

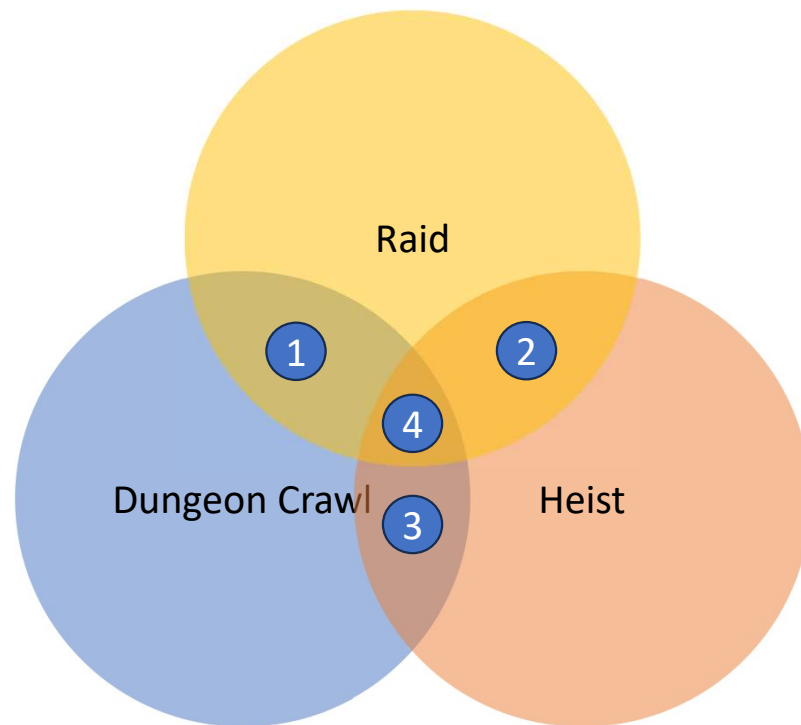
Master's Talk - Raids

26. February 2024

Outline

- Basics:
 - What are raids?
 - What are the similarities and differences to other scenario structures?
 - Which elements are needed for a raid scenario?
- Example:
 - Prep Documents
 - Highlighting the elements of the raid structure
 - AAR: What worked, what didn't
- Practice:
 - Lessons learnt
 - Prepare your own raids within minutes

Basics



Raids occur, when players want to accomplish an objective tied to a location they have access to/can gain access to for a short moment before defensive forces overwhelm them. Opposition generally aware of player presence (at least by the end).

- Players know the layout of the location, or can intuit the floorplan easily
- Most / all defensive measures are known or intuited
- Target location possesses multiple entry points
- Defensive forces react like an active opposition force

1. Players learn about target location
2. Players plan their raid
3. Players execute raid against active opposition

Basics

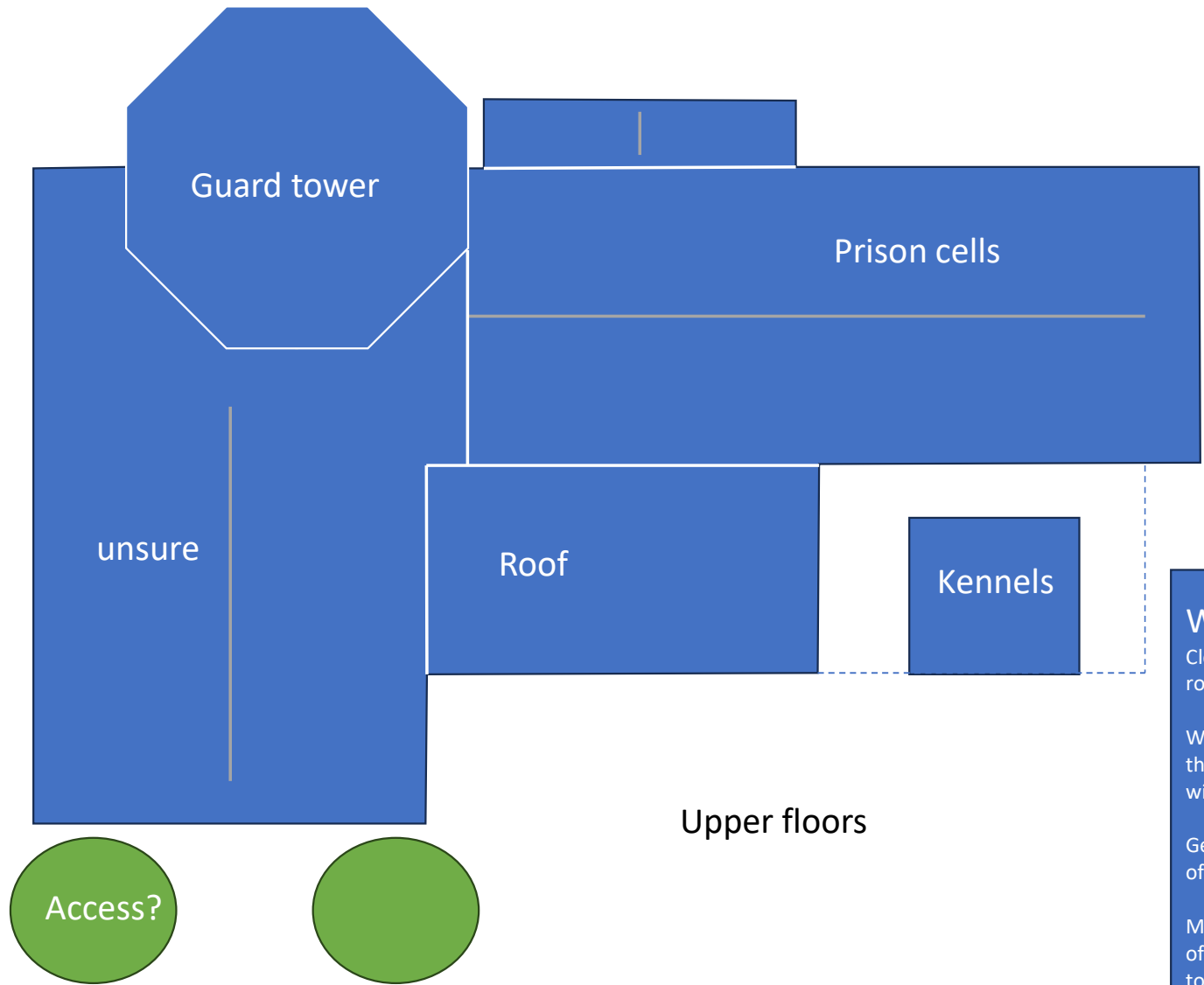
What is needed for a raid:

