

Session/Game: Greyhawk, D&D5e 5

Date: December 8, 2019

Episode 5: "Colonel Leslie's Final Secret"

Campaign Date:, Late, CY 579

Characters:

Newt Bladesgrim (a.k.a. Hotrod), human, bard-3 (Andrew Smith)

Atreyu Codori (a.k.a. Britches), wood elf, druid-3 (Quinton Laughman)

Puma Man, human, monk-3, (Jason Leibert)

Walker, Greyhawk Ranger, half-elf, ranger-3 (Dave Hanley)

Captain Sparkle Rainbrite, half-elf, fighter-3 (Bob LaForge)

DM: Dave Nelson

LOG:

SET-UP:

Captain Sparkle received the following letter and gathered Newt, Atreyu, and Puma Man, hired Walker to be a guide, and rushed to the Silver View Tower on the Sheldomar River.

Dearest Child of my Dear Sibling, Sparkle

I haven't been completely honest with you. I have in the past had dealings with a less than savory character. He has turned against me and my allies, and I fear he will attack our kinsfolk next. Please, meet me at the Silver View Tower, along the Sheldomar River as soon as earthly possible, the danger is great to us all.

Your parent's dear sibling

Colonel Leslie of the Duchy of Ulek Household Guard

ACT ONE: GOBLINS AT THE TOWER



Approaching the tower, they spot a group of 20 Rock Goblins in the rocky terrain nearby, led by 2 spined devils, abusing a corpse. They are spotted by a lucky goblin who picks up on Sparkle's clumsy mail-clad stumblings. Causing considerable damage with arrows, the goblins approach, as the party uses one hill for cover. Half the goblins charge to attack, the others keep up the arrows. When Sparkle attempts to charge the archers, he, and then also Walker, are brought down under a hail of shafts. Newt manages to heal Sparkle and Walker enough to get them back in the fight. Puma Man, Atreyu (in Wolf form), and Newt using spells and blades wipe out the charging goblins, after a long grind.

Then, reinforcements arrive for the goblins, in the form of 12 more goblins and 2 big brute goblins. However, Puma Man and Atreyu manage to kill the 2 spined devils at last, which panics the reinforcements and they flee the field. The last half dozen or so of the original goblin archers stay firm for some time but they too, in the end, flee the field.

Exhausted and bloody, the team decided to take a long rest to recover, while keeping an eye on the tower itself. During the first watch, Walker spots a winged creature flying off to the east carrying a humanoid form beneath it, but can see no detail.

When they've recovered, they decide to float down the river along the tower and sneak up on its holders. Atreyu transforms into a giant spider, climbs onto the door-landing on the second floor, and lowers some silk to allow the rest to climb. Newt uses a Knock scroll to open the main door, Sparkle rushes in to fight the 3 Goblin Brutes waiting there, while Walker shoots from the doorway. Spider-Atreyu climbs onto the ceiling of the door chamber, watching the ladder to the 3rd floor. When the goblin archers on the 3rd floor close and latch the trapdoor at the ladder head, Atreyu joins the fight below. The team kills the 3 Brute Goblins without suffering casualties and stop for a planning session.

Spider-Atreyu climbs the top level of the tower and spots a single spined devil within. He lowers a web for Puma man, and they both surprise the Devil and start combat. Walker climbs up to join them, while Sparkle and Newt pretend to try to bash in the trapdoor to keep the goblins distracted and away from the fight. The spined devil is soon killed and they search the chamber. Here they find Colonel Leslie's fashionable travel bag with this hastily-drawn note inside:

Sparkle, I write this in a hurry. I haven't always been honest with you, but now our enemy, the Warlock of the Mountain is hot on my trail. I have hidden extensive notes about his plans and left them hidden, in the village of Shadamanawamma-Thoosimitar in the Duchy of Ulek. Trust no one.

