</p> <p>Player 1 - korlan (cleric) : Esvaris I will climb the staircase.</p> <p>Player 18 - dungeon master : Esvaris: As you enter the large hall and move toward the staircase, you see the same things that quill saw in the great hall, including the open coffin on the raised fine cloth-draped platform. En route to the stairs, you pass by it and see the elder Lord Atterley, the coffin over-sized to accommodate his large girth. His face looks peaceful and pale, his lips are slightly tinted a faint, unnatural, greenish color. At the top of the stairs there is a landing that splits left and right to two open doorways and double wooden doors directly in front of you. The sound of men's voices comes from the other side of the double doors.</p> <p>Player 1 - korlan (cleric) : Which option puts me in the direction of the sound korlan and I heard?</p> <p>Player 5 - quill (human,cleric) : I hope this is all true about Wintermoon. If this is completely wrong, I may want to re-state/re-do this.</p> <p>Player 5 - quill (human,cleric) : quill stares at the casket for a moment, though he doesn't enter the room it is in. "Poor man," he mutters, ducking back into the room he came from.</p> <p>Player 5 - quill (human,cleric) : This is taking too long, quill thinks. But, wait! I can locate him with that spell. Er, no. That only works on objects. But his holy symbol! He carries it around everywhere, and I've seen it many times.</p> <p>Player 5 - quill (human,cleric) : quill laughs inwardly, remembering how impressed he had been as a poor young boy, first meeting Dawnlord Wintermoon and seeing the (then so fancy to quill) amulet of Usoara. Then quill grasps his own amulet in both hands, closes his eyes, and casts Locate Object , targeting Dawnlord Wintermoon's holy symbol. "Please let me find it, and Dawnlord Wintermoon with it!" he prays silently.</p>	Player 18 - dungeon master	FALSE	You hear the sounds coming from the right. You hear men drinking in celebration. You are close to the entrance to the Great Hall. But you don't hear any sounds coming from that direction.	Locate Object locates his holy symbol at the top of a small, flight of stairs on the right side of the landing. You'd need to climb down the stairs to pick it up.	Quill : You detect the Holy Symbol, Dawnlord Wint ermoon 's (a gold-plated silver amulet. It feels like a smooth but solid piece of metal and it hangs from a silver chain.) , is within range.	Esvaris: The noise was coming from above the room you first entered, so you easily ascertain that it must be somewhere through the doorway to your right.	Quill: You are currently standing in this room, and are facing down towards the large double doors that are the south end of the room, and that are the only doors that lead towards the eastern and western halves of the town of Sorrows.	Locating the location of the holy symbol of Dawnlord Wintermoon, would take the spell to an 8th level spell slot.

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<p>Player 1 - dungeon master Player 3 - victor (elf) Player 4 - kierro (elf,fighter) Player 2 - torwen (elf) Player 9 - faywin (elf,druid) -----</p> <p>Player 1 - dungeon master : Roll for initiative! Goblins: 20 Yeemik: 13</p> <p>Player 3 - victor (elf) : victor Initiative: 8</p> <p>Player 4 - kierro (elf,fighter) : kierro initiative: 5</p> <p>Player 2 - torwen (elf) : torwen initiative: 5</p> <p>Player 9 - faywin (elf,druid) : Initiative: 5</p> <p>Player 1 - dungeon master : Initiative order: Goblins 20, Yeemik 13, victor 8, kierro 5, torwen 5, faywin 5</p> <p>Player 1 - dungeon master : The goblins, seeing the party, immediately begin yelling and scrambling for their weapons. Their yelling alerts Yeemik, who begins shouting at the goblins from the ledge.</p>	Player 1 - dungeon master	FALSE	Roll to hit Goblin 4 with an arrow: Hit, damage Initiative order: 20, Yeemik 13, Victor 8, Kierro 5, Torwen 5, Faywin 5.	The goblins, startled by the yelling, will need to make a Perception check DC: 12 .	If I haven't already mentioned, there are a total of 5 goblins in the area. All but 2 are near the stream, by the fire. 1 is on the ledge across the room, and the other is right next to the cave door. You guys don't have to wait, but if you attack the goblins, they will shout an alarm and then the cave will wake up!	Faywin:	The rest of the party, roll to determine just exactly how far away you all are from getting to the clearing where the dwarfs' body is, and the goblins. You are able to move and attack this round, as long as you don't get too close to the goblins (or are already in a place where they can attack you this round. There are 2 goblins at the top of the ledge, and 3 in the clearing below.	The goblins have not noticed anything else in the cave, so the stealth roll is not needed.

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<p>Player 17 - novot (fighter) Player 3 - fjordix (bard) Player 0 - dungeon master Player 1 - rex (dragonborn,monk) Player 4 - arliden (monk) -----</p> <p>Player 17 - novot (fighter) : [Normally I'd say put them in a box and shame them, but I don't know where you'd begin doing that with the digitals. Maybe some html tables...]</p> <p>Player 3 - fjordix (bard) : fjordix will hang back with the others, he begins to look for an area where they might climb to and cause an avalanche of boulders if necessary. (Perception: 19)</p> <p>Player 0 - dungeon master : fjordix, while you're looking for a way to bring some boulders down on the group, you realize that the camp site is only big enough for maybe 20 medium sized creatures. As rex and arliden walk into the camp, they don't notice anything beyond the 4 humans and 8 kobolds standing on opposite sides of a fire with a few prairie hens roasting above it.</p> <p>Player 0 - dungeon master : When they notice your presence, one of them says, "What're you doing back that way? I thought the rest of us were all up ahead." He points further down the path you'd been following as he talks.</p> <p>Player 1 - rex (dragonborn,monk) : "Who knows really. We got orders from Frulam to observe the area back there. Waste of my time. After the dragon did it's job, there was nothing but ash within five miles of the place! We've been out of the loop for a little while now, anything interesting happen?" rex gripes as he scratches his neck. [If you need deception: 19 , second roll if advantage, 15]</p> <p>Player 4 - arliden (monk) : arliden is content to let rex do the talking for the time being, so he doesn't really respond.</p> <p>Player 0 - dungeon master : A look of shock crosses their face. "I thought we were just looting the town, not burning it to the ground. Wow. We must be much closer to finalizing the great hoard to honor the dragon queen than I realized. Frulam must be a bit nervous, though, if she set two rearguards. I could've sworn she only wanted one about a mile down the road."</p>	Player 0 - dungeon master	FALSE	The kobold that spoke raises his hand "uh, sorry man, that's pretty much what we told them too!" It's hard to tell at this point, but the hand is slightly bloodied	((I'm going to say that was a Nat 20 advantage roll, because I love the RP right there, but in the future just remember that I like posts to be about a paragraph and I would be a bit more specific to what you're trying to do.))	As the conversation continues, the humans and kobolds all turn towards the path that the party is on. The humans take a few steps into the path as the kobolds move off to the side of the path.	As he is speaking, the kobolds come up and take a few half cooked hens from the fire and move about 50 yards off.	No one seems to really know or care about the dragon queen, but most people know that some dragon has been terrorizing this land for the last few months, and most people blame her or him for the recent attacks.	What do you think? Are they spies, are they really just mercenaries?

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<p>Player 1 - korlan (cleric) Player 9 - demoiselle (rogue) Player 18 - dungeon master Player 19 - quill (human,cleric) -----</p> <p>Player 1 - korlan (cleric) : Esvaris</p> <p>Player 1 - korlan (cleric) : "You're welcome. And thanks for telling me all of that stuff. I do not know where she is, but if I see her, I will let her know you are looking for you. May the Goddess be with you."</p> <p>Player 9 - demoiselle (rogue) : After demoiselle was finished with her meal, she went to get ready to take the roots to the city market.</p> <p>Player 18 - dungeon master : demoiselle and Emungo borrow a small cart from the stable near the rectory and use it to load up the baskets of root vegetables from the garden. Together they can pull the cart to the market. Leading the way to a reserved location near the southeast corner of the square, the novice stops the cart next to a wooden stand with a faded yellow awning over it. This is a more permanent set up that isn't taken down at the close of market each evening. He directs you to help him start filling the bins. There are already several open containers full of winter onions, garlic, peas, and cabbages. On one end of the stand is a small display shelf. Emungo pulls two scrolls out of his robe and three carved dagger handles. He sets them on the shelf carefully. "These are my own personal items for sale. If you serve in the garden and market you can sell anything you've made at the basilica." He touches one of the dagger hilts lovingly. "I learned to make these in Friar Bernard's woodcarving class."</p> <p>Player 18 - dungeon master : korlan does not see an easy mark with a coin purse to lift.</p> <p>Player 19 - quill (human,cleric) : quill isn't really sure what he's meant to be doing. He sets off in a random direction.</p> <p>Player 18 - dungeon master : quill: As he exits the rectory, quill sees several other clerics and novice initiates heading off to their chosen daily task. That reminds him of the Daily Task list posted on the general notice board in the common room. He knows he needs to make a choice on how to serve Usoara for the afternoon until tonight's novice initiate ceremony, which will be during the evening meal. Just thinking about all the special food that was going to be provided tonight makes his mouth water, even though he just ate. He still remembers his own novice initiate ceremony well.</p>	Player 18 - dungeon master	FALSE	3 (Short rest) Korlan casts detect magic and walks around a bit.	Onward you go, Quill, or do you try anything else?	(OOC: Feel free to describe what Quill does this afternoon to serve the Goddess. That's when you would have first learned of your specialty. It can be mundane or something more interesting like he ends up spending several hours helping a priest or acolyte move into their new quarters.) .	Daily Task List	INITIATE CEREMONY FOR TODAY —	(Your choices from the Daily Task list are: Garden - Assist with preparing food for the feast Feast - Assist the cooks with the preparing of the feast, or take a break until the meal is served. Novice Initiate - Assist other novices with their duties until the ceremony begins. You are free to make any combination of these tasks based on your character's personality and backstory.)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 5 - night wine (tabaxi,cleric) Player 3 - erevan (elf,monk) -----</p> <p>Player 0 - dungeon master : The half-dragon sees night wine notching the arrow and chuckles. he motions to one of the kobolds who pulls a sword and puts it to the womans throat. " Careful adventure, Shoot at me and these people die. Meet me in one on one combat to free them. "</p> <p>Player 5 - night wine (tabaxi,cleric) : "Coward!" night wine mocks. He's shaken from this challenge as he flashes back to some painful memories. He looks to the party and asks for their advice. "What should we do here? I am truly at a loss for words."</p> <p>Player 0 - dungeon master : The governor looks at the party, seeing that they are trying to deliberate on who will face the monster. "Please adventures. I promise if you loose we will save you. I have several priest that can resurrect you from death. They can also heal any wound. I will pay 1000 gold to the adventurer that will stand against that fiend." He looks at each of the adventurers in turn. "I can also offer a Legendary weapon....."</p> <p>Player 3 - erevan (elf,monk) : erevan seeing that nobody else is rising to the occasion, and offered his services already, approaches the Governor. "I'll take this dance, Governor Nighthill." erevan says confidently with a smirk, while grasping firmly onto his sabre. He turns his head and glares at the half-dragon. "Brace yourself fiend, as you're about to be enthralled by my bladesong." erevan shouts ardently at the half-dragon.</p> <p>Player 0 - dungeon master : Governor Nighthill nods and smiles broadly at erevan. " Good luck, brave elf. " erevan turns and descends the stairs and exits the Keep. As he steps out he sees that the half-dragon has moved closer to the gates away from his party and awaits erevan. He stands with both hands placed atop his great sword in a relaxed manner. The look on his face is pure amusement as he looks at the elf. Half-dragon: " What do you say, boys, think it will be 3 this time? "</p> <p>Player 0 - dungeon master : Kobold 5: " No, I say 4 ." Kobold 7: " Are you crazy? The boss will be done in 2 ."</p> <p>Player 0 - dungeon master : Kobold 13 steps out with a hat and begins moving among the others and they start putting coins into the hat and he write things on a slip of paper. The half-dragon chuckles again at them as he waits on erevan. One he has made the rounds to all of the other kobolds he approaches the half dragon. Kobold</p>	Player 0 - dungeon master	FALSE	<p>We get 1000gp if we win and you make it look like a hard fight? Done. The half-dragon raises his great sword above his head in the air and makes an obvious thrusting motion, before bringing the greatsword down again. It's a pretty impressive looking blow, even for the little guy.</p>	Callie - you are up.	to hear can hear, " Alright, Heads you win, Tails i win. " He drops the coin into the sand.	Erevan: 16 Langdedrosa Cyanwrath: 16	can hear.	Erevan Dexterity Check to flip the coin: 16The half-dragon Dexterity Check to flip the coin: 16The coin falls over the air and lands in Erevan's favor.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 5 - anakis (druid) Player 11 - aluzira (bard) Player 15 - dungeon master</p> <hr/> <p>Player 5 - anakis (druid) : anakis giggles at the thought of being Rowan's niece. "That's kinda silly to think that I'm your niece," she whispers to Rowan, " but if it keeps the guards of my back, then okay. I don't like guards. That's why I left your house, there were too many guards about. I thought I'd hidden myself away enough, but that stupid watchman wouldn't leave me alone." anakis stops to think for a moment. "Why are you being so nice to me? What do you want?"</p> <p>Player 11 - aluzira (bard) : Once aluzira wakes up she will grab her backpack just before heading out into Steepgulch. aluzira walks through the small town looking for a place that might sell potions or antidotes and possibly breakfast before heading towards the gate. "I wonder what the others are doing..." she says to herself.</p> <p>Player 11 - aluzira (bard) : Perception: 11</p> <p>Player 15 - dungeon master : The guardsman looks at the three copper pieces on the table in consternation and mutters under his breath. The night passes quietly, becoming very chilly in the pre-dawn hours. The light of a windless February day grows slowly in the east behind a cloudy sky. Stall-keepers and merchants begin busily setting out their wares in the market circle in the dark hours of early morning, shaking the previous night's rain from their canvas palls.</p> <p>Player 15 - dungeon master : anakis, you remain exhausted from the night before. To gain the benefit of a long rest (about which I think you're asking) requires seven days of downtime spent only in sleeping and performing light activity. aluzira, because Steepgulch is a small community where even the most basic supplies aren't always readily available, you don't see any places that might sell such things, or much in the way of shops at all. At the center of the hamlet is a well, a local tavern at which you may have performed, a grain-mill, and a collection of workshops that serve the community with services such as a blacksmith's and a weaver's. There's also a meeting hall for the citizen's militia. Traveling merchants sometimes sell their wares in the open space that surrounds the well, and there's usually a fair number of the farming folk about seeking to barter with one another.</p> <p>Player 15 - dungeon master : As of now, however, all is dark and quiet as the dim twilight of morning begins to grow in the east.</p> <p>Player 5 - anakis (druid) : (@Hriste - ah yep, sorry, I forgot we were playing this game. All good.)</p>	Player 15 - dungeon master	FALSE	(Yup, I can see how that could happen for all of us, heh. I'm used to the normal Pathfinder rules, myself.)	(OOC: I've removed the long rest from your character sheet. I'll add it back in when you've got the downtime, and of course you can expend any of the Hit Dice whenever you want.)	OOC: Anakis is out due to the fact that she was kept up all night by the watchman. I'll be sure to remember that next time an insomniac PC is within my game. :)	To recapitulate the state of affairs, for anyone who needs it, most of the party is in or just outside Ekuepool, while Aluzira is in Steepgulch, about three leagues directly to the south. If I'm not mistaken, her plan this morning seems to be to head back north to the city's main gate. Tarek, Torrent, and Ulben are in Rowan's quarters at the city's militia's barracks in Yet Valley, the ward of the city that houses the Ekuepudlian militia. Fluin is at his own place elsewhere in the city.	That said, you did get a long rest after returning to Steepgulch, but you were not able to take any other actions on the final day, just a long rest to recover your strength, constitution, and spell slots.	Approximately half of an hour after the previous post

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<p>Player 4 - dungeon master Player 1 - night wine (tabaxi,cleric) Player 13 - gromar (centaur,sorcerer)</p> <p>-----</p> <p>Player 4 - dungeon master : Recording initiative for each PC and monster, arranging everyone in the correct order, and remembering where you are in the list can bog the game down. If you want quicker combats, at the risk of those combats becoming unbalanced, try using the side initiative rule. Under this variant, the players roll a d20 for their initiative as a group, or side. You also roll a d20. Neither roll receives any modifiers. Whoever rolls highest wins initiative. In case of a tie, keep rerolling until the tie is broken. When it's a side's turn, the members of that side can act in any order they choose. Once everyone on the side has taken a turn, the other side goes. A round ends when both sides have completed their turns. If more than two sides take part in a battle, each side rolls for initiative. Sides act from the highest roll to lowest. Combat continues in the initiative order until the battle is complete. This variant encourages teamwork and makes your life as a DM easier, since you can more easily coordinate monsters. On the downside, the side that wins initiative can gang up on enemies and take them out before they have a chance to act.</p> <p>Player 1 - night wine (tabaxi,cleric) : night wine, assuming his cover hasn't been broken takes a shot at C6 with his long bow. Attack: 26 Damage: 44 (25 Piercing with sneak attack and 19 fire damage)</p> <p>Player 4 - dungeon master : night wine's attack hits Cultist 6 so hard his ancestors feel it. The arrow pieces his neck with such power that it separates it from his body and flings both back by 5 foot. Cultist 1 charges forward towards gromar and swings at him with his scimitar. Attack: 17 Damage: 4 gromar is not able to bring the glaive up to block in time and the scimitar scores a hit on his upper arm. It is now gromar's turn to attack.</p> <p>Player 13 - gromar (centaur,sorcerer) : At feeling the sting of metal on his arm, gromar spins around the cultist, positioning himself between cultist 1 and 2, and comes down hard with the blade of his glaive onto cultist 1. Attack: 5 Damage: 21 After striking at cultist 1, if gromar kills the cultist, follow through with the momentum of the strike and go for a full attack on cultist 2(Great Weapon Master). Otherwise gromar will strike at cultist 2 with the butt of his glaive instead(Polearm Master). Attack: 5 Damage: 19 If cultist 1 lives, and I don't crit: 12 on cultist 2, same attack as above.</p> <p>Player 4 - dungeon master : gromars blade misses the cultist by a large margin. It appears he was swatting at a fly.</p>	Player 4 - dungeon master	FALSE	Attack	Cultist 3 continues to run up towards the group.	dungeon master (OOC: if someone would like to pursue that is their choice but it'll take an AoO to be in range to attack)	Cultist 3 charges forward and slashes at Rha'el. Attack: 10 Damage: 3	While running Cultist 7 tries to throw a javelin at Gromar. Attack: 22 Damage: 3 But it flies over his head. Now Cultsit 3 takes a small swing at Tyrus. Attack: 14 Damage: 4 Tyrus makes the correct choice of dodging away from the axe, rather than trying to block.	Cultist 3 takes aim at Night Wine Attack: 10 Damage: 3

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<p>Player 5 - gimble (paladin) Player 6 - belron Player 2 - dungeon master -----</p> <p>Player 5 - gimble (paladin) : I think the real world is calling me back Ophinares, good bye for now. And do not worry we will help your son.</p> <p>Player 5 - gimble (paladin) : He runs out and up the ladder into Nilla's room to find Thaunx looting him.</p> <p>Player 5 - gimble (paladin) : You can't help yourself can you? ...But its not a bad idea.</p> <p>Player 5 - gimble (paladin) : gimble grins He won't need any of this anymore.</p> <p>Player 5 - gimble (paladin) : He searches the room once more for any valuables. investigation : 18</p> <p>Player 6 - belron : Olivier tilts his head slightly in acknowledgement of the thanks</p> <p>Player 2 - dungeon master : gimble finds nothing</p>	Player 2 - dungeon master	FALSE	Ophinares?	The gnomes are already dead. You can find some weapons though. The gnomes had the following items. Nilla, you have 4 potions of healing. The gnomes each had a crossbow. Two of them had light crossbows and two of the had hand crossbows.	The real world is calling me as well. I'm going to be out for the rest of the day. Let me know when you guys want to get this moving again.	Because he is a bada**, Belron recevies 1 level! OOC: i thought it a bit unfair that the other 2 are level 2 and you are not.	Thaxan just stands up and puts his bow away as well as takes his arrow from the half orcs eyeless head. He just grunts as he sheaths his rapier and looks around for another room	I am in the main building. You are in a sub building.

