# Chapter 1

trent's char in a tavern, talks to dwarf bartender

batrender: "what can i get for you dragon lookin dude?"

trent: "sweet tea"

dwarf: \*cusses in dwarf\* "ok thatll be 1 sp"

trent: \*tosses 1 GP\*

dwarf: \*gives back 9 GP\*

dwarf: "how about you?"

chazon's char (bear): \*grumbles\* "water"

dwarf: "1 copper"

chazon: \*gives 1 gp\*

dwarf: \* gives change\*

dwarf: "how about you robot?"

val's char (robot): "water?"

dwarf: " how abou vinegar?"

val: "ok"

dwarf: "3 copper"

val stole meat from bear,

bear bites his hand off to get meat back: 10dmg

dragon fireballs bear: 3dmg (fire)

dwarf: "dont set fire to my shop!"

val: \*pulls out dagger\* "illegal operation"

dwarf: "he next to hit someone in here is getting kicked out!"

everyone calms down

dwarf: "i have a quest for you all ruffians"

hey dont want to work together

dwarf: "i need you all three. i need an accomplice. go to the church, Asilvia. 300gp. You might need more adventurers."

trent buys a map, leads the party to the church

the church is of Almainter God of Sun and Law. session just ended. cleric comes out

trent slaps cleric, but misses

cleric is mad, wants to press charges

other cleric says "yeah hes now basnished from the church"

cleric is happy

cleric is michaels char

cleric: "what do yo uwant?"

bear: "we neeed you to come on a quest with us to find silvia"

cleric: "who made quest?"

bear: "tavern keeper"

bear: "can i pet your tail?"

cleric: "no"

party of 4 goes back to tavern

cleric asks tavern keeper about quest

dwarf explains it

cleric writes a contract

dwarf crumbles contract and puts it in the gold bag

cleric agrees to find the woman silvia

they go out

outside the tavern they see an old man (old man is astalir)

bear gives him meat and bone

bear pikcs him up , folows him to his "house": a rope tied between two trees

bear puts him in the tree

val gives him a knife to cut the bone

bear offers to take him along.

old guy syas no

bear: "wisdom?"

party leaves

party goes to jungle, finds enon's character

party asks if he wants to go on an adventure?

enon stops playing handpan and talks to val (robot): "oh hello, I suppose. what kind of an aventure?"

bear: "dungeoneering. need to foind someone"

val climbs on enon

bear and enon talks about music

enon: " i would love to hear music"

bear: \*plays flute\*

enon: applauds "very nice song. you all seem like very nice ppl"

val claps (like pots banging)

enon: "i think ill come along. you seem like kind folk"

bear picks up enon and val "new friend!"

val looks thru scope, sees deer drinking water under a tree

val wants to hunt it

enon tries to disuade him

val aims anyway, shoots the deer in the antlers, snaps an antlers

the antler magic floats up back to its position, and deer runs away.

enon convinces val not to shoot it again

enon asks names

val: silber posten ("silver sentry")(robot)

bear: micro (bugbear)

cleric: dralth (emerald dragon)

enon: Jodi (Firbolg)

trent: trent (saphhire dragonborn wizard)

jodi plays really good tune

silber also plays tunes on radio

party crosses river: silber, trent, micro, jodi

(silber rides micro)

owlbear appears!

== combat begins ==

trent crosses the river again to escape the owl bear. trent catapults a rock at the owl bear: owl bear dodges it

owl bear crosses stream and attacks trent: 19dmg (slashing)

dralth uses reaction to make 1 attack miss

silber shoots owlbear: 32dmg (still sitting on micro)

micro moves along river closer to owlbear, reaches across river to stab owlbear: 6dmg

micro rages, spectral bear appears around him

dralth summons pokemon as spiritual weapon

dralth does 9dmg, scorches ray: kills owl bear

2 BEARS APPEAR OUT OF NOWHERE

bears are right behind enon

enon tries to persuade the bears to leave, succceeds. the bears leave

== combat ends ==

val shoots one of the bears as they walk away: 53 dmg, kills it instantly

== combat begins ==

jodi is devastated by silber's shot. turns away in shock

micro: "this bear is mine! yogi bear demands it!" attacks it with polearm: 21dmg, wounds bear

trent: jim's magic missile at bear: 9dmg (costs 1 gp to cast), accidentally hits hiimself, down to 3HP

silber: reloads his gun

brown bear: attacks micro: 8dmg + 8dmg

jodi: does nothing (disdain)

micro: glaives bear, kills it

== combat ends ==

dralth: crosses river again

micro gets mad at trent for attacking bear.

