

Session 4:

As the hurt shooter tries to run off and yells 'Now', a loud cracking noise can be heard above the entrance to the Tomb and dust falls down the ceiling.

The human and the kenku decide to push on, while the elf casts the spell again and Boblin tries to get to the burning arrow to throw it further into the Tomb.

The dwarven archer manages to shake off the spell, Boblin resists the poison gas and throws the arrow towards the right hallway and as the entrance to the tomb collapses the human and the kenku manage to just barely get out of the Tomb, now sealed shut with rubble.

Both Boblin and the elf, abandoned by their friends inside the Tomb, try to make it through the poison gas towards the left hallway, as far away from the still burning arrow as possible. The elf makes it through mostly unscathed, but Boblin's body can no longer fight off the poison and he becomes poisoned and blinded. He spends a spell slot to heal some of the damage the poison has done to him.

Outside, the human hurls a javelin at the dwarf as he tries to get away through the brush, taking him down, while the Kenku spots a larger second figure, dressed in red, on top of the Tomb running off while cursing in a feminine voice. As the human finishes off the dwarf, clad in besmirched red above his armor, and loots his body for another three of those same arrows that might very well be killing their friends inside the Tomb, the kenku carefully climbs up the Tomb to see if he can spot anything out of the ordinary. By this time the figure in red is out of view and from his position above the entrance, nothing else of interest can be seen. Inside the elf and Boblin wait as sounds of an attempt to dig out the entrance are heard through the noxious smoke.

Boblin, hurt though he is, hears another sound coming from the tunnel up ahead as an overwhelming smell of decay begins to fill the tunnel. A scuttling of something big. The elf looks up at the ceiling to see a huge centipede-esque creature approach them, tentacles on its head reaching forward with clear intention to attack. He quickly washes out the eyes of Boblin as the tentacles take hold of him. He resists the poison and teleports out of the grasp of the wicked creature, but does not manage to survive another attack by the monster as its tentacles reach for him once more. Despite Boblin's valiant efforts (strangely unburdened by the poisoned condition which all forgot was plaguing him), the horrid beast makes off with the limp body of his elven companion.

While the sound of digging continues, Boblin is left to wait alone in the dark tunnels that contain the monster that killed his friend.

Once Boblin is dug out, the rest of the party take some time to rest before they head back into the Tomb, this time electing to go to the tunnel on the right. They pass a pool of whispering water, a musty smelling room and a room with a crack filled with suspicious mushrooms when they hear someone is following them. Behind them the elf's twin emerges from the dark, having followed them once he returned to Kome to find it in cinders.

After mourning the loss of his brother they head towards a smell of decay familiar to the owling. They find the creature's lair and witness how it regurgitates the bones of their lost companion. In maddened rage they charge at the beast and slay it easily.

As they continue through the tomb passing a mysterious magical throne and a bloodsoaked room they come to a pit filled with dozing snakes, with a makeshift drawbridge chained up on the other side. Boblin flies over to see if he can lower the bridge but sees a blue hue like that given off by the burnbies that attacked the village. They decide to first explore the rest of the Tomb before potentially unleashing even more burnbies upon themselves.

Session 3:

While the town is doing its best to recover, our heroes are trying to plan ahead.

They want to go to the Tomb, but would also like to benefit from potential help the Lord and the Abbess might be able to give.

They come up with the idea of sending the drunk smith who lost his daughter in the recent onslaught to go to the Abbey to get help. The idea is to give the man some purpose as his skills might be of use later.

They try to convince him to no avail and the next morning suggest him as a messenger in the town meeting. The priestess prefers to send her usual messenger boy. The bailiff prefers not to send too many hands capable of doing work now that the harvest needs to be brought in, but is convinced to send another messenger to petition the lord for aid.

After the town meeting the party heads towards the Tomb and once they arrive after about half a day's journey do some light scouting: walking around the mount, looking for burn marks that the burnbies might have left and seeing if there are signs of a camp near the entrance.