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<p>Player 1 - dungeon master Player 12 - graxx (wizard) Player 14 - doozey (cleric)</p> <hr/> <p>Player 1 - dungeon master : Both Neya and Praxx rush back into the main chamber. Once again, the monk's balance is unhindered by the thin layer of mud on the floor. The bard's balance is less stellar this time around, and he falls on his back upon arrival.</p> <p>Player 1 - dungeon master : -> Neya is at {AM72}, Praxx is prone at {AG73}. graxx bleeds a bit on the floor -> DEATH saving throws (successes: 0, failures: 1) (successes: 1, failures: 0). (@Grx : That 9 can easily be turned into a success with that d6 Bardic Inspiration die. It did. I edited above.) (Grim is up next.)</p> <p>Player 12 - graxx (wizard) : OOC: I guess better to be safe than sorry. Bardic 2</p> <p>Player 14 - doozey (cleric) : The dragonborn merely snorted at Utar's assertion and risked a glance at the down graxx. "One of you could've fooled me." He comments after snapping back to attention to ward off the cleric's attacks. The last blow from Drazzim forces Grim into a kneel, sword raised to defend, but strength failing to swiftly failing him beneath the weight of the strike. Breathing heavily, he forces aside the glaive to reposition himself. Though the effort alone leaves him shaking and looking around a little more worriedly instead of analytical like before. For the briefest of moment, a resigned look comes across his face, and posture lax as if readying to surrender. But then, he grips at his head again, and starts cursing something in draconic . "To the end, then.... And to the Nine with the lot of you!" He says, going from muttering to shouting as he swung the ignited greatsword up in an almost reckless arc at Utar. Without missing a beat, he tries to move to {AC-73}.</p> <p>Player 14 - doozey (cleric) : Action : Reaper's Touch vs Utar: Attack: 25 Damage: 12 of 9 magical slashing and 3 fire damage. If Utar is hit, fire leaps to Drazzim, dealing 9 points of fire damage.</p> <p>Player 1 - dungeon master : (@Grx : Ok, so you have 1 success right now. I edited the previous post.)</p> <p>Player 1 - dungeon master : Grim looks roughed up and tired, but he is not backing down. One more swing of his fiery blade hits the also nearly-exhausted cleric. (Utar takes 9 magical slashing damage and 3 fire damage). The half-orc's knees falter, almost bringing him down. However, the savage blood of his half-ancestry brings strength back into his joints.</p>	Player 1 - dungeon master	FALSE	You can have an inspiration point and roll a d6: -> d6 -> 1)	(OOC) A reminder to everyone: You may now add your Bardic Inspiration die to one ability check, attack roll, or saving throw for each use of this ability. Additionally, Bardic Inspiration can be added to any ability check if given prior to the roll--but the bonus is not added until after the d20 roll. As a Bonus action on your turn, you can inspire one creature in range who can hear you. Choose one creature within 60 ft. that can see/hear you and convey your inspiration to it in words (not a performance). Until the end of your next turn, the creature gains a d6 to add to any ability check, attack roll, or saving throw of its choice. In addition, when anyone (including you) within 10 ft. of the target makes an ability check, attack roll, or saving throw that has the potential to fail and the creature can see the target make the roll, you can give the creature the bonus d6 to add	(@Grx : Utar takes 12 damage in this round instead of 9 because of your crit.)	-> Utar's Relentless Endurance kicks in (bringing him back to 1 HP). Some of the overflowing flames burn a surprised Drazzim . He also looks in a much worse condition than when this all started (Drazzim takes 9 fire damage). (Utar is up next.)	(@Grim : You are up. We would like to remind you that your Sword Reforged is still stuck in Utar's torso.)	(@Grx : That was a bad roll. I don't know why you didn't just re-roll it with your inspiration, though.)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 11 - keth (wizard) Player 0 - dungeon master Player 8 - aerlian (orc,wizard) Player 12 - val (elf,druid)</p> <p>-----</p> <p>Player 11 - keth (wizard) : Investigation: 13</p> <p>Player 11 - keth (wizard) : "Oohhh, it's locked. Hmmm maybe I can force them open, but let's look for a key force."</p> <p>Player 0 - dungeon master : Looking around the desk you don't see a key. Turning and looking around the room there's just bare wall, the chest, and the chair.</p> <p>Player 8 - aerlian (orc,wizard) : Dex 12</p> <p>Player 8 - aerlian (orc,wizard) : "Steady, Aer, steady"</p> <p>Player 12 - val (elf,druid) : val, with all the care he can tries to take out the loose brick. "Interesting" he says</p> <p>Player 12 - val (elf,druid) : Dex roll? 12</p>	Player 0 - dungeon master	FALSE	Is the rock hidden inside the chest the same as that which was removed from the wall?	@Val - You carefully pull out one loose brick.	The brick is indeed loose but does not come loose as easily as you would like. What would you like to do?	OOC: What no checks for traps? STR roll!!!	Aer can hear the cracking stone under his paws. Moving aside the debris he finds... another door! It's made of metal and the key hole is not obvious but is just above the handle, like a hidden secret door. He's able to remove a nearby loose brick and is able to pop the door open. Inside there's a ladder that goes down to a cellar.	Looking at the chest with the lock you can't really tell how to open it.

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<p>Player 2 - aerlian (orc,wizard) Player 0 - dungeon master Player 6 - lisalyth (elf,bard) Player 3 - kiera -----</p> <p>Player 2 - aerlian (orc,wizard) : aerlian goes very still, a wind that wasn't there before seems to ruffle his hair and his eyes glaze over for a second, he seems to be seeing something. Whyther comes back to him, running over his arm and back up onto his shoulder, as quickly as it starts it finishes, aerlian blinks and is back to normal.</p> <p>Player 0 - dungeon master : Divis urges the horses a little firmer as a fork appears ahead of the party, one sign is for Triskele the other just a carving of waves. "I think about another four hours before dusk," Henwyn calls out her tone jovial, a normal tenor. "So tell me about yourselves," she asks sending Blix off her shoulder into the air. Divis glances at the waves but he steers the horses towards Triskele a steadier pace than before.</p> <p>Player 2 - aerlian (orc,wizard) : "Are you sure everything is ok? Seems like the mood changed for a bit there, was it me or did it get colder for a little while near the fork?" aerlian looks out from the wagon towards where the road parted, keeping an eye out as they go. "What do you want to know, I thought you'd have found out about me beforehand, I guess you checked us all out to make sure we aren't Lawbringer agents. I'm not sure where to start anyway, my family have practised wizardry for generations, obviously in secret in more recent times. My own talents like in divinations, reading minds, and similar skills, not exactly the sort of thing that makes you many friends.. Not many folk like people around them who can see their hidden thoughts, and even when you wouldn't do it they assume you are." He shakes his head, the bitterness coming through in his voice before he trails off and resumes his vigil out of the wagon, absentmindedly tickling Whyther under the chin.</p> <p>Player 0 - dungeon master : "It's always gets colder nearer the water," Henwyn answers. "lisalyth, kiera I hope magic was celebrated in you families as it was in mind. aerlian if you choose to delve into the secrets of others your sure to always be met with ill treatment," Divis says finally speaking up.</p> <p>Player 6 - lisalyth (elf,bard) : "Er, unfortunately not, er... They sort of didn't tell me we were capable and kept me locked away so I wouldn't discover it, but... Water under the bridge! Hey, Henwyn, Divis--" She looks back once more, biting her lip, "Should we be concerned that we are most definitely one hundred percent, for sure</p>	Player 0 - dungeon master	FALSE	1 "What's everyone's talent by the way?" I ask to the whole camp curiously.	[OOC]: Aerlian and Aerlynn can make a Perception check.	will be paying us a visit at the inn," she says pointing to the inn. "I am certain it'll be a great surprise and make up for the disappointment of the lack of a welcoming committe from the Mayor's house."The group heads towards the inn, some riding and others walking to the common room, they're given a bit of a side eye by the proprietor but it dies down as the group enters the common room.	Roll history checks for names and backgrounds of the other covens.	is more of a craft than a profession," she says with a wink and Divis gives a whistle causing the wagon's pace to pick up a touch. "We can't just jump them though, not on the road, not on the way to our employer's home," she says. "We have to trust in the Gods and the skill of our protectors," she says with a grin as she gently tickles Blix to keep him hovering.	(I'm going to introduce another player now at this time. Just to keep it going, don't read too far into my introducing.)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 14 - seraphina (dragonborn) Player 6 - andolin (paladin) -----</p> <p>Player 0 - dungeon master : All fall part apart as you handle them...</p> <p>Player 0 - dungeon master : The last, is in a language, though it vaguely like Elvish, isn't. And no one in the party can read.</p> <p>Player 14 - seraphina (dragonborn) : As the others investigate the surroundings, seraphina casts her spell. A sense of goodness comes from the roots and branches but the trunk gives off almost nothing. "This place isn't one of wrong-doing, quite the opposite. It has a good sense about it, but that comes from the roots and the branches. Here in the trunk is giving off very little, almost like the goodness has faded away" She reports, her confidence growing amongst the group as she realises she may in fact be of some use instead of a burden.</p> <p>Player 6 - andolin (paladin) : andolin inhales sharply, then a nod of slow understanding as his eyes dart around the room. He puts a finger to his lips, beckoning the others to silence, and motions for seraphina to follow him. He walks over to the pile of leaves, and begins to slowly brush them away, revealing the foot he had glimpsed in the low light.</p> <p>Player 6 - andolin (paladin) : If nothing attacks him...</p> <p>Player 6 - andolin (paladin) : ...he speaks aloud, "This place must have been home to someone with a deep connection to nature, all the way through sleeping in dirt, almost like a planter. Combined with those books...perhaps some kind of druid or.. ." He trails off as he observes the body.</p> <p>Player 0 - dungeon master : Moving back the leaves reveals a strange sight.. A body made of dried and aged wood, and curled into a fetal position in pain on its right side. Both hands are clasped to the left side of its face, and its left side bears the marks of burns. Looking closer, beads of amber, as dried blood seemed to have oozed from the creature where it burned. The features of the face and ears appear to be very elven.</p>	Player 0 - dungeon master	FALSE	"It might be a good idea to look over the body for anything. Is it okay if I check?"	As Adrein looks closer he sees a ring of copper around the creatures neck.	The body also appears to have strange fungus growing from it, which have been dyed a vibrant blue by the amber, as if a dye had been used.	About its neck is a necklace with a amulet. The amulet is 4 inches in diameter with a 1 inch green tinged crystal, and it is etched with eight lines from the center out to its edges and cutting into equal slices.	Seraphina also sees the body, having wandered over a few trees away to study the runes more. She frowns slightly. "A tree shaped this, and somehow was still living in it, in pain and agony. It could not have moved, could not have seen out, yet somehow it was trapped here and alive. This is a mystery indeed."	You remember that you saw such creatures in the forest..

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 4 - lilliana Player 9 - dungeon master Player 14 - aidan (cleric) -----</p> <p>Player 4 - lilliana : Seeing the pirates dropping like flies, lilliana focuses her attention on the aaracokra once more! She sends yet another eldritch blue blast of energy streaking across the deck of the ship; however, hearing her companions crying out in pain causes her attack to streak well off target! 'Focus, Stargard!'</p> <p>Player 4 - lilliana : Attack: 8 Damage: 9</p> <p>Player 9 - dungeon master : (Tweety's turn)</p> <p>Player 9 - dungeon master : The bird woman sees her men fall and a scowls forms on her beak. She goes to slice at the ropes with extra fervor as the wind gathers at her side once more.</p> <p>Player 9 - dungeon master : Attack: 10 Damage: 14</p> <p>Player 9 - dungeon master : The thick rope snaps apart as she moves away and jumps over board. The ship starts to jeer about as the ropes wave in the air. Nate, you can see the Aaracokra is flying away. The wounded man reaches out to you, "Fix...that rope...or all...for naught" . He then passes out.</p> <p>Player 14 - aidan (cleric) : Does this mean we are out of combat?</p>	Player 9 - dungeon master	FALSE	I believe so.	(It is now everybody's turn. No combatants are on the ship at the moment so you guys are free to do as you wish. It is now about 2 turns left on the storm.)	Yeah, we are past the encounter portion of this combat. The wind and storms still rage on. You can do as you would like.	(Not yet, need to know what Liana is going to do since she's technically second in the order.)	(yes combat is gone and you can continue on with the adventure)	No, she just escaped your reach. You'd need to swim or jump in the water to pursue. You would roll a Athletics check if you do wish to try.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 2 - mel (human,rogue) Player 6 - mel (tiefling,monk) Player 9 - gynugri (goblin,druid) Player 4 - tab (druid) -----</p> <p>Player 0 - dungeon master : I ASSUME YOUR LOOTING THE SHIP AND CAPTAIN?</p> <p>Player 2 - mel (human,rogue) : Of course. That be what rogues do.</p> <p>Player 2 - mel (human,rogue) : (I said in an earlier post what I was most interested in taking.)</p> <p>Player 6 - mel (tiefling,monk) : Nobody groans and shakes his head. "Not that... urp.... Captain! Mmph... What are we doing about the other ship itself?" Soon after the call goes out, Nobody has to cover his mouth again with another groan.</p> <p>Player 9 - gynugri (goblin,druid) : Seeing that he's still fine from the battle and wasn't that much affected by seasickness, gynugri walks next to melanthios and offers his aid. "I may have been rude the first time we met, I only did it with good intentions. How about I offer my help to make amends and let bygones be bygones. I can fit through small nooks and crannies and you may not know of it but I have a discerning eye for obscured items that may be of value ." The goblin raises his eyebrows twice as he says the word 'value'.</p> <p>Player 2 - mel (human,rogue) : "Eh, you're good. No harm done. You know, I can be a real arse when I want to be." He then pauses to take in the offer. "Value's always good."</p> <p>Player 4 - tab (druid) : Not finding any rum, tab returns to Ortimay's ship, finds a yardarm with plenty of sunlight, and falls fast asleep.</p>	Player 0 - dungeon master	FALSE	I ASSUME YOUR LOOTING THE SHIP AND CAPTAIN?	Everyone heads over to the ship they attacked and begins looting/searching the ship for anything useful.	THE CAPTAIN IS WEARING A CURSED ARTIFACT OF UNSEEN SERVANTS!	(Expect to not see as many posts or as frequently, as school has started.)	Seeing the rum is gone . "Ah well, no point in crying over spilled juice." Aelar says to nobody in particular, shrugging then heading over to the other ship.	(Ooc: if anyone wants to join in or get caught up, you may now post.)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 8 - aria Player 1 - crush Player 5 - sen (druid)</p> <p>-----</p> <p>Player 8 - aria : "Ok guys, I learned a little trick while hunting down in the Underdark the past few months." aria reaches into her pouch and produces a sprig of spruce and some ashes. She closes her eyes and mutters something in under common. She casts Pass Without Trace and motions for the others to follow. "Let's see if we can't make our exit out of the city a little easier than last time."</p> <p>Player 1 - crush : (ooc: thanks lol. crush is a very wise orc, that is why the princess wants to marry him after all dont ya knowing need to get back to the point and bring her along on some adventures probably lol)</p> <p>Player 1 - crush : crush would follow behind, walking normally in his heavy armor as aria leads the way.</p> <p>Player 5 - sen (druid) : That would be... nice, says sen. Goodness, there really are a lot of guards, aren't there. He wipes the sweat from his forehead, and then wipes the sweat from his hands on his robes. I, um, guess we should just go through?</p> <p>Player 5 - sen (druid) : sen will follow the others through the gate, keeping his nerve and doing his best not to look too shifty and suspicious. Deception or Stealth 8</p> <p>Player 8 - aria : (sen dont forget you get +10 to stealth for an hour due to aria casting pass without trace)</p> <p>Player 8 - aria : aria will try to maneuver through the line again, hoping the others can follow in her footsteps</p>	Player 8 - aria	FALSE	<p>A guard will see Sen but the dwarf in front of him blocks him from view. The dwarf steps aside as Sen is patted down. He finds nothing. As for Aria, the guards just smile at the elf woman, not bothering to check her.</p>	<p>(ooc: she would probably just tell them to go in front of her to look less suspicious)Aria moves through the line and looks back at the first guard, "Hey, how was your patrol today." She asks, trying to play the sweet, bubbly bard.</p>	Stealth 30	Stealth 30	Performance 13	stealth 30

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 12 - sthara (human,monk) Player 14 - nenne (elf,cleric) Player 5 - allister (wizard) Player 3 - boosey (gnome,cleric) -----</p> <p>Player 0 - dungeon master : sthara :</p> <p>Player 0 - dungeon master : The figure stands, hearing your calls and foot steps. He turns towards you and pulls back his brown cowl to reveal a deep set featured face with dark hair. Izifo's smile is wide and genuine as he makes a prayer gesture meant to honor Ubtao.</p> <p>Player 12 - sthara (human,monk) : "By Ubtao, Izifo!" sthara exclaims through a wide smile. "By what wonder are you here and not in Mezro?" She crouches down to meet the man on her knees. "I have missed you deeply while I have been away."</p> <p>Player 14 - nenne (elf,cleric) : nenne takes a step closer to the statue where sthara is kneeling and looks on in rising puzzlement. She folds her arms across her chest as the rosy highlights in her hair fade into a pensive pewter. "I know I am ignorant of her religion," she muses aloud, cocking her head slightly, "but why does she call the statue Izifo? I believed him to be among the living."</p> <p>Player 5 - allister (wizard) : allister walks towards nenne, whistling at the birds and taking in the scenery. "You're not the only one ignorant to this religion. I can't figure sthara's relationship to Ubtao out. She seems more devout than many priests I've seen yet her magic is not divine. Hey, how much you think rich people in Calimshan or along the Sword Coast would pay for these birds? They look magnificent..."</p> <p>Player 3 - boosey (gnome,cleric) : "This is like nothing I've ever seen before," says boosey to the party as they arrive at the ruins, wonder heavy in his voice. The exotic birds and magical scene fill him with a sense of peace, event though he knows very little of the God Ubtao. While the others are busy, out of sheer curiosity he has a look in the ruined building that surround the statue</p> <p>Player 3 - boosey (gnome,cleric) : ooc: not looking for anything in particular, just curious - if he does happen to spot anything interesting though.... Investigation check 20</p>	Player 0 - dungeon master	FALSE	What do you find?	Nenne, all is fair in love and faith, and Sthara certainly seems as earnest in her beliefs as any devout. The statues in and about the temple have all been given similar names, Izifo, Udash, Eshe, and Utul, are the names of those who have been given names, all are associated with Mezro... at least from my , admittedly sparse, research.	Izifo :	// Sthara in Discord or PM here\\	Allister, You are just as struck by the beauty of the statue as Boosey. He eyes up the building to the north, just across and to the right of the statue, but finds it to be nothing but rubble. The only thing of note here is the statue, and as far as he can tell it is in perfect condition. He can tell it is worth something, but he doesn't know enough about the market of Mezro to put a price on it. Boosey, you walk past the building and around the statue of Ubtao to the north. The rubble is too high to see over and it is too deep to safely walk into. It is all loose and ready to collapse.	OOC: Is there a DC for that?

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<p>Player 5 - gimble (paladin) Player 0 - dungeon master</p> <p>-----</p> <p>Player 5 - gimble (paladin) : charisma save to break free: 24</p> <p>Player 0 - dungeon master : gimble: you are unable to break free, the will of the sword has already affected you, and only once it has gained what it wants, will you be released... Unless you want to gamble your soul. Belron and gimble must state all they know about the portal, even if it means they say 'I dont know anything'</p> <p>Player 0 - dungeon master : The figure that appears in front of Belron is one of his worst nightmares, a being so horrible that it will haunt him the rest of his life, the Golden Dragon wyrmling.</p> <p>Player 0 - dungeon master : The figure that appears in front of gimble is actually one that would strike fear into ANY magic user, a creature that feasts on all magic, the Magic Consumer.</p> <p>Player 5 - gimble (paladin) : gimble doesn't scream at the figment of his imagination but instead, mutters, f#ck you And unleashes all the magical energies he can call into the monster, trying to destroy it.</p> <p>Player 0 - dungeon master : OOC: nice move</p> <p>Player 0 - dungeon master : All the energy gimble released filled the room... And the blade absorbed it all.</p>	Player 0 - dungeon master	FALSE	Gimble, be careful, the sword's voice warns. It is not fully sated, and you don't want to be a meal do you?	OOC: noice	The being is now fully powered and ready to enter the Material Plane. Its hunger is insatiable and it will stop at nothing to claim the life of Gimble if he does not offer any knowledge of where the portal could be located.	Delicious, maybe I will let you go, you did feed me.	The sword spoke in a voice so smooth and sultry, that it makes you melt, with an evil laugh and said, I am no ordinary sword... Now to finish this, what was the last part of the portal code you did not know?	I am sorry, there can be no victor here...