micro crosses river, chases trent

== combat begins ==

trent: runs away, casts magnify gravity, damages micro and silber, but micro doesnt get slowed

silber: shoots trent in the leg, downs him

trent: "oh shit!"

dralth: "if youre going to murder him, that will be illegal, and ill have to call the guards"

silber explains the situation

dralth agrees that micro and silber that theyre acting in self defense, just try to keep trent alive. youre not allowed to commit any more actions against him

ooc: silber argues with dralth about whether its legal. conclusion: silber has a boutny on trent, and its the wilderness so the city rules dont matter

jodi: perception has changed radically. goes invisible and runs away (uses hidden step)

micro: stabs trent, trent is bleeding out

trent: takes a labored breath

silber: pulls out contract for trent. cuts off his head wit hdagger, bags his head

== combat ends ==

# Chapter 2

blackdrow - micro the bugbear

trentsoul - suey dragonborn cleric

shield - astalir the deerkin rogue

val - silberpostne warforge sniper

party is at a shop on the road on the way to minotaur maze

shopkeeper tries to interest them in deck of many things

magical deck, weapon deck, fancy deck, random oddities

Suey draws from oddities: 7 of spades: cup of coffee of sleeplessness (energized, 10 temp hitponit, dont need to sleep anymore)

SP makes a gun for micro, micro shoots the gun in the air.

SP draws from oddities: jack of clubs: waterbreathing

micro draws from weapon deck: smiley bomb of tashas hideous laughter

Micro gives Suey a silver so he can draw from Deck of Weapons: sling with rocks

astalir knows the magical deck is the deck of many things. draws from it: \*he vanishes\* (goes to dungeon inside the minotaurs maze)

SP pays a silver to draw from deck of many things: his sniper rifle distingrates, as well as his other magical items

SP pays 3 more silver to draw from deck of many things 3 times: increase dex to 20, removed his soul and placed it in a object in minotaurs maze, (3rd card doesnt get drawn)

Micro buys sniper rifle, draws from oddities: 5000gp

suey goes to do something with armor

micro: "luck seem good, i draw from danger deck". draws from deck of many things: lose 2 intelligence

astalir fidns a chest in the dungeon, opens it. finds a chicken sandwich. astalir puts it in his bag. notices the sandwich is glowing. (it contains SP's soul)

big dwarf (enon's char) draws from deck of oddities: deaf for 4 days.

michael's char draws from deck of many things: cant speak for a few days

micro draws from each of the 4 decks:

-deck of many things: fate (can undo 1 event);

-weapons deck: 2 javelins;

-oddities: psychic resistance;

-fantasy: red suit, black pants (michale jackson thriller suit), every 30 minutes in game for 1 day: body makes you do the moonwalk, and you have to say "heehee";

suey draws from weapons x3 (paid for by micro): 2 sickles, pike, longbow

suey sells the sickles to the traveling merchant

shopkeeper asks where thyre goin

"maze for horned thingy!" -micro

micro agrees to pay for suey's bow to become magical in exchange for getting to call on him for help once

suey draws from deck of many things: -2 to saving throws (medusa), comet (instant level up if solo kill monster), alignment swap (neutral good -> neutral evil)

suey draws from weapon deck: great sword, great axe, battle axe, babysitter's bat (+1 against fiends and some other things)

micro tries to barter for some stuff, got the deck of random oddities for suey

suey gives battle axe to micro

=======

astalir casts comprehend languages as a ritual while hes in the cage

micro and party go to dungeon (travel a few hours), find astalir in cage

micro picks up the cage, the bars bend but dont break, make the bars

the entrance to the maze says "if you value life, dont go in here"

suey goes in and solo challenges 3 skeletons that face them

==== combat begins ====

astalir picks the lock and unlocks the door, but cant get out bc micro is still holding the cage

suey uses flame bow on skeleton 1: 17dmg

micro sets the cage down and draws his weapon, barricades doorway

skeleton 1 cackles at suey: demoralizes suey (disadvantage on attack rolls)

skeleton 2 cackles at micahels char, but doesnt do anything

michaels char (dralf the dragonborn) opens cage and grapples astalir and rides him.

