

# **The Ogre and the Mission**

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# The Ogre and the Mission

## Events

As the Ogre rounded the corner the reactions were varied. Jonn waited to see what would happen, Chant and Hazel charged the Ogre, and Shamash hid behind a tree.

During the early stages of the fight the Ogre seemed to concentrate on pounding Hazel. As such much of her time was spent recovering. Eventually she snapped, and brought her furious Rage to bear on the Ogre dealing enormous amounts of damage. Once Shamash had killed one of the two hobgoblins on the cart, Chant teleported onto the seat where he could attack the Ogre without fear of retaliation.

The Ogre shed it's harness and attempted to flee, whereupon Jonn created a Wall of Acid to block it's path. Hazel caught it up and finished it off.

Chant captured the remaining hobgoblin Morrnick, who he restrained and handed over to the city watch to deal with.

On the morning they were met by Eoffram Troyus who wished to discuss a proposal with the party. He wanted them to retrieve a number of kidnapped townsfolk, and some items stolen from towns Museum. He offers 200 gp for the return of the prisoners, and a further 200 gp for the items.

## Prisoners

Who	What
Jalissa	Acolyte of Ioun
Sertanian	Castellan of the Hall of Great Valor
Kartenix	Captain of the Town Watch
Thurann	Kartenix's 8 year old son
Mirtala	A cook
Zerriksa	Crone, suspected witch
Adronsius	Dwarven Alchemist

## Items

### Ornate, gilded dragoncrest helm.

Ceremonial platinum longsword.

Set of 3 shields with Red Hand insignia, each with charred hole in center.

Set of Iron gauntlets with extensive filigree.

Heraldic battle standard depicting 2 hands clasped in handshake.

The group then proceeded to interrogate Morrnick the captured hobgoblin. They discovered the hobgoblins were using the ruins of Castle Rivenroar as a base of operations. The leader Sinruth has a deal with the undead. Morrnick guesses that the prisoners will be used as part of the terms of this deal. In exchange for a more lenient sentence he provided them with a rough map to Rivenroar.

## Technical Notes

The party hit more often when flanking. Matt suffered as a result of playing a ranged character, thus being unable to gain combat advantage in the same way. Matt's daily is far more effective against large numbers of weaker minions than big bad guys.

There was some confusion with healing surge related powers. The following powers allow you to gain your healing surge value in addition to other noted effects:

- Inspiring Word
- Majestic Word
- Healing Infusion: Restorative Formula

The Curative Admixture power is not so clear.

## Keep - The Ogre and the Mission

I failed to divide the skill challenge xp by 4, so the party felt overly rewarded for their negotiation and interogation.