- Multiple Accesspoints
- Objective(s)
- Main Obstacles to overcome to escape again
- 4 to 6 situational obstacles (with 1 to 2 big, named NPC badguys, interchangeable mooks, passive security measures)

What do I need to prep:

- Multiple Accesspoints- It helps to provide a blueprint of the location, but this isn't necessary.
- Main Objective: players will usually provide this – why are they here? What do they want to accomplish?
- Main obstacle to overcome to escape again: What is the consequence if the players aren't fast enough? What needs to happen, before the players can escape (including objectives)?
- Situational obstacles:
 - Which major NPCs happen to be in the location? Think about adding a lieutenant-type named NPC if necessary.
 - What is the average force guarding the location? These are your mooks
 - What passive security measures make sense? (locked doors, cameras, magical sensors, pressure plates, etc.)
 - It makes sense to organise opposition into an adversary roster, if familiar with the technique

Example – Prep Docs



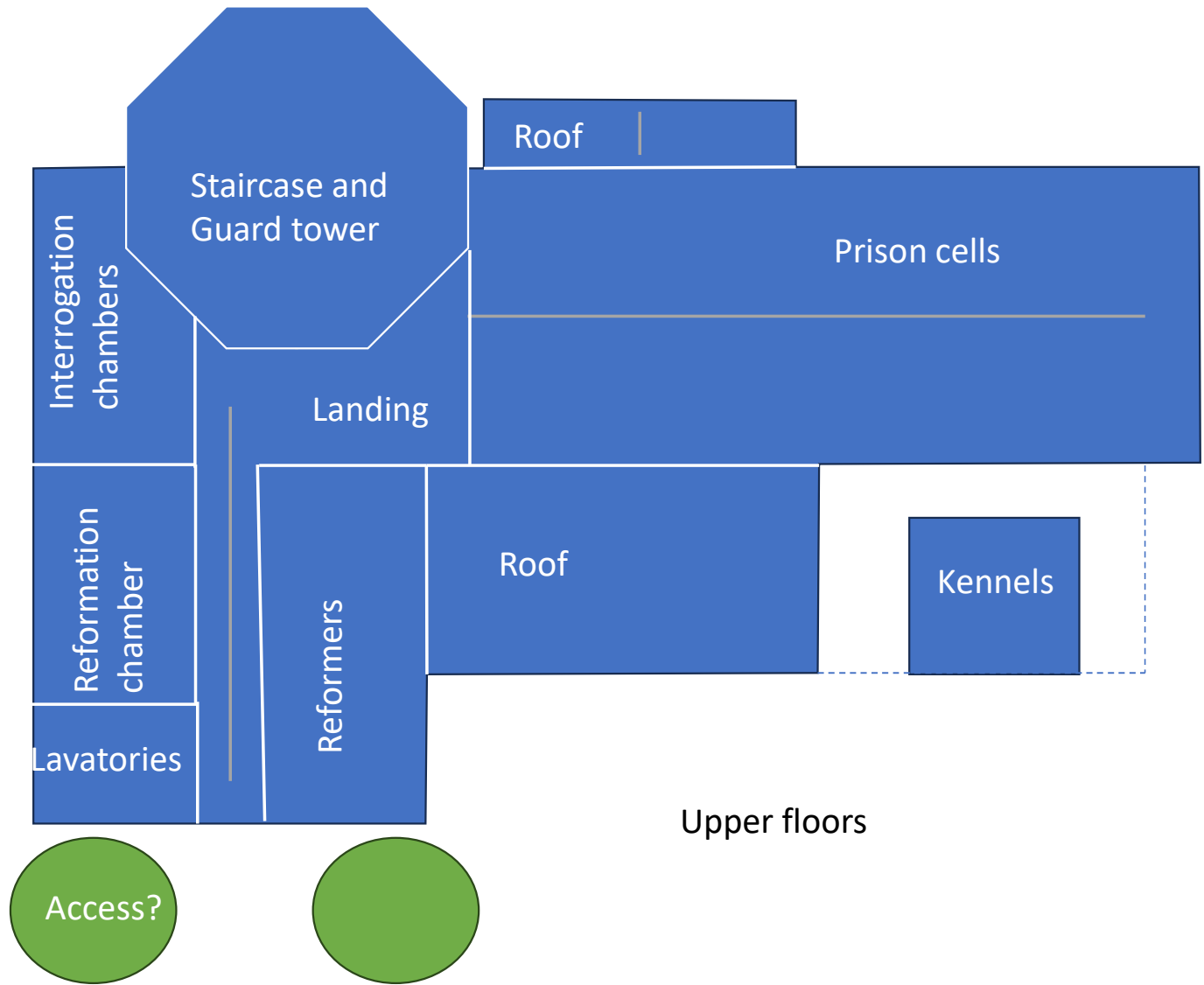
What do the players see:

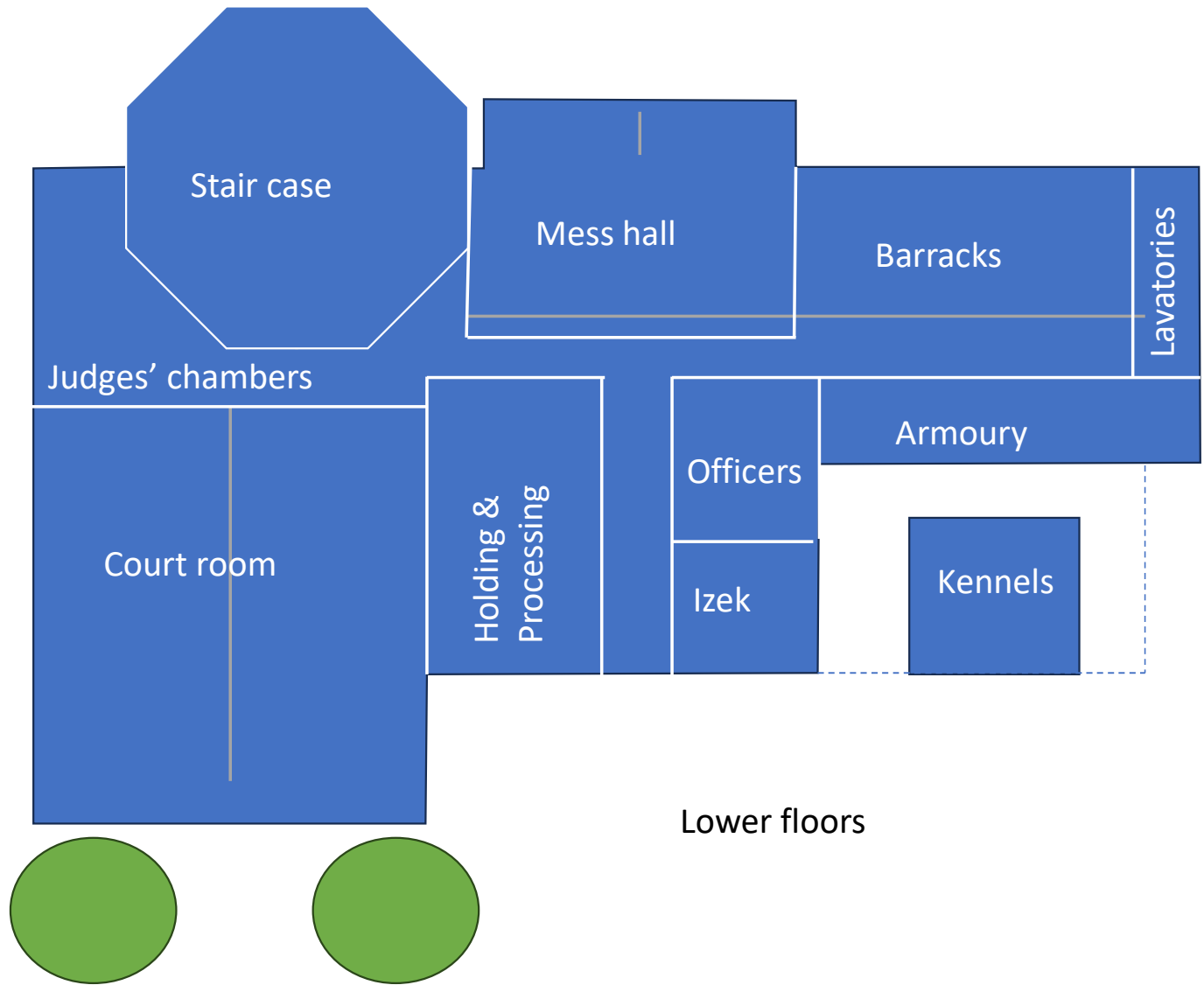
Clear view onto path for guard patrols → patrol roster; number of guards?

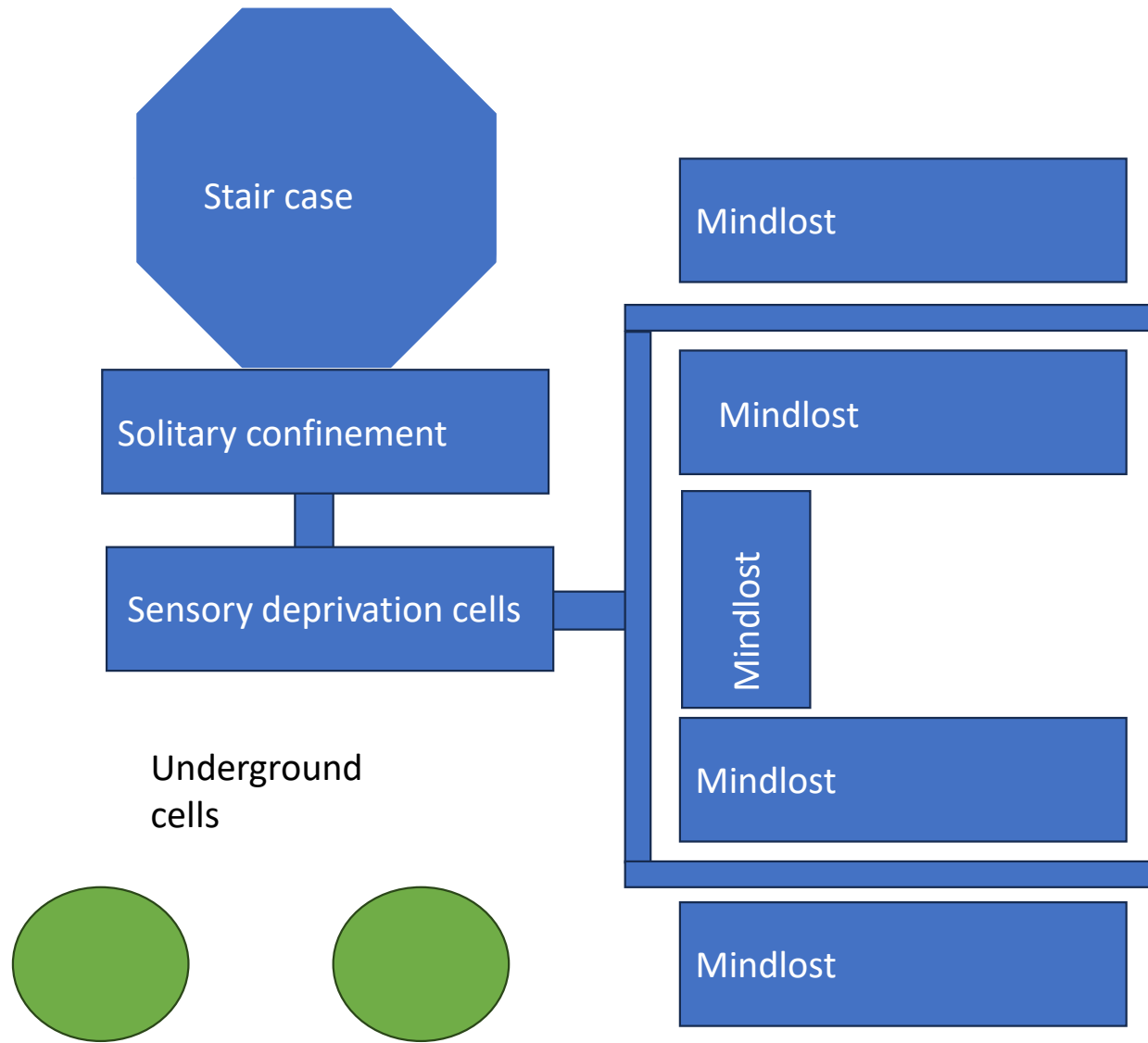
Without getting closer, they see the guard tower and the second story prisons, with barred, but visible windows