skeleton 3 mocks micro: micro shrugs it off

astalir tries to buck off dralf, but fails, moves out of the cage

suey flame bows skeleton 1, kills it

skeleton 2 mocks astalir, 5 psychic damage

skeleton 3 mocks suey, micro, astalir: 3 psychic dmg

astalir bucked him off, runs off. micro makes opportunity of attack against astalir: 16 dmg

suey flamebows skeleton 2: 12dmg

micro drags astalir back out of the room with the skeletons

skeleton 2 moves towards suey, cackles at suey: suey shrugs it off

skeleton 3 mocks suey, micro, astalir: 5 dmg to astalir (astalir at 1 hp)

astalir fails to escape micro's grapple

suey flame bows skeleton 2: 15dmg, kills it

micro releases grapple and makes a move to stop ppl from going into the room, tells astalir to not go in the room

skeleton mocks suey, micro, dralf

astalir does nothing

suey flamebows skelton 3, damages it

micro prepares action to keep ppl out of the room

skeleton misses at suey

suey crits the skeleton, killing it

==== combat ends ====

group takes short rest, astalir gains 11 hp => now 12 hp

all the scribbles on the wall (written in minotaur) are all warnings to go away

suey explores side room, finds something sparkly, finds a trap, in a chest: 5dmg

astalir moves into maze, disarming traps with his maze hand

micro grapples astalir, searches through his bag. "give me sandwich!"

astalir mage hands the sandwich over the activated trap

micro run and jumps and grabs the chicken sandwich

micro steps on the strange mark and falls through the floor.

micro uses fate to bring back SP from a sandwich back to his normal form, micro picks SP up and carries him

>>>> skip to boss fight >>>>

the party goes to the boss fight room and faces timmy

timmy says in minotaur: "you made it to here depsite all my warnings"

timmy's room has antimagic field

==== combat begins ====

SP: sharpshooter shot at timmy: 39dmg, hides as bonus action

suey: fumbles his bow bc he cant put his arrow on flame, pulls a muscle, disadvantage on attack rolls

suey: 2nd attack: fumbles again (bc of disadvantage): bow string snaps

enon's char 2 handed with Hammy weapon: 7dmg

timmy attacks enon's char: barely hits: 23dmg, enonchar is badly hurt

micro rages, smacks timmy: 16 slashing dmg; reckless attacking for 2nd attack (advantage on attack both ways): 17 slashing dmg

astalir dashes out of the antimagic room, creates a silent image of a bigger timmy outside the antimaigc field (to try and lure timmmy out) and dashes to search more rooms

dralf attacks timmy, kills him

timmy gets back up, yelling profusely

SP gets out of hiding, shoots timmy from outside of antimagic field: timmy would be blind for a turn, 45dmg

but timmy redirected the bullet to micro, but micro blocks it and takes no damage.

suey finds timmy's desk with his secret documents. finds a chest and opens it, takes 3dmg

enonchar uses hammy weapon to attack timmy: 6dmg

timmy attacks enonchar: heavily wounds him, enonchar faints

timmy moves away, micro opportunity attacks,but misses

(timmy doesnt want suey reading his weaknesses outloud)

micro chases timmy and guards the door to his office so he cant get suey, attacks timmy: misses, hits 2nd attack: 10dmg (slashing)

astalir explores a room, finds a chest that says "treasure", leaves it, goes to explore other room

dralf attacks timmy with hand axe: misses

SP peaks out and shoots timmy again. sharpshoot: timmy succeeds on con saves, doesnt get blinded: 37dmg, timmy is badly hurt

SP rehides

suey continues restringing his bow. reads document, dashes out of the room, taking document with him

"timmy is weak to ranged weapons and spellcasters"

enonchar fails 1 death save

timmy increases in size to large. timmy attacks micro: 11dmg

micro regenerates 10 hp

micro reckless attacks timmy: knocks timmy prone, 19dmg

astalir runs past timmy, but timmy attacks him EVEN THO HES ON THE FLIPPIN GROUND and deals 26 dmg to him, killing him instantly

dralf attends to enonchar to help him survive

SP shoots timmy, kills timmy

==== combat ends ====

the throne timmy was sitting on disappears and underneath is 10000gp

max comes in, sees they killed the minotaur, gives the group 600gp

==== post campaign ====

astalir rests up, does what he can to keep himself alive with his magic

finds the documents and leaves the dungeon with the documents

(the party just left astalir to die)

