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## Ap chem chromatography lab answers

Concept Art Map Human, Bugbear and Notix Red Brand Hideout was the base of Fandaline's Red Brand. It was a dungeon complex under Tresender Manor. Red Brand extended the manor basement to suit his own purposes, adding slave pens, workshops and barracks. It included several secret doors that led to the hide-and-see retreat, as well as one that led upstairs to manor's kitchen. In 1491, DR, Godon Black Handleger, Alayah of Ardeson and Alamir Cromwell attacked the Red Brand Hideout. They found Nothic, who was feeding Ter Dendler's corpse, and about a couple of Red-branded Luffians who were scattered in the hideout. The ossuive was home to the skeleton of the Tresendahl family, which was animated and forced to attack. The slave pens that the Red Brands made next door kept Myrna Dendler, Nars Dendler, and Nilsa Dendler. In the southeast room, adventurers found bags inside an aquarium containing invisible potions, some travelers' clothes, and gold. In a room in the Northwest, they found research on creating invisibility potions that they assumed belonged to Glasstaff, the leader of the Red Brands. In the southwest room, there were three bugbears who were fooling and torturing, a lone goblin saved by adventurers. After the adventurers entered Glasstaff's quarters, they were struck by a well-timed fireball that only Godon could survive. Godon took time out to revive his fellow adventurer, but Glasstaff was eventually able to escape upstairs, making his way to Thundertree, using a horse he stole from the adventurer. The adventurer buried the bodies of dead Bugbear and Red Brands, took the rest of the living red brand, Mildin, to Harbin Wester and imprisoned them in the Townmaster's Hall until they were transferred to Neverwinter for trial. After resident Glasstaff Mildin Nothic (Red Brand Hideout) left the Death House, the party discovered that most of the goods they took from the house had aged for centuries. Dismayed by the degradation of plate armor, Regrim visited a blacksmith and worked his way through the night in a suit that could wear plate remnants. Meanwhile, the heroes interrogated the Redbrand Luffian they captured in a room at the Stonehill Inn and learned: The Red Brands leader is a human wizard known as Glasstaff. A mysterious figure called the Black Spider, for unknown reasons, hired the Red Brand to scare adventurers and intimidate locals. Black spiders are sending bugbears to strengthen the red brand and provide extra muscle. The lower part of the complex is guarded by a fearsome eye monster. The Red Brans have a handful of captives in a holding area near the old ossuar guarded by the skeleton. Following up on the rumors, they also learned of the secret entrance to the hide, Tunnel in the woods south of Tresendahl Manor. They were also approached by Shirder, who learned that his missing contact, Ialno Albrek, was last seen around Tresender Manor two months ago and had concerns that redbrands had captured him. He is determined to accompany the party when he reveals that they intend to raid the hide-in. The group decided to take advantage of the early morning and the fact that the Red Brand was a notorious drunk, and stopped along the way at the Lion Shield Coster, equipping themselves and Shirdar for their mission. Along the way, Hyalmer introduced his animal companion, The Boar, Her nilsson, who was overshadowed by the group on their trip. On the way to the manor, the heroes visited the Sleeping Giant's taphouse, only to see it closed. But the party met the owner and said a little maiden named Grista would shine in reg lime and reopen that night. The group entered through a secret tunnel and were confronted by a terrifying one-eye creature called Nothic. Hjalma! tried parley with the creatures and was initially successful, but negotiations worsened after the party refused to pay the price for buying Nothic's loyalty. A battle followed, and under the bridge his chest was found with the magic sword Talon, Brie claimed. The heroes then systematically passed through the dungeon, using the knowledge they gained from the prisoners. They beat three Red Brands in their bedroom, confronted skeletons, corridor traps and freed Myrna Dendra and her two teenage children. Myrna couldn't offer payment, but talked about the secret location of the family heirloom in the ruins of Thundertree, which was priceless. He then headed to glassstaff, believed to be the leader of the Red Brands, to discover that glass staff were nothing but the wizard Ialno Albrek Shirdahl was looking for. The battle continued and Ialno was killed before he was captured, but his missile contained an obvious letter: Lord Albrek, my spy in Neverwinter, tells us that a stranger is going to arrive in Pandalin. They could be working for a dwarf. Capture them if possible and kill them if necessary, but they should not upset our plans. See that the dowmer map of their possessions is delivered to me in a hurry. I'm relying on you, Larno. Don't let me down. The letter was signed only with a picture of a black spider. The heroes then cleared the remaining hides and liberated