

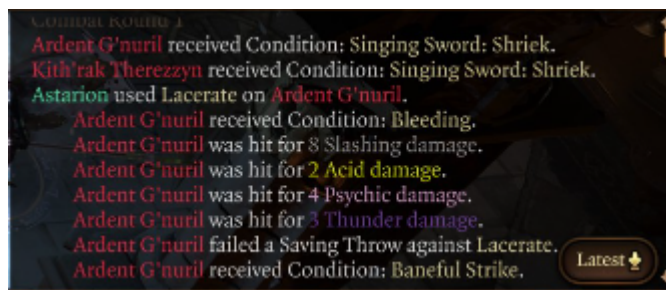
Keep Paladin out of combat behind the door for initiation. Otherwise we have to use Vigilance elixirs. Kithrak has +3 initiative, Bard has +5 (and wins ties), so there is a slim chance she beats him and has a turn at full power: I don't want to expose both characters to that on these settings.

Bard uses Minor Illusion and pre-casts Shriek. Invisible Shovel initiates.

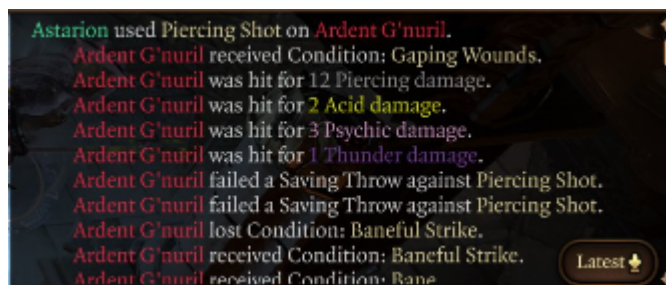
Paladin wears Gloves of Heroism. She could prebuff with Righteous Clarity to trigger the gloves then switch them out, but I have Bliss Spores at this point and don't want to burn a Short Rest. She prebuffs with Divine Favour and Dash, and joins combat.

Shared initiative is not guaranteed here, but I got it, which makes things more comfortable.

Bard hits Ardent for 17 and gets her Bleeding.

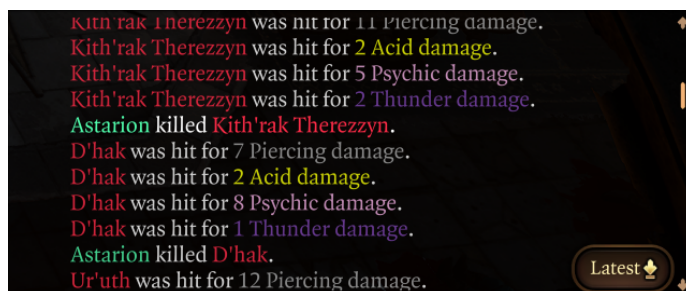


Bard uses Extra Attack to hit her again for 18 and inflicts Gaping Wounds.

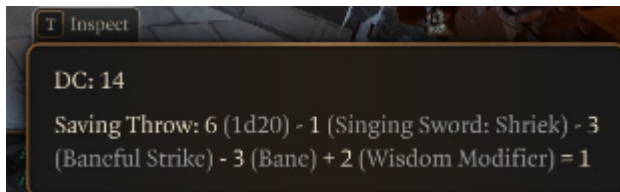


Paladin forces an OA from the Kithrak (the only one not Surprised). Kithrak misses, but saves against StG. Bard uses Vengeance but also misses.

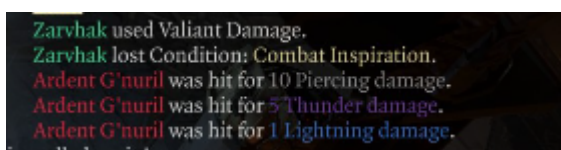
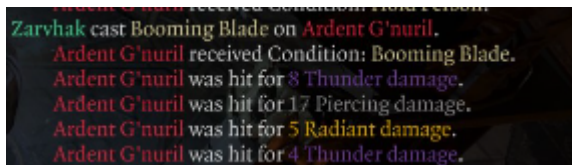
Bard uses free Extra Attack to shoot a Healing Potion at his feet with an AoMT. Rebounds onto Kithrak and happens to crit her, dealing average 19 damage each against her, the Ardent, and a wolf.



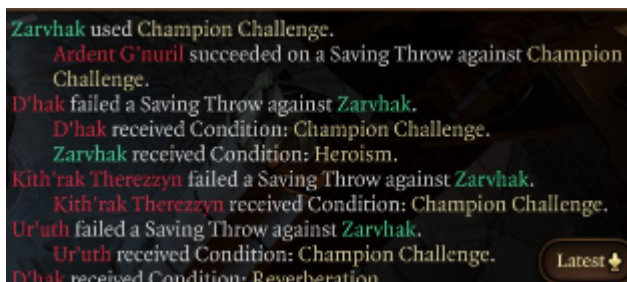
Game thinks I "killed" them so refreshes my Bloodlust. Bard uses this action to cast Hold Person on Kithrak and Ardent. I have no Acuity yet, but debuffs effectively turn my DC 14 into a DC 21.



Paladin crit Booming Blade Prompt Valiants the Ardent for 50, inflicts 2 stacks of Purple Worm, and stacks 4 Lightning Charges.