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 8 - wren Player 2 - terrance (fighter) Player 1 - horus (cleric) Player 9 - cellica (cleric) Player 0 - dungeon master -----</p> <p>Player 8 - wren : Following the group into the tavern, wren picks the chair at horus's table with the fewest people behind him. He scans the room, checking and rechecking the faces that are visible to him to make sure that he doesn't recognize anyone. Startled by the bartender he didn't seem to have noticed, he quietly says "A meal sounds good. Water too if you have it."</p> <p>Player 2 - terrance (fighter) : After terrance gets his meal he dives in immediately. Stuffing warm buttered biscuits into his mouth with one hand while pouring the gravy over the fresh potatoes with the other. Pausing to chew he looks back at his group. Some of them settling in, getting a drink or a meal but others seemed to be oddly shuffling around seeming unsure and standing off on the sides. terrance had only met his compatriots over last few weeks but had grown quite fond of them in that time. Especially Darwin, while their patron deity wasn't the same they saw eye to eye on most things and he had proven him self a very capable fighter, as well as a loyal ally. Leaning towards the bartender he whispers, "Hey get me another big meal but heavy on the meat alright?" When the barmaid arrives with his second plate he turns around and yells across the inn, "DARWIN get over here you must be exhausted from earlier." Jumping down from his stool he makes his way over to the dragonborn. "Still can't quite believe you were able to lift the cart off that poor farmer on your own. Woulda taken 10 gnomes to do that. Here's a plate to help you get your energy back." terrance finishes as he passes the large plate fill of sausages, assorted vegetables and other fixings.</p> <p>Player 2 - terrance (fighter) : ((DM just let me know much the two meals cost))</p> <p>Player 1 - horus (cleric) : horus gives a barely perceptible nod and gestures to terrance and Darwin. "Their gifts are incredible. It's sort of affirming to be among them, don't you think? If their gods have blessed them so, we must be in good company."</p> <p>Player 8 - wren : With food in front of him, wren seems to relax and dives in. Hearing Andolin and horus, he snickers "Not much for priests myself, but their pontifications can make for a great distraction." Looking over to where terrance and Darwin are sitting, he asks, "Doesn't their presence unnerve you a bit? Im not too keen on having the gods watching too closely. Guess they'll be useful where we are going though, and it</p>	Player 0 - dungeon master	FALSE	?	The inn's diner atmosphere is surprisingly quiet. The group is alone now with no noise, not even the innkeeper's heavy footstep could be heard now. It reminds you of being under the blanket, isolated in your own world. The food and drinks are good enough, however the inn has run out of alcohol.	the outside world as most of the others, but she would get there quickly enough.	<< Andolin: Nothing seems amiss >>	the world as her fellow companions were. Though she was learning fast. She was used to the monestary way of life. Living under one roof for most of her life now. Though she did hear about other Monks who had left the monestary and were out in the world, and it made her excited to go out and see what is really out there.	(Return to the top of the thread)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 8 - richard (bard) Player 0 - dungeon master</p> <p>-----</p> <p>Player 8 - richard (bard) : A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.</p> <p>Player 0 - dungeon master : ==DM== To cast Thunderwave, you just need to roll its damage (2d8) then I'll roll con saves for the targets. Yeah here stuff is pretty manual compared to roll20. Anyway, casting Thunderwave would require you to move close to the enemy, but you can hit all of them. Alright?</p> <p>Player 8 - richard (bard) : Yes, that would be fine. I figured since I've been spotted by the "Priestess", I might as well get close (using quotation marks since I don't know yet whether she's a doppelganger or not). Going manual is good practice to remember the finer details of DnD mechanics. Here's my roll: 9 (I swear to God, ini si Gotta-Go bukan cuma kena curse diare, tapi curse bad rolls hahahaha)</p> <p>Player 0 - dungeon master : (btw how much is Gotta-go's save DC?) (lol that's good enough though. Anyway four of the skellys already taken load of damage from Anne's missile and richard's arrow, I'll just roll for the last 2)</p> <p>Player 0 - dungeon master : ===DM===</p> <p>Player 0 - dungeon master : Skeleton E's Con save: 17 Skeleton F's Con save: 18</p> <p>Player 0 - dungeon master : Regaining his calm, Gotta-go rushes forward to the front of the skeletons. Before they all could attack Gotta-go at once, the bard raises his hand and unleashes a shockwave that hits all of them. The skeletons that are already hit by Anne and richard breaks instantly, their bones flew into various directions.</p>	Player 0 - dungeon master	FALSE	(Anne) ? (Richard)	It seems that the first wave of skeletons are gone. It is now back to combat order:Round 2: Mage(16/16), Mage's familiar (7), Anne, Cleric	The last one however manages to dodge the attack and retaliate with his own attack.He thrusts his fist towards the bard, hitting the air right in front of his face. Damage: 10 (9 bludgeoning +1 necrotic damage)The bard's head snapped back at the blow but otherwise, was unharmed. (Richard's turn)	The last two skeletons manages to stand their ground from the shockwave, retreats to take cover behind a tall tree (gaining +2 AC against ranged attacks), and shoots two arrow against Gotta-go, but both misses. You can take your turns! Skel E's Attack: 10 Damage: 3 Skel F's Attack: 9 Damage: 8	While 3 of the skellys were sent flying into various directions.	The remaining skeletons try to pierce his armor using their claws. Attack: 10 If hit, 3 slashing dmg.Attack: 9 If hit, 8 slashing dmg.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 9 - ta ' cha (druid) Player 4 - bilberry Player 5 - vahl (fighter) Player 6 - dungeon master</p> <p>-----</p> <p>Player 9 - ta ' cha (druid) : Ta' Cha' looks carefully at the halfling before lowering his knife. Hearing that the halfling does not like magic users causes a questioning look. Upon realizing that he will not hinder his desire to cleanse the forest of the vile necromancer Ta' Cha' puts the knife away and offers his hand to the half elf. My name is Ta' Cha'. "Anyone who hates necromancers is ok in my book. Let's go and cleanse the filth from this cave together"!! Ta' Cha' pulls out a torch and lights it. "Do you want to go first, or shall I"?</p> <p>Player 4 - bilberry : bilberry smiles once again and looks into the cave. "It may be good for me to go first. I am pretty good at spotting hidden nasties and almost as good at disarming them when needed." He draws his lightcrossbow and prepares to enter the cave before looking back at the female that arrived around the same time. "You coming too, girl?"</p> <p>Player 9 - ta ' cha (druid) : Ta' Cha' gives a long look at bilberry's companion. "I am Ta' Cha' my lady. Who might you be?" He calls as he heads into the cave after bilberry?</p> <p>Player 5 - vahl (fighter) : "I am vahl and yes I am coming" says vahl a dark elf.</p> <p>Player 6 - dungeon master : As you enter the cave a smell starts reaching your nose that smell like 10000 rotting bodies. The cave echoes with the sound of horrible moan's that drives you insane (mabye) DC 16 Wis save. You can hear water splashing and trickling throughout the cave as you walk a narrow space to the middle of a hallway. You guys walk into the cave and you see a hallway on your left and right. On your right you think you see a break off hallway and a little bit away and on your left you see a door just a little bit down the hallway.</p> <p>Player 9 - ta ' cha (druid) : 13</p> <p>Player 9 - ta ' cha (druid) : Feeling a bit unnerved by the moans and sounds of the cave (not to mention the smell) I hesitantly say, "Lets check out what's behind the door".</p>	Player 4 - bilberry	FALSE	"I don't like the idea of being trapped between undead and angry waters" I say as I put my torch towards the left door. (?: 1d20+1?(WIS Save)) if a 1 a wis save (?: 1d20+1?(Wis Save)) if a 1 a will save If there is any thing behind the doors, lets make sure we make the undead kill each other.	Perception 13	Wis save: 11	Wisdom save: 11	"I will check out if its a trap, and check for dangers," Tarkin says as he walks up to the doorway and tries to open it up with the key.	(WIS: 11)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 1 - korlan (cleric) Player 8 - demoiselle (human,fighter) Player 13 - esvaris (halfling,cleric) Player 18 - dungeon master -----</p> <p>Player 1 - korlan (cleric) : esvaris Perception: 22</p> <p>Player 8 - demoiselle (human,fighter) : Simeon Grey (Perception check... 8) (Passive WIS: 15)</p> <p>Player 13 - esvaris (halfling,cleric) : korlan Perception: 5 (I notice I'm wearing shoes today) Passive: 11</p> <p>Player 18 - dungeon master : As you follow the talkative young novice into the narthex, there are two rows of long wooden benches, divided by a center aisle directly in front of you. To your right are a line of five more private prayer boxes, each with a narrow wooden door with it's own tiny curtained window. esvaris , with his keen elven eyes, notices slight movement causing one curtain to flutter almost imperceptibly. It catches your attention because you know this is not the Hour of Prayer when those boxes are allowed to be used an hour before dawn. There shouldn't be anyone in there. The benches are empty at this time of day since most penitents and newly Awakened believers arrive for the Dawn Service which has just passed. The narthex is divided by a long low wooden fence with a small gate leading into the main nave which accommodates most of the congregation during services. The high stained glass windows on both sides of the nave, with the morning sun pouring through them, are breathtaking, portraying scenes of renewal, bounty, and healing all glorifying the goddess, Usoara. The central nave, supported by two rows of 10 marble pillars on each side dividing the long space into thirds, has no seating as the faithful are expected to stand. At the farthest eastern end of the basilica, the domed roof is the focal point over the glorious alter with two side wings off to each side, forming a cross. As you approach the alter you see two men, one clearly Dawnlord Menges , wearing the traditional long white robes with a yellow embroidered stole over his shoulders. He has a long suffering expression on his face and is listening to the other man, an extremely fat well-dressed lord, who seems to be red faced and spitting a bit as he speaks. Dawnlord Menges looks relieved at the interruption as you all approach. "Who is this, then? The new novices? there supposed to be more of you?" He arches a well shaped blonde eyebrow. At that moment, everyone looks around and notices that two of your companions, the firbolg Forest, and the gnome Quiqwin, never followed the rest of you into the basilica... But they were definitely there when you all arrived...</p> <p>Player 1 - korlan (cleric) : Does esvaris see any</p>	Player 18 - dungeon master	FALSE	1d20+2 "We had to deal with other matters. A matter involving our previous employment, to put it lightly," I say with a shrug.	It is the dawn of Usoara, and the cathedral was supposed to have many more initiates today! But now, as the service to Usoara and the dawn is about to commence, only four of you are left.	1 And do you mean that the other two should not have come in and sat down? That should be their place in the service."He's also looking around for those two missing companions.	Esvaris:	5 The moment I was not there in the basilica, I was already missing the comfort of the warmth of the bed. "Greetings Dawnlord, I am Simeon Grey. This is a pleasure meeting. The other members were still probably resting from the last event. I can assure you that they will be present here soon. And yes, I am new to this."	Roll persuasion on that line...

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 11 - nydella (bard) Player 8 - rex (dragonborn,monk) Player 10 - valharri (cleric) Player 5 - dungeon master -----</p> <p>Player 11 - nydella (bard) : I follow the group still wary of your surrounding keeping my crossbow ready while humming a calming song to the party.</p> <p>Player 8 - rex (dragonborn,monk) : "Oh by the way, the monk over there is looking pretty rough. Anyone got some healing magic left for him?" rex says with a cock of his head to Monk-E, "Alternatively, I could just... you know." rex drags a claw along the air, and pantomimes death.</p> <p>Player 10 - valharri (cleric) : "I'm all out of spells. If I take a short rest I'll be able to patch him up, but by then he should be fine." valharri says to the dragonborn. "For now, let's get this family to the keep and to safety, shall we?"</p> <p>Player 11 - nydella (bard) : nydella steps up, walking over to Monk-E and casting 'cure light wounds' for 6 of damage whilst singing "Let the heavens falter, Let the earth proclaim, Come healing of the altar, Come healing of the name"....</p> <p>Player 11 - nydella (bard) : "I'm not much of a fighter myself," nydella replies to Monk-E, "so any defense you could...spare I'd greatly appreciate," she adds smiling brilliantly now showing her sharp incisors remnants of her fiendish ancestry. "Yes let's take cover and make a plan," she then says to the group.</p> <p>Player 8 - rex (dragonborn,monk) : rex stifles a laugh and pats the monk on the shouldered, "Couldn't have said it better myself, new guy..."</p> <p>Player 5 - dungeon master : After letting out a sigh of relief that you will be going to the keep, Linan says, "Whatever plan you wish to come up with, please make it hastily. I don't know how much longer they'll be able to hold the sally port at the keep before closing the door against these invaders."</p>	Player 5 - dungeon master	FALSE	It seems like there is general agreement to move up to the castle, so you are all led to the back entrance, with a group of soldiers to provide support.	Valmarir will need to roll a persuasion check against the mother of the two orcs.	This conversation took place after one of you had healed Monk-E.	Below is a map of Greenest. You are currently located near area 4 (Southwest corner of the map). The keep is located in the center, at area 1.	(I'm getting the impression that you have been resting for awhile. Is everyone taking a well rest?)	(Sorry Ive been busy/travelling this past day. Will post soon today!)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 9 - melnar (aasimar,sorcerer) Player 4 - dungeon master -----</p> <p>Player 9 - melnar (aasimar,sorcerer) : melnar shakes his head and looks around before firing his crossbow again at the Dragon Shield kobold.</p> <p>Player 9 - melnar (aasimar,sorcerer) : Attack : 17 Damage : 5 advantage roll: 20 [didnt wanna break the post]</p> <p>Player 4 - dungeon master : [OOC: Dragonshield is flanked so you have advantage on attack rolls.]</p> <p>Player 4 - dungeon master : [OOC: Rerolling for Erevan 17] Erevan and melnar's attacks stagger the Kobold slightly. The woman moves around and attacks the Kobold from behind. (Attack : 15 Damage : 5) Her attack slips pass the Kobolds defenses and scores a hit on his back. Rha'el, Night Wine and smitty step back and converse about Gromars unconscious form.</p> <p>Player 4 - dungeon master : Kobolds turn. The Kobold attempts to stab Erevan twice with his spear.</p> <p>Player 4 - dungeon master : Attack 1 : 9 Damage : 7 Attack 2 : 12 Damage : 4 Due to being off balance from the attacks, he misses both times on Erevan, who is singing and dancing around the area.</p> <p>Player 4 - dungeon master : The Party's turn.</p>	Player 4 - dungeon master	FALSE	Erevan uses Minor Illusion to create the sound of Gromar's voice calling out to them	The dragonshield, slightly wounded from the previous attacks, retaliates by hitting Melnar with his spear.	Party can take their turn now if they want.	The woman seeing the dragonshield wobble while attacking attempts to strike him again. (Attack: 16 Damage: 2) Her attack scores a graze on his back again. [OOC: 24 hours to post WITH advantage.]	[OOC: Everyone please roll initiative and place your actions.]	Rha'el, if you use the same bonus action from last turn and attack with the dagger, you will get advantage since they are flanked nowAttack: 16 Damage: 2

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<p>Player 7 - tolroc (halfling)</p> <p>Player 5 - dot</p> <p>Player 1 - dungeon master</p> <p>Player 9 - leon</p> <p>Player 11 - trystan (human)</p> <p>-----</p> <p>Player 7 - tolroc (halfling) : tolroc thanks the hobgoblin chief and then heads down the shaft.</p> <p>Player 7 - tolroc (halfling) : Dex save 20</p> <p>Player 5 - dot : Yelling up to the group "It is safe to come down friends."</p> <p>Player 1 - dungeon master : You join dot and see what she sees</p> <p>Player 9 - leon : leon Dex save: 4</p> <p>Player 11 - trystan (human) : trystan's Dec save: 4</p> <p>Player 1 - dungeon master : You fall to the floor from the rope from missing a chunk of stone in the wall with your feet and take 5 bludgeoning damage</p>	Player 1 - dungeon master	FALSE	4 Leon fell to the floor	You hit the wall and take 5 bludgeoning damage and see the room is filled with small piles of rubble with no exits. As you are checking this out the others fall from the wall and see that you are alone and not being attacked. They then take a look and see that you are not being attacked and move down to see what is your situation.	(I'm sorry guys I tried my best to describe it but it's hard for me)	You fall to the floor from the rope from missing a chunk of stone in the wall with your feet and take 5 bludgeoning damage	The rest of the rope is too tangled with bits of stone to try and climb back up so one the group is down here then you must go through the tunnel to the left	you reach the bottom and in addition to a few traps, you see that the shaft has three different doors that all look the same. You are about 10 feet in front of a statue and 20 feet above it. the doors are 10 feet further in. The statue is currently facing down at the top of the shaft.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 7 - elber (cleric) Player 9 - landrae (bard) Player 1 - dungeon master -----</p> <p>Player 7 - elber (cleric) : Perception (for the determining of contents) 15 Strength (for the opening) 14 ((I feel slightly unfair re-using Duncan's help for this, so I'll roll a separate Strength check in case it is necessary.))</p> <p>Player 9 - landrae (bard) : ((Well, I had offered...))</p> <p>Player 9 - landrae (bard) : "elber, what has gotten into you man!" landrae jumps back as elber makes an attempt to compromise the structural integrity of the coffers. "You have gone too far... Interrupting a performance! And making all this mess too." Quickly moving over to Rinarv and grabbing his hand, holding it up apologetically, but trying to stand directly inbetween the dwarf and the results of elber's test. "Rinarv, I can't begin to apologise for my overly zealous companion. Please, he is not used to civilised people..."</p> <p>Player 1 - dungeon master : The dwarf stops playing immediately and glares at elber threateningly as he pries open the coffer lid, revealing it's varied contents. There are hundreds of silver and gold coins, and even a few gold pieces, as well as items that can have nothing but personal value, such as rusted pots and chipped cups. "You go too far, laddie." Rinarv says, drawing a shortsword. "I've been in more battles than you've seen winters, and killed more orcs too, I'll warrant. I fought beside King Urul in the retaking of the Iron Halls, and fought again in the re-re-taking. And if that's not enough to earn the right to my privacy, by Moradin, I'll fight for it!"</p> <p>Player 9 - landrae (bard) : ((Are we rolling initiative here, or have we still got a chance to talk him down?)) Initiative: 16</p> <p>Player 9 - landrae (bard) : "If you start a fight here Rinarv, no matter how many you have fought before, you enter your final battle. Put up your sword, pick up your harp, and let us return reason to this display of madness!"</p> <p>Player 9 - landrae (bard) : Persuasion : 23 (not sure if you want a new roll or use the previous)</p>	Player 1 - dungeon master	FALSE	<p>7 ((That's going to be a nope.)) Elber puts a hand on Rinarv's shoulder. "My man, your talents are more useful keeping men alive on the battlefield than protecting the privacy of your own quarters."</p>	<p>((If you'd like to attempt to talk this out, now's the time!)) Suddenly, there is a loud bang from the kitchen, and two kobolds and a drake burst in, shrieking with panic. The kobolds look like their clothes have been ripped and their skin is red with burns, while the drake has a bite mark on its neck from a serpent of some kind.</p>	<p>(OOC: This is a Persuasion attempt as opposed to a Charisma (Persuasion) roll, but if you've no objections, I'll take the previous 19. We've probably come up with more than enough to convince Rinarv to put it away, but no one can roll above 19 so it's all good. In any case, it won't be a fight if there is no response from the DM)</p>	(Rinarv has not yet attacked.)	<p>((Initiative hasn't been rolled, but the way I play it, talking your way out of the situation has to happen within one full turn.)) Rinarv, clearly agitated by Landrae, takes a swipe at her with his blade. "Be off to your circus troupe or perform for some farmer's daughters," he says, stepping towards Landrae. Initiative 23</p>	(Eh, go with the high one. Just give me a second.)

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<p>Player 8 - larken (bard) Player 9 - jil (paladin) Player 2 - cor (half-elf,rogue) Player 7 - korine (half-orc,paladin) Player 12 - kulan (paladin) Player 0 - dungeon master -----</p> <p>Player 8 - larken (bard) : (16 to hit Zombie on G7, 11 damage)</p> <p>Player 9 - jil (paladin) : Vistani skids to a stop and looks down and notes that larken is a good shot. She could inspire him, but decides to first help the paladin, kulan. He might even need it to figure out how to get down there to fight. She had no doubts either paladin would do their best to demolish the undead. She sings out, "May inspiration assist in a great victory today." Then she looks at the grouping of the undead and sings, "May the glow of the fey encompass you." A shimmer of violet appears around the back undead that would probably be reached first by anyone that got down there to fight though she can't see the one under the bridge from her angle. It is aimed more to the left of the door and the ones there still blocked from the door by the stone pillar and their comrades.</p> <p>Player 9 - jil (paladin) : (Meta - Bardic Inspiration on kulan - 1d6 to be used once to add to any dice roll in next 10 min. Faerie Fire on undead in the back of the group attacking the door - sticks if they fail dex save with DC13)</p> <p>Player 2 - cor (half-elf,rogue) : "Here we go, playing the heroes," cor rolled her eyes before taking off alongside larken. She followed him to the high ground, taking out her own shortbow and drawing an arrow. Hands trembling, the arrow whizzed past one of the zombies harmlessly. "Have I taught you nothing cor?" larken teases her, causing the rogue's cheeks to turn red. "Chest up, pull back, breath out, release!" "Shut up."</p> <p>Player 7 - korine (half-orc,paladin) : korine followed Larkin, assuming he knew the most direct route to the Temple. As they rounded the temple, moving up the bridge, she realized her error. She was stuck up here and the undead were clustered below, trying to force their way into the temple itself. She hesitated an instant, analyzing her options, then watched as kulan made a running leap for one of the stone columns flanking the doors. Without hesitation, she made the rash decision to do the same, backing up a few steps before making the attempt herself. Attempt. As she tried to hurdle the stone balustrade lining the edge of the bridge, her foot caught the rail as she misjudged the height, and her ability to jump in armor. She pivoted as she tumbled over the edge and the trio remaining above saw an almost comical look of shock on her</p>	Player 0 - dungeon master	FALSE	<p>Meta: Can we hear the battle going on below the pillar? We should totally be able to.</p> <p>"Alright, the other bridge pillars are closer." Larken took this moment to give Cor a wink. He then took a running start and began to jump up to the next pillar, hoping to avoid the arrows being launched.</p>	[ROUND 4	<p>and lands on the second pillar, just before the ground falls out from underneath him. He stands, drawing his sword and slashing down at his opponent, followed by another thrust.</p>	<p>Korine: 11 damage Larken: 3 damage Zombie G7: 11 damage Skeleton E4: 8 damage Skeleton C11 moved to C9</p>	<p>taking advantage of the momentum and the height of the pillars to hurl himself up to the pillar above, where he lands heavily, but able to move into a fighting stance. From there, the javelin finds its mark in the torso of one zombie.</p>	<p>(Everyone can take their actions for combat)</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 14 - sharlin (paladin) Player 0 - dungeon master Player 12 - rynn timer (barbarian) Player 17 - theo</p> <p>-----</p> <p>Player 14 - sharlin (paladin) : Motioning to the barbarian "rynnan here has that blade you were interested in. But before you start that I need to clear something up. It seems I am a bit short of funds at the moment, and so was wondering if you would work in trade? I have a shield, a longsword, and five javelins I could offer you in trade for the glaive we discussed yesterday."</p> <p>Player 0 - dungeon master : A trade is alright with me sounds like a fair deal for the glaive you wanted. And yes that would be fantastic to see and look at such a blade.</p> <p>Player 12 - rynn timer (barbarian) : rynn timer draws out the blade and lays it on the counter in front of Ogun.</p> <p>Player 12 - rynn timer (barbarian) : rynn timer draws out the blade and lays it on the counter in front of Ogun.</p> <p>Player 0 - dungeon master : Ogun looks at the blade and observes and studies it sometime before speaking. I've never seen such a blade in my time as a blacksmith this is metal but it's seems to be close to the metal Tungsten for hardness but it isn't and is as sharp as Obsidian I could never make anything stronger. Ogun slumps in his chair thinking then says. No wonder the glaive shattered to pieces but the damage done to the glaive was done by a blade much heavier then this one of the same material the Glaive I am finishing up would shatter as well to this sword most metal weapons made by the most finest blacksmiths would. This blade had to of taken the individual many years with special equipment even I don't have anything of that caliber to craft; And they just gave you such a magnificent piece this is priceless? Over taken of how wonderful this blade really is to Ogun They must really believe in what you are all doing to give you this. (I will make it a handle to properly hold it so you don't cut yourself rynn timer holding it in battle).</p> <p>Player 17 - theo : theo, watching this transaction, looks around for anything that looks shiny or different. Also, is looking for any rings that would go with his ever growing collection, any black shard-like material to add to as well. Perception: 16 Investigation: 9 Use whichever would be needed here.</p> <p>Player 0 - dungeon master : theodore sees that Ogun has tons of rings of many different colors all of them are for wearing but people do love</p>	Player 0 - dungeon master	FALSE	That makes sense most weapons are good for striking but this I am taking it that you can cut with it as well with no problem? He asks wondering about this new found knowledge	And as for the black shard-like material it is a bit hard to find as they call it the magical black gem and the magical black shards. It isn't sold here but to find the black gem would be a very lucky find indeed you would have to go to the very highest mountain in the mountains as some claim they have found a fragment of a black shard there that can cast the ultimate spells of life and death of course this is a legend among legends but it still might be true.	Ogun hands Rynn timer the handle for his blade. It's my only one and will take me 3 days work for just one and that's if I do nothing else as I will have to find the rare wood for it as well I will get it to you ASAP but I have no wood for it.I'm willing to sell a longsword and 5 javelins as well.	Ogun will start working on making Rynn timer's new blade a handle.	Ogun says the same about the rings	(You see nothing else new just the normal weapons and armor shop nothing magical)