the town from Redbrand's dominance. I recommend the 12 6.00 Kevin D. Patron Badge from 2012 to 2020, which is some time since my last entry. The truth is all the time spent building and playing red brand hideout encounters for LMoP with a decent amount waiting during the sessionScheduling issues. I'm going to cover some of the story development, a lot of the build process, and some of my thoughts moving forward on my approach to these encounter maps. The last time we left, my players were mostly on their way to Fandaline after clearing kragmau hideouts and saving Sildar Hall Winter. They stayed at the StoneHill Inn, talked to locals, learned of the red brand threat and helped Shirdar get up in the townmaster's hall. The more they learned about the Red Brans, the more worried they got. They heard about the secret tunnel Karp Alderleaf (they and my current favorite NPC, I really play him as a brave energetic kid who believes he will one day be a great adventurer), because they knew I the players were heading to Manor soon I visited a sleeping giant that changed a bit to have more of a tense encounter than combat. I gave Grista the Red Brands, an important other with her girlfriend Brenda, who characterized her as just confused with the Red Brand, not inherently a bad person. I also instilled the idea that many of the recent recruits to the Red Brands are ordinary townspeople looking for a steady income in this small town. So, when I learned that the player had chosen this path, I started working on building a map. I'm always trying to stay straight ahead on basic printing for future encounters. This means that if there is no specific thing to print, I tend to print more tiles and frames to build my stock. I horribly recognize that my plan for Thundertree and eventually Wave Echo Cave requires a huge amount of plastic to build. So, I thought I was in good shape for this one, I turned out to be wrong, but I learned some valuable lessons about estimating the number of pieces needed for any encounter. The Red Brand Hideout is an interesting interior space for crevasses running in the middle of it. This is a fairly organic natural structure sandwiched between two rigid floor plans. I decided to start with the crevasses of this build for two reasons, I have experience converting these types of natural structures using my hex tiles and when I complete this area properly, I set useful boundaries for more structured bits. I think this worked really well: I was building a crevass that decided to be about twice as wide as the map suggested, so I wanted the lower level to be my own space like the upper level. The reverberations of this widening were fairly minimal, and as a result, some rooms were about a row larger in one direction. Hedding grid rooms tend to feel a little smaller in terms of the space you can occupy, so it works. Next up in the room downstairs, I wanted to do these before the upper level to set the basic dimensions of the rectangular room, and that's because it would get rid of three sets of stairs! expected there to be a problem. After I got the lower level layout and wall settings, I knew the rest of the map would work really well, but I also noticed that I was very short on certain types of wall sections. To make a rectangular room with hexagons, you need three lengths of walls. In one direction there is a flat wall, which repeats repeatedly, while in the other 90 degree direction it is necessary to cross the distance on one side of the alternating length, the length that crosses the heddal number, and the hend. I was already off the short point-to-point wall at this milestone in the build. I just started printing a lot of that type of wall, in addition to the other two types to cover my base. I didn't print too much because I didn't want to waste printing or painting time on walls I didn't plan to use, so I just printed enough to get me deeper into the build so I could get the exact count towards the end to fill everything out. Here's what the final layout looked like after all the floors and walls were assembled. You can see two pieces I designed (using an existing wall model to match the texture), an aquarium in the previous large room, and two holding cell doors. I examine the width of the cell door and match it to a flat line rather than a point-to-point line. Instead of rebalancing and re-printing the model, we rather rotated the retention cell area to accommodate it. It worked. I am learning that the number of heddings and the travel time from room to room are not very important in these encounters. I'm still trying to be as faithful as possible to the original map, but I feel better about fudge the size and orientation of the room after running through encounters with those changes. Next, you'll bring in rooms on terrain scattered across the list of to-do lists. I had spray paint coated all of this printed base before I started the actual build. I have a loosely organized queue of prints that I know I need to pull when deciding what to print. These pieces were from multiple different sources, I link them all to the end of the post. Here are more shots of all the raw scattered terrain and some stocked