# Chapter 3

Sui (trent)(dragonborn drake warden) draws deck of many things, starts shooting pixies out of his butt. they all flew away. sui draws again and gains immunity to acid, then it upgrades to acid adaption.

sui: "do you have a bottle of acid"

dwarf tavern keeper: "go talk to alchemist"

sui goes to alchemist, sees deer (astalir) following him

sui asks alchemist for acid: 2 silver

alchemist throws acid on him and sui heals

sui tells him about deck of many things

sui buys 6 potions of acid

alchemist buys a card from deck of many things for 5 silver

sui goes back to tavern, max finds him and sends him on a new mission: goblin camp.

sui goes to camp, astalir follows behind. sui climbs a tree and aims at goblins. tells off astalir. astalir continues playing dumb ("normal" deer).

(astalir cast comprehend languages this as ritual before this)

sui launches arrow, hits goblin: 7dmg

== combat begins ==

sui shoots again: 9dmg

headshots the goblin

goblin 1 rushes him and shoots with bow: sui takes 4dmg

goblin 2 runs up and fumbles his bow and breaks his string

goblin 3 runs up and shoots bow: 6dmg to sui

sui asks astalir for help

astalir makes silent image of sui then runs to hide behind tent #4

goblin 4 shoots the silent image, arrow goes thru the dragonborn

goblin 5 dashes to the silent image, says its a fake

goblin 6 shoots sui: 6 dmg

sui drinks acid potion: 9 heals

sui attacks goblin with bow: 15dmg, kills it

sui attacks again with bow: 14dmg, kills goblin

goblin 3 runs up to tree and sees sui clearly, misses

sui: "how did you miss me from 10 feet? im literally right in front of you"

astalir turns into a goblin and tries to raid a tent

a hiding goblin tells astalir to go fight

astalir opens his clothes to reveal a really bad wound

goblin says "its not that bad, go fight"

astalir takes a burning coal from fire and puts it in goblins pocket (using mage hand)

goblin picks up the coal and yeets it "ow"

goblin 4 attacks sui: 7dmg

goblin 5 attacks sui clone: finds out its not real

sui tries to hide from goblins, shoots one and kills it:

headshot, arrow spins thru air like drill, hit in forehead, causes skull to cave in, golbin blood spills all over ground

"cant find meeee"

hiding goblins pants burn, takes 3 fire damage

astalir takes the opprtunity to sneak into the tent, finds nothing interesting, goes to tent #3.

a goblin comes out of tent #3

"what you doing?"

astalir points and yells in opposite direction to fight

goblin doesnt fall for it

the goblin grabs astalir and sppins him around to face the battle

goblin 4 shoots and misses sui

goblin 5 shoots siu: misses

goblin 6 shoots siu: misses, fumbles, but only a scratch

siu attack goblin 4: kills it

siu attack goblin 5: kills it

astalir (as goblin) battlecries and runs at siu clone. siu clone approaches and short swords astalir, astalir falls on ground and bleeds out. siu clone stares at hidden goblins

goblin 6 chases siu into woods and stabs him: 4dmg

goblins come out of tents

siu point black shoots goblin 6 in the face, then moves through the trees stealthily, shoots a goblin that just came out of tent

clone siu walks intimidate at firepants goblin.

firepants goblin tries to run, and trips over firepit and burns to death

astalir waits for a goblin to get close to him

goblin 7 tries to tell if clone siu is real, says it is

goblin 8 tries to tell if clone siu is real, finds out its not

but walks next to astalir

astalir stabs him from the ground: 5dmg

goblin 9 finds out that astalir is not a goblin (and is not bleeding out) and tells everyone

astalir turns back into a deer

siu hits the goblin that told everyone about astalir, kills it

siu misses the other shot on a goblin

astalir runs and checks tent #5, finds nothing, runs to tent #6. (disengages to prevent opportunity attack)

siu clone walks meancignly at goblin 7, but goblin 7 is not intidimated

goblin 7 and goblin 8 try to shoot arrow at astalir, but astalir is too fast, they miss

siu arrow hits goblin 7, kills it

siu arrow hits goblin 8, kills it

the last goblin runs away

== combat ends ==

siu finds a centaur tied up. he tries to untie it but fails

astalir searches tent #6, finds a copper piece, leaves it

siu frees the centaur

centaur (in sylvan): "thanks for freeing me"

siu (in sylvan): "carreid away i guess"

centaur: "they outsmarted me"