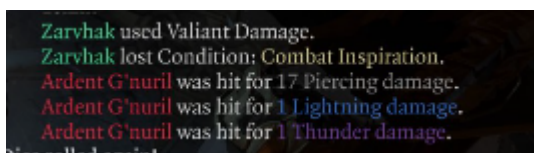


She uses Champion Challenge. All except the Ardent fail.



Bard uses his bonus action to Inspire Paladin.

Paladin uses her Extra Attack to crit with Valiant for 51, inflict 2 more stacks of Purple Worm, and stack enough Lightning Charges for a Discharge.



The Lightning Discharge happens on the Prompt Valiant along with a Reverb Discharge.

Zaryhak lost Condition: Lightning Infusion.
 Ardent G'nuril was hit for 7 Thunder damage.
 Ardent G'nuril was hit for 1 Lightning damage.
 Ardent G'nuril lost Condition: Reverberation.
 Ardent G'nuril received Condition: Prone.
 Ardent G'nuril failed a Saving Throw against Reverberation.
 (Reverberation)
 Ardent G'nuril was hit for 6 Lightning damage.
 Ardent G'nuril was hit for 4 Thunder damage.

We end our first turn here.



Enemies are all surprised or Held so they skip turn 1. DoTs tick on Ardent. 1 Bleed and 4 Purple Worms. She is dead before the 3rd and 4th Purple Worms.

Ardent G'nuril was hit for 4 Slashing damage.
 Ardent G'nuril was hit for 4 Thunder damage.

Ardent G'nuril was hit for 7 Poison damage. (Purple Worm Toxin)
 Ardent G'nuril was hit for 1 Lightning damage. (Purple Worm Toxin)
 Ardent G'nuril was hit for 1 Thunder damage. (Purple Worm Toxin)
 Ardent G'nuril was hit for 10 Poison damage.
 Ardent G'nuril was hit for 1 Lightning damage.
 Ardent G'nuril was hit for 3 Thunder damage.
 Zaryhak killed Ardent G'nuril.

Ardent G'nuril was killed while Downed.
 Ardent G'nuril was hit for 6 Poison damage. (Purple Worm Toxin)
 Ardent G'nuril was hit for 1 Lightning damage. (Purple Worm Toxin)
 Ardent G'nuril was hit for 1 Thunder damage. (Purple Worm Toxin)
 Ardent G'nuril was hit for 10 Poison damage.
 Ardent G'nuril was hit for 1 Lightning damage.
 Ardent G'nuril was hit for 2 Thunder damage.

Cull blast from her death.

Zarvhak blasted Ur'uth for 2 Psychic damage. (Cull the Weak)
 Zarvhak blasted Ardent G'nuril for 2 Psychic damage. (Cull the Weak)
 Zarvhak blasted Ur'uth for 1 Psychic damage. (Cull the Weak)
 Zarvhak blasted Ardent G'nuril for 3 Psychic damage. (Cull the Weak)
 Zarvhak blasted Ur'uth for 1 Psychic damage. (Cull the Weak)
 Zarvhak blasted Ardent G'nuril for 3 Psychic damage. (Cull the Weak)

That's Round 1.

The rest of the fight does not present too much danger. Paladin Disarming Strikes Kithrak (an auto-fail, thanks to the Hold) so that if things go wrong at least she won't have her weapon. Hold is an end turn save, so if she breaks out of it we have plenty of action economy to get things back under control.

Bard has 2 Combat Inspiration left to give, so Paladin can start critting fast through Kithrak's HP. Around 50 damage with Valiant, or 20s without. Paladin can also try to inflict Gaping Wounds on her (I failed). Smites are an option but not necessary while the fight is under control.

Bard charged his Venemous Revenge via that healing potion so now his crits look like this one (for 29).

Kith'rak Therezzyn was hit for 15 Slashing damage.
 Kith'rak Therezzyn was hit for 5 Poison damage.
 Kith'rak Therezzyn was hit for 2 Acid damage.
 Kith'rak Therezzyn was hit for 6 Psychic damage.
 Kith'rak Therezzyn was hit for 1 Thunder damage.

Wolves are taunted and not a problem. Make sure they can always reach the Paladin and they will leave the Bard alone. Paladin uses bonus action Stage Fright. Wolf turns now look like this per attack.

D'hak missed Zarvhak.
 D'hak was hit for 6 Psychic damage.
 D'hak was hit for 2 Thunder damage.
 D'hak received Condition: Reeling.
 D'hak failed a Saving Throw against Smite the Graceless. (Smite the Graceless)
 D'hak was hit for 1 Radiant damage.
 D'hak was hit for 1 Lightning damage.
 D'hak was hit for 2 Thunder damage.

There will also be one Lightning discharge (plus Shriek) on the first StG if the Paladin ends her turn at 5+ stacks. Plus, Reverb mounts fast for plenty of Reverb discharges (plus Shriek), which may end wolf turns a couple of attacks in.

Combat was over Round 5 for me. Used only Short Rest resources plus 1 Purple Worm, 1 AoMT, 1 healing potion, 1 L1 spell slot (Paladin), and 1 L3 spell slot (Bard). Plenty of other resources were available (smites, speed potions, etc.) for if the rolls had been less in my favour.