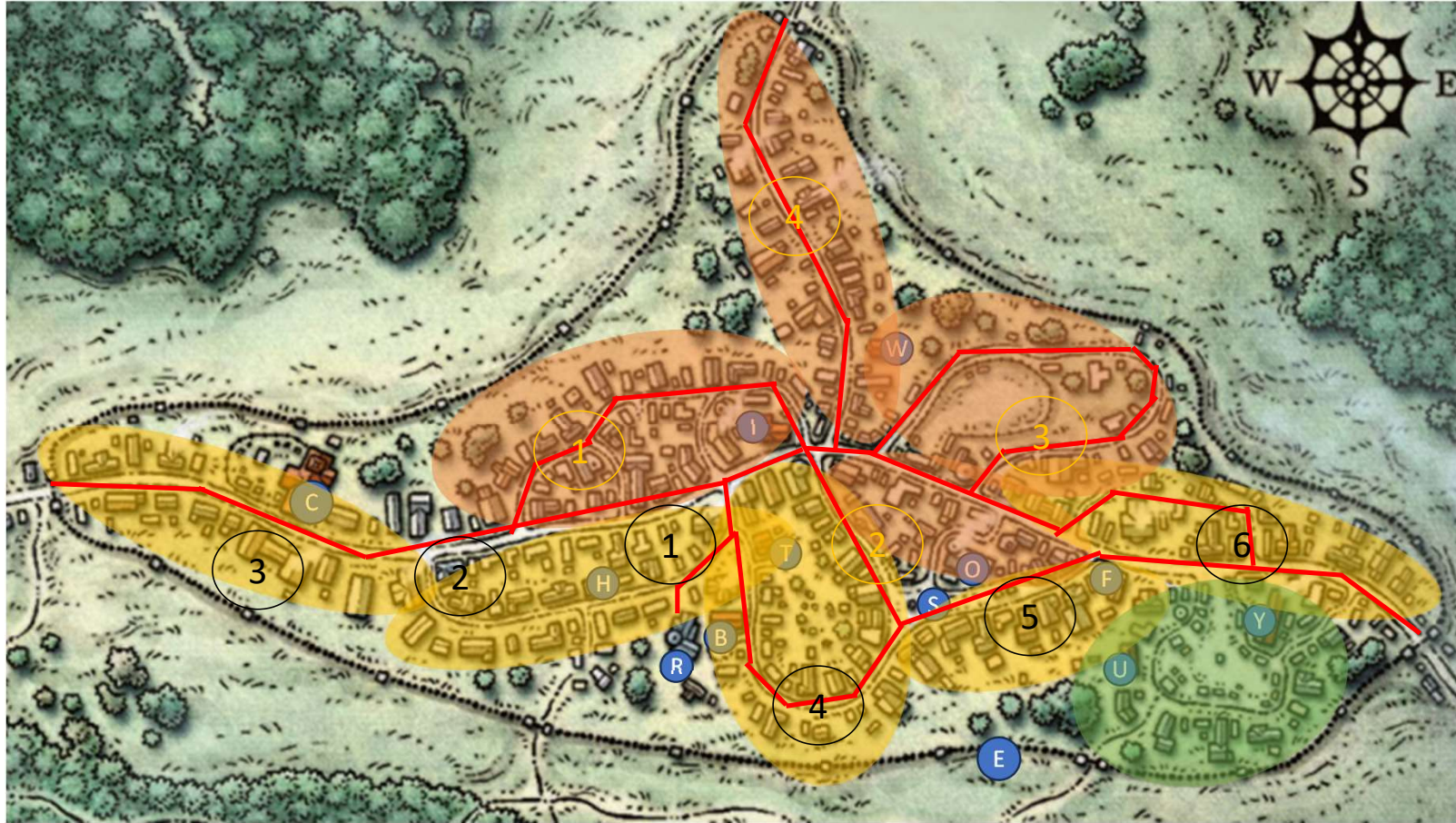
Getting closer, or moving about town, they can learn of the cellar level