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<p>Player 5 - n'ruel (monk) Player 1 - dungeon master</p> <p>-----</p> <p>Player 5 - n'ruel (monk) : Standing at the steps before the entrance of the sunken temple, n'ruel awaits the two others (Tovar and Darastrag) before proceeding to the door himself. To Esvele he asks, "Can you have your bird take this to our friends ," he holds out one end of the rope, "so that I can assist them across?"</p> <p>Player 5 - n'ruel (monk) : Esvele and Aerin are at the door correct?</p> <p>Player 1 - dungeon master : The lizardman takes the end of the rope from the clutches of the hawk, ties it securely around his waist and hesitantly steps a clawed foot out onto the unstable rubble.</p> <p>Player 1 - dungeon master : Darastrag Acrobatics: 18 8 15</p> <p>Player 1 - dungeon master : Halfway across a hunk of debris shifts suddenly beneath Darastrag's feet. The rope goes taut and the ranger quickly grabs a hold with strong scaled hands. His arms quiver as he hefts his heavy frame safety over the yawning cavity that has opened beneath him and slowly by surely navigates his over the remaining debris to join his waiting companions. Only Tovar remains, on the edge of shadows, to cross the dangerous landscape before him.</p> <p>Player 1 - dungeon master : Darastrag Athletics to pull himself across the fallen in section: 16</p> <p>Player 1 - dungeon master : After watching Esvele and Aerin be swallowed by the earth, and Darastrag nearly so, Tovar grits his teeth as he takes hold of the rope. Wrapping the rope around his wrists for extra grip he takes a hesitant step forward.</p>	Player 1 - dungeon master	FALSE	5 The ranger struggles along the path, moving his feet with calculated steps. This is probably not the first time he's taken this leap of faith.	Tovar has a moment to do something acrobatic or try his Athletics check to simply brute-force pull himself to safety, otherwise he will need to use the rope and make another check.	Tovar Acrobatics: 23 (disadvantage due to heavy chainmail armor: 22 - 15)	Tovar Acrobatics: 23	Tovar's Acrobatics roll:	Acrobatics: 23 , 15

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 4 - arliden (monk) Player 8 - rex (dragonborn,monk) Player 5 - dungeon master Player 3 - fjordix (bard)</p> <p>-----</p> <p>Player 4 - arliden (monk) : [OOC: Does rex bring Hatchling into normal establishments like this and does that catch any weird attention?]</p> <p>Player 8 - rex (dragonborn,monk) : [Yes, he does.]</p> <p>Player 5 - dungeon master : The barmaid brings over a gallon pitcher of a brown ale and enough mugs to go around. In a cheery voice she says, "That should get you started. It's cheaper by the gallon to just get a pitcher if you're buying rounds for this many people. That'll be two shards* . You can pay now, or you can settle what you owe at the end of the night. Just let me know if you need anything else."</p> <p>Player 5 - dungeon master : [*1 shard = 1 silver]</p> <p>Player 5 - dungeon master : Elaim looks at rex before addressing the whole group, saying, "I apologize, but I am unfamiliar with the Church of... Eye-Yo did you say? At any rate, you can rest assured that the threat this cult poses is being taken more seriously by the day. Now if we could just get the Lord's Alliance to look past their coins...but I digress. I came to offer you help. In the morning, I can introduce you to a friend of mine. A gnome by the name of Sapply Dunben. He should be able to help you disguise yourselves. He has a fondness for elaborate pranks, and believable costumes are right up his alley." [fjordix, I imagine you could get away with treating the stag similar to a horse or mule in regards to bringing it within the city walls and moving about with him. Probably wouldn't be allowed to bring it into the Yawning Portal (unless you can come up with a way to convince the proprietors to let a seemingly wild animal in), and you would definitely be getting a lot of raised eyebrows and more than a few overly attentive eyes as you moved through the streets. You get a distinct impression that you should definitely do something to ensure its safety when you're not close at hand.]</p> <p>Player 8 - rex (dragonborn,monk) : There's a inward glass shattering noise within rex's soul at the remark, but he pushes forward. "Io, yes. You'll find that the cults of Bahamut and Tiamat are offshoots of the Church of Io. Alas, the faith has been tragically ignored by the public for centuries. I digress, this Sapply sounds like just what we need."</p> <p>Player 3 - fjordix (bard) : OOC: I am not sure that fjordix would have went to the meeting at the</p>	Player 5 - dungeon master	FALSE	<p>I know of a stablemaster in my own city that may do it for you" he thinks to himself. [OOC: Rex did you get a name IC or OOC for that stablemaster?]</p>	<p>[OOC: Fjordix has the bag with the saddle and bridle he can just make those items look natural with him until he gets to wherever your going to stable him. Also there's always just tying him to a tree. It's a forest there's gotta be a tree around somewhere...]</p>	<p>[Rex will have to make a persuasion check if he wants to convince the stable owner to keep the stag indoors for the night. Otherwise you're looking at a couple gold pieces to find a place outside the city walls for it and then it will have to be taken care of by someone besides you or Fjordix.]</p>	<p>[It probably would have made the most sense for you to have the wagon owner you worked for during the trip to keep an eye on the stag. Someone you know and, presumably, trust that will be around for a while.]</p>	<p>[*If Fjordix wants to take the stag to a stable for safe keeping, that's fine by me. The city does have a couple stable districts with people who have the space to look after horses, mules, camels, even a few dinosaurs and even more exotic mounts.*]</p>	Elaim

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 2 - fluin (barbarian) Player 17 - tarek Player 5 - anakis (druid) Player 11 - aluzira (bard) Player 15 - dungeon master -----</p> <p>Player 2 - fluin (barbarian) : fluin is staying put.</p> <p>Player 17 - tarek : tarek will also try to find and pick up his javelin that he threw at the toad.</p> <p>Player 5 - anakis (druid) : "They're getting away! We need to get them, don't we?" anakis replies to aluzira while watching after the toads as they retreat.</p> <p>Player 11 - aluzira (bard) : "Yes, but not right away; everyone needs a little rest and some time to think of a way to fight them better. Also, I think Ulben is going to try making food for everyone from the toad we just hunted." aluzira says. "Why don't we tell Torrent which way they went? That might Help him find them again, and then we can attack all together" she adds, watching the toads with anakis.</p> <p>Player 5 - anakis (druid) : "Okay then," anakis says as she watches the toads hop away. "Do you think next time I should use one of my bigger spells? I can do a lightning one, but I wasn't sure if I should use it straight away. I haven't been out in the bog like this before, so I don't know what to expect." As they go back towards the group and anakis sees the giant dead toad and Ulben working on it to make the group some food and says out loud, "I've never had toad before. Is it safe to eat? And what does it taste like? If you cook them the right way, rats taste okay, as long as they haven't been eating heaps of rotten food that's been thrown away."</p> <p>Player 11 - aluzira (bard) : "You really know a lot of cool spells," aluzira says with a smile. "Me either; this was my first time fighting anything. I think it's good to save bigger spells for situations where you really need them, but its also true that you could avoid those situations by using them first," After thinking for a moment, she adds, "I personally would save big spells for last, but you should find which way works best for you, or at the very least ask someone with experience in fighting what they would do." When they reach the group she sits down and watches the others relieved that everyone made it.</p> <p>Player 15 - dungeon master : anakis' fire bolt flies over the head of the last toad, hitting the cranberry bushes behind it instead. The toad then leaps away through the smoldering bushes and retreats through the light wood and into the swamp too far to be seen or heard.</p>	Player 15 - dungeon master	FALSE	<p>Fluin throws a Javelin at the toad EDIT: I forgot to put my attack roll, but Fluin throws a Javelin at the toad ((1d20+6=17; 3x3 damage)) ((I am going to sleep, goodnight all. Be back in 8-10 hours.))</p>	A quick rest and some foraging for food have the party ready to proceed after the toads.	The other toad takes damage (11 of its 13 hitpoints) and is grappled (must pass Dex. 13 save - with disadvantage for being restrained by the vines) - and will be pulled toward the party if it fails.	The most useful part of the dead toad seems to be the meat of its legs, which is abundant and along with the cranberries will provide a feast for everyone as long as time is taken to harvest and cook it. Tarek's javelin is nearby on the ground where it fell after hitting the toad. Other weapons can be retrieved which were thrown.	@ Tarek - You find that one of your javelins had been thrown off into the trees but you can hear toad screeches as it leaps, running through the wooded patch.	The remaining party is left standing in the open field and the small patch of burning shrubs and grass is all that remains of the battle!You all gain 20 xp from that combat!

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 3 - boosey (gnome,cleric) Player 0 - dungeon master Player 7 - funderburk (wizard)</p> <hr/> <p>Player 3 - boosey (gnome,cleric) : Malars Throat is like nothing boosey has seen before, and as the group enters he looks round at the ravine, crossed by rope bridges in wonder. Seeing the symbol for Tymora he feels a sense, not quite of relief, but of comforting familiarity. Here at least is a deity that he recognises. "I would speak to one of the priestesses from the temple, before we return to the docks. They may be able to tell us the source of this blight, if not at least how long it has been afflicting these poor people." As the human woman approaches who was tending the elf he says gently, "I'm sorry to intrude while you work. Could you tell us what has happened to them? This seems to be some kind of evil at work." Feeling a little self conscious to have been caught staring, he walks over to the elf and says, "I may not be able to cure you friend, but I can ease some of your suffering, at least for a while".</p> <p>Player 3 - boosey (gnome,cleric) : Touching the Elf's arm I cast cure wounds (for 7 healing) to see if it has any effect on him. "My friends and I hope to find a way to end this evil," and I look round at the others. "One way or another". ooc: you must've posted as I was typing. Edited to make more sense</p> <p>Player 0 - dungeon master : Yeah, no worries. Let the events be mingled. For the record, it's about 4 or 5 pm.</p> <p>Player 0 - dungeon master : As boosey invokes the powers of healing, he is surprised by what he sees. Magic gathers as the incantation is said, and the energy flows out of boosey's hand and into the form of the half-elf, but to no avail. The skin does not stitch itself back together as is typical with this spell, nor does the man show any sign of relief. He smiles a grim smile and says, " I thank you for trying, good gnome, but it has been attempted before to the same effect. " The woman explains that there should be one or two priests in the temple at this time of day and adds, " If Jezzine is about, she can help you more than I, as she heads our research into this...Death Curse. " She clasps her necklace as she says the last two words.</p> <p>Player 7 - funderburk (wizard) : "Let us head to Jezzine friends. Maybe this way we are able to collect more information about this curse." He looks about the area. "The temple might also hold some answers to our questions." The Vedalken waits for his friends decisions, deciding what further actions might be needed to figure out this puzzle of the Death Curse.</p>	Player 0 - dungeon master	FALSE	ooc: Sorry, I forgot to set up a private thread for this. I've done so now.	[OOC]: Who would like to start our conversation?	the man, who seems to be a priest, says, " Please allow me to introduce us to each other in the name of the Morninglord. My name is Ezra Wyrmhooft. The others who serve with me are the illustrious Janna rd of Wyrms' Fern and our newly appointed leader, Jasmina of Luth. We have been here for many years, ever since the curse first took these people."		16 he takes you into another room that's well lit by torchlight, and shows you a map of the village. The symbol of Tymora shines faintly on the northeastern coast of the island. There are two dots on the page that mark the villages of Sunless Citadel and Coniberry.	16

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 3 - boosey (gnome,cleric) Player 14 - nenne (elf,cleric) Player 2 - dungeon master -----</p> <p>Player 3 - boosey (gnome,cleric) : "Vigg," boosey addresses the troll. "You need to stay absolutely still. My friend nenne is going to do something quite scary, but don't panic. If it works, we should be able to move some of the bats again. Sound good?"</p> <p>Player 14 - nenne (elf,cleric) : "There is one more attempt I can make," she says, dispelling Light and taking a step away from the troll. "Please communicate to him that I will leave his side to cast another spell. Tell him that small magic creatures will appear in the air to fight the bats. The magic creatures will not harm him, but the bats may become angry and bite him anyway. The magic will continue to fight until the bats leave or are dead." nenne does not move from her spot and looks the troll in the eye while she waits for boosey to translate.</p> <p>Player 3 - boosey (gnome,cleric) : boosey relays nenne's words to the troll. "I need you to understand what is going to happen now, Vigg. There will be other creatures appear that will fight off these bats, they wont harm you, but the bats might come back and bite you. You must NOT harm my friend, or we will have to leave you to the bats. So you understand? Stay calm, and we will help you."</p> <p>Player 2 - dungeon master : The troll nods slowly</p> <p>Player 3 - boosey (gnome,cleric) : "Here we go then. nenne?" and boosey casts healing word on the troll before she begins for 10 healing</p> <p>Player 14 - nenne (elf,cleric) : nenne backs up 15 feet from the troll, places her hand on the symbol of Kelemvor on her shield, and casts Spirit Guardians as a horde of sparkling, black panthers appear around her.</p> <p>Player 2 - dungeon master : As the spirits bite and claw into the bats, nenne notices their wounds are healing over. The spirits persist however and with the trolls slapping them away as they become weaker, the spell eventually wins out. With the bats gone, still regenerating, but flying off the trolls make several casual hand motions to boosey and retreats into the jungle saying words in its tongue.</p>	Player 2 - dungeon master	FALSE	What was all that about?	Combat over.	For the next 2 hours after the bats left, you all have plenty of time to catch your breath and relax. The jungle continues to grow and spread out as you venture further in. You still have at least a four hour walk ahead of you.	//xp is 590 each\\	(Removed 4 bats, the troll is able to cast word of madness 1 saving throw which will do 2 damage)	(Congrats! You all gain level 3 and 252xp!)

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<p>Player 0 - dungeon master Player 8 - tolroc (halfling) Player 5 - dot -----</p> <p>Player 0 - dungeon master : The far wall of the chasm is 250 feet to the west, and the bottom of the subterranean vault is 80 feet below where you stand. You can hear squeaking.</p> <p>Player 0 - dungeon master : I need a survival check if you want to know more about this area</p> <p>Player 8 - tolroc (halfling) : Survival check 14</p> <p>Player 8 - tolroc (halfling) : tolroc will climb the rope down as stated earlier and look around while waiting for the others.</p> <p>Player 8 - tolroc (halfling) : Perception check if needed 7</p> <p>Player 0 - dungeon master : Reveals humanoid footprints, as well as rat tracks of unusually large size. The footprints lead down the stairs. Among the rubble is an old ring of stones that contains (and is covered by) the accumulated ash of hundreds of fires, though no fire has been lit here for a few years. Inside the ash pile are a few rough-hewn spear tips of goblin manufacture and small animal bones.</p> <p>Player 5 - dot : Looking down the hole "Please be careful, that could be dangerous." as the rest of the party makes their way down the rope dot will follow.</p>	Player 0 - dungeon master	FALSE	"I know what I'm doing."	Everyone is able to climb down into the subterranean vault. Inside the vault are four unlit torches on the north wall. The bottom of the subterranean vault is covered in rough-hewn spear tips of goblin manufacture, and small animal bones.	At the bottom of the stairs, to the north, are two doors. At the far end of the room is a door, though it is slightly cracked and locked. Ahead of the party are three stale torch sconces. And two more doors to the east.	You all make it down the rope to the ledge area where the stair well is. Can someone list marching order please.	There is an open chamber below you, about 70ft across and 30 feet deep, and it is lined with natural cavern walls on all sides. On the floor in the middle of this chamber is a black wooden chest, slightly smaller than a human. The chest is a little damp and some of the lid fasteners are rusted, but other than that the chest seems perfectly normal.	You are now in the pit of fire and the rope will only get you 80 feet down. The rest of the way down is over the pit of fire to a ledge you can't see. I need a DEX save from each of you with advantage.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 11 - aluzira (bard) Player 12 - ulben (fighter) Player 0 - dungeon master -----</p> <p>Player 11 - aluzira (bard) : Turning to see the toad Tarek is fighting, she gasps in panic as it takes hold of Tarek. "Hang on!" she shouts before asking, " ulben, can you help get him out?"</p> <p>Player 11 - aluzira (bard) : (If I cant make an Insight check while it's not my turn that's fine :)</p> <p>Player 12 - ulben (fighter) : ulben continues to spin in circles, he grabs his walking stick with both hands as to not lose it and cracks the toad</p> <p>Player 12 - ulben (fighter) : 8 attack 11 damage</p> <p>Player 12 - ulben (fighter) : Thats a crapy roll.</p> <p>Player 0 - dungeon master : From where you're standing now, Anakis, there's plenty of the toad to target that isn't anywhere near Tarek. Fluin is providing the toad with half-cover from where you are, but if you happen to miss the toad, Fluin looks tough and quick enough to not get hit. A lot could change though between now and the time you could get your spell off.</p> <p>Player 0 - dungeon master : The fleeing toad gets another poke from aluzira's dagger, while ulben's walking stick cracks on thin air as the toad darts away. It hops off through the trees and into the pool and begins swimming for safety.</p>	Player 0 - dungeon master	FALSE	As you look, it looks like the half-orc got her attack off and is moving again.	It's now the party's turn to act in combat.	I'd like everyone's moves/actions/bonus actions/reactions for their next turn and I'll post up the remaining round 2 encounters. For Aluzira:	Aluzira, what will you do (on your turn) to discern why it is the toads are reacting to your attacks the way they are? Tarek, you are still conscious, but you are grappled and restrained by the toad's mouth. Its needle-like teeth are hooked into the links of your mail and its mouth grips your body like a vice. Ulben, Tarek is just over 15 feet away from you, and the toad that's grappling him is 20 feet away, so you could get within reach of either one of them with your move.	Anakis, please roll initiative.	((Taking the Dodge action from Fluin))

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<p>Player 0 - dungeon master Player 10 - dot Player 9 - leon Player 11 - trystan (human) Player 8 - tolroc (halfling) -----</p> <p>Player 0 - dungeon master : You guys see 2 goblins in this room. They are not happy to see you all. Roll for initiative please.</p> <p>Player 10 - dot : 1 initiative</p> <p>Player 0 - dungeon master : Goblin one on the left 10 ft from you 13 Goblin 2 10ft from you on the right 20</p> <p>Player 0 - dungeon master : This room is a 10 by 10 square room</p> <p>Player 9 - leon : leon initiative: 2</p> <p>Player 11 - trystan (human) : trystan's initiative: 6</p> <p>Player 8 - tolroc (halfling) : tolroc's initiative 11</p>	Player 0 - dungeon master	FALSE	You guys see 8 goblins and their leader inside the room	The goblins are first as they notice you all before you notice them.	(OOC: Just making sure you guys are checking the rooms before proceeding. If you aren't let me know and I can work this. Also if you look in the next room the one to the right which isn't visible you will not see that room.)	Goblin 2 on the right will go first and walk up to Trystan angrily and attack for 19 with his Scimitar for 8 of slashing damage	Goblin turn 1 10 20Both goblins fire their shortbows at you	Both goblins will run forward and swing at you. They both attack at you. Goblin 1 at Trystan Attack: 19 Damage: 8Goblin 2 at Leon Attack: 19 Damage: 8

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 1 - dungeon master Player 2 - kendrick (wizard) Player 9 - bilick (half-orc,barbarian) -----</p> <p>Player 1 - dungeon master : https://www.youtube.com/watch?v=Zi_XLOBDo_Y</p> <p>Player 2 - kendrick (wizard) : kendrick's Impromptu Performance: 5 Athletics: 11 ... it is not a pretty sight...</p> <p>Player 9 - bilick (half-orc,barbarian) : bilick watches kendrick's moves for a moment, then averts his eyes. "Fer the love of all that is holy in nature, ye have to stop, lad." He looks embarrassed for his sailor friend, and then sighs. Shutting his eyes hard and preparing for the sharp jab of pain, bilick pulls out his yew wand. He waves it over his club, imbuing it with Shillelagh powers.</p> <p>Player 9 - bilick (half-orc,barbarian) : If that doesn't work, Billick will take the magic club and swing towards the black void in front of him. Attack: 19 Damage: 4</p> <p>Player 2 - kendrick (wizard) : kendrick:</p> <p>Player 2 - kendrick (wizard) : Suddenly stopping his efforts, kendrick frowns and draws his newly sharpened longspear, waiting to see if bilick's efforts have any effect on the crimson path.</p> <p>Player 1 - dungeon master : The crimson path, in a curious manner, perks up as soon as the spell is cast. When the club is swung, the path comes over and rubs against your feet. It then forms a solid surface that you can walk on. The path leads to a study. This circular room smells of dried herbs, woodsmoke, and old paper — as well it should, with a roaring fire, stuffed bookshelves, and bunches of herbs and sticks of incense cluttering the space. Seated head to head at a circular table are a familiar elderly orc and an olive skinned human woman in her forties in elaborate blue robes, with grey streaks in her hair. Both look up at your entrance, mildly surprised.</p>	Player 1 - dungeon master	FALSE	She has a very slight tinge of green in her skin.	"Hold on a moment there," the human says with a slight tone of disappointment. "What can do for you this time? I hope it is not another trick, it is hard to stay focused when interrupted."	The orc elder stands as he calls out "Kendrick! Welcome back to us! Why have all the others left?"To the woman, he adds "Esmereld a, it is my pleasure! How fairs your old friend here?"	Tsendur shows Savila some charcoal rubbings of an ornate, magical clasp. Savila is visibly uncomfortable when she recognizes the design and relates that: The item is The Clasp of Vergren. It belonged to Mesos and was stolen and hidden by Enkili as a prank. Mesos struck Enkili powerless, severing their connection to the worship of mortals in a fit of anger, which was the final straw that prompted the gods to rise up against their parents before the Titans decided to destroy them. The Clasp is said to grant the wearer the ability to replenish their magical energy (i.e. regain spell slots) by plugging into the ambient magical energy of the cosmos. It is also supposedly extremely dangerous to scry on the Clasp's wearer.	The orc in common with an accent, says travelers! And in orc, "What the fuck?"	Both also have bags of red, green, and purple powders and bags on the tables nearest to them.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 10 - mouse (monk) Player 6 - jack (monk) Player 9 - matilda (halfling,druid) Player 4 - dungeon master -----</p> <p>Player 10 - mouse (monk) : mouse didn't blink, even though his jaw wanted to drop. Instead he turned his gaze to the pitiful looking gull perched on the old boat. "Is this your bird Mr. Kain?" mouse asks, with visible concern on his face now. "It's looking very out of sorts.." Taking a step closer to the bird, his voice trails off. Softly mouse titters at the bird extending his hand out cautiously not wanting to bother it off. Curious as ever, Rat pokes just his nose out of end of mouse's coat sleeve, sniffing the air. mouse looks the worn bird over closely, to see if he can tell what ails it.</p> <p>Player 10 - mouse (monk) : Nature check: 11 https://ddb.ac/characters/23526370/QZfPBP</p> <p>Player 6 - jack (monk) : Ooc: would my folk hero feature be of any help here? I know it does not fit perfectly just curious.</p> <p>Player 9 - matilda (halfling,druid) : matilda being... well...from the swamp, there haggling was done in bullfrogs and mud pit wrestling. She looks to her more charismatic friends for barter while she turns around to approach team 10. "Hello, I am matilda. I am part of the GLRDHM. I wasn't sure if you all had found a ride yet, you know with this strike surprising us like a giant snake nipping at your buttocks as your trying to....um, anyway we think we've found passage on the last ship at the dock. We are haggling with the ship master, but if we could pool together we may be able to get across the Frigid Sea! How does this help sound?"</p> <p>Player 4 - dungeon master : As matilda approaches the group of wizards the headmaster sees her coming and begins talking at the same time she does! "Ah, hello, my friend. I'm Isaac Northstar, Headmaster of Northstar Academy of the Arcane. As you might have concluded me and my students have been delayed at a most disadvantages time, much like when ones wand brakes before a duel. So in the spirit of sportsmanship, I inquire if you would be willing to aid us in this most awful time."</p> <p>Player 4 - dungeon master : matilda and Northstar finish at the same time! The red-haired man and the children just sigh or roll their eyes. This sort of thing seems to happen a lot, apparently.</p> <p>Player 4 - dungeon master : The Headmaster gives to a small smile, a twinkle in his eyes. "Well, that help does sound wonderful. But</p>	Player 4 - dungeon master	FALSE	She smiles. I can tell her father might get upset if she went into this without backup. She gives the headmaster a look - "How much do you need?"	OOC: I'm going to have everyone make a Deception and Persuasion check, please!	On the other hand, that is not to say we don't have anything to give you in return. I'm sure if all else fails we could have something worth your while!"	Now, to any spell caster not raised in a swamp that hasn't met him before would normally be amazed to be talking to THE Isaac Northstar, who's Academy has taught some of the greatest wizards in Azairia!	There is a pause where nobody speaks, while the air is slowly beginning to turn tense, like an underwater bubble of sorts. Northstar then steps forward and gives a quick motion with his hands, causing a puff of dark smoke to rise up towards the air above him - clearly indicating that he is trying to buy more time to think.	You're out of money? You mean you're broke?

