

# Sessions

## Game Logs

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# Session - 4/30/24

## Clearing the Manor

Snow, Grug, Taurial, and Arwen continued clearing out the rest of the Manor. They defeated 3 bugbears in room 8 before investigating rooms 11 and 12. Grug was downed twice before they won. In room 8 they found Droop, a small goblin who was being bullied by the bugbears. Snow instantly took Droop under her protection and brought him along with her.

While clearing rooms 11 and 12 the party was ambushed by the eyeball monster who savagely attacked them but the party quickly cut him down.

## The Village

After returning to the village the party saw a large gathering. After getting close they heard Halia giving a speech saying essentially that they need to leave and send people for help from Neverwinter. The party confronted her and said that she should go if they need help. She said that she would but thinks shes too important in the village to go.

The party also learned that a substantial amount of the food stores were suspiciously spoiled and only about 2 weeks worth were left.

The party was able to gain support for their new plan, send a small party to Neverwinter for help, move people from 9 and 11 houses to the manor, and then try and go push the Redbrands away so they can get some breathing room.

The public agreed and the plan was put into action. The night passed without major incident, more food was destroyed resulting in only about a weeks worth left in storage.

The wizard, Oro, appeared in Grugs mind and told him to parlay, 2 days, to the west at dusk. He said to leave a white cloth at farmhouse 40 if we agree to parlay. We put out thr white cloth.

## The Grizzled Archer

John approached Grug and told him he had to follow him. Grug follwed him behind a building to find the Grizzled Archer, sobbing into his own hands. John and Grug watched for a bit and then Grug left, telling John to keep a discrete watch on him and make sure he was ok. John agreed but confided in Grug that the Grizzled Archer was trying to recruit men to go find his wife and that many of the men wanted to go with him. John trusted Grug but he felt that if they werent doing

anything to save those that were taken he wasn't sure he could keep going.

# Investigate the Camp

The party alongside all of the Phandalin Militia marched off to the south to go investigate the Redbrand camp.

## Ogre Ambush

While enroute to the camp, the party was ambushed by an ogre. The ogre slammed through the side of the party, crushing one militia man badly. The Bowman ran back through the woods and fired an incredible volley, badly damaging the ogre. Snow crawled up the ogre's back and finished it off.

Afterwards Arwen explored where it came from and spotted a small valley with a cave.

## Owlbear Hunt

Further on the party began to be tracked by an owlbear. The party tried to move away from them but couldn't break the track and instead prepared to fight. The owlbear burst through the trees into the party, narrowly dodging an attack from Grug. The Bowman launched a volley that decimated the owl bear, burning through it as John's arrow cut through its heart, dropping it dead. The men celebrated their victory and cut patches of feathers to stick in their hats.

The party sent all the melee militia and 4 of the Bowman back with the owlbear. The rest and the party continued on to try and find the Redbrand camp. They found it several hours later and began to set up a camp while Snow and Taurial went ahead to investigate. Taurial was ambushed and narrowly killed her attacker while Snow was able to sneak ahead and spotted a large camp full of buildings and cages.

# Session - 6/20/24

## The Investigation of the Redbrand Camp

Snow and Tauriel advanced ahead to find the Redbrand camp and investigate it. They discovered it and disguised themselves as new recruits. Using these disguises they were able to get into the camp and shown around by a Redbrand named Brand. Snow spoke with another member named Bracher who talked about why he was here and that the leaders of the Redbrand had promised them land after they fought off the current villagers of Phandalin. They discovered that there was approximately 45 Redbrand around the camp, very well defended, and set up inside the solid palisade. They discovered a back door out that was closed.

While they were there they learned that the Redbrands were supposed to swap out with the redbrand at the manor today but the returning redbrand were late. Snow volunteered to go investigate and see what happened. She went to the groups camp a mile away instead and told them about everything.

While there they heard a person crashing through the woods nearby and Snow, Arwen, and Grug all gave chase.

## The Killing of Glassstaff

The 3 party members chased the figure through the woods, shooting arrows and javalins at him. Grug hit him with a javalin and injured the runner but he kept gaining ground from them. The runner hit Snow with a hold person that temporarily stopped her from chasing. The chase continued though and the chaser kept going. Arwen wildshaped into a wolf and ran him down. Grug hit him with an arrow that broke his concentration and freed Snow. Then they fought, beating him down as he fired magic after magic at them. Finally though he fell though and erupted into a series of bubbles which Arwen popped.

## The Dream Ambush

At the exact moment that the bubbles popped all the party members fell unconscious and woke up in another scene. Looking down on a small campfire with 6 people around it, each party member was looking a from different vantage points and in bodies not their own. The ambush was sprung and the party attacked with it alongside what appeared to be their companions.

The ambushed fought but were quickly cut down. One ran away and cut their own neck while screaming in Abyssal. From their falling body sprung a giant rock and dirt monster that immediately sunk into the ground. The party and their new companions fought bravely but were slowly killed. As they fought and died, wearing down the rock monster slowly, the world began to fade to black and the party members caught site of a large gray creature standing watching them. The creature had green eyes and tentacles spewing from its mouth and stared at them as everything faded to black.

## The Death of Erik Harrington

# Session - 7/18/25

## The Redbrand Camp Awakes

The Redbrand second, Latrin calls an emergency meeting as the camp discovers that Glasstaff is dead. Snow and Tauriel sneak to discover what is going on.