Moving past the front of the building, they can learn of two trees near the front gate, that are tall enough to reach the roof









- V: Vistani Camp
- E: Entrance into the City
- C: Church of St. Andral
- B: Baron's Residence
- I: Inn
- W: Wachter Residence
- Y: Stockyard
- U: Undertaker
- T: Toymaker
- S: Town Square
- R: Reformation Center
- O: Orphanage
- F: Florist
- H: Hideout (Bluto's old home)

Changes:

Inn is abandoned and has been ransacked. Danika and the children are hiding in the attic.
 The Burgomaster's house has posted guards in front
 Lady Wachter's house is abandoned and ransacked
 3 badly bruise and half unconscious people are in the stocks in the Town square
 Most people are gathered in the church, if not at work



- Heavy Patrols
3 times daily
- Moderate Patrols
2 times daily
- Light Patrols
1 times daily
- | Patrol routes

#	Action Groups	Made up of	Routine	Countdowns/Reaction time
1	Guard unit 1	7 guards, 1 veteran	1d4 patrols orange area	
2	Guard unit 2	7 guards, 1 veteran	1d6: patrols yellow area	
3	Guard unit 3	7 guards, 1 veteran	1d4: 1/2 at the reformation center (gearing up or eating, treat as #7); 3/4 patrols green area	
4	Search squad 1	6 guards, 1 Mastiff, 1 veteran	1d4: Patrols orange area	
5	Guard unit 4	7 guards, 1 veteran	On reserve, guarding upper floors (2 on top of guard tower, 2 out on the landing, 1 plus 1 sergeant within the cells, 2 sergeant within the interrogation chamber)	Reaction time #rooms between noise and them x d4. If above die max, the guards didn't hear the noise
6	Guard unit 5	7 guards, 1 veteran	On reserve, guarding lower floors (4 in court room, 2 in holding and processing, 2 outside barracks)	Reaction time #rooms between noise and them x d4. If above die max, the guards didn't hear the noise
7	Guard unit 6	7 guards, 1 veteran	On reserve (eating, relaxing in the messhall, but armour and weapons at the ready)	Reaction time #rooms between noise and them x d4. If above die max, the guards didn't hear the noise
8	Search squad 2	6 guards, 1 Mastiff, 1 veteran	On reserve (eating, relaxing in the messhall, but armour and weapons at the ready)	Reaction time #rooms between noise and them x d8 to get mastiff from the kennels. If above die max, the guards didn't hear the noise
9	Guard unit 7	7 guards, 1 veteran	At rest (will try to get entry to the barracks to hand out weapons for 3d10 rounds, before getting ready themselves)	12 rds
10	Guard unit 8	7 guards, 1 veteran	At rest (will try to grab weapons and subdue any trouble, AC at 12)	
11	Guard unit 9	7 guards, 1 veteran	At rest (will spend time getting armour on (5 minutes/10 minutes- roll 7d20 and reduce from 100 rounds to determine, when they are ready)	
12	Search squad 3	6 guards, 1 Mastiff, 1 veteran	At rest (will spend time getting armour on (5 minutes/10 minutes- roll 7d20 and reduce from 100 rounds to determine, when they are ready), won't have mastiff until 1d8 rounds after that	
13	The reformers	3 mages	1d6: 1/4 Trancing/eating in their room; 2/3/5 - breaking prisoners; 6- visiting prisoners below	
14	Baron	1 noble	1d6: on a 6, is on tour of the reformation center	
15	Viktor	1 mage	if Baron is not in reformation center 1d10: on a 10, Viktor is with the reformers	
16	Izek	1 Izek	roll 1d10+1d6- 1: Izek is there	

VETERAN

Medium Humanoid (Any Race), Any Alignment

Armor Class 17 (splint)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (-3)	13 (+1)	14 (+2)	10 (+0)	11 (-0)	10 (+0)

Skills Athletics +5, Perception +2
Senses Passive Perception 12
Languages Any one language (usually Common)
Challenge 3 (700 XP) Proficiency Bonus +2

Actions

Multitask. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

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1. Access: court room, 2nd story windows, climbing over fence, guard entrance, etc.
2. Objectives: free Urwin from Reformation center, escape city
3. Obstacle to leaving: guard patrols, city walls, etc.
4. Situational obstacles within the Reformation Center:
 1. Guard Patrols
 2. Izek
 3. The Reformers
 4. Locked cell doors
 5. Dogs
 6. citizens

MASTIFF

Medium Beast, Unaligned

Armor Class 12
Hit Points 5 (1d8 + 1)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (-1)	14 (-2)	12 (-1)	3 (-4)	12 (-1)	7 (-2)

Skills Perception +3
Senses Passive Perception 13

Languages --

Challenge 1/8 (25 XP) Proficiency Bonus +2

Keen Hearing and Smell. The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

GUARD

Medium Humanoid (Any Race), Any Alignment

Armor Class 16 (chain shirt, shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (-1)	12 (-1)	10 (+0)	11 (-0)	10 (-0)

Skills Perception +2

Senses Passive Perception 12
Languages Any one language (usually Common)

Challenge 1/8 (25 XP) Proficiency Bonus +2

Actions

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

IZEK STRAZNI

Medium Humanoid, Neutral Evil

Armor Class 14 (studded leather armor)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	9 (-1)	15 (+2)

Skills Intimidation +8, Perception +2
Senses Passive Perception 12
Languages Common

Challenge 5 (1,800 XP) Proficiency Bonus +3

Brute. A melee weapon deals one extra die of its damage when Izek hits with it (included in the attack).

Actions

Multitask. Izek makes two attacks with his battleaxe.

Battleaxe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) when used with two hands.

Hurl Flame. Ranged Spell Attack: +5 to hit, range 60 ft., one target. Hit: 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it catches fire.