Impatient Boblin then runs through the entrance, yelling. The dim room he enters is empty, with two hallways leading out, one on each hand. As Boblin enters the room two voices boom 'Turn back now, you are not welcome, all who enter will suffer the Tomb's curse'.

Once the total party is in the entrance room they investigate the murals depicting a victorious and wealthy military leader, the left and right hallway which respectively smell faintly of decay and have a faint dripping sound coming from it, as well as looking for a potential source of the two voices.

Once they are about to leave through the left hallway the human notices movement near the entrance and the sound of a crossbow cocking.

As a bolt is loosed into the room the human and the Kenku dash towards the figure, Boblin shoots an arrow with his crossbow and the elf moves closer to let off a spell.

They both hit and a voice cries out on pain as the arrow lands the center of the room with a thud and a hiss. Foul, black smoke begins to fill the room which itches the eyes and throat.

Session 2:

After a tense battle during which both Boblin and the Kenku barely escaped death, our heroes managed to fight off the undead incursion. But at what cost? When the dust settled over half of the village was reduced to smouldering ruins and any prominent members of the community died defending their homes.

Their bittersweet victory has earned the four defenders of Kome the moniker 'the ashen heroes'.

They have set their sights on investigating the tomb the burning undead are expected to have come from, ignoring calls from some townsfolk to go get aid from the lord or the nearby monastery.

- We are on day 2 since the attack on Kome.
- Everyone is level 2.
- The stocks of the apothecary burned down, so no access to potions.
- The apothecary died, so no new potions can be ordered.
- The smith's daughter (and active smith) died, so no arms or armour can be ordered.
- The village idiot died, so no access to her wisdom.

- The old bodyguard died, so no access to his experience.
- The mill exploded, so there is no way to grind all the grain in the coming autumn.

Session 1:

It was a warm late summer eve, and the usual suspects could be found at the local boozier, winding down after a hot day.

All of a sudden, there is a commotion outside and the Bailiff bursts through the tavern door as she yells: "Monsters! Burning monster! They burnt down the manor and now they're surely coming here!"

Chaos ensues, as people rush out to find loved ones and safeguard their belongings. One of the throng collapses to his knees as he sees the glow, bright as a setting sun, coming from Manor Hill. As Boblin, feathered caretaker of the manor's library, turns grief to anger, a voice cries out among the madness, urging everyone to get ready to fight. But Irenos' pleas are to no avail.

It looks like the town's sole defenders will be the former librarian assisted by his Kenku friend, and Irenos together with the sole person he managed to rally: Emon the human. Once humanoid shapes, wreathed in blue flames, are seen descending Manor Hill, Boblin and his kenky companion rush towards the fisher's hits to meet these monstrous fiends head on.

At the same time, Emon and Irenos head up Manor Road to protect the town from the bulk of the horde. The human and elf make quick work of the smouldering undead; Irenos using his crossbow to pick them off from afar and Emon finishing the final one with a single strike from his halberd.

The fowl avengers of burnt literature are doing less well. A thunderous blast from Boblin fails to fell the corpses and though they manage to take down two of their opponents in the ensuing melee, the Kenku was struck by a grievous wound and collapsed as the heat of the blue flames became too much to endure.

Now Boblin stands alone, his friend in need of help and two of the living dead still on their feet, radiating insufferable heat.

As Emon and Irenos make ready to rush to their fellow defenders after hearing the Kenku cry out in pain, they notice more blue burning figures coming down from Manor hill, most headed towards the exact opposite side of the village from where Boblin and the Kenky require their aid.

- Kenku down, 1 death save failed due to heat damage from standing burnbie.
- Boblin up, 2 damage from heat of the burnbies, one spell slot used
- 2 burnbies up, 1 of them damaged from the thunderwave (9 damage)
- Emon up, unharmed
- Irenos up unharmed
- Emon and Irenos are a full turn away from Boblin and Kenku
- At least 1 burnbie managed to get to the west most village edge (near the forest edge where the grumpy old man lives)
- 2 burnbies headed towards the fisherman huts
- 2 burnbies headed down Manor Road
- 5 burnbies headed towards the west most village edge.