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 1 - dungeon master Player 5 - landrae (bard) Player 7 - elber (cleric) Player 8 - duncan (bard) Player 10 - kai (bard) -----</p> <p>Player 1 - dungeon master : The dwarf chuckles humorlessly. "If ye call that bundle of twigs and moldy straw lavish then I'm a queen. Anyways, he comes in here every once in a while, looking for necromancers. He doesn't have much luck, I can tell you."</p> <p>Player 5 - landrae (bard) : "A wonderful evening to you sir, my name is landrae." landrae says with a flourish, "I am sure that your time is precious to you, as mine is oft to me, and so I shall cut straight to the point good sir. I hear that you have some interest in necromancers." The statement is delivered bluntly, with no bias or inflection to suggest an opinion on the matter. "I work with some very competent people and we try to solve little matters for folk who are predisposed in that manner. Would you be of an inclination to divulge the nature of your interest? There may be an opportunity here for us to help you." landrae listens intently to his answer, trying to pick up on any details that might seem omitted, or statements that are less than sincere, as well as any body language that might give a hint to the credibility of the man.</p> <p>Player 5 - landrae (bard) : Insight: 19 Perception: 15</p> <p>Player 7 - elber (cleric) : ((Just rolling to see if elber notices all this talk about necromancers. 10))</p> <p>Player 7 - elber (cleric) : Since it's no use getting duncan agitated in a game of cards or dice just now, elber leans back to rest. He notices landrae introduces herself to one of the patrons, pleased to see that she is feeling better but not quite making out what the topic of her discussion is about. He thinks nothing of it and turns his attention back to the entrance.</p> <p>Player 8 - duncan (bard) : ((Madness has passed, but duncan is getting into his cups currently from the stress))</p> <p>Player 10 - kai (bard) : kai looks around for Hosvi. Sees him, he will go over. If not he will ask the server if he has been since the left.</p>	Player 1 - dungeon master	FALSE	Hosvi will ask the server what happened to the dwarf, = I am here to make a deal = he would say with a sly smile, then he would take a quick look in each direction making sure he was not in a position where someone can stab him in the back.	Landrae, from the man's body language and choice of words, you can tell he's not exactly being forthright about his intentions. He seems interested, though not too much. He might come in some other time to talk, or not at all.	Hosvi is the dwarf's name	Hosvi is no longer present.	((The two of you are not alone, I assure you... The whole town knows about Lord Straun's interest in the necromantic arts and he likes to brag to those who will listen about the 'legend' of Lady Elvina and the mysterious knight Hosvi.))	Elber:

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
Player 1 - dungeon master Player 6 - damn Player 7 - hond (orc,cleric) Player 4 - hymnal ----- Player 1 - dungeon master : Ettercap Initiative: 4 Giant Wolf Spiders Initiative: 10 Player 6 - damn : [Initiative: 16] Player 7 - hond (orc,cleric) : Initiative, 2 (oh boy) Player 4 - hymnal : "Webs of light!" Player 4 - hymnal : Initiative: 14 Player 1 - dungeon master : Morton Initiative: 18 Player 1 - dungeon master : Morton flies at the nearest wold spider, delivering a punch to one of it's many eyes and following it up with a kick to it's underbelly.	Player 1 - dungeon master	FALSE	The nearest wolf spider attempts to bite Morton on the head! 9 vs Def, 5 Damage!	Grythek initiative: 13 Wolf Spider initiative: 0((Oh and yeah, I'm a dumbass, the spider attacks only hit the closest things to them, not the closest people to them. I'll adjust the map accordingly, sorry about that!))	Attack: 6 Damage: 7 (bludgeoning) Attack: 6 Damage: 4 (bludgeoning)	Attack: 6 Damage: 7 Attack: 6 Damage: 4 Damn is up! (I'm so sorry, Woogles...)	Attack: 22 Damage: 8 Kick: 6	Attack: 6 Damage: 7 Attack: 6 Damage: 4

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 1 - dungeon master Player 9 - utar (goblin,bard) Player 3 - graxx (wizard) Player 5 - neya (druid)</p> <p>-----</p> <p>Player 1 - dungeon master : Praxx recalls he had found a sketch of what appeared to be a shrine of sorts while in Igan quarters. This must be the same shrine. neya picks up the journal and notices it lacks easy reference points. There are no dates, just random notes all over the page including sentences in the margins. It seems more like a collection of thoughts and notes than an actual journal. Even though the handwriting is decent, its lack of organization makes the journal difficult to read. The entries ramble at length and neya suspects that consuming all of it may take at least two hours. Nonetheless, over the next few minutes, neya reads a few passages regarding Igan's "abandonment" here in the island. neya learns that upon leaving Phlan for good, the Sokol family left a token few retainers to maintain the fortress and ensure that the beacon was operational. Leading this small group was the young Igan Sokol, a junior member of the family. Although he does not know the exact reason, Igan shows in the journal that he is well aware that his job was a kind of banishment. Igan thought that finding the fabled, ghostly treasure hidden in the depths of the keep somewhere would bring him back into good graces with his demanding parents. Nonetheless, Igan admits in his own writings that he began the search on nothing but a whim. This is all that neya has the time to read over at the moment. A more thorough reading will require dedicated time to the task. graxx picks up the history tome and flips the pages somewhat carelessly. He lingers only on the pages that have drawings on them. These mostly depict epic historical battles, including some with a healthy dose of divine intervention (clear exaggerations). There are also a couple of drawings showing the keep in its more splendorous days.</p> <p>Player 1 - dungeon master : In the background, Rorin speaks up: "It doesn't feel like the ratman will be coming back out again tonight, so I'm going to bed now. I'll come and find you in the morrow, sirs and ma'am." Unless prevented from doing so, Rorin then leaves thanking utar for the offered help.</p> <p>Player 9 - utar (goblin,bard) : OOC How much time has passed since we entered the tower? Is there time to check out other places or should we be heading to bed too?</p> <p>Player 3 - graxx (wizard) : After seeing Rorin leave graxx says seriously says, "I don't mean Nalek. I mean a crusade against this Bane god! We can't take these corrupt members of the Blackfist head on but we can hit them if catch</p>	Player 1 - dungeon master	FALSE	Rorin will follow the smoke to its source. He won't move closer to the source, but rather keep his distance and listen for the words of The One.	(OOC : It is safe to assume that everyone is sleeping for the night. Feel free to continue this campaign at whatever pace you prefer!).	gender : unknown gender character_type : out-of-character (OOC : Everyone let me know what you'd like to do after that last encounter.)	(OOC : It looks like you guys are leaning towards a rest. Let me know in the OOC chat if that is not the case.)	Praxx says to the group, "It is getting late. If we want to make it back to town tomorrow morning, we may need to hit the sack for now. Tomorrow morning I'll leave a letter for those back in town, but I doubt I can check on it much tonight. That should provide an adequate means for the authorities back in Phlan to contact me."	(OOC : I assume no course of action is taken, which means everyone goes to sleep.)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 4 - zane (half-elf,bard) Player 9 - killian (paladin) Player 1 - dungeon master</p> <hr/> <p>Player 4 - zane (half-elf,bard) : zane is seeing the situation and quickly realizes that Hox can probably fly and be safe, so it's just himself, killian and Gruun. He takes a few steps towards The Flying Mermaid and even though he's carrying stuff under both arms, he tries to accelerate to the maximum (using Feline Agility), takes as long of a leap as he possibly can, shouting as he goes, "killian you can do it!" (bardic inspiration to killian).</p> <p>Player 4 - zane (half-elf,bard) : (Also using inspiration for advantage on whatever this roll might be)</p> <p>Player 9 - killian (paladin) : killian, knowing that swimming in armor with a shield is tough, and feeling inspired by zane, will race for the boat, and leap!! (Leaving die rolling to Barty? I'm still shy about that, and I also don't know if I need Athletics to clear the railing, or Acrobatics to land on the other ship, or even if the ships are close enough to jump the gap...)</p> <p>Player 1 - dungeon master : OOC: Depending on how it was described, this will be either an Acrobatics check or an Athletics check to reach the ladders on the side of The Flying Mermaid and grab hold (Acrobatics for zane, Athletics for killian). Will give Gruun and Hox some time before botting and resolving (looks like Virst has been offline for about a week, so not sure if we've lost our little kobold friend).</p> <p>Player 4 - zane (half-elf,bard) : Acrobatics check with advantage for zane: 4</p> <p>Player 1 - dungeon master : killian Athletics (+ Bardic Inspiration): 23 Gruun Athletics: 21</p> <p>Player 1 - dungeon master : killian and Gruun easily clear the distance to The Flying Mermaid, grabbing the railing and pull themselves over. zane loses his footing on the slick railing, tumbling into the waters below and losing his grip on the three staffs he carries. They plummet to the depths, out of sight. "The Box", however, is surprisingly buoyant for its low weight, and is easy for zane to keep ahold, and with Hox's help he makes it to a ladder on the side of the ship and climbs aboard.</p>	Player 1 - dungeon master	FALSE	<p>If you haven't been able to do so yet, be sure to get your rewards at the end of the adventure. Rewards Given I'll update Hox and Killian's XP to reflect their XP totals as of the last encounter. At first level, this accounts for 1 milestone and 9 standard XP (100 XP each for you two). At second tier, this translates to 1 milestone and 30 XP. Everyone has reached level 3! Congratulations !</p>	<p>The two men aboard the ship, one in each mast-tower, are still at battle stations, the third having remained aft to steer the vessel. It appears that they were preparing for an onslaught of incoming sea-monsters.</p>	<p>That leaves Hox. Are there any other ships in the vicinity? Anyone looking in his direction on the deck of another ship?</p>	<hr/> <hr/>	<p>OOC: We have achieved our goal of not dying in this battle, as well as getting a sweet new ship! And also an awesome NPC who will definitely help and be an ally in future. Will post shortly a few options and ways to continue. I am super excited by this campaign, and I hope everyone is having a blast so far!</p>	<p>Each character has received 200 XP!</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 11 - dungeon master Player 16 - geex (goblin) Player 17 - tinker Player 2 - nadrael (bard) -----</p> <p>Player 11 - dungeon master : Attack: 24 Damage: 14 Attack: 21 Damage: 5</p> <p>Player 11 - dungeon master : (Back tot he party)</p> <p>Player 16 - geex (goblin) : (What's the blue square? Also, do I discern anything about the two doors?)</p> <p>Player 17 - tinker : tinker moves to 3I next to his magic chest. Alright. Hit him hard, Force Chest! Team, focus fire! They shoot once more!</p> <p>Player 17 - tinker : Attack: 13 Damage: 4 and pushed away 5ft Attack: 21 Damage: 14 (crap... and max damage too, Damage die should be 9 +2, alright?)</p> <p>Player 2 - nadrael (bard) : Seeing Sam again take some hefty blows nadrael stands tall and sings out "Heal our Sam, make him better now, for you and for me, and all of our party's race" before changingher tone to a harsh whisper as she continues the tune and directs her words to the carrion crawle r "There are, creatures dying, so you fear the wrath of the living, make it a better place, and run away from me!"</p> <p>Player 2 - nadrael (bard) : Bonus Action: Healing Word @ Sam, for 4 Action: Dissonant Whispers @ the crawler, for 10 (DC13 Wis save)</p>	Player 17 - tinker	FALSE	? Attack: 12 Damage: 7 and knocked prone Attack: 19 Damage: 8 and knocked prone	((OOC: I'm sorry I just realized Dissonant Whisper needs to be cast 30ft or less than 30ft away from me! So the crawler has advantage on the save roll. Roll for it. I don't think he will roll a nat 20.))	(I thought it was for everyone else...)	(@Polar Bear, when you cast a spell as a bonus action, the only other spells allowed are cantrips. Just thought i'd Say.)	(Can't believe I missed that - thanks for correcting me, I'll make sure I don't forget it in future!)	(I think I'm just going to call it quits. See you guys later.)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 1 - dungeon master Player 14 - lenzo (human,cleric) Player 8 - bishop (tiefling,cleric) Player 5 - brash (human,fighter) Player 17 - ulrich (cleric) Player 15 - wilkas (elf) -----</p> <p>Player 1 - dungeon master : Do you have anything specific you are searching for?</p> <p>Player 14 - lenzo (human,cleric) : lenzo smiles warily, content to play along. "I should have known House Waelin would lead the way cleaning up this city," lenzo says. "I can't help but notice there is a much more palpable sense of law and order - and none too soon. I understand I also have Carric Ealaiil to thank; how is he? Would he be amenable to a visit from an old acquaintance?"</p> <p>Player 8 - bishop (tiefling,cleric) : "Out of curiosity, what form of deity is it that you follow?" The question takes bishop aback a little bit, as no one has asked him before. " I worship the goddess of peace, Eldath, her calming presence is what helps me make it through this cruel thing called life." He turns to ulrich and gives him a slight smile. "And what is your story, and gods you look to, or are you a man under control of your own life?"</p> <p>Player 5 - brash (human,fighter) : brash finds his confidence and takes the seat at the side of the bar. He waves down the barkeep, "ale and a room for the night" he insist as he slaps a gold coin on the bar. As he waits for his drink he takes another look around and pauses for a moment to stair at the woman with the book out of curiosity. As soon as the barkeep sets the drink down he throws it down his throat in one swallow. Then he heads over to the pit to see what these "men" were made of.</p> <p>Player 17 - ulrich (cleric) : bishop's return question forces ulrich to think in silence for a moment. After a moment, he absentmindedly says, "I... suppose I am in control, aren't I?" The thought is a surreal one for him, new and different, yet not an unwelcome realization. He quickly snaps out of his thoughts to properly answer, "I mean - no, I'm not one for gods. I am... I suppose you could say I'm finding my way at the moment." After giving his answer, ulrich falls silent, returning his focus once more to moving through the city.</p> <p>Player 15 - wilkas (elf) : " I'm off to Halford's, if you don't mind. " wilkas never liked Madame's Finest Jewels, and wants to be out of it as quickly as possible.</p> <p>Player 1 - dungeon master : Vior swipes the coin and carefully tucks it away into his apron before he pours a drink of ale. He doesn't offer to show</p>	Player 1 - dungeon master	FALSE	<p>1 Bishop turns his attention to the woman. "You know, many of these men know me, and respect me. I could probably get the bet up to 40 silver, as long as everyone can play. What do you think, madame?" Bishop raises his eyebrows as he awaits her response</p>	Do you want to get into the ring?	s for entry," She explains. "You fight? Don't worry about the ten silver, I don't take it if you die."	As a note this will take place after Rheim's conversation with Aelar, so I will respond again to Brash once that conversation has concluded. I want to make sure I have times straight.	pieces," she says, her voice quiet but sharp.	Looking for something specific this time, or just shopping?

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 7 - zack (half-elf,wizard) Player 15 - brian_avery (bard) Player 16 - watl (elf,cleric) -----</p> <p>Player 0 - dungeon master : "We used to wait down here for Sandrick to come get us every week to help him, then we get some copper and silver and go to the brothel, then come down here to wait again. Not know that Sandrick have boss." The slap doesn't bother him all that much and all these questions are confusing him more and more.</p> <p>Player 7 - zack (half-elf,wizard) : zack perks up. "Which day does Sandrick come here?"</p> <p>Player 15 - brian_avery (bard) : - Bones -</p> <p>Player 15 - brian_avery (bard) : Tailing on to zack's question, Bones adds, "Yeah - and what sort of jobs has he been giving you? He's been giving us crap work."</p> <p>Player 16 - watl (elf,cleric) : While the interrogation is going on, Trust slinks ahead to the south passage, marking the sewers with his chalk along the way.</p> <p>Player 16 - watl (elf,cleric) : Stealth : 29</p> <p>Player 0 - dungeon master : "Sandrick not coming back for several days, was just here a couple of days ago. We just help Raxor guard him, not many fight Sandrick so it easy job." He looks around again at his dead comrades, "Who Sandrick going to get to help now?"</p>	Player 0 - dungeon master	FALSE	4 "What do you have to lose?"	(It's also about here that I forgot about Zack's interrogation)	(Everyone roll another intelligence (investigation) check; this one with advantage since the guy is talking. You guys get inspiration because this guy seems to be the only remaining cultist.)	As you're making your mark with the chalk, Trust, you notice a crude symbol sometimes used by practitioners of the 'cant' to signal an exit or escape route. It is near the intersection but on the southern tunnel.	Razil continues to watch the group from the shadows to his left, his face unchanged except for a slight frown from his missing mouths.	Trust