MAGE
Medium Humanoid (Any Race), Any Alignment

Armor Class 12 (15 with mage armor)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws INT +6, WIS +4
Skills Arcana +6, History +6
Senses Passive Perception 11
Languages Any four languages
Challenge 6 (2,300 XP) Proficiency Bonus +3

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

Actions

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

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Spell List:

- 0th : Chill Touch, Encode Thoughts, Mind Sliver, Ray of Frost
- 1st: Cause Fear, Mage Armor, Disguise Self
- 2nd: Blindness/Deafness, Detect Thoughts, Hold Person, Mind Whip
- 3rd: Enemies abound, Counterspell, Fear
- 4th: Phantasmal Killer
- 5th: Dream, Modified memory

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Heist/Sabotage of the ritual

- The three trying to get up to Yester Hill need to avoid patrols, guards and the druids just to get up onto Yester Hill
 - Problems that can occur for infiltrators
 - They have no means to coordinate easily, leading to risk of discovery
 - They can probably kill a single patrol in a round if discovered, but lose invisibility if they do so
 - The rain means they leave boot prints in the mud
 - Catastrophic success: They get the gem, and are now stuck in the middle of the entire circle, having to fight their way out.
 - They are too late and the ritual is done before they can remove the gem and now they need to defeat Wintersplinter to get the gem back
 - Their spells run out before they reach the top

Problems for Ilya and Ireena:

- The ritual at the top of the hill or the sound of fighting draws them up, but they have all the patrols in the way
- The horses get spooked and need to be calmed
- allow Ilya to make the choice of seeing through Artis' eyes and spot what is going on
- They themselves get discovered by the 3rd Approaches Group (1 archer, 2 guards) if either 50 minutes of the spell have elapsed, or the others reach the gem (once they are on tier 4, roll a d6. As soon as the rolling total reaches or exceeds 15, Ilya and Ireena are embroiled in combat too.

Mechanics for Stealth:

- have players roll once per patrol per tier, anything higher than a 17 leads to an encounter with that particular patrol. Have them roll stealth checks against the guards. Have them roll another d20 (1d20 +1d10 if they encountered guards, a d 12 if switching to the steeper path) and add to a running total of time for the spells elapsed
- as long as they are invisible, they can't be spotted (the DC to spot their boot prints is 17, so that no one of the guards etc. notices them passively) and because of the rain, the guards suffer disadvantage

Mechanics for removing gem:

- the gem is held by grown vines. They can be moved with druidcraft or similar (would require the casting of a spell, and thus dropping invisibility in the middle of the enemies), or it could be attempted to be cut out (attack rolls vs AC 8, HP 5 to cut through the strands and remove the gem that way (involves an attack roll and thus dropping invisibility that way.
- also allowed: trying to rip and tear it out (DC 5 + rounds of the ritual already complete, athletics check). This way the invisibility doesn't drop.



Chases are run round by round, until the group is together.

Entering the Druid Circle and Stopping the Ritual

A dim, green glow can be seen surrounding the wooden statue, fueled by the sickly green mana flowing from the druids' staves around it. With each passing round, this aura grows brighter, as the flow of energy can be seen to empower the statue further. The cumulative power of 50 rounds of chanting are needed to activate Wintersplinter. All chanting druids add to this total (Svarog can add to it as well). For descriptions either go by round or by appropriate power level. In order to add their chanting to the total, the druids need to succeed on a concentration check (automatic success, if not attacked) and stay within 10ft of the statue.

The chanting druids are about 150 ft from the PCs (by path, 120ft by air).

Round 1: Svarog, Druid Elder taunts the PCs, declaring that the Great Shadow (Strahd) has brought his people the power they need to destroy the Betrayers (the Keepers of the Feather).

As soon as the PCs breach the Perimeter, one of the defending druids alerts the guards at the entrance.

Round 2: A heavy mist swirls around the chanting druids and the statue, lightly obscuring everything in a 30-foot radius around the statue. Ranged and spell attacks with disadvantage.

Guards arrive to hassle PCs (entering from the same direction as PCs).

Round 3: The gem within the statue's chest begins to glow a bright green. Svarog declares that the Scion of Gulthias (Wintersplinter) will soon reduce the Winged Betrayers (the Martikovs) to splinters.

Round 4: The sky grows dark as the clouds swell and blacken overhead. A heavy wind begins to blow across the hill as the magic flowing from the druids to the statue redoubles in intensity.

Round 5: The twigs comprising the wooden statue begin to swell, twist, and groan.

Round 6: The twisting and groaning continues. Svarog laughs, commanding Wintersplinter to Grow! Drink! Consume!

Round 7: A massive, dark shape forms within the statue. "Wintersplinter comes!" Svarog roars.

Round 8: The lightning around Yester Hill increases in intensity, striking the stone circle more regularly. Any creature that begins its turn or atop the stone circle, a boulder, a standing stone, or a tree has a 50% chance of being struck by a bolt of lightning.

Round 9: A low cracking and resonant, monstrous roar is audible from the statue as the shape within solidifies. "Wintersplinter is born!" Svarog laughs.

Round 10: Wintersplinter uses its action to burst from the interior of the statue on its turn.



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The chanting druids are about 150 ft from the PCs (by path, 120ft by air).

Druid assailants starts combat off, having already cast *bark skin*. Will try to use *entangle* to keep PCs in the kill zone, while themselves staying hidden. If the worst happens, will cast *long strider* and escape, using the blights to cover their retreat.

The **druid naturalist** never fights alone, and immediately flees if isolated. If provided with the opportunity to affect nearly all of the enemy's forces, he casts *Fog Cloud* or *Faerie Fire* to make it easier for his druidic, **berserker**, or **blight** allies to hit with their attacks. Otherwise, he casts *Entangle* in an effort to restrain the most dangerous melee combatants in their place.