centaur heads out

astalir searches tent #7, finds nothing

siu searches goblin leader, loots body for sellable goods. findss scimitar, javelin, shield, 25gp

siu stabs the goblin's javelin through his dead body as a disply of power for future passersby, plants skewered body so its difficult to take out

siu takes scimitar and shield

siu struggles to make skwered body future proof

siu asks astalir for help

astalir searches tent #8 and finds a map (hook to next mission: kobold mines or something)

astalir goes into tent #1 and searches, and siu comes in and goes to sleep. astalir searches, finds a sword (falcotta) (it belongs to max)

found papers about gods that max worships in the forest: Skeritt

astalir searches tent #2: found some books

astalir searches tent #3: found some more books. goblin boss' tent, found a chain shirt (piece of chainmail), studded leather, helmet, leggins, grieves,gauntlets, 50gp.

found out that they were planning on eating the centaur

## Roll20 Chat

hehehehe

I then say silently "Cant find meee~"

Centaurus20 (GM):is that for you

it\*

Sui:yep

# Chapter 4

=== session 4 ===

max meets party at tavern

dwarf and sui have a little tiff

the party tries to find deer friend

astalir is outside tavern as old man beggar

sui sees him and investigates, tells its him

astalir pretends he doesnt see.

"alms for the poor?"

(max had given him a 10 silver)

sui asks for him to come on the mission

astalir tries to sell him the map

they try to grab him

the old man runs away, and a deer stands in his place

they try to grab the deer, but its a silent image

the deer clone points at the map astalir dropped on the ground

they pick up the map and go on their way

on the way, astalir freezes a water bridge over a river and runs ahead of the group (using two instances of shape water)

orc jumps over the river, and then siu does too

orc (lego's character)

party makes it to kobold cave

orc and sui intoduce each other

Gar Swanfellow (lego's char) barbarian orc

sui shows him the dragonbow he has

gar discusses tactics with sui, tells him to stay behind him

gar and sui go in cave, astalir sneaks in behind them

they find one long hallway, with two potential pathways blocked by boulders

sui doesnt have darkvision, has to light a torch

gar has darkvision, expresses surprise at sui's lack of darkvision

gar finds a side path, partially blocked, climbs over rocks into narrow side path

sui follows him

they forgot to stealth, kobold spotted them and warned the others

6 kobolds vs gar and sui (and astalir)

kobolds only see gar so far

astalir is in other branch of cave path, listening through walls, disguised as rock

=== combat begins ===

sui charges an arrow

gar ducks, letting sui shoot

sui looses arrow, killing kobold

gar runs into group of 5 kobolds

gar has cloak with lots of patches on them

gar takes off door patch and puts it in front of kobolds, sealing them in a room

("room" is connected to ain path, but blocked by boulders)

sui and gar discuss patches and how gar has an "addiction" to collecting patches

kobold 1 climb rocks to get into main path, to go around the long way to gar

kobold 2 fails to climb the wall

astalir (as a rock) uses mold earth to block in kobolds

path is 10ft wide, he uses reality bender ability to cast mold earth twice

makes a pit in front of kobolds, and moves dirt to make wall. 5ft pit + 5ft wall = 10ft climb straight up

kobold #3, #4, #5 climb the rock

sui moves along stealthily

gar moves along stealthily

sui asks if gar wants to draw from deck of random oddities

gar, gar says no

kobold 1 tries to help kobold 2 get up, but they still dont get up

astalir turns back into a deer, runs over wall he made,

kobold 1 stabs him with a dagger as he leaves

astalir molds earth to make another pit + wall combo in his wake

kobold 1 runs after astalir

kobold 2 climbs and runs after

kobold 3 climbs up and stops at pit

sui asks about the door, gar says he doesnt know, sui cant tell hes lying

gar shortbows kobold, but he lived, turns to see what happened

kobolds run after astalir, going through his obstacle course

one kobold does a running jump to climb the wall

astalir puts dirt on boulders blocking side path (uses mold earth twice w/ reality bender), making a 20ft wall, with a 10ft deep pit on the other side

kobold 1 jumps off wall 20ft, jumping gap. but dies from fall damage

kobold 2 cant get out of pit

kobolds climb walls astalir made

sui and gar approach main hub room with lots of kobolds sitting around a campfire, strike from shadows

sui shoots the weakened kobold, kills it

sui shoots a flying kobold across the mainhub room, kills it

sui moves behind gar

the kobolds are on alert now

one kobold investigates, finds gar, stabs gar, but the dagger bends on his thick skin

gar drops his short bow, and rages!