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 1 - night wine (tabaxi,cleric) Player 7 - rha'el (centaur) Player 0 - dungeon master</p> <hr/> <p>Player 1 - night wine (tabaxi,cleric) : Attack: 13 Damage: 14 Then as a free action to switch from his bow to his daggers. And then uses his movement to and a cunning action to hide into the other bush. Stealth: 21</p> <p>Player 7 - rha'el (centaur) : rha'el channels dark magic through his hooves and kicks kobold 12 in the chest, casting Inflict Wounds on him as he does so. Attack: 21 Damage: 16</p> <p>Player 0 - dungeon master : Erevan misjudges the distance to hit the kobold and misses. Due to concentrating so hard on hiding, night wine fails to hit his target, but does successfully fade into the brush. This causes the Kobolds and half dragon a moment of confusion, The kobolds start rustling through the brush attempting to find him. rha'el touches the kobolds chest, giving the poor creature a moment of confusion before searing pain wracks his body. The kobold flings itself back to late and falls to the ground convulsing. White foam appears around its mouth. Slowly the body stops convulsing and it lays still, its eyes starring lifeless upwards. From the walls you hear Escobert shout "Fire!" again. A few moments latter arrows lance down at the half dragon and the two kobolds in front of night wine.</p> <p>Player 0 - dungeon master : Attack on HD: 14 Damage: 3 Attack on k15: 11 Damage: 1 Attack on k16: 29 Damage: 8</p> <p>Player 0 - dungeon master : The half dragon gets a graze on the shoulder and dodges to the left, cursing in Draconic. Kobold 15 takes an arrow to the knee. (guess his adventuring days are over.) Kobold 16 gets pierced through the eye as he looks up at the sound of Escobert shouting.</p> <p>Player 0 - dungeon master : Monsters turn.</p> <p>Player 0 - dungeon master : The Half Dragon Looks towards the last direction he saw night wine. His mouth glows and he spits out a light of lightning in that direction, not caring that the Kobold is in the way. (DC 13 Dexterity saving throw or take 15)</p>	Player 0 - dungeon master	FALSE	<p>Attack on HD: 13 Damage: 10 Attack on k16: 15 Damage: 2 Attack on Night Wine: 27 Damage: 4</p>	Rha'el, it's your turn.	<p>INITIATIVE ORDER:16 Rha'el15 Kobold 1514 Kobold 1413 Night Wine12 HD 7 Kobold 7Escobert/Caleco</p>	<p>Kobold 15 Dex Save: 16</p>	<p>Kobold attacks HD: 2 Damage: 2 The other Kobold attacks HD: 26 Damage: 10</p>	<p>HD DEX: 16 The kobolds start to look around for Night Wine, starting in the direction of where you last saw him.</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 5 - neya (druid) Player 0 - dungeon master Player 3 - graxx (wizard)</p> <hr/> <p>Player 5 - neya (druid) : "The ceremony does not have too many elements to it. I can recreate a small version of one the trees that are in our village" "Praxx, could you provide some music, please? I'm only asking for a simple dirge." "And yes, Utar, some light will help. Thank you." "Other than those, there is a short speech that I have unfortunately heard a few too many times growing up." "After that, we can put her in the sea."</p> <p>Player 0 - dungeon master : The short ceremony begins (OOC : adding some flavor here; feel free to change it).</p> <p>Player 0 - dungeon master : Praxx nods at neya and pulls out his lute. His head bowed, the gnome plucks a few chords creating a solemn and respectful slow tune. None recognize it, and one might venture a guess that this is an improvised performance from the talented bard. graxx stands at the edge of the cliff, holding the dead agent's body like one might cradle a child. The warrior is ready to let go of the body upon receiving some sort of signal from neya . He has even found a spot on the cliff that arcs outward, such that it makes it almost certain the dropped body would hit water rather than the rock wall. Utar brings out his Driftglobe and manipulates it to shed a dim, warm, and welcoming tone of orange light. It mixes well with the bright and almost fully white light being shone from the Lighthouse, and gives the impression that an omnipresent deity is paying special attention on the ceremony being performed by the party. Drazzim stands still, like a soldier in attention might when asked to do so. He holds his glaive vertically, its blade shining way above the dwarf's head. It is how he chooses to show respect in this moment. neya then says a few word...</p> <p>Player 0 - dungeon master : (OOC : Everyone may contribute here, of course, but I am nudging @Drache to elaborate on what he meant by "recreating a tree" and to deliver the mentioned "short speech".)</p> <p>Player 5 - neya (druid) : Using minor illusion , neya creates a 5 foot tall image of a tree that at first looks like an oak beside graxx. But instead of its branches reaching upwards, towards the sky, they are bending downward, with its leaves darkening as they go down.</p> <p>Player 5 - neya (druid) : She then speaks: "Daughter under the Elder Shade, we gather this eve in remembrance and to see you into the next life. You have been an example of how we live as a part of, and separate from, those around us.</p>	Player 0 - dungeon master	FALSE	<p>? The image of an old, withered oak tree is evoked by minor illusion. In addition, is now able to speak the native tongue. . (OOC : I was waiting for Neya to conclude her speech before posting again, but no hurry : your characters can start to talk among themselves. If all players post here before 5 PM EST, I can get another update before the game next week.)</p>	(OOC : Feel free to let Neya know that you plan on moving her body later, if she hasn't done so already.)	the beautiful ceremony he nods and releases the body, dropping it off the cliff. As it falls to its watery grave he prays quietly to the Lady of the Deep for this soul to find peace in the next life. When the body hits the water the party begins to fill the water with dirt and sand. After filling 5 of the 15 grave holes they begin filling the last holes.	(@Drache : Beautifully done. Please add an Inspiration Token to your sheet.)	the words of respect then nods at Neya when she is ready for him to drop the body to the water. Once he has done as requested he stands waiting for Neya to continue. "I hope that this will be enough for now in honoring the Fallen. If another is needed they can wait until I finish my training with Master Jarren."	(@Drache : Beautifully said!) (@Grexx : You have an action as well. Did you want to do something or not? Maybe a moment of silence and/or bowing your head while lowering your head?)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 4 - tamoda (ranger) Player 1 - dungeon master Player 14 - thasla (bard) Player 15 - xandar (human) -----</p> <p>Player 4 - tamoda (ranger) : Attack Lizard 2 Attack: 23 Damage: 10 edit to add: Attack Lizard 2 with advantage 23</p> <p>Player 1 - dungeon master : (delta and history, you're definitely hitting, but you do have advantage on the attack roll if you wanna try for a crit)</p> <p>Player 14 - thasla (bard) : Noted. Adv. attack roll: 9 Not happening.</p> <p>Player 15 - xandar (human) : (adv. Roll 8)</p> <p>Player 1 - dungeon master : xandar's hammer comes down, landing solidly on the back of the creature, at the same time, two projectiles whip by to his right, a javelin and arrow, each finding their targets with great efficiency. Bloodied, the lizards try once again to free themselves...</p> <p>Player 1 - dungeon master : L1: STR: 16 L2: STR: 4</p> <p>Player 1 - dungeon master : The first one breaking free, it darts towards the woods, hissing along the way.</p>	Player 1 - dungeon master	FALSE	<p>1. Where did the second lizard run off to? Is it within range for me to take an attack (to stop it from breaking free as well)? If so then what's the roll for attacking? 2. Can I hit it anyway (as per "opportunity attacks" if I can find it), even though it's running away? History: Attack: 7 Damage: 7 (1d8 + 8)</p>	Initiative Order	<p>The lizard who breaks free attempts to run from the party, the 2nd one following, but he is still bound in his shackle. (Enemy actions are highlighted in red. Please let me know which, if any, you wish to pursue - and please keep it to one enemy for the time being)</p>	<p>Meanwhile, Lizard 3 disengages and retreats, following the first Lizard. During this, Ahkota moves up alongside Grim, granting him bardic inspiration (1d6), and also dodges. Thasla : Ahkota Grim Lizards</p>	<p>The second stays in place... Thasla , you're up.</p>	<p>Everyone is up. L1: 1L: 1 (HP3/6-Injured-Tail broken) R: 13 (HP7/13) O: 15 (HP6/17) T: 4 (HP6/18)</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 6 - belron Player 0 - dungeon master Player 1 - thaunix (tiefling,paladin) Player 5 - gimble (paladin) -----</p> <p>Player 6 - belron : OCC: by the way guys, I can continue this at home too</p> <p>Player 0 - dungeon master : OOC: we leave it for weekdays (i cant basically)</p> <p>Player 6 - belron : OCC: k</p> <p>Player 1 - thaunix (tiefling,paladin) : thaunix will wait for everyone else and then enter the armoury</p> <p>Player 5 - gimble (paladin) : If were going into that armory, come on!</p> <p>Player 0 - dungeon master : As thaunix enters the wine cellar that leads to the armory, he notices the door to the armory is closed, and seems to have a puzzle of some sort to unlock it.</p> <p>Player 6 - belron : belron walks forward and inspects the puzzle</p>	Player 0 - dungeon master	FALSE	(i know it has been long but i just cant participate on weekends, sorry :/	It is a series of 4 runes. One of them has the symbol of the Moon, one of them a symbol of the Sun, one of them the symbol of the Stars, and one of them a symbol of the Storm God. On the sides are some holes, with various keys, of which you have no idea what they look like.	The door is locked by an old combination lock. You can just about make out the numbers, though they are worn. You can tell the combination is 5-8-2-1.	The puzzle is unlike anything Belron has seen, and seems to be missing a stone in the middle. (Roll History and arcana everybody)	the door, with a puzzle that says "I am the one who waits, but never arrives the one who is never seen without him, he is not known when I stand still I am the place where a thousand faces are, without a question without a lie"	the puzzle is a complex combination of locks, one of which you haven't seen before. It is a series of runes that you must find the correct combination for.

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<p>Player 10 - dot Player 7 - tolroc (halfling) Player 1 - dungeon master -----</p> <p>Player 10 - dot : OOC: Do we get the rest associated with the level? Just thought I should ask. If not</p> <p>Player 10 - dot : Grabbing onto tolroc "Most of you look hurt, this room looks safe. Should we not rest?"</p> <p>Player 7 - tolroc (halfling) : tolroc jumps a little when dot grabs him, a bit startled. " Oh sure... rest is a good idea, Yes, we should rest. Great idea dot. "</p> <p>Player 10 - dot : OOC: She has horrible bedside manner so I'm aiming for innocent yet abrasive</p> <p>Player 10 - dot : Smiling behind her mask and patting tolroc on the head dot will say "We do not need to rush to our deaths... The monsters and traps will do that for us."</p> <p>Player 7 - tolroc (halfling) : OOC: That is great. When something catches tolroc's attention, he tends to lose sight on important matters; resting, eating, sleeping, etc.</p> <p>Player 1 - dungeon master : There is quite a bit of danger here as this is a lab filled with sounds and containers filled with bark and fungus. Nature check if you want to see if you can see what is in the containers.</p>	Player 1 - dungeon master	FALSE	"We could rest in here, if we wanted. I don't recommend it, because there is the danger from the Bark Fungus. But we can." "I agree. We should rest before we continue, unless we want to rush head into another trap and fight."	After a good rest of sleep, the party finds themselves awake in the laboratory and able to see what is inside those containers that were in the other room.	Also there are many traps, do a perception check for me	Yes, you may take a long rest	Nature check if you want to see what is in the jars.5 10	It would take a short rest to do a long rest, and a long rest to recover the full amount of uses of your abilities (spells, class features). If you want to press onward, the sounds should be heard in most places outside the room.

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<p>Player 12 - graxx (wizard) Player 14 - doozey (cleric) Player 5 - neya (druid) Player 1 - dungeon master -----</p> <p>Player 12 - graxx (wizard) : graxx wonders if Hurn is as strong as Grim was.</p> <p>Player 12 - graxx (wizard) : graxx thinks of the electric ball at Evenfeast... Maybe if the Black Fist weren't so busy terrorizing the citizens of Phlan they wouldn't have let that magical item destroy the Tea Kettle. graxx closes his eyes feeling his hair on the back of his neck standing up. He wants to rage... But he promised the group... The group comes first... graxx thinks of the abominations they had to fight under the Phlan graveyard. He seeks for a way to blame the Black Fist once more building his hatred. If they were here for the people Brother Keefe could have gone to the Black Fist instead of hiring strangers off the street. graxx breathes in and out and opens his eyes but they stare through Hurn and not at him. graxx thinks of when he first stumbled into Phlan finding the donkey dying in the street shortly after... The Black Fist made no effort to help it. graxx comforted it the best he could. graxx's eyes glaze over for a second but for him is an eternity. The donkey... The.. Sky Ponies... His mind drifts to back when he became a warrior. When the shaman painted his face. He remembers looking up at his father. He was so proud! There beside him... The Drow... He will never forget those eyes staring back at him. The Drow and the evil god... Just like Bane! He cannot stand for it. They need to be punished. The Black Fist need to be punished! They need to feel the pain physical and emotional... Emotional.</p> <p>Player 12 - graxx (wizard) : graxx cocks his head slightly looking at Hurn. Hurn was hoping the mercenaries would return any moment? He was white as a ghost when they came in? Maybe not because we may take his fame. But because his precious Sell Sword isn't here? Could the letter pulled off of Aravele's body have been a love letter from or to Hurn?</p> <p>Player 12 - graxx (wizard) : graxx smiles on the inside but stays stoic on the outside. Watching Hurn's face. He hopes to watch the man break. Emotional pain wins out against physical pain anyway.</p> <p>Player 14 - doozey (cleric) : As curious as doozey had grown seeing the many shifts in expression on graxx, Utar's declaration kept coming back to him. He began chewing his lip out of a clear frustration to speak, and yet held his tongue, remembering another wish for remaining near by. Sencing the ferment. Biscuit likes the hunters</p>	Player 1 - dungeon master	FALSE	The man in the shadows had not moved this entire time. Had any of you noticed him?	OOC @Grythek : That does seem to be the current state of affairs, doesn't it? Make the rolls with disadvantage then, since you're all in separate rooms (but not separate hallways, remember! You can definitely shout across to the others).	down, so they may have run into whatever caused that. They didn't seem to have come to Phlan to terrorize or rob the city," Neya concludes.	(@Grx : That was so good you don't even need to roll, my friend. Insta-success. There is a clause for it in the PHB, you know.)	dark," Neya explains. "Um, yeah, so we can at least confirm that the people who attacked the lighthouse, also attacked the lighthouse," she shrugs, "But that's all we got so far, since nobody bothered sending any report at the time. But like, we'll be finding out soon, or, well, maybe not soon, but we'll find something. We'll definitely find something."	encounter : contract...

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<p>Player 6 - grim Player 9 - thasla (bard) Player 2 - sihnion (bard) Player 4 - tamoda (ranger) Player 0 - dungeon master -----</p> <p>Player 6 - grim : grim sees tamoda digging and starts using the edge of his shield like a shovel to dig at the clay.</p> <p>Player 9 - thasla (bard) : thasla helps dig with her own shield as well. While she is doing so, she remarks: "This cave's only entrance is through the water tunnel. I feel like it will be safe to rest here; we have all exerted ourselves hard. I still am able to heal some, if any of you want it."</p> <p>Player 2 - sihnion (bard) : "What are we planning to do with this egg, or eggs?" , inquires sihnion.</p> <p>Player 2 - sihnion (bard) : If we need some serious digging doing, he can wildshape into something like a giant badger with a burrowing speed.</p> <p>Player 4 - tamoda (ranger) : Resting here is probably a good idea. And don't worry about me... it's just a scratch... What if the eggs hatch? Still digging</p> <p>Player 0 - dungeon master : All of the patches you check reveal caches of large eggs underneath them. They smell like the Apex.</p> <p>Player 6 - grim : How big are the eggs?</p>	Player 0 - dungeon master	FALSE	I've always considered the apex to be very large, with an animalistic mind, and not very intelligent, I am guessing it is the same. , she points at the eggs.	There is one remaining large egg in the patch that the others didn't already loot.	They're large enough to be carried.	As big as a head.	"Maybe around ten eggs," Tam replies, "and they are still covered with the slimy thing. Should we try to get it off before we take them back?"	About the size of a human head. When you break one open a greenish ooze flows out. There's no blood... it's just an ooze.

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<p>Player 3 - fjordix (bard) Player 0 - dungeon master Player 18 - arryn (paladin) -----</p> <p>Player 3 - fjordix (bard) : Attack: 26 Damage: 9 In case that kills him or crits Attack: 22 Damage: 5</p> <p>Player 0 - dungeon master : The 2 injured cultists fall under fjordix's glaive. The remaining cultist with no armor casts a spell at Monk-E, forcing him to make a DC 12 Dex save (Monk-E's save: 17) or take 8 radiant damage. arryn, you're up. 3 cultists with leather armor, 1with splint armor, and 1with no armor are left. You are closest to the cultists with armor on.</p> <p>Player 3 - fjordix (bard) : OOC: What spell has a variable DC based on an attack roll? Just curious.</p> <p>Player 18 - arryn (paladin) : arryn takes a swing at the cultist with no armor with his longsword.</p> <p>Player 18 - arryn (paladin) : Attack: 19 Damage: 8</p> <p>Player 0 - dungeon master : [In the interest of time, I'm going to assume that arryn took a swing at one of the cultists with leather armor instead of no armor so there're no opportunity attacks.]</p> <p>Player 0 - dungeon master : arryn's sword slashes the cultist, who mutters a curse under his breath as he is hit.</p>	Player 0 - dungeon master	FALSE	The cultist's head spins around as his neck is cleaved in twain. Next up: Monk-E. It appears the cultist with the leather armor has a few more hit points than I predicted, so if you'd like, it might be wise to just take down a cultist instead.	Cinna is up.2 cultists with leather armor, one with splint armor, and one with no armor are left. You are closest to the one with no armor, whose back is facing you. The two with leather armor are closer to Cinna.	Cultist 3: Moves and attacks Arryn with scimitar and dagger:Attack 1: 15 Damage: 6Attack 2: 12 Damage: 5The cultists without armor attack:16 Damage: 2Feel free to go ahead and take your turn so I can post it at a reasonable time, Arryn.	The 2 of the cultists with leather armor attack Fjordix, while the one that was just hit by Arryn strikes back at him. Attack 1 on Fjordix: 15 for 6 slashing damage. Attack 2 on Fjordix: 12 for 5 slashing damage. Attack on Arryn: 16 for 2 slashing damage.	Celadrim's up. There are 3 cultists with armor and the last one with no armor.	The two remaining cultists surround Monk-E, and both make attacks on the same person.Attack: 15 Damage: 6Attack: 12 Damage: 5The one that succeeded on the Dex save runs up to the fallen monk and makes an unarmed attack. Attack: 16 Damage: 2

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<p>Player 2 - leon Player 6 - trystan (human) Player 0 - dungeon master Player 8 - tolroc (halfling) Player 5 - dot -----</p> <p>Player 2 - leon : "Seems like a good venture to make some gold." leon agrees. he glances to the group that has grown around his table. "Who wants in on this?" He asks them.</p> <p>Player 6 - trystan (human) : When the Githyanki's black eyes reach his, trystan nods.</p> <p>Player 0 - dungeon master : We are waiting on tolroc, Zac and dot</p> <p>Player 8 - tolroc (halfling) : History Check 12</p> <p>Player 8 - tolroc (halfling) : (I'll see what I know about the Sunless Citadel and then post a reply . My character is going , just will effect what he says.)</p> <p>Player 0 - dungeon master : A ONCE-PROUD fortress that fell into the earth in an age long past. This is all that is know of the fortress.</p> <p>Player 5 - dot : dot - Packing he scroll back into its case and reattaching it to the back pack dot will stand up "When do we leave, friends? The others may be in trouble."</p>	Player 0 - dungeon master	FALSE	We are still waiting on the others, they may be out hunting for food or something else. I can sense them nearby.	What you are in is the Sunless Citadel, there are 2 passages ahead of you and a stair case to the left, you know nothing of the Citadel except it being once a place of honor for an ancient clan. I will wait for Tolroc to post as well before I progress you all.	(So far only one has not come to their table to say they are joining, we are just waiting on Toroc.)	OOO: The time right now is mid day in Oakhurst, the fortress is 7 miles on the Old Road	Let me know when you are all ready to leave and head to the Sunless Citadel. Dot will lead the group if you want her to.	If everyone is ready we will start on our journey. The sun is still a half-day from setting so we can continue to explore if we would like?

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 1 - dungeon master Player 2 - null Player 6 - zalv -----</p> <p>Player 1 - dungeon master : Squad2(4s/20w) TOPSIDE, PC, Droid(2s/11w), PC, PC, PC, Squad1(4s/20w)GROUND, PC</p> <p>Player 2 - null : null casually hefts his precious rifle, and in the darkness, uses his scope and innate combat shooting abilities to aim in the darkness at the droid. KAAAAPPPPPPOOOOOWWWWWW W! He lets loose a giant blaster shot, blowing the droid to smithereens. "There. That's how it's done."</p> <p>Player 2 - null : Heavy blaster shot (2Y+1G+2P+2Black+1Blue) results in 1 Advantage + 2 Success. Damage = 10.</p> <p>Player 1 - dungeon master : Squad2(4s/20w) TOPSIDE, PC, Droid(2s/11w), PC, PC, PC, Squad1(4s/20w)GROUND, PC The droid reels from the hit, tripping and collapsing to the ground before getting up, still functional, and continuing it's charge to the panel. Squad2 (4s/20w)TOPSIDE, PC, Droid(2s/3w), PC, PC, PC, Squad1(4s/20w)GROUND, PC</p> <p>Player 1 - dungeon master : Emma pulls out her blaster and aims, firing at the droid in an attempt to finish it off! Come onrrrhghhgghg!!!</p> <p>Player 1 - dungeon master : PEEOOO! She misses. "****!" 1 fail, 2 advantage. Boost die to next PC. Squad2(4s/20w)TOPSIDE, PC, Droid (2s/3w), PC, PC, PC, Squad1(4s/20w)GROUND, PC</p> <p>Player 6 - zalv : zalv quickly pulled out his blade from the console as blaster shots rain at the droid, only one hitting it. Gritting his teeth from the aching pain in his arm, he pushed himself to keep moving and struck out at the droid one last time, the close-range letting him catch it as he swung upwards, cutting up the middle.</p>	Player 6 - zalv	FALSE	<p>PC Booster Die? As the droid goes down, Kes takes a quick look to see if there are any other droids approaching, while keeping an eye on the generators as well as what is happening with the console. Looking around, Kes pulls on his commlink, "I am taking one of these generators offline, but you should have enough time to get the other one too unless you want to have a bit of blaster action"</p>	<p>Attack: 4 Damage: 6</p>	<p>One-Handed Lightsaber: 2e A+3eD+1eC+1e S 0 successes, 2 advantage</p>	<p>(4 success 4 advantage = 14 damage with Breach! Boost to next person to attack clones)</p>	<p>Attack: 11 Damage: 3 saving the boost die.</p>	<p>((1 Success, 1 Advantage))</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 8 - liana (half-elf,fighter) Player 9 - dungeon master Player 3 - nate Player 7 - vayu (genasi) Player 4 - lilliana -----</p> <p>Player 8 - liana (half-elf,fighter) : Initiative 19</p> <p>Player 9 - dungeon master : (Sorry for delay.) Order:</p> <p>Player 3 - nate : (If we're doing fights as we can post then I'll go I guess) nate will move to and attack the nearest pirate with his swords again. If they die with the first swing, he'll attack another with his second. Attack 25 Damage 4 Attack 2 18 Damage 4 Crit damage (on mobile sorry) 7</p> <p>Player 7 - vayu (genasi) : vayu's con save for the round: 25</p> <p>Player 7 - vayu (genasi) : He will follow nate and attack the next closest pirate with his two scimitars.</p> <p>Player 7 - vayu (genasi) : Attack: 7 Damage: 6 Attack: 15 Damage: 10</p> <p>Player 4 - lilliana : Lilliana's conviction to violence is empowered by the success of her first attack! She draws upon the power of the strange voice and sends another blast of bluish energy streaking through the room!</p>	Player 4 - lilliana	FALSE	11 ((Ooc: I will edit this after work and update to reflect attack order - on mobile today!))	OOC : Eldritch Blast Attack: 19 Damage: 3	Attack: 12 Damage: 10	Attack: 12 Damage: 10	Initiative: 6 Bonus Action: Hex onto one of the pirates and cast Eldritch Blast for 12 Force damage	Attack: 12 Damage: 10 ((Ooc: wow two ones. That is painful.))