Fabulously Yours,

Colonel Leslie

ACT TWO: LE VILLAGE UNPRONOUNCEABLE



Having traveled by boat up the River Sheldomar, the party debarks at village of Shadamanawamma-Thoosimitar in search of Colonel Leslie's notebook. They talk to an elf-guard on station outside the tower-house (right), but he is a condescending, racist, jerk. They proceed to the Public House (left), where they begin to have a friendly chat with the owner, Big Steve, until they mention Colonel Leslie, at which point Big Steve throws a spaz, accusing Leslie of interfering with one of the Little Steves. Atreyu talks to one of the Little Steves who says that Leslie often hangs out with the herbalist, Mistress Harriet.

They travel to Harriet's hut, (top left edge), and Newt and Sparkle make a good impression on the herbalist (she's actually a Green Hag, but that remains secret). She lets them look at various bits of Leslie's stuff accidentally left behind, but the notebook is not among them. She offers to let them stay the night and sells them a dried bat. She says that if Leslie lost his notebook, it was probably Spinster Harriet who stole it, since she is treacherous and often tries to poison Leslie. Newt leaves a small cask of Barely Bogwater Brew as a present for her two sons Rod and Tod (actually Ogrillons, but they never appear).

Visiting Spinster Mildred and her horde of cats, they find nothing but warm regards from her toward Leslie, but bile toward Harriet, whom she accuses of being a witch. Atreyu transforms into a cat and has a chat with Tibbles, one of her favorite cats, who reveals that Leslie has left some stuff under a floor board. While Newt and Sparkle tediously distract Mildred, Atreyu becomes a cat again, enters the house, returns to human form, finds the notebook and flees to the outside.

They all make haste out of the village and examine the notebook, finding the key passage:

THE WARLOCK OF THE LORTMILLS: in the Lortmill Mountains, 5 hundred Greebars from Waskatoon (on the Windy Meridian) he keeps a prison fortress, I believe he has taken 2 of my friends Wilbur and Caspar there as prisoners. Maybe if I find Captain

Sparkle he and his friends can help me rescue them. I know I haven't always been honest with him, but he's my only hope now. There's a camp of cruel hobgoblins before the tower, need to find a way around them before entering.

And it's off to the Lortmill Mountains.

ACT THREE: PRISON BREAK



Reaching the Warlock's Prison Tower, they find it perched on a horrifying cliff, with the only walkable approach guarded by a stockaded camp of fierce hobgoblins. They once again rely on Spider-Atreyu to climb the tower from the most dangerous side of the cliff, opposite the hobgoblins. Newt, Puma, and Sparkle successfully climb up behind him, but Walker falls and breaks his leg in the chasm below. The rest reach the top of the tower as sun sets, and are beyond the darkvision range of the hobgoblin camp.

They enter the stair-tower and climb down a flight. When Newt fails to pick the lock on the 4th level, Sparkle tries to bash it in with an axe. He fails too, but this alerts on Ogron who rushes up from the first floor. Spider Atreyu immobilizes it with a web, and Puma Man trips it and sends it falling down the stair well to its death.

Newt eventually opens the door, where they discover the Bearded Devil in command of the tower. Once again, Spider-Atreyu immobilizes the devil with a web and everyone else slowly hacks it to death. They discover considerable treasure, but realize that the prisoners would more likely be in the basement.

Climbing down the stairs to the bottom, Newt opens the door and they confront 2 Ogron prison guards. Spider-Atreyu immobilizes one, temporarily with a web and Sparkle engages the other. Newt, after one failed attempt, uses Dissonant Whispers to panic the one facing Sparkle, which flees into the stairs heavily damaged, only to be bitten to death by Spider Atreyu. Puma Man, Sparkle and Newt then finish the second Ogron.

Here they find Colonel Leslie and his 2 friends locked in floor-cells. The grateful Leslie, removes his outer robe, takes off his magic amulet and reveals his Final Secret:

"I haven't always been honest with you, Sparkle, It turns out we aren't actually kin. I love your family dearly and they've always treated me as one of them, but I've been a Gnome on stilts the whole time."