If any PCs are looking wounded, he releases his concentration on any other spells and instead casts *Moonbeam* in an effort to finish them off, shifting the beam on each turn to deal additional damage. If not casting a higher-leveled spell, the druid naturalist attacks with *Infestation* or *Produce Flame*, depending on whether his target has some cover or no cover, respectively, and **actively focuses down any enemy spellcasters**. If cornered or reduced to zero allies, the druid naturalist casts *Fog Cloud* and vanishes into the mists.

Should the PCs attack Svarog, he casts *Wall of Fire* to block their approach, followed by *Plant Growth* and *Erupting Earth* to slow them down. Once all PCs have made it through the Wall, Svarog drops concentration on it and casts *Call Lightning*, whose damage is improved to 4d10 on a failed save due to the stormy conditions of Yester Hill, and uses his action on each subsequent turn to call down a new bolt of lightning. He prioritizes attacking any enemy magic-users.

If his concentration on *Call Lightning* is broken, Svarog casts *Moonbeam*, using his action on each subsequent turn to move it to a new enemy's space. If the druids casting the ritual are reduced to below one-half their numbers, Svarog casts *Fog Cloud*, which removes visibility for the PCs and allows the druids to refocus their efforts on the ritual. While *Fog Cloud* is active, Svarog continues to attack enemies using *Ice Knife* and *Infestation*. If reduced to less than one-half of his maximum hit points, and the ritual is in danger of being disrupted, Svarog casts *Gust of Wind* in effort to keep any melee combatants from reaching the druids.

SVAROG, DRUID ELDER

Medium human, neutral evil

Armor Class 11 (16 while in his cocoon)
Hit Points 39 (7d8 + 7)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	13 (+1)	12 (+1)	17 (+3)	12 (+1)

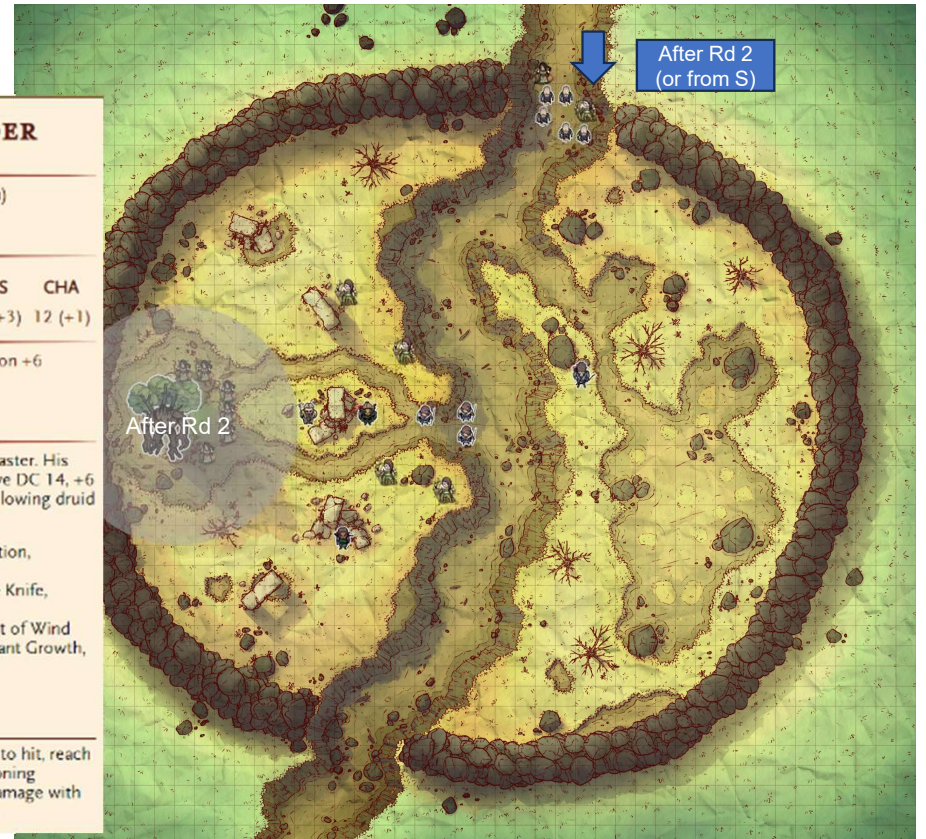
Skills Medicine +6, Nature +4, Perception +6
Senses passive Perception 16
Languages Common, Druidic
Challenge 5 (1,800 XP)

Spellcasting. Svarog is a 7th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He has the following druid spells prepared:

- Cantrips (at will): Mold Earth, Infestation, Shillelagh
- 1st Level (4 Slots): Thunderwave, Ice Knife, Entangle, Fog Cloud
- 2nd Level (3 Slots): Moonbeam, Gust of Wind
- 3rd Level (3 Slots): Call Lightning, Plant Growth, Erupting Earth
- 4th Level (1 Slot): Wall of Fire

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 3 (1d6 - 1) bludgeoning damage, or 8 (1d8 + 3) bludgeoning damage with shillelagh or if wielded with two hands.



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The chanting druids are about 150 ft from the PCs (by path, 120ft by air).

Druid assailants starts combat off, having already cast bark skin. Will try to use entangle to keep PCs in the kill zone, while themselves staying hidden. If the worst happens, will cast long strider and escape, using the blights to cover their retreat.

The **druid naturalist** never fights alone, and immediately flees if isolated. If provided with the opportunity to affect nearly all of the enemy's forces, he casts Fog Cloud or Faerie Fire to make it easier for his druidic, **berserker**, or **blight** allies to hit with their attacks. Otherwise, he casts Entangle in an effort to restrain the most dangerous melee combatants in their place.

