

BATTLE NOTES

Goal: To enter, get as much information as possible about, and/or destroy the Tower of Domination.

Forces in Great Shaboath:

Aboleth: 17 (including at least 3 savants)
Derro: 30 (including max of 16 spellcasters)
Duergar: 1 (the demigod inventor?)
Fire Giants: 9
Illithidi: 15 (including at least 2 priests, 1 antipaladin?)
Ixians: 1 (wizard; plus a few moray eel guards)
Knowers: 3 (elven sorcerer [9-11], wizard [12-15], high priest [?])
Kuo-Toa: 235 (including at least 3 priests)
Prisoners (demi/human/oid cannon fodder): 143 (including 2 big orcs)
Unknown Human (demon?): 1 (female secretary)
Unknown Human (demon?): 1 (male, writing in Abyssal book)

TOTAL POTENTIAL COMBATANTS: 456

TOTAL MINIMUM SUSPECTED SPELLCASTERS: 28

Primary Melee Targets (obstruct or destroy)

- 1A: Towers 9a-b, illithidi
- 1B: Towers 14 a-c, illithidi
- 2: Tower of Mucus, Knower mage, savant aboleth
- 3: Knower's Tower, mage & priest, orc, illithidi antipaladin (?), duergar

Why not consider the aboleth towers (#11, x 14) primary melee targets? Because they are too scattered. It will be too hard to comprehensively attack them.

Secondary Melee Targets (obstruct)

- 4: 5a-b or, if entire area enclosed, 5-8, derro
- 5: 10, kuo-toa
- 6: 3, watch barracks, derro & demi/human/oid cannon fodder

Dimensions, Melee Targets, External

- 1A: All towers can be contained in a 300'x350' area of effect.
- 1B: Both towers can be contained in a 300'x150' area of effect.
- 2: This tower can be contained in a 150'x150' area of effect.
- 3: This tower can be contained in a 150'x150' area of effect.
- 4: This area can be contained in a 300'x300' area of effect.
- 5: This area can be contained in a 300'x150' area of effect.

Ways to Obstruct Melee Targets

(1) Use Project Image [6th] and 9 Wizardlocks [2nd] to lock the front (external) doors to the building complex 5-8 (question – is this walled, or open?); 10; and 3.
Alternate spells: Hold Portal [1st], Avoidance [5th].

(2) Lay “cover” spells over areas: Evard’s Black Tentacles [4th] covers 30’ sq/lvl and lasts an hour/lvl; Transmute Rock to Mud [5th] covers 20’ cu/lvl and is permanent; Solid Fog [4th] covers 20’x10’x10’ vol/lvl and lasts 2d4 rds + 1 rd/lvl (possibly a good one for Laurie to cast); and Hallucinatory Terrain [4th] covers 30’ /side/level cube for 1 hr/lvl, but is an illusion and thus will only affect the cannon fodder.

The goal of obstructing these targets is to keep their occupants out of the fight, at least for a while. The kuo-toa and derro soldiers probably won’t be able to get out of Wizardlocked doors until they break them down (spellcasting individuals may be able to leave, but they probably won’t be able to free companions). Note, however, that once a cover spell goes up, alarms will go off.

Ways to Protect Ourselves

(1) Scare [2nd] on each of us – frightens creatures of 6HD or less, no save except in special cases – will keep the cannon fodder away from us – lasts 1d4 rds + 1 rd/level, another good one for Laurie to handle.

(2) Protection from Evil [1st, w & p] – gives evil combatants minuses to hit us – protects from conjured/summoned etc. creatures like the possible demons – protects us from mental control from the aboleth & illithidi. Callous and Nic may want to handle these.

(3) Ilyykur’s Mantle [4th, Realms] – gives pluses to enchantments & charms, other saves

(4) Iron Mind [3rd, Wizard] – gives immunity to enchantments & holds.

(5) Water Protection [1st, OA] – for the underwater part of the Towers.

(6) The usual: Stoneskin, Nondetections (if possible), individual protective spells. Femir may want a Protection from Normal Missiles and a Levitate if he’s going to be using the Wand of Fireballs from the air.

The Teams

Assault Team: Simon; Nicholai & Callous; Cassie & Laurie; Mikhael & Daniel – this team will enter the Tower and try to destroy it.