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 13 - doozey (cleric)</p> <p>-----</p> <p>Player 0 - dungeon master : DM's Screen : target: 2 Having no regard for her former companion, Undead-Shana grasps at Naru : -> Slam vs. Naru : Attack: 6 Damage: 2 bludgeoning .</p> <p>Player 0 - dungeon master : Her slow hand movement is easily avoided.</p> <p>Player 0 - dungeon master : (Naru and Matthis are up next.)</p> <p>Player 13 - doozey (cleric) : Hype Man's Screen: Naru Resolve Save(DC 13): 3 . Matthis Resolve Save(DC 10): 9 .</p> <p>Player 13 - doozey (cleric) : Even slowed, the sight alone incites clear terror in Naru 's eyes. "No, no, no! NO! Not again!" She scrambles her way from melee, pushing past a distracted Grim to get to {AI-69}. Matthis is similarly affected, but manages to keep enough of his wits about him to maintain a defensive posture while moving to {AI-71}, drawing attacks of opportunity from Graxx, Neya, and Utar.</p> <p>Player 13 - doozey (cleric) : Naru's Action: Disengage to {AI-69}. Matthis's Action: Dodge and move to {AI-71}.</p> <p>Player 0 - dungeon master : Fear takes over Naru as she makes it to the door after disengaging from combat. The weight of the door has forced it back to its ajar position, with enough space for a slender figure to squeeze by without the need to force it fully open again. She also notices a deep gnome shoddily trying to hide behind the fallen corpse of another Black Fist guard, whose death occurred during a separate but recent confrontation in this room. Matthis follows, ending up also next to Praxx . The guard has to step over Elias to get there, and in doing so is a bit less aware of any potential incoming attacks.</p>	Player 0 - dungeon master	FALSE	Naru	(Praxx and Zombie-Shana are up next.)	OOC: (NPCs' turns next.)	(Drazzim , Graxx , Neya , and Praxx are up. Additionally, Drazzim (reach), Graxx , Neya , and Utar can use their reaction to get an opportunity attack on Matthis at disadvantage, since he dodged).	The guard is quick to his feet and draws his scimitar , turning in the process to meet the charge of the giant.	(Enemies go next.)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 10 - dungeon master Player 13 - thris (ranger) Player 1 - rem (fighter) -----</p> <p>Player 10 - dungeon master : hit: 7 damage: 9 another soldier runs at Ro, But misses.</p> <p>Player 10 - dungeon master : another runs towards remeyl,</p> <p>Player 10 - dungeon master : Attack: 14 damage: 5 two decide to start shooting at thris with their rifles attacks: 13 21 damage: 6 , 8 (sorry for the wait, today was hectic.) darkling, your turn!</p> <p>Player 13 - thris (ranger) : thris hears the whine of a bullet passing him just as the second caroms off his cover, slamming into his chest. He cries out in pain and immediately scans for the shooters, determined to take them down.</p> <p>Player 13 - thris (ranger) : (just a bit of flavor)</p> <p>Player 10 - dungeon master : (I love flavor!)</p> <p>Player 1 - rem (fighter) : (Following LorrWolf's train of thought) remel glares furiously at the two shooters, every second fuelling his profound anger towards the coalition. A bestial cry manifests in the darkness of his stomach; it quakes like an unholy spirit as it rises up his vocal chord; it splits from his dry lips like an earthquake across the land. It is the conduit of pure hatred.</p>	Player 10 - dungeon master	FALSE	3 more run at remeyl and attack: 17 damages: 1 Remeyls Turn	[OOC] : [Tooltip Not Found] (Movement, Bonus Action: None. Action: Casts Vicious Mockery at Soldier 1 : 12 , , 4 .	(I want you to make a performance check for that. I'm not sure that a performance check exists but make a good one and I'll give you advantage. If you fail it I'll be disappointed with you.)	(Ahahahahaha, FLUFF)	Remeyl, make a wrathful bellow . Then re roll the damage of your first attack.	(Just to note, you can't say where to split off your movement.)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 7 - funderburk (wizard) Player 18 - alynoa (druid) Player 2 - dungeon master Player 3 - boosey (gnome,cleric) Player 5 - allister (wizard) -----</p> <p>Player 7 - funderburk (wizard) : Moving forward from their completed battle (to E8), instead of attacking the beast, Lemon shows his hands in a non-threatening gesture, one he knows most from his time in the jungle, and casts a spell upon himself, looking at the beast.</p> <p>Player 7 - funderburk (wizard) : "Do not harm this 'ere beast friends. Lest I cannot reason with what the vile creatures have done to it..."</p> <p>Player 18 - alynoa (druid) : alynoa's eye return to normal as the black recedes. She aims her blade towards the dinosaur and readies eldritch blast if it attacks them.</p> <p>Player 2 - dungeon master : The massive beast is turns around again and charges around Lemon for the party. The thing lowers its head in preparation to run down and through anything in its path.</p> <p>Player 3 - boosey (gnome,cleric) : boosey sends another t-Rex roar into the mind of the triceratops and gives allister some bardic inspiration</p> <p>Player 5 - allister (wizard) : As all the small wounds add up, allister finds his inner strength to close some of the wounds suffered by the yuan-ti. When he tries to get back to the main tunnel, he finds his way blocked by the massive bulk of a giant lizard. As he squeezes past it, he stabs it with his rapier. Trying to move away from the pain, the dino nearby wrestles the rapier from allister's hand.</p> <p>Player 2 - dungeon master : Chains clink against the floor from the next room spurred on by a word repeated in draconic. The chains turn out to be monstrous looking lizards the size of a man. The creatures are a deep blue hue and sports eight legs. Their spikey backs and thick bodies promise a tough opponent.</p>	Player 2 - dungeon master	FALSE	"I think we need some help here" I say readying an action in case the lizards come towards us. I aim at one and unleash my magic missles at one of them.	(OOC: the next room is 40x40. Feel free to move freely through the room.)	This creature is also at half health and a round behind. The yuan tie are at full health from their breath weapon.	The lizards charge towards Allister and Lemon biting with a jagged tooth mouth. Allister kicks the creature to the side, which barely moves the thing, but saves him from being bit. Lemon doesn't fair as well as the thing comes in too fast for him. It clamps down on the back of dwarf's knee (10 piercing and 4 poison damage) as he is paying too much attention to what is happening with the tri-horn.	The chained lizards are going to make a B-line straight for the party! Their jaws are currently open in a screeching roar that seems intended for frightening anyone who might be unlucky enough to be within sight.	(Everyone post, then I'll respond later today. Have a nice weekend friends!)Chains clink against the floor from the next room spurred on by a word repeated in draconic. The chains turn out to be monstrous looking lizards the size of a man. The creatures are a deep blue hue and sports eight legs. Their spikey backs and thick bodies promise a tough opponent.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 3 - fjordix (bard) Player 18 - arryn (paladin)</p> <p>-----</p> <p>Player 0 - dungeon master : The 2 injured cultists fall under fjordix's glaive. The remaining cultist with no armor casts a spell at Monk-E, forcing him to make a DC 12 Dex save (Monk-E's save: 17) or take 8 radiant damage. arryn, you're up. 3 cultists with leather armor, 1with splint armor, and 1with no armor are left. You are closest to the cultists with armor on.</p> <p>Player 3 - fjordix (bard) : OOC: What spell has a variable DC based on an attack roll? Just curious.</p> <p>Player 18 - arryn (paladin) : arryn takes a swing at the cultist with no armor with his longsword.</p> <p>Player 18 - arryn (paladin) : Attack: 19 Damage: 8</p> <p>Player 0 - dungeon master : [In the interest of time, I'm going to assume that arryn took a swing at one of the cultists with leather armor instead of no armor so there're no opportunity attacks.]</p> <p>Player 0 - dungeon master : arryn's sword slashes the cultist, who mutters a curse under his breath as he is hit.</p> <p>Player 0 - dungeon master : The 2 of the cultists with leather armor attack fjordix, while the one that was just hit by arryn strikes back at him. Attack 1 on fjordix: 15 for 6 slashing damage. Attack 2 on fjordix: 12 for 5 slashing damage. Attack on arryn: 16 for 2 slashing damage.</p>	Player 0 - dungeon master	FALSE	The cultist attacks you and hits. 8 damage to you.	[In the interest of time, I'm just going to assume that there are no opportunity attacks.]The 2 cultists with leather armor attack Fjordix, while the one that was just hit by Arryn strikes back at him. Attack 1 on Fjordix: 16 for 4 slashing damage. Attack 2 on Fjordix: 11 for 4 slashing damage.Arryn, you're up. You are closest to the cultists with leather armor.	I forgot to mention that these cultists also appear to have multiattacks, so I will not be using the optional flanking rules, but it could be a fun concept for a monster sometime. Here's everyone's attacks for tonight:	Monk-E steps forward to attack the remaining cultist with no armor with his shortsword: 13 for 11 piercing damage. He then delivers a spinning kick to the same cultist (or the nearest cultist with leather armor if the first attack drops the magic user): 15 for 7 bludgeoning damage.	[Forgot the monk's DEX save from the earlier spell: 18 .]	The last uninjured cultist also attacks Fjordix.Attack 1 on Fjordix: 13 for 11 slashing damage. Attack 2 on Fjordix: 15 for 7 slashing damage.

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 4 - kierro (elf,fighter) Player 1 - dungeon master Player 6 - torwen (elf) -----</p> <p>Player 4 - kierro (elf,fighter) : Sacred Flame DC 13 dex save, 1 radiant damage, ignores cover</p> <p>Player 1 - dungeon master : Goblin Dex save: 18</p> <p>Player 1 - dungeon master : Fleeing towards the cave, the goblin trips just as kierro's volley nears, allowing it to avoid the damage. The goblin is now 10 ft from the mouth of the cave.</p> <p>Player 1 - dungeon master : torwen, you're up!</p> <p>Player 6 - torwen (elf) : torwen swings his battle ax at the fleeing goblin</p> <p>Player 6 - torwen (elf) : attack: 7 damage: 10</p> <p>Player 1 - dungeon master : torwen swings as the goblin rushes past, but it dodges the swing easily and continues into the mouth of the cave.</p>	Player 1 - dungeon master	FALSE	<p>1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1(/sup)1 (sup)1 = Kierro's Sacred Flame, = Goblin's Dexterity save, ignores cover The goblin is now 9 feet from the mouth of the cave.</p>	<p>It now goes to the rest of the party.Kestrell and Cinna can go in any order, but Urgog, the goblin's already past you, so you just get a chance attack when he leaves.</p>	The Party is up!	Faywin:	Conalt is up!	<p>TORWEN (11/13), ZEAMIS (17/17), TIRIQ (22/22), KEIRRO (24/24), GOBLIN (38/38)</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 10 - folas (monk) Player 11 - nasaar (fighter) Player 1 - dungeon master Player 3 - caram (elf,artificer) Player 2 - bronwen -----</p> <p>Player 10 - folas (monk) : initiative 10</p> <p>Player 11 - nasaar (fighter) : nasaar initiative: 9</p> <p>Player 1 - dungeon master : (Rolling for bronwen.) 12</p> <p>Player 1 - dungeon master : Initiative Order</p> <p>Player 3 - caram (elf,artificer) : caram shakes out of his shock and bursts in to movement. As he crosses the distance he draws and throws a dagger underhanded at the husk. He finishes his movement by sliding across the desk on his left thigh and kicking out at the undead with his right foot, landing to the creatures left.</p> <p>Player 3 - caram (elf,artificer) : Dagger Attack: 9 Damage: 6 Acrobatics to slide over desk: 18 Kick Attack: 16 Damage: 7</p> <p>Player 2 - bronwen : bronwen blinks in surprise at the exuberant display of his companion. As he runs around the desk drawing his rapier he mumbles to himself, "Why couldn't I come up with something like that."</p>	Player 2 - bronwen	FALSE	(sorry for the delay)	With a duck under the table edge Bronwen raises his rapier with a loud crack he slashes downwards at the undead creature.	Attack: 16 Damage: 10	Rapier Attack: 16 Damage: 10	Insight (on the man): 12 Perception (on the body): 18	He attacks with his rapier. Attack: 16 Damage: 10

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 6 - shira (human,ranger) Player 13 - thris (ranger) Player 0 - dungeon master -----</p> <p>Player 6 - shira (human,ranger) : Initiative: 9 shira then draws a bow and loads an arrow ready to fire</p> <p>Player 13 - thris (ranger) : " Who is going into the camp, and who staying out? I will stay out, initially, to provide fire support. I will cover the left side of the camp, at least initially. Also, what is the signal to shoot...or should I just wait for general mayhem to start? " That settled and knowing who is going in and who not, thris approaches to within 100 feet of the nearest tent, selecting a firing position that gives him a good view of both the team's approaches to the camp, and so their lines of immediate retreat, but also provides good cover from anyone among the tents. Carefully, he selects one of his poisoned arrows and prepares to fire.</p> <p>Player 0 - dungeon master : "Do whatever!" Ro yells.</p> <p>Player 0 - dungeon master : order of combat: Badbovine Rogeliah lorrdwolf Fallenbov enemies Darkling you will get a surprise round on them.</p> <p>Player 13 - thris (ranger) : thris nods, but does not stare, as the 'plan' of attack is given. Someone is going to die sooner or later with this attitude . In his position, ready, he selects a target on his side and, when the mayhem starts... might as well use that as the signal ...shoots.</p> <p>Player 13 - thris (ranger) : Attack: 20 Damage: 11 + Poison: 9 Con Save DC 11 for 1/2 of Poison Damage</p> <p>Player 0 - dungeon master : Moments after you fire, a body drops lifelessly to the ground with an arrow lodged in their neck.</p>	Player 0 - dungeon master	FALSE	I know it was baddie that was hit, but was Rogeliah next to him.	surprise round	the enemy is now aware of you all and will rush you next turn.Rogeliah lorrdwolf FallenbovBadbovine LorrdWolfThris Darkling	Ro, looking chagrined, spears a fire bolt at the next closest soldier. It badly scorched them, leaving them at 8 hp (just making sure I remember)	Round One	(you are a sharpshooter, so just wanted to make sure you knew you can shoot at a distance of 230 feet, which is pretty dang far)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 1 - dungeon master Player 6 - zalv Player 2 - null Player 9 - amelia (fighter) -----</p> <p>Player 1 - dungeon master : The first droid group gets up and opens fire! PEEEO PEEEO PEEEO! 4 successes! 1 - null, 2 - amelia, 3 - Lili, 4 - zalv, 5 - Emma, 6 - Emma amelia gets hit in a hail of blaster fire! 10 damage minus soak. NPC, PC, PC, PC, NPC, PC, PC</p> <p>Player 6 - zalv : zalv, pulling in the droids, quickly drops them and swipes his lightsaber across their torsos, cutting down the first few.</p> <p>Player 6 - zalv : (4 success 1 threat = 14 damage (breach) & 1 strain)</p> <p>Player 1 - dungeon master : DroidGroup1Melee (4s/11w/2y2g)DroidGroup2Range(4s/25w/2y2g) NPC, PC, PC, PC, NPC, PC, PC Two droids go down in burnt off pieces.</p> <p>Player 2 - null : To draw their attention, away from the captured rebels as well as the comm system, null yells out "HEY YOU RUST BUCKETS.....OVER HERE!" and unleashes a giant, ear-drum shattering blast from his mega rifle.</p> <p>Player 2 - null : 3Y + 2P -> Results in 4 success + 1 threat + 1 triumph -> causing 1 strain to null and 10 damage to DroidGroup2Range.</p> <p>Player 9 - amelia (fighter) : OOPS WRONG THREAD</p>	Player 1 - dungeon master	FALSE	1S/3P + 1Y + 1G -> 2 success + 1 threat = 3 damage + 1 strain. With a deafening blast, Null knocks down two droids. He's got their attention!	(It's been an entire day since the last post, and still no sign of anyone else posting. I'll move this on in a minute.)	HAHAHAHAH YOU KILLED AN NPC.Sad face : (DroidGroup1Melee (4s/11w/2y2g) DroidGroup2Range (4s/19w/1y2g) NPC, PC, PC, PC, NPC, PC, PC Amelia you wanna go?	DroidGroup1Melee (4s/11w/1y1g) DroidGroup2Range (4s/19w/1y2g) NPC, PC, PC, PC, NPC, PC, PC Amelia you wanna go?	Zalv's saber singes the droid groups as well, burning their metal bodies. Null's shot manages to shatter one last droid.	

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 5 - amelia (fighter) Player 4 - lili Player 0 - dungeon master Player 6 - zalv -----</p> <p>Player 5 - amelia (fighter) : amelia laughs, "Emma, I'm sure Lilli or Null could put you back together easy enough. Let's get jobs at the docks, what's the worst that could happen? Especially with Null and zalv beside us." She sidles up beside Lilli and whispers, "This'll be just like the time we 'tripped' into those drek-head officers-in-training at the academy, eh?"</p> <p>Player 4 - lili : lili giggles at the memory. "Oh, that was a good one. Those ***** never saw it coming." She grins at the others. "We'll be fine. Emma, I can patch you up if you take some damage, don't worry."</p> <p>Player 0 - dungeon master : "Very well." Emma agreed. "However, I would like to point out that I have seen Null's handiwork. The good news is, if we take the job at the docks to learn how to.dock and stuff, there is a small chance I will enjoy watching you get your asses kicked." She paused for a moment, before adding, "Of course, for medical reasons. For SCIENCE!"</p> <p>Player 6 - zalv : zalv chuckles and pats Emma on the head, "Thanks for worrying about us Em. We'll do our best to make sure we don't get hurt. I'm less worried about Null, but if any of the rest of you get into a tumble, call one of us over, okay?" zalv gives the group a worried look as he speaks.</p> <p>Player 0 - dungeon master : Emma was not convinced. "Your confidence is not convincing. You humans are so easily seen through." she plainly states.</p> <p>Player 0 - dungeon master : FRIENDS IN LOW PLACES</p> <p>Player 0 - dungeon master : (QUICK CINEMATIC SCENE SWITCH TO THE CARGO BAYS, CLOSEUP OF EMMA GETTING PUNCHED IN THE FACE WITH A LOUD "PSSSH!!") Emma sprawled to the floor. In a circle, the dockworkers had us surrounded like monkey in the middle, yelling, cheering. Ten of them in a tight circle. "Ow!" said the brawny dockhand, shaking his fist. "That hurt! What the *****?" Emma struggled to get back up, glaring at him. "Yes, that's because i'm a droid, you idiot." "Think you can take our jobs?! Gettum!!!" one of the other dockworkers shouted, and in an instant, they were upon us with fists and kicks. We realized we had to match suit, or risk breaking our cover. If we could tough our way through this fight, we'd have enough respect to be shown the ropes. If they knocked us all out, we'd be in big trouble.</p>	Player 0 - dungeon master	FALSE	You can't see who was punched, you know. And if you can, then you all are. You've got eyes on the backs of your heads or something?	(PLEASE ROLL FOR INITIATIVE)((IF YOU CAN USE A WEAPON , PROVIDE A WEAPON WITH THAT ATTACK))	(THE ROLLERS ARE ROLLING)	Roll Cool everyone.	ROLL INITIATIVE!! (Each of you will be able to act once, before I roll initiative with all of the dockworkers. However, if you wish to act before I start combat, you may, just add in a (Round 0) to denote that it was out-of-turn).	Initiative!

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<p>Player 5 - scorch (kobold,sorcerer) Player 14 - sharlin (paladin) Player 0 - dungeon master Player 4 - rynnann (barbarian) -----</p> <p>Player 5 - scorch (kobold,sorcerer) : (If I could roll higher than a 2 on my damage I would be thrilled lol!)</p> <p>Player 14 - sharlin (paladin) : (I mean you took it out anyway)</p> <p>Player 5 - scorch (kobold,sorcerer) : (Yeah, but not everything is going to be naturally vulnerable to fire... unless it is in your game :D which would be totally fine :D)</p> <p>Player 0 - dungeon master : (Not everything is correcting example a rock golem wouldn't or creatures that use fire list very's etc...) but I do see plant creatures like this more susceptible to such things is why. As their bodies are just a waxy coating on their, branches and leaves also having acid inside them are kinda really flammable is why I choose to give these monsters that weakness like a tree monster or some animal creatures.) (Hope this helps explain I try to make weakness make sense as possible) :))</p> <p>Player 5 - scorch (kobold,sorcerer) : makes sense to me, i hope we fight plants all game lol</p> <p>Player 0 - dungeon master : Okay got a message Rok,Bor isn't playing anymore so I removed his character</p> <p>Player 4 - rynnann (barbarian) : (We waiting for Daniel still? I see scorched turn, and I'm after him, but I don't see Daniel or the plants before him)</p>	Player 0 - dungeon master	FALSE	No we got to him sorry I just didn't get around to updating the board after he made his move sorry. I will go update it now :) (Yeah, the board looks weird I had a hard time finding the right spot to put the post sorry about that	(So I am going to ask for another character I will allow and wait for one more person and we will see who is more dedicated)	(Daniel should be here by Tuesday he has been busy. If he doesn't post today then I will move on. And if nothing tomorrow I well have this game go into the archives. Also guys please please please read combat rules before you post you turns or try the combat tab on the campaign page before you start posting combat to better help you out.... please...)	up next is Flint Ogun Darien (Hasn't gone) (3) Plant Monsters (Hasn't gone) Requitall (Hasn't gone) Scorch (already took his turn) Rynnann (He didn't attack yet or the plants but Scorch put out his roll and I allowed it you all may do so before hand if you wish for your turn) and I'll roll for the plants	I guess so? I will roll something for him but he might of quitted without me knowing. We can go once more and see what happens. If they don't post in here by tomorrow I might have to drop their character or find someone who will play with us.	(I have heard nothing since the last thing I posted so I will continue.)

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<p>Player 5 - dot Player 1 - dungeon master Player 6 - trystan (human) Player 2 - leon -----</p> <p>Player 5 - dot : Pulling a scroll case off of her back and placing it on the table and listening intently "Healing properties you say?" unfurling a piece of paper dot will begin to jot notes down about these apples.</p> <p>Player 1 - dungeon master : He says "Yes, the apple can apparently heals those who suffer from any disease or other. I will say though sometimes the goblins offer a different apple at midwinter. I think to keep the town inline to show who is boss. This apple is dangerous. Keep in mind it is white and quite ghostly looking."</p> <p>Player 6 - trystan (human) : "Has anyone ever investigated this? Anyone we could talk to before setting off?". Looking around the table trystan adds : " I'm not trying to speak for everyone, but this seems like a job I'd like to take up and you all look like capable people."</p> <p>Player 1 - dungeon master : He laughs and says " Well I can't remember the last time anyone, aside from Talgen and Sharwyn, asked questions about the Sunless Citadel. There was a guy about thirteen years ago, a grim human named Belak stopped by, and he had a very large pet frog. However, that was a while back. Now to think of it Talgen and Sharwyn never returned with their group. The paladin they had was named Sir Bradford and he had an amazing sword called Shatterspike, Would have be a shame to see that one go"</p> <p>Player 1 - dungeon master : He says "Well I do know the last group I mentioned has not been seen for sometime and no one will go that way because cattle herders don't graze their stock anymore. They're frightened by stories of new monsters that maraud by night. From time to time, cattle and people who have gone out alone at night have been found dead the next day, bearing dozens of needle-like wounds. No one has seen the creatures that cause this mayhem, nor do they leave a discernible trail. However, it is the middle of the day so you should have nothing to worry about" "The Old Road skirts the Ashen Plain, a lifeless area"</p> <p>Player 1 - dungeon master : He says " Might I suggest visiting some of our local spots first for supplies and visiting the Blacksmith, he would be keen to see new faces"</p> <p>Player 2 - leon : "I am a bit low on funds..." leon says with a nod to the tavern owner. "How much are we talking to investigate this?"</p>	Player 1 - dungeon master	FALSE	<p>?? He says " Might I suggest visiting some of our local spots first for supplies and visiting the Blacksmith, he would be keen to see new faces" "We will need to visit the tailor, I have an idea for a new banner to be made," Aylana said as she sat to listen.</p>	((If it's needed roll persuasion with advantage for the amount you wish to charge))	The tavern patrons begin to leave after the meeting. If they were in a rush to leave, you have a choice to follow or stick around.	He says " I would be willing to pay each of you for what ever apples you can bring me 50 gp per apple"	(OOC: You can always try to find work to pay for expenses)	@TyrThe whole time you are in town it costs 5 GP to stay at the Inn and 7 GP for a meal. You can spend as much money as you think is relevant for supplies, I would allow you a "Supply pack" with bedroll, rations etc for 5GP. With that money you could take the 2nd half of the quest and complete it in the morning. The 1st half will take you maybe 3-4 hours. The 2nd half will take you 3-5 hours.