If any PCs are looking wounded, he releases his concentration on any other spells and instead casts Moonbeam in an effort to finish them off, shifting the beam on each turn to deal additional damage. If not casting a higher-level spell, the druid naturalist attacks with Infestation or Produce Flame, depending on whether his target has some cover or no cover, respectively, and **actively focuses down any enemy spellcasters**. If cornered or reduced to zero allies, the druid naturalist casts Fog Cloud and vanishes into the mists.

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If his concentration on Call Lightning is broken, Svarog casts Moonbeam, using his action on each subsequent turn to move it to a new enemy's space. If the druids casting the ritual are reduced to below one-half their numbers, Svarog casts Fog Cloud, which removes visibility for the PCs and allows the druids to refocus their efforts on the ritual. While Fog Cloud is active, Svarog continues to attack enemies using Ice Knife and Infestation. If reduced to less than one-half of his maximum hit points, and the ritual is in danger of being disrupted, Svarog casts Gust of Wind in effort to keep any melee combatants from reaching the druids.



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Medium human, neutral evil

Armor Class 11 (16 while in his cocoon)

Hit Points 39 (7d8 + 7)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	13 (+1)	12 (+1)	17 (+3)	12 (+1)

Skills Medicine +6, Nature +4, Perception +6

Senses passive Perception 16

Languages Common, Druidic

Challenge 5 (1,800 XP)

Spellcasting. Svarog is a 7th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He has the following druid spells prepared:

- Cantrips (at will): Mold Earth, Infestation, Shillelagh
- 1st Level (4 Slots): Thunderwave, Ice Knife, Entangle, Fog Cloud ○ ○ ○ ○
- 2nd Level (3 Slots): Moonbeam, Gust of Wind ○ ○ ○
- 3rd Level (3 Slots): Call Lightning, Plant Growth, Erupting Earth ○ ○ ○
- 4th Level (1 Slot): Wall of Fire ○

Actions

Quarterstaff. Melee Weapon Attack: +2 to hit, reach 5ft., one target. Hit 3 (1d6 - 1) bludgeoning damage, or 8 (1d8 + 3) bludgeoning damage with shillelagh or if wielded with two hands.

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- Start off with *Wall of Fire* (C)
- Then *Plant Growth*
- Then *Erupting Earth* and *Call lightning* (C)
- Then *Ice Knife* or *Entangle*
- Then *Fog Cloud*

Don't go into Melee, use Thunderwave to get away. Focus on keeping the party at bay. Only provide power to the ritual if they don't come any closer.

Spell list for Druid Naturalists:

•Cantrips: *Druidcraft*, *Produce Flame*, *Infestation*

•1st Level: *Faerie Fire*, *Entangle*, *Speak With Animals*, *Fog Cloud* ○ ○ ○ ○

2nd Level: *Spike Growth*, *Moonbeam* ○ ○ ○

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Spell list for Druid Assailants (Assault)

•Cantrips: *Druidcraft*, *Thorn Whip*, *Shillelagh*

•1st Level: *Earth Tremor*, *Long Strider*, *Fog Cloud*, *Thunderwave* ○ ○ ○ ○ ○ ○ ○ ○

2nd Level: *Darkvision*, *Barkskin* ○ ○ ○ ○ ○ ○

Spell list for Druid Assailants (Support)

•Cantrips: *Druidcraft*, *Thorn Whip*, *Produce Flame*

•1st Level: *Faerie Fire*, *Entangle*, *Earth Tremor*, *Fog Cloud*, *Healing Word* ○ ○ ○ ○ ○ ○ ○ ○

2nd Level: *Darkvision*, *Heat Metal* ○ ○ ○ ○ ○ ○

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Scout & Guards

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DA will have used two 2nd level spell slots on *barkskin* and *darkvision*, DN will cast *Spike growth*, following up with *faerie fire*

After Rd 2 (or from S)

DA will have used two 2nd level spell slots on *barkskin* and *darkvision*

Wall of fire (alternatives)

Spike growth, DA will use *Thornwhip* to shred PCs

Erupting Earth

After Rd 2

Fog Cloud

DA will have used two 2nd level spell slots on *barkskin* and *darkvision*

Plant growth

Berserkers

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AAR

What happened?

1. Players enter the city and have two close run-ins with the city watch, but reach an abandoned house to hunker down and plan further steps
2. Using various means, they scope out the Reformation centre and puzzle out where their ally is being kept imprisoned.
3. Different plans are thrown around, the problem in all of them is how to tie down the guards, so the players can do their thing.
4. A plan develops – Players decide to incite a city-wide revolt to tie down as many guards as possible and storm the Reformation centre together with mobs of angry citizens
5. Players spend several hours signalling the coming uprising (skywrite, public displays of defiance against patrols, laying fires, hit-and-run attacks) until the tension boils over and the citizens are up in arms
6. They actually storm the reformation centre, encountering about two-thirds of all guards in place, but with enough numbers to even the score.
7. Session ended with the party split over the compound, facing the two named bad guys simultaneously and everyone rolling for initiative for the resolution to come in the following session

What worked? What didn't?

- Infiltrating the city felt like a raid, ducking between dark alleys to avoid patrols, slipping away undetected etc.
- The players quickly managed to gather the relevant information and quickly puzzled out, where their target would be.
- They knew that the stairs to the underground level would have to be found once inside the compound, but that focussed their actions once inside.
- Their planning focussed on the main problem, the number of guards.
- The lead-up to the city-wide revolt was filled with awesome moments
- The players are looking forward to a boss-fight with a hated NPC for the next session
- The session overall was very fun and dynamic for all involved (tip: don't roll initiative, unless it is absolutely necessary)
- Prep helped to improvise and change plans on the fly

- The main defining features of a raid, the impossibility of clearing the structure and the speed factor, were rendered moot by the city-wide revolt
- The planning took quite a big chunk of play-time, meaning that the raid wasn't completed at the end of the session
- The planning almost bordered decision paralysis, but thanks to an NPC, I was able to provide ideas to get the ball rolling

Thanks for listening