Aerial Guard: Fea & Femir, the Dragon – this team will keep above the fight to coordinate and attack. I suggest that Femir have a Rary's Telepathic Bond to Cassie and someone else, thus linking at least Femir, Sin, Cassie, and Akalina (who can signal the operatives in Glenzor if there is dire trouble). Give this team as many wands as possible – they won't be much use in the Tower of Domination.

Rear Guard: Sindaraen, Brandon, Garlstone – this team will station itself in the doorway of the Tower or whatever other strategic position is chosen to keep the tower from being overrun by enemies. Sin should have the Staff of Boilbolts, Garlstone will be wielding FinSlayer. Any other items we have that won't be useful in the Tower should go to this team.

Fea and Sin are responsible for bailing out the external teams if things get bad, using dimension doors back to our hideout and the Mirror.

The Strategies

More Recon: Nicholai or another uses Divining Rod to try to find “architectural plans and notes for the Tower of Domination.” We get those notes, if they are available, and study them first. (I suspect, however, they'll be in a protected area – still, we should try again once inside the Tower of Domination.)

Attempted Rescue: We try to rescue the Knowers first, hoping that they're working unwillingly with the aboleth, and get as much information from them as possible. (It's unlikely that they're mind-controlled, however, because that plays havoc with spellcasting; in addition, once the Knowers are gone, the alarms certainly will go off. Unlike Jelleneth, these three are important people.)

Rescuing the other prisoners is a secondary goal, to be achieved after the primary goal of destroying the Tower of Domination. However, it won't be easy, especially if destroying the tower causes the island to sink again. Possible ways to rescue them after the assault and if the island is sinking may include flying them one by one to our hideout (except there are approx. 143 of them), or creating “islands” they can cling to that will hold them until we can get them.

Frontal Assault: Hit the Melee Targets first, then the Assault and Rear Guard teams Dimension Door to the door of the Tower of Domination, probably using the Closet. Aerial Guard slips unnoticed from hideout and provides any necessary cover fire while the Assault and Rear Guard teams set up and enter the Tower.

If we decide to take this route, we need to decide whether to call in the Shadow Dragon or not. She's unlikely to work closely with any plan we have, although if she asked, I'd prefer she do her best to wipe out aboleth or illithidi. Also, we'll owe her 20% of any treasure we get if we use her, and she may turn on us. (She may do this anyway.) OTOH, her innate radius of Fear will probably keep the cannon fodder out of the way.

Infiltration: The Rear and Aerial Guards stay in reserve, keeping an eye on the matter from above. They will only enter combat when it becomes necessary – after the alarms go off. The Assault Team infiltrates the tower unnoticed.

Everyone enters the Closet except Mikhael – everyone has at least Water Protection up. Mikhael has as many defensive spells up as possible, including Water Protection, and Wraithforms into a container destined to be taken to the Tower of Domination. Once in the Tower, Mikhael leaves the container, finds a suitable spot, and pulls everyone out of the Closet. SOP from there.

Or, one or more of us Polymorphs into a prisoner and infiltrates the slave barracks, trying to find out as much as possible from the slaves, especially by using ESP. (Questions: Are the slaves all mucused? Do they seem to have free will, that is, do we notice any punishment for insubordination?). We consider, based on this recon, whether to attempt to replace several of the slaves and enter the Tower as slaves. (Question: Do we see slaves being taken into the Tower of Domination on a regular basis?)

Other Comments

- (1) How many aboleth savants are there UNDER the island? No way to tell – we'll just have to play it by ear.
- (2) What if the Ixians have a pact with Shaboath and come to aid it when it's under attack? The Aerial Guard will have to deal with this problem.
- (3) Do we kill potentially mind-controlled innocents? Our lives come first right now because we're incredibly outnumbered. We can try to make arrangements with the deceaseds' families afterwards.
- (4) Spellcasters should have a handful of Erase spells, just in case we run into more Glyphs. Remember, however – they're touch-based and not 100% certain. Dispels will also be necessary.
- (5) If we wipe out the most powerful of our foes, chances are that the rank and file will be demoralized and leave. The derro are likely to be working under some duress, and the kuo-toa are, as we already know, poor at handling individual thought once their leaders are slain. Thus, we should ignore the common soldiers as much as possible, and concentrate on the leaders. *Permit escape.*