

# 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 followed 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 weren't 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.

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