gar grabs his battle axe, riases it above his head

"shouldnt have done that"

gar splits the kobold in half

gar walks into the main hub room

"whos next?"

kobold 18-1 attacks, misses

kobold 18-2 climbs rocks

kobold 16 falls in pit, takes 3 dmg

kobold 13 slings gar, hits gar but does no damage

astalir dashes through side path until he can see sui around the corner. he turns into a 5ft kobold (unusually tall kobold)

sui: "why are there so many kobolds??"

gar: "i warned you about this! goign into a kobodl cave, theres going to be a lot of kobolds!"

kobold 11 fails to climb 10ft wall

kobold 9 slings gar: 6dmg, but gar's rage halves that damage

kobold 6-1 slings gar: 3dmg but halved

kobold 6-2 slings gar: misses

kobold 5-1 jumps but misses and falls into 5ft pit #2

kobold 5-2 slings gar: misses

kobold 4 slings gar: misses

siu shoots kobold next to gar: kills it

siu shoots kobold close to gar: kills it (arrow whizzes by gar, almost hitting him)

gar crosses the hub room to get to nearest kobold, screams at them to intimidate them, scares them. axe on ground dragging them it behidn him, looking bloodthirsty

in draconic: "follow or die!"

gar persuades the two frightened kobolds to join them

the two kobolds say they will

gar: "good"

gar moves to a group of three kobolds to do the same thing on his next turn

kobold 18 slips and falls in 10ft pit

kobold 16 cant get out of pit #2

kobold 13 (next to gar) daggers gar: misses

(big) kobold astalir runs past siu into main hub, dashes into room on right, searches for documents, finds nothing

kobold 11 cant get out of pit

kobold 9 slings gar: misses

kobold 6 slings gar: 3dmg, halved

kobold 5-1 gets over wall

kobold 5-2 dagger attacks kobold 6: 3dmg

kobold 4 stands on elevated platform, slings kobold 6: misses

sui fires two arrows at kobold 6: over kills it

sui fires arrow in between kobolds eyes

sui enters room, tries to persuade kobold 9 to join them, kobold refuses

gar tries to intimidate kobold 13 and 9, but theyre not scared

gar persuades 13 and 9 to join them, and they agree

Grarthta Swanfallow

kobold 16 fails to climb wall

kobold 13 does nothing (friendly)

astalir dashes through mainhub again to next side room, searches room, finds copper pieces and rags, leaves them

gar expresses his surprise at big kobold

kobold 11 climbs up wall

kobold 9 climbs up wall

kobold 5-1 climbs up wall

kobold 5-2 does nothing (friendly)

kobold 4 follows gars command to go into room where kobold astalir went

## Roll 20 Chat

Centaurus20 (GM): You freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour.

Trent Soul:CANTRIPS.

S.

Silber Posten:Speeen

Trent Soul:Egg.

Ouef

Centaurus20 (GM):ooof

Trent Soul:HEY

STOP

# Chapter 5

Minotaurs Maze

=== Session 5 ===

sui stealths from main hub into north corridor

grar stealths into northwest corridor from main hub, but is too noisy

7 kobolds in that room are holding a kangaroo hostage. they yell "intruder!"

=== combat begins ===

rippling muscles, axe on shoulder

Grar intimidates the whole room of kobolds:

5 of 7 kobolds are intimidated

(1 flying and 1 regular dont get intimidated)

kobold^18 moves into main hub

kobold^15 tries to convince the flying kobold to join: refuses

gale wind (the kangaroo) wakes up

kobold^13 relaxes next to the fire

astalir silent images a deer outside the room past the kobold, turns into a barrel of fish

kobold^9 relaxes by fire

kobold^8 holds action to help another kobold convince the flying kobold

kobold^5 (Sylla) makes the jump and tends to Frill

kobold^4-1 leaves sentry duty and leavesto join at campfire

kobold^4-2 tries to convince the flying kobold: success!