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<p>Player 0 - dungeon master Player 6 - trystan (human) Player 9 - leon Player 5 - dot -----</p> <p>Player 0 - dungeon master : You all can also see carvings on the western door show skeletal dragons. A Draconic inscription is also printed there. Within 5 feet of the door, the air is noticeably cooler, and the door itself is cold to the touch.</p> <p>Player 6 - trystan (human) : "I'm afraid I only have my waterskin, but if we have enough of them between us, maybe we can use one. Unless there's something else around that we could use..." , trystan says and starts looking around for any recipients, even broken ones.</p> <p>Player 0 - dungeon master : Also side note anyone have spells that turn anyone undead?</p> <p>Player 9 - leon : At level 1, I doubt it.</p> <p>Player 5 - dot : Pulling out her waterskin and some bottles and vials from her alchemist set "Would these help?"</p> <p>Player 9 - leon : "You seem the best prepared for that, so go ahead and collect away." leon says, nodding towards the red liquid. He moves to the door with the skeletal dragons on it and takes a closer look at it.</p> <p>Player 0 - dungeon master : Give me a perception check please</p>	Player 5 - dot	FALSE	2 for a crit	Perception : 17	I think so. Do you have anything stronger than water? I know you don't want to waste that but this might need something stronger.Dot's perception is 12	Dot will spend some time collecting the red liquid.	Perception 25	((I do with hex. It can be used to do so, however, I believe that that is the only way to do so at this level. If you mean do I think we know anyone, then no I don't think we do)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 5 - morton Player 3 - hond (orc,cleric) Player 6 - damn Player 1 - dungeon master -----</p> <p>Player 5 - morton : “ Tracks on the other side, they all go into the forest.” morton will point out</p> <p>Player 3 - hond (orc,cleric) : "Before we go chasing after any tracks, do any of you three feel a breeze?" hond says, a slight tremor in his usually cheery voice. "I ask because there's something over there swaying in the breeze, but I feel no wind here. Do you see it too?" hond points out the object to the others. "What is that?"</p> <p>Player 6 - damn : damn will take a look at the object [Investigation: 7] " It looks like....a thing... probably nothing to worry about..... "</p> <p>Player 1 - dungeon master : (To clarify, are you going to walk over to the object or are you trying to identify it from your current position?)</p> <p>Player 6 - damn : I'll walk over there</p> <p>Player 1 - dungeon master : As you approach the tree, you find to your horror that the thing which swings pendulously is a human corpse, suspended by a noose tied around it's neck. The corpse's eyes are wide and staring, and it grins macabrely in death.</p> <p>Player 1 - dungeon master : Nailed to the tree is a ragged scrap of parchment. (Is anyone proficient in Sylvan?)</p>	Player 6 - damn	FALSE	(Can I also try to identify the body?)	Once he sees the body, Damn will back away to not be near it, and he'll check his coin purse to see if he has anything he could use as a replacement to his hand crossbow after that, he'll search the corpse for some clues and the letter too.	What is my Passive Perception to pick up the item?	(OOC - nope Gith and Common oddly enough - also forgot I don't need to eat, drink, breathe or sleep - I just need to spend 4 hours in an inactive motionless state - but I can hear normally)	"Oh..." Damn takes out his dagger and cuts the hand on the rope.	Will read the paper

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<p>Player 16 - anakis (druid) Player 0 - dungeon master Player 6 - aluzira (bard)</p> <hr/> <p>Player 16 - anakis (druid) : (If one does come in range, ranged spell attack: 14 , cold damage: 2 & its movement is reduced by 10ft until the start of my next turn)</p> <p>Player 0 - dungeon master : Torrent, there are some poisonous shrubs of which you're aware that grow in the bog. You can make a DC 15 Wisdom (Perception) check to visually scan the area for some, but if you fail, you will have wasted the thirty seconds or so you could have spent digging your hole before Tarek throws his javelin.</p> <p>Player 0 - dungeon master : With your cantrip, you can just reach 5 feet inside the thicket at its nearest point, which is just in front of where anakis is hiding, between her and the toads. In the thirty seconds you have left before Tarek lets his javelin fly, you can excavate up to 125 cubic feet of earth from beneath the thicket in addition to the 25 you've already pulled out. Tarek, seeing you throwing something at them, the giant toads on the far side of the pool adopt a defensive stance, inflating their bodies and standing with their hindquarters raised and their heads lowered. The toads in the pond also inflate themselves and begin swimming across the pool towards you.</p> <p>Player 0 - dungeon master : Everyone, roll for Initiative. Giant toads: 8</p> <p>Player 16 - anakis (druid) : anakis Initiative: 9 anakis is still holding the Ray of Frost waiting for the nearest giant toad to enter 60ft from her.</p> <p>Player 6 - aluzira (bard) : Initiative: 3</p> <p>Player 6 - aluzira (bard) : "Here we go..." aluzira whispers to herself, pulling out her daggers.</p>	Player 0 - dungeon master	FALSE	<p>The only giant toad in range is the one in front of which Anakis cast her Ray of Frost. The giant toad melts before your eyes, and the others in the bog react badly. Several leap a short distance from the water to try and grab at you. Tarek's javelin misses Anakis. The giant toads' initiatives after: Anakis: 20 Tarek: 12? The toads': 8</p>	<p>Combat orderAluziraGre gTarekAnkhena tenAnakisPoiso nous Giant ToadsCombat will begin after a few more combatants have posted their initiative rolls (no worries, it won't take too long! This game is fairly freeform and posts can be taken at your leisure and even out of order if you and your party members aren't all here! Feel free to post your Initiative rolls if you haven't already!)</p>	<p>Everyone, there are three giant toads in front of the party. Which one do you aim your first ray or ranged spell at?</p>	<p>Initiative is determined by a Dexterity check (I should have mentioned), so don't forget to add your Dexterity modifier. Aluzira, your initiative should be 5.</p>	<p>Also, Aluzira, I think I've got you on the wrong character list, since your initiative modifier is only +3. Can you please check it for me and make sure it's right before we start combat? Thanks!</p>	<p>Reminder: You can make an attack roll to attempt to blind the enemies, giving them disadvantage on melee attacks for the first round.</p>

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<p>Player 1 - dungeon master Player 9 - hymnal Player 7 - hond (orc,cleric) -----</p> <p>Player 1 - dungeon master : Morton and hymnal shake off the effects of the spider's poison. Morton and Damn initiate a counterattack, and the two wolf spiders drop in quick succession. hymnal is up!</p> <p>Player 9 - hymnal : hymnal will disengage from the ettercap.</p> <p>Player 1 - dungeon master : The ettercap gropes at hymnal with its long arms, but the lithe tabaxi slips free of its grasp. Searching for another creature to attack, the ettercap's eyes alight upon hond, and it spits a wet globule of webbing at him.</p> <p>Player 1 - dungeon master : Attack: 22 (On a hit, hond is restrained. He may escape the web by using his action to make a DC 11 Strength check, escaping on a success. The web can also be destroyed through damage. It has an AC of 10 and 5 HP.) hond is up!</p> <p>Player 7 - hond (orc,cleric) : hond attempts to break free from the web, Strength check, 19</p> <p>Player 1 - dungeon master : hond rips apart the web restraining him, and it falls to the ground.</p> <p>Player 1 - dungeon master : Morton!</p>	Player 1 - dungeon master	FALSE	Morton and Damn?	(Is everyone ready to advance to the next round?)	Damn!	(Anyone can roll for Morton.)	The human, sensing his allies' vulnerability, decides to strike down the ettercap and takes another swing at the creature. Despite this blow, he fails to slay the creature.	(Slow, but I'll continue!)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 0 - dungeon master Player 11 - xandar (human) Player 5 - tamoda (ranger) Player 9 - thasla (bard) Player 2 - sihnion (bard) Player 13 - ahkota (elf) -----</p> <p>Player 0 - dungeon master : With those remaining shuffling out of the booths, or having already gathered onto the main field, proctors and such come out and collect the paperwork gathered on you all, and workers and guards clean up the mess from the first part. A tall proctor in a heavy coat approaches the podium, and calls for attention. " You have all done well thus far, and I am proud to have spent these moments learning about you, from your actions in the field, to your words to our membership. Unfortunately, there are only so many available spots on this expedition, so some of you won't be having the distinct honor of serving with us in His Majesty's grand vision. To those of you who do make it though! Power! Honor! Prestige! And for the more... materialistic of you; yes, a fair sum of coin too. This final test will be a hard one. In all honesty and seriousness, casualties and fatalities are expected here, as well as the mission to follow should you survi- succeed. Know that this path you take will be dangerous, so if you fear for your life, or cannot afford to risk it, you may withdraw now, and may no-one here judge you less for it. Those of you who wish to take on the final test, speak forward and shout out your name for those of us to hear! "</p> <p>Player 0 - dungeon master : (This is to tally up those who still remain, among other things... I understand some of you have left and dropped out by this point due to the wait, and that is more than fair, considering.)</p> <p>Player 11 - xandar (human) : Having passed the previous tests xandar wasn't about to back down. The talk about casualties didn't intimidate him because it seemed like a tactic to deter those who lack the courage to brave the dangers of the real expedition. The warrior took a step forward and raised his voice, "I am xandar Temerion and I will take this final trial." After he spoke he turned towards the rest and waited to see how else would join him in this endeavor.</p> <p>Player 5 - tamoda (ranger) : A big half orc in woodland brown and green steps forth and bellows tamoda</p> <p>Player 9 - thasla (bard) : "I, thasla Rossir, wish to undertake this trial!" the Aasimar calls out as she steps forward.</p> <p>Player 2 - sihnion (bard) : A dwarf steps up beside the half orc. "sihnion the Lesser, I</p>	Player 0 - dungeon master	FALSE		1 As the group of people come forth and introduce themselves, the woman behind the podium continues, " Very well, and to the test you shall be exposed. This time, you will be placed as many of you have already been, in a field of sorts, and with the sun above you, you will face it's heat in tandem with the heat your bodies will create on your own accord. The only thing that should be done for this one, is that you may drink some water and use some rations. I may not have given you all enough of the latter. To the test. "	(And here we are!)	(I have been notified by nschrock also wishes to continue, I just need to work something out with him first.)	"Finally. We're all here. The ones who were left anyway. It's been quite a long wait, I must say, but I suppose it is in the nature of one who works hard, to rest for a time longer than those who lack dedication. I know it's been a long wait, and I apologize again, but we're finally here. The final challenge. The task you have sought so diligently, for this is the trial... of the Storms."	(Any other characters who still wish to speak to the proctor may do so now.)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 4 - lilliana Player 1 - liana (half-elf,fighter) Player 12 - aidan (cleric) Player 2 - nate -----</p> <p>Player 4 - lilliana : A wide-eyed glance toward the edge of the deck causes a pit to form in lilliana's stomach and she nods at Aiden's offer, but then upon seeing liana's grievous injuries she swallows back her fears and moves up to the woman's other side. "I will help as well, I'm not injured. Just... let's not go near the edge..." There is a hint of shakiness in her voice as she says that, but her strength makes escorting liana down the steps that much easier.</p> <p>Player 1 - liana (half-elf,fighter) : "Thank you," liana nods her head from aidan to lilliana, "both of you are quite lovely! I promise not to be too much of a pain down these steps - oof!" She can't help but wince as they walk downwards. She would have hoped gravity to help, but shifting her weight around was painful even with help. "I can see as well as I ever can." liana mused after a sharp intake of breath. It would seem to anyone that she was making some sort of joke. Probably about the fact she wears a mask. "So... You've heard of me?" liana asks almost sheepishly in aidan's direction. She bobbed her head up and down as she spoke. Whoever it was under the mask, they were probably the overly animated type!</p> <p>Player 12 - aidan (cleric) : "Your name gets a fair bit of mention in the right circles. Particularly among those dissatisfied with the rulership of the Cities."</p> <p>Player 2 - nate : nate will climb up to the crow's nest and take in the skies while he waits to disembark.</p> <p>Player 2 - nate : (could be a short rest?)</p> <p>Player 1 - liana (half-elf,fighter) : "Interesting... and would you run in those particular circles?" the voice sounded teasing and light, but beneath the tone laid a serious question.</p> <p>Player 12 - aidan (cleric) : "I doubt we would have crossed paths today if I didn't, Miss Red. Though I must say I was surprised to see you among the prisoners." His pattern of speech and tone come across as one who tries to keep things professional. "The name's aidan, by the way."</p>	Player 2 - nate	FALSE	(Sorry, was thinking of the wrong character)	"Aidan... Nice to meet you!" the woman smiled and gave him a small bow. "I'm afraid I need just a little bit more of your attention. These stairs are too difficult to climb all alone..."	(what can Nate see from the crows nest?) Perception (if needed):15	Nate will scan the skies around the ship in case that Aarakocra is still around. Perception 15	"I am known by many names myself. Most call me Nate, though some call me other things. You will know me by the way I act, rather than what I call myself. You will also know me by my deeds."	Perception: 15

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 19 - nicolas (human) Player 15 - dungeon master Player 3 - tarek Player 11 - aluzira (bard) Player 18 - ash (human) Player 5 - anakis (druid) -----</p> <p>Player 19 - nicolas (human) : Assuming anakis gives the all-clear, nicolas approaches and holds up the torch to get a better look at the archway. He thinks back to the various styles of maps and documents that have come across his desk in the hopes of placing the distinctive style.</p> <p>Player 15 - dungeon master : You don't notice anything dangerous, anakis, just the sound of condensation dripping from the ceiling and landing on the spongy soil of the river bank. As you approach the pedestal, you can see an arched ten foot wide passageway to the right, exiting from the room. Your investigation of the pedestal reveals that it's of stone, carved in a familiar style. It supports a plaque that lays flat, also of stone, on which the following message is engraved: BEYOND THIS ARCHWAY IS THE ENTRANCE OF THE CATACOMBS OF THE UNDERCITY OF EKUEPOOL. BY DECREE OF THE COUNCIL, BOTH CITIZEN AND NON-CITIZEN ALIKE ARE FORBIDDEN FROM GOING FURTHER, UPON PAIN OF DEATH. The air is still in the small room and smells dank and moldy. Looking at the archway in full light, nicolas, the style of ornamentation reminds you of some manuscripts you've seen that date back to the earliest days of the city, many of which document the efforts of the city founders to bring civilization to the bog. Meanwhile, the small white boat has returned across the river, and the boatman is urging ash and aluzira to join Torrent in coming aboard. "The current is stronger already," he says. "I can barely fight it as it is, and I don't want to spend the day on the opposite bank waiting for the storm to die down. No, thank you! Now are you coming or not?"</p> <p>Player 3 - tarek : "Pain of death?" tarek repeats after reading the engraved sign out loud. "Are we sure we want to do this?"</p> <p>Player 11 - aluzira (bard) : "Yes, of course!" aluzira says quickly hopping onto the boat. "Sorry, I didn't mean to make you wait," She says with and apologetic smile. Then adds, "If the current becomes to much stronger I could try lending a hand, though I've never steered a boat before." As she is speaking, her hand twitches as if to fidget with her dagger.</p> <p>Player 18 - ash (human) : ash is following the group "I think we have to."</p> <p>Player 5 - anakis (druid) : "Pain of death? But</p>	Player 15 - dungeon master	FALSE	She was talking to the boatman?	Ash, Aluzira and Alban will need to make a Wisdom Saving Throw. Everyone else is fine.	gender character_type : in-character : I'm getting a strong, dark feeling from the catacombs, like maybe whatever's down there doesn't like being disturbed. Maybe the Catacombs of the Undercity have a resident of their own, and he's hungry?The river bank is quiet for a moment. The eerie still of the storm is the only sound. There's barely enough room for you to pass each other down the rowboat, and Torrent's large form in the stern doesn't help matters."We need to row for a while," he says	The passageway into the undercity is only ten feet wide, so, if you're going in, this would be a good time to decide on a marching order for the party.	gender character_type : in-character actions : name_mention name_mention spell	(What would you like to do? Remember, the path behind you is also illuminated by the torchlight.)

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 7 - vruuk (rogue) Player 3 - darastrix (dwarf) Player 1 - dungeon master Player 6 - ash (cleric) -----</p> <p>Player 7 - vruuk (rogue) : vruuk collapses at the base of the wall, breathing heavily with an exhausted but happy smile . "Every-non-right?" He slurs as he tries again to push away the soggy hair from his eyes and look around. Though only to temporary avail.</p> <p>Player 3 - darastrix (dwarf) : darastrix tucks his hand back into his pocket after whipping Pok'im in the face. "Uh.. That was weird. What is so important about some book?" Glancing down into the spiked pit. "I found Kit upstairs, but no one else. I think everyone was stolen.</p> <p>Player 3 - darastrix (dwarf) : darastrix would walk over to Pok'im, "Sorry about the mishap, Brother. You're so strong though, I did not think I would have messed up so terribly. We should get upstairs and get things figured out. Kulsee and Kit are waiting. We got to find Ma and Pa</p> <p>Player 1 - dungeon master : You all can hear as Kulsee yells down the stairwell with kit beside her "You guys alright down there... I heard a few loud noises!,"</p> <p>Player 7 - vruuk (rogue) : vruuk nodded tiredly in agreement, backing up Dara's earlier claim. Too tired for more, he continues to sit against the wall until Kulsee's yelling got his attention. He sighs, but gets to his feet. And after throwing another nod to Dara and Pok'im in agreement, he shakes off as much water as possible before making his way to the stairs. "We'za com'in, lil' Sis. Basement sprung a leak. But we gots it fixed."</p> <p>Player 6 - ash (cleric) : ash tries to get the book.</p> <p>Player 6 - ash (cleric) : OOC DEX? 20</p>	Player 1 - dungeon master	FALSE	<p>You fumble. Ash grabs it out of his hands. Ash finds the "Book of Incomprehensible Writing" It looks like it's from a different language, and probably shouldn't be read by anyone not native to it.</p>	<p>Your eyes glaze over as the book starts to absorb into your hand. You know the contents of the Book of Shadows. Your mind goes into a deep trance filled with images and knowledge that is very similar to that of a trance you took from your God a long time ago.</p>	<p>The book was already taken by a drow and taken back with him to his mistress in the tower below</p>	<p>So you are going to have to explain how you are getting the book a little bit. So before Vruuk more or less repelled down to get to the body. The pit is around 20ft deep and being a centaur... I would not recommend you try to climb down on a rope to get it lol. If you give me a nice RP of you fishing that book off the spike in some way shape of form I will give it to you with your 20 :P</p>	<p>ooc: sorry folks the book isn't a physical object, so no stealing of it.</p>	<p>Ash:</p>

Context	Character	In Character ?	Dialog	DND	DND-ALL-CTRL	GOLD	DND- PREV-CTRL	DND- RECENT-CTRL
<p>Player 11 - dungeon master Player 21 - lilith Player 6 - flint Player 20 - annabelle (tiefling,sorcerer) -----</p> <p>Player 11 - dungeon master : You have never seen this creature before there isnt any history of such a creature at if he just came into exsistance he looks magical and quite powerful. But you would have noticed he was pretty fast and he was a 64 ft tall snake also has the presence of evil as if there was no good whiten the two voices when they said Eraskuda just pure annihilation was intended.</p> <p>Player 21 - lilith : "It was about 6-7 adult human long. It was pure evil. I've never seen one before. It was like as if it was born from magic."</p> <p>Player 6 - flint : flint "No time to waste. It has a head start on us and we don't know where it is headed." flint starts looking around for a trail. Investigation 20 (ooc if he finds a trail for the snake he will signal the others and take lead for a bit)</p> <p>Player 20 - annabelle (tiefling,sorcerer) : annabelle will look around at everything they pass skeptically (Investigation 20).</p> <p>Player 11 - dungeon master : You do see the tracks it left which is headed north of the forest you do see more of its trail leading through as you go. There is more destruction some people that are still alive are in half dying or some look as if they have been squeezed to death others electrocuted to the point there body is charcoal. This trail leads until you come to some deep water where the trail ends across this huge lake is a city which is called Brinadel it's a 4 days travel to go around the lake in a boat it take 2 provided it's a decent sized one with sails. But there are also more tracks you see branching off in two separate directions as if this spot was a meeting point for 2 other gargantuan sized creatures one headed west the other east which the village to the west is 1 days travel to the east 2.</p> <p>Player 6 - flint : flint</p> <p>Player 6 - flint : "Looks like we are at a fork in the road. Which way do we want to go?" You see flint looking back and forth down both paths.</p>	Player 21 - lilith	FALSE	<p>We could be going to something worse, it's better to go back, or is one of you guys able to carry Flint? We don't know it's intentions, and it could be stronger if it is one of those snakes." I say as I pick through some of the bones around for a good sized bone I could use as a small club.</p>	<p>Alban looks at the footprints, trying to estimate which path the snake was most likely to have headed down.</p>	<p>(Does anyone know which is Eraskuda's other half, and what it looks like?)</p>	<p>As they walk and find the dead and dying, Liliith will cast spare the dying on anyone she can as they walk by.</p>	<p>"I don't think I'm cut out for all of this walking." She says, looking up at Flint from her position on the ground. "I'd prefer going east if we're going to make it to Waterdeep in time, if not, I'll vote for the boat."</p>	<p>I am not entirely sure what we are doing here but i shall follow your lead.</p>