

There are three flanks to the army that have come out to defend the tower. The initial floaty bots have mostly been eliminated, but a few from the initial wave remain. The larger green bots are larger and have stronger armor plating, proving far more resilient and resistant. Ground troops are taking epic leaps and bounds to get to us with some sort of augmented footwear. They look to be a combination of people in suited armor and bots that they look like (some of each).

Alright y'all. I need to call an audible. If I know Slenn like the snake that he is he's going to empty that tower of all his defenses to get us, and he's gonna hide. Look, I gotta go through the dome and fight him mano e mano, which is not so much man to man as hand to hand. It's the honorable thing to do. What I need from y'all is, if you can make it to the first level of the tower where they're coming out of, keep these bots distracted, and give me enough time to take care of business in that tower, I'll need just eight minutes. So Poyraz and I, we're gonna go into the stratosphere and we're gonna zoom in. I need you to trust me on this and buy me as much time as possible. If he sees me and calls these bots back in this might be a bad decision. If you can find maybe a power supply to take them out, that could work. But I need to get his attention. I need to have some words with my baby brother. And I know they'll turn tail once I do.

When Dorinda and Izar did recon, they saw the windows near the top match the dome armor of the bots

As Hrothulf takes off, Hayete sings a rousing *Purple Slenn* to give him 1d8 Bardic Inspiration.

In the heat of the battle, up against these bots, Dorinda notices that on the backs of these heads they all have the same purple light that the first bots we encountered had when they were powered on.

Hrothulf: "May the gods be with us all."

Izar: "May the gravy rise to meet you."

Hrothulf, from the heavens: "Let it floooowwww!"

Dorinda is shot and lanced by the flying robots. She uncannily dodges what she can, but still gets some scratches in. The energy that comes off the lance and courses through her body, her internal subsystems are able to reroute, and her nanites feel a supercharging. (Her next attack will have advantage and, if she hits, it will deal critical damage.)

Izar gets knocked back and briefly disoriented, and takes some damage. Ego also gets hit by a lance, but is able to shrug off the zap at least.

Dorinda and Ego's armor's Electrostatic Fields give off a little damage in reply at least.

We see a number of the magfolk taking these hits and getting thrown backward. We see at least one of the 53 get knocked out by a jumpy guy coming down from a leap and landing fearsome a blow with his hammer.

Dorinda disengages as best she can. She whips out her pistols, laying down electrical fire as she darts for the tower. Her blasts are being absorbed right before they make contact, sucked up by some energy field. However several of the bots are still slightly impacted, twitching and dipping before a course-correct. On her way to the tower Dorinda evades attacks, but Sefarina takes hits and is slowed.

Hayete continues to sing of the evils of Slenn and his alliance with the purple, casting Hypnotic Pattern in hopes of turning some of the sentients.

Ego casts *Faerie Fire* on a bunch of bots, outlining them in an electric blue and hopefully making them easier to hit for allies. Her force ballista takes a shot and solidly turns bots into shrapnel.

The 53 are heartened and they're holding the line. The leaping soldiers seem to have all come out of the castle, no longer pouring out.

Hiare takes a treat. She blinks to the ground and belches. The fire skitters across the lava plain and has a burst effect. Several of the jumpy bots are unaffected, but three are hit by this cone of fire and start shedding their armor and there are salamanders underneath. This causes a lot of disarray on the battlefield and Hiare cannot abide it. It is too much disorganized chaos. She blinks back to the griffin, with a pair of (jumpy) boots which she has stolen.

Fei flies over to bots affected by faerie fire and gives a couple kicks.

Shadowy tentacles erupt from the lava crust and grasp ahold of many nearby jumpers, at Izar casting.

Using quickening metamagic, Izar casts *sleep* on another group of jumpers and one, holding a two-handed concussion mallet and ready to end one of our prone comrades, suddenly drops the mallet and crumples to the ground asleep. The defenseless ally looks around, then grabs the hammer, ready for the next attacker.

Fei, with *haste* heads toward Dorinda and the tower. With ongoing *freedom of movement*, she has no trouble getting through the bots without worry of being slowed. As she gets to Dorinda, a smaller swarm of big green bots flows out to meet them.

The bots attack Dorinda. She's able to dodge somewhat, but she falls off her griffin which, slowed, isn't able to react in time. She hits the ground and makes a bit of a crater.

Ego is hit by the concussive bot from one of the bots, shiny from the *faerie fire*, hit right in the chest. She is *slowed* for the next two rounds.

The Magfolk are doing great on the southside with the tentacle-restrained bots. On the north side, they're holding the line. Sleeping guy is still sleeping.

From Dorinda's new vantage point on the ground she can see there are still more jumpy-bots standing at the ready at the entrance of the tower. She can see about a dozen. The ground is cooler than she expected. It's cooler the closer to the tower she gets. The air is noticeably cooler too. She also saw before how the bots are deployed. The arms that look to be made of the same thing as the bots would rotate, and create an opening from which a bot would come, then it would spin back. The bot sits inside the dome, which spins out leaving room for the bot to exist. Other than that and where the bots are coming out, the only other point of entry we can see is up top where we blew open the top of the dome.

Dorinda moves over toward the doorway and has Sefarina pick her up. She has the thought of putting a bomb in the aperture where bots come out the next time it opens. She pulls out her sniper rifle and fires at the enemy who knocked her off Sefarina in the first place. She sees a momentary highlight of the hexagonal light that blocked her shot last time, but her piercing round goes right through and the bot explodes. Shrapnel rains down in front of the entryway.

Hayete starts for the tower. Ego's force ballista fires at the nearest *faerie fired* bot, hoping to blow it to pieces as we're about to fly through them. For a moment she it doesn't seem to go off, but at the last moment it fires and blasts through the bot (that *faerie fire* saved her from a critical fumble). Hayete grabs for one of the bots that doesn't blow up. She hits something that starts to wheel down, and part of the swarm struggling against the tentacles is where the bot lands, spinning around all atop them, as a massive puff of smoke surrounds them.

Izar sets a bomb at a frequency of 100.7, and Hiare blinks with it into one of the domes that lets out the bots, then blinks out (without the bomb).

Izar also casts *clairvoyance*, sending her shadow-ear down into the main dome. Avoiding the purple maelstrom, she puts it down into the throne room and listens. In the throne room she hears *Toccata & Fugue in D Minor* played on a banjo.

She sets off the bomb, flying away out of the blast radius, asking Fei to kick off the nearest bot on her way. Fei does a spinning roundhouse on the nearest bot, which flies off into dome to cover the hole where the bomb was placed. Smooth Jazz 100.7 plays and a muffled blast is heard from the bomb. There are multiple residual explosions, and smoke billows out of the top dome and the side opening. None of the bots are disabled, but the ones with the purple light on the back disengage with The 53 and start coming back to the tower. The jumpers all have red lights on the backs of their heads, both the jumper bots and the salamanders. They remain engaged.