Barely succeeding on their sneak, they are able to hear Latrin speaking to a snakelike voice. The snakelike voice declares that Latrin is theirs now that Glasstaff is dead. The voice tells Latrin to leave Phandalin and go to a new town that sounds like "Thok". Latrin resists and is struck. He wimps out and agrees. The snake voice also reveals that Snow and Tauriel are imposters.

### *Escape from the Redbrand Camp*

Snow and Tauriel take off running immediately but Tauriel is slower on the uptake and falls behind. The Redbrand give chase immediately. Snow escapes entirely but Tauriel is behind with two guards hard on her tail. Tauriel slips one but the other chases her through the gate.

Grug and Arwen heard the ringing alarm bells and circled over to the gate. As they approach they observe Snow come sprinting out of the gate at full speed. Closely behind Snow follows a Redbrand sprinting at full speed. As Grug and Arwen watch trying to figure out what's going on, they see another Redbrand come sprinting out, clearly chasing the first Redbrand. Grug lets loose a yell and heaves a javalin towards the chasing Redbrand, praying that it's not Tauriel. Grug's aim is true, the javalin flashes past the first Redbrand and impales the second one. Grug bellows and flexes his muscles.

The chasing Redbrand yells and falls, clearly not wanting to engage any further allowing Snow and Tauriel to continue escaping.

The party joins and starts fleeing together, sprinting to escape before the Redbrand can follow them. Snow follows behind the main party to try and hide the path they took.

The party flees for several miles with no signs of pursuit. Breathing heavily, they pause to take a break and allow Snow to catch up. When Snow does she reports that she didn't notice any pursuit. The party has a quick discussion to decide what to do when they hear a screech in the distance. The party eventually decides that Grug will go back and make sure the Redbrand are actually leaving, Arwen will go back to the town to warn them of potential invasion, and Snow and Tauriel will go try and find the screech.

Snow and Tauriel leave and begin looking for the source of the screech that was heard in the woods. They search for several hours but are not able to find it. On their way home they run into a caravan that was attacked by a giant creature. As they investigate they discover that it is about a

month or so old and was attacked by an Owlbear, probably the same one that the party had killed earlier. They find several bundles of silk and take one home. They decide to send a party in the next day to track it down and repair the caravan and bring it home.

Arwen goes home and warns them that they need to be ready to attack. Arwen sends one squad of sword to the manor. Heella is working on building a wooden pallisade. A townmember asks Arwen to adjudicate giving him a building that belonged to another townmember that died. Arwen tells him to wait until theres a town council meeting so the town can vote on it.

Grug observe camp and they just keep tearing it down. Grug followed by one redbrand after leaving camp. Redbrand doesn't do anything and doesn't follow him into the camp.

The party is reunited and they decided that they will wait and plan the next day.

## The Haunted Village

The party decides to go and try and find the druid in order to secure the villages food supplies as well as try and seek out the brother who knows where the mine is.

They find the village shrouded in mist and half destroyed. Snow sneaks ahead to try and gain more information. Snow discovers someone cooking as well as sees a flash of the screeching thing on the top of the tower. Snow disturbs some spiders that immediately start chasing her back to the group. As snow arrives the party goes to help her but are ambushed by a horde of 6 zombies coming through a nearby building.

Snow runs to keep the zombies in the building, Taurial tries to throw a torch into the zombies but misses and lights Snow on fire. The zombies try and drag Snow into the building but Grug shoves Snow out of the way and holds the zombies back in the building. As the rest of the party fight to keep the spiders off Grug smashes the wall of the building down into the zombies in the building.

The party quickly gets swamped in the spiders as they fight desperately to kill them. Snow strikes hard but is bit with a paralyzing venom from one of the spiders. As Snow falls, paralyzed, Grug is dragged into the zombie room.

Taurial defeats one of the spiders with a perfectly placed arrow as Grug kills two of the zombies.

In a series of quick back and forth attacks the party slowly damages the attackers while taking significant damage. The spider advances stabbing at Taurial and forcing Taurial to drop her bow. Taurial desperately cuts at the spider with a rapier and with a quick series of slashes is able to stab the spider through its eyes and leave it curled up.

The party is able to come together and quickly finishes up the remaining zombies, Arwen cuts the last one down with a savage blow from her scimitar.

The party rushes to Snow, Arwen preps a healing spell as she drops to her knees next to Snow's body. Arwen presses her hand to Snow and the green healing energy swirls toward Snow before decaying abruptly as it touches her skin. Arwen lets out a sob. Grug drops his mace into the snow, staring as a single tear drips down his cheek. Taurial turns around and walks away, shoulders shaking slowly. Snow has died.

Several moments pass. The party just stands there, no one moving or making an action to Bright golden glow descends from the heavens and surrounds Snow's body. As the light swirls around Snow a pillar of gray dust rises from her body back into the heaven. Several seconds pass with nothing happening. The party stares, Arwen sobbing as she kneels next to Snow. Suddenly with a great heave Snow sucks in a breath and shudders. Arwen falls back as Snow starts breathing again. The gods have spoken, Snow lives but who knows what the price is.

The party takes a short rest

## Reidoth the Druid

Reidoth the Druid invites us to her house where she reveals that the screeching is a green dragon. She also reveals that there's people in black skulking around the tower that the green dragon lives in.

She asks us to get rid of the people in black and the green dragon. She agrees that if we do so she'll come to Phandalin and help with food as well as reveal where the castle that the goblins live in is.