rooms. And here's the final fully stocked map next to the original print layout (Coastal Copyright Wizard) The final component of this build is a mini that inhabits the building. I don't have many good female models who work as thugs, so I use HeroForge for some of these and 2 because I wanted to customize some of the more special NPCs like Glass Stuff andDrop. The rest were from Wizkids or Duncan Luca. My favorite of them all is the big purple devil creature (Duncan Luca model). it's technically a nightwalker! scaled it down, gave it a more colorful paint job and created my own special substitute for Nothic, which usually inhabits crevasses. Other than being in Crevass, the only other story change I made was that Harbin Wester's body was in Crevass for six days. This is what the player sees at the start of each session: it took us 4 sessions (2-3 hours each) and completed the Redbrand part of the story. My players made some interesting decisions that led me to adopt some extra development and follow some judgment calls on how some cleanup and the rest of the Red Brand would act. In short, the player entered through a secret tunnel, worked with the devil in a crevass (Skippak, Redbrands calls him Skippy) for a safe passageway, killed several Red Brands in the common room, sent Brenda's house drunk and jumped into the Bug Bears, but the only visible PC wore a red shirt. Barely the glass staff tried to sneak out. In the second session, we decided to interrogate Glasstaff, ransack the room and kick him out of his manners. When they left the mosque, he was knocking on the glass staff door saying he had a body in a common room and he probably needs to check it. Skippak did not let them pass through the tunnel because they did not fill some of the digging as they went out

through the aquarium room. Glasstaff kicked a few barrels to warn the Reds in the storage room and the fight continued, with the players breaking the last red brand that was using up the building and deliberating a bit about what to do with Glasstaff. Eventually, they decided to keep him on alderleaf farm in a hay loft because they had no confidence that he would be handled correctly by the authorities. In Session 3, the Red Brands were ready to look for the missing leader, but my players decided to take Glasstaff to the Stonehill Inn and talk to Shirder, who was convinced townmasters hall was the safest place to keep him. They carried him there in plain view of the town, so word spread and some of the Red Brands started freaking out. Some were secluded, while others were trying to regroup. Players headed to sleeping giants to fight and kill the first Red Brand they saw in Craig Mau's Hideout, while the other two Red Brands dropped their weapons and ran. In talking to Grista, she finally confessed that she had heard about Red Brand hugging people in the cells of Tresender Manor and selling them to slaves. This was enough to get the players back on the road back to manners once. In the final session of this encounter, where the Red Brand was running bare bone security details, Mosk was informing the Black Spider of the new development and sending out other bugbears to get new orders. Two red brands guarding the secret tunnel, one guarding the front door, one in a storage room by the aquarium, one guarding prisoners and the mosque guarding the armory. Players who injured and scared all red brands (except those who guard prisoners trapped in cells) caused pit traps, killed skeletons, and collected Tresender signet rings and skulls from each sarcophagus (for Skipak, who demanded my captive bones in exchange for a safe passage through the crevass). They freed the prisoners and killed the mosque in two offensive actions. They went a long way to escorting prisoners of war from manor, negotiating with Skipkak, and in the process learning about Harbin Wester (confirming their allegations) to avoid the pits they caused. On the way back to town, they saw some red cloaks that had been discarded planlessly along the street. I don't know which way to go next, but whatever I do, I think there will be some small wilderness encounters along the way. I've made one post about the different intermediate encounters I perform and hope to incorporate some more puzzle/critical thinking elements so that it's really the only area where I see this adventure that I'm missing so far. Resources for this build: aquariums, prison doors, and piles of clothing designed ashorote six-frame and ashorote six-core tiles for terrain and walls. Akisorote six traps and obstacles for storage shelves, barrels, crates (some barrels and crates removed things as well). Glass staff, HeroForge for female thugs, and Duncan Luca Patrain for Droop. Duncan Luca Shop and Bugbear Mini, Male SagMini, Nightwalker Mini. Endless dimensions for nice beds, some bookshelves, quarter work desks, stools and rectangular tables for glass staff. The coffin from Crossrance.Hobgoblin is 3D on myMiniFactory for food bags, round .com and some barrels. The bed roll small potions and books on the weapon rack of things on the Thingiverse were from the With Kids Blister Pack. Pack.

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