kobold^3 tries to convince other unconvinced kobold: success

>>> next round >>>

sui goes in to the dark corridor to scout for kobolds, calls grar over

grar, satsified with his new recruits, tells the flying kobold hes in charge, and to leave the kangaroo gagged

grar moves up behind sui, loudly

sui tells him to be quiet

kobold^18 moves to campfire

kangaroo wakes up but still groggy

kobolds in room watch the tied up kangaroo

astalir (lanky kobold) runs thru main hub and into northwest corridor, searches the room with invis mage hand

finds a bundle of bananas, leaves it on the floor

astalir (lanky kobold) looses ropes on kangaroo

kobold^8 tries to see thru lanky kobold disguise, but thinks its a kobold

"when did you get here?"

astalir (lk) shrugs

kobold^5-1 (sylla) runs down corridor towards first path intersection

kobolds go through jumps

>>> round 3 >>>

sui waits, holds action

grar runs into north room, tells them to "join or die" and he rages

persuades 6/7 kobolds joined

grar moves in front of the unvconvinced kobold, waits for an attack

kangaroo stays still

kobold recruits try to convince unconvinced kobold

kobold 16 gets up wall#2

kobold 15 tries to see thru lanky kobold disguise: fails, thinks astalir is a genuine kobold

kobold 11 tries to jump pit#2 but falls in it

deer moves into north corridor up behind sui, sui ignores deer

astalir (lanky kobold) tries to stealth, but falls prone, can see corridor where deer entered

Sylla moves towards main hub room

kobolds surround unconvinced kobold, try to convert: success!

sui comes into room, yells down corrdiro to side room, tries to intimidate three kobolds in side room

"join us or you will die by somebodys elses hand!"

2/3 kobolds joined sui

(flying kobold unconvinced (nat20))

sui tells grar: "i think i got some of them, but not all of them"

grar goes in, yells at the three kobolds: "join or ill eat you for lunch"

the flying kbold is not convinced

kobold recruits (2 new) fail to convince flying kobold

kangaroo stays in the room and closes his eyes, listens

kobold 16 climbs wall #3, falls, dies

kobold recruits finally convince flying kobold: success!

astallir (lanky kobold) goes into north room and finds documents: a book in arakroka. its a diary

takes the diary with mage hand, the kobolds see him take the book, the kobold next to the book sees astalir take it, grabs it, and holds the book

its his fav book

deer moves into room, jumps over sui, into corridor to distract the kobold

"why are you here? can you please not interfere."

deer shrugs and nods his head

deer is behind grar

sylla moves to campfire, with 5 converted kobolds

sylla argues with converted campfires:

unconverts 3/5 (2/5 still recruited)

kobold helps sylla convert confused kobold, one other kobold

kobold helps sylla convince last kobold

the 5 recruits become unrecruited

sui yells at them:

"what the f are you all doing? youre going to die like that!"

the 5 kobolds get re-recruited, convince Sylla to be recruited too

sui gets an inspiration (dm-granted) (onetime use 1d6 on an attack roll, or saving throw)

grar movs into sideside room, climbs 15ft up rock into next sideroom, stands on the rock, intimidates: "whos redy to die!"

scares 3/5 kobol, and the green kobold chieftain

=== combat ends ===

grar tells kobold chieftain that he is the cpatain now, and that he is in charge

green kobold chieftain agrees

astalir investigates sideroom, finds nothing

grar comes back into the room, astalir hides in a corner

grar finds him, tries to grapple, but misses, astalir tries to get away but gets cornered

grar grapples him, drags astalir to the campfire

they make an anouncement, to not eat the deer

astalir drops the disguise

grar and sui go talk to the kangaroo paladin

grar holds astalir under his arm, carrying him around

grar: ungags the kangaroo, "what happend to you"

kng"this one woke up like this"

"this one was cmaping in woods, when kobold scum knocked this one out"

grar tells him they took control of kobolds

"this one was wondering what was happening"

kng: "thats weird" (about astalir)

grar: pets deer: "dont worry about him"

astalir turns into a kangaroo

grar: "dont worry about him"

sui talks to sylla

sylla mentions door and pits, and tells him about pits

sui asks if she wants to be a leader

sui investigates, finds three dead kobolds died of fall damage on entrance to side path

sui runs into last kobold, that last kobold runs out the exit of the cave and runs away

sui cant tell if it was fall damage "oh goodness, i should probably clean this up"

sui picks them up and takes them outside, walks back to campfire

astalir takes advantage of sui being gone, after a while, turns into sui and yells at grar that "the deer switched me out"

grar squeezes harder, clearly not falling for it

astalir turns back into a deer

grar gathers all the kobolds (incl green leader) for a meeting

"i have an anouncement. i am now your leader. the chieftain agrees i am your leader.

i will not tolerate insubordination and absolute disreespect woards me

were going to set up this heirachy so it stays orderly and we can actually function

we have a few picked out, i would like to present to tyou the four that is underneath me:

he chieftain, Sui the dragonborn, this deer

this deer do not eat this deer, you will be repiminaded if you do, and the last commander is this yinglit."

grar appoints a group of kobolds under each of them

grar asks the deer if any kobold should be a commander

astalir shakes head

sui looks at sylla, sees how dirty she is

sui to deer: "did you do anything at the entrance?"

deer stares blankly

he stares blankly, mimes digging

sui: "mold earth?"

astalir hangs head in defeat, raises grar 10ft into the air with mold earth column

grar summons sylla to give her story. sui interviews sylla in the southeast room

grar takes advantage of his high ground to contineu his meeting

dismisses kobolds

as yellow kobold moves away, astalir steals the book from him (the arakroka diary)

sui interviews Sylla

"whats your name"

"Sylla"

"what happened back there?"

"there was a door, the kobolds went the long way, pits opened on the gorund"

"how deep?"

"not deep, but the biggest pit, some of them died to 30ft pit"

sui:"30ft??" "youd make a prime candiate for being a commander actually. i have a feeling youd be good at leading".

sui tells grar

grar draws a card from deck of random oddities:

grar gains sleeplessness, does not sleep anymore

grar draws card: 6temp hp for 6hours

sui offers astalir a card, astalir gains resistance to necrotic for 16days

grar beckons to kangaroo paladin to come to campfire

kangaroo sits next to sui

grar: "who are you?"

gale: "this ones name is gale winds, of the desert"

grar: "why do you speak of yourselfi n3rd person"

"this one has always odnei t since birth"

sui: "want to draw a card?"

gale draws a card and starts acting like a dog for 3min

grar: "another mastif for my colelction"

gale: "blasted card, this will not do again"

grar: "its ok" grar hands him 4gp "shit man, that was probably the hardest ive laughed in years"

gale: "this one did not enjoy this but is glad you enjoyed it"

grar introduces himself, just call me "Gra". i am barabrian, grew up in wilderness, trsut me when i say i know

grar asks deer about himself

deer shrugs

grar squeezes and insists

deer: his name appears on the ground

grar asks his profession

deer: survivor

grar: "no what you do"

deer: info acquisition

grar: "whats your profession"

gale: "this one is paladin of light"

grar says lets go to bed

grar is permanently awake, sui is temporarily awake for a long time

gale wind is a yinglet

Aarakocra

## Roll20 Chat

fang:Here

Centaurus20 (GM):you here?

fang:Indeed I am

Centaurus20 (GM):okay, do you see a clock symbol on the left side of the screen?

nvm do you see a cloud looking symbol?

fang:Uuuuh I think?

Centaurus20 (GM):2 rare items

are you here Jared?

Centaurus20 (GM):are you on here Jared?

you can just type Trent

Trent Soul:yen

Trent Soul:hoh

Literally Gra is Ganondorf.

from Faces of Evil

legomike5:Grarthta Swanfallow (Gra)

Trent Soul:we're going to have a damn army.

Trent Soul:KOMMANDER KOBOLD

Scylla?

Shield G.:Sylla

Trent Soul:oh-

Shield G.:her best frien died from the fall T\_T

Trent Soul:oh no ;-;

Trent Soul:you're NOT kaluigi

Trent Soul:I get a D8, and I get to roll that

Shield G.:astalir mage hands the book away from the kobold

astalir invesitgates with mage hand

Centaurus20 (GM): theres nothing here

Centaurus20 (GM):Grappling is a special attack you can do in D&D 5e. It lets you forego dealing damage in favor of holding an enemy in place. To attempt a grapple, you must succeed by rolling a contested Ability check of your Strength (Athletics) against the target creature’s Strength (Athletics) or Dexterity (Acrobatics). If your roll is higher than your target’s, then you grapple that creature.

Trent Soul:Sui

dud

Sui says "nyeh"

Shield G. makes patterns move around on the ground

Shield G.:spiral patterns, polka dots, leaf pattersn

move around in mesmerizing patterns

Shield G.:bright colors, blue green pink dance around on ground

Shield G.:Grarth Books

ASTALIR

DEER

SURVIVOR

INFO ACQUISITION