

Session/Game: Krondar, D&D5e 22

Date: September 30, 2018

Episode 22: "All parts of the Druid are indeed edible---BY VAMPIRES"

Campaign Date: Sixth Month, Days 15-28, 1174 of 12th Age

Characters:

Yul Gibbons: wood elf, druid-6, neutral (Jason Liebert)

The Reclaimers and the Wispy Wanderers, elf bandits x8 (henchmen)

Sloppy Jimbo, human, 5-HD (henchman)

Langston Ford, human, rogue-4, neutral (Bob LaForge)

Agamemnon, human, 5-HD (henchman)

Preacher Lighting, human, ranger-6, chaotic neutral, (Marlon Kirton)

Crusher Stan, human, 5=HD, (henchman)

Tub Thumpers, human, crossbowmen x3, 2-HD (guards)

Body Guards, human, swordsmen x4, 2-HD (guards)

Lord Fist, human, knight, neutral, 5-HD (NPC)

Sir Percy, human, knight, neutral, 5-HD (household knight)

Glaive Squad-1, human, glaive-men x6, neutral, 2-HD (guards)

DM: Dave Nelson

LOG:

Day 15, Newport Town

Clark, a trusty henchman of Edwan Mirths, sat at the big table in the Dicken Pickle Inn in Newport, surrounded by a selection of the Castaways present in town. After his customary "Good Day, Hosers", He made the offer of his master known to the assembled. Edwan wanted Lord Randos's evil bandit fortress, "Caer Randos" to be eliminated from Nearbog province, and Edwan was willing to either help any volunteers to gain mastery of another section of Nearbog, or to grant them lifetime residence in one of Monax's hermitages and 60gp per month.

Langston Ford jumped at the steady income and hideout offer. Preacher asked for the abandoned city of Skane and its surroundings, and Yul asked for help gaining mastery of the elf wood around Treeble. Clark figured that was all close enough and agreed in his master's name. The three castaways hired several more henchmen and gathered supplies.

Langston, however, decided to gather some intel. He closely questioned his pal Rick Bickle, owner of the Dicken Pickle, who was quite well informed about Randos. He said that the place was a small village, with a large barracks building or great hall, surrounded by a log palisade. There was a steep hill overlooking the village containing a small stone blockhouse. Lord Randos had a force of 40 or so regular bandits and a tame Ettin but the real threat was an elite squad called the Wreckers, led by a nasty fellow named Big Blorgo.

Lord Randos himself was bitterly and mutually hostile towards Lord Fist, master of the nearby castle and village of Broadville. They two had reached a mutual non-aggression pact so there were no open hostilities. It was also known that Lord Randos himself had dramatically reduced his personal raiding and fighting activities during the last 2-3 years, almost always directing the action from inside the blockhouse.

Day 16-17: Newport and Broadville

Seeing that the hostility between Lord Randos and Lord Fist might be a source of help, Langston proposed that the team go to Broadville and recruit Lord Fist to their side for the attack. Yul and Lightning agreed and the whole party rushed to Broadville for an audience with Fist. At Broadville, Langston spun a yarn about how Lord Randos had tried to hire the

Castaways to assassinate Lord Fist. Fist was completely convinced, and offered to join the attack himself, with one of his knights Sir Percy and a squad of his glaive-armed guards. They soon marched off to prepare for the assault.

Day 18: The First Assault on Caer Randos

Seeing a dozen or so cross-bow armed bandits guarding the stockade walls and gates, the chose the north wall of the stockade for their assault. Langston sneaked into the stockade and unlatched the north gate. Yul placed a fog cloud outside of the gate, allowing Fist, Percy, Agamemnon and the glaive men to rush the opening free from arrow attacks. Lightning and Gibbons and their men stayed outside the walls shooting arrows at all targets available. There was a brief scare when the Ettin rushed in and killed 2 of the glaive-men and injured Sir Percy, but he was quickly hacked down by the rest of the Lord Fist's troop.

The remaining bandits and the Wreckers and Blorgo emerged from the barracks and the blockhouse and began to make their way toward the attackers. A bit of skirmishing followed with arrows flying in all directions. It was during this phase that Yul Gibbons remembered something that he and Langston had discovered a year or so earlier on a previous "visit" to Caer Randos, namely, that the Wrecker Squad were actually werewolves and immune to normal weaponry.

This was soon evident as the Wreckers charged and drove off Gibbons, Langston, and their men, and then Lightning's men. The regular bandits swarmed and killed all of Lord Fist's remaining glaive-men. Lord Fist himself, and Sir Percy and Agamemnon raced to the west gate and tried to kill as many archers and other regular bandits as they could. Lightning and Gibbons managed to kill 2 of the Wreckers with silver arrows and magics during their withdraw. Blorgo was injured badly in the fighting but didn't die.

Finally, Langston, Agamemnon, Lord Fist and Sir Percy escaped to the west and Gibbons, Lightning and their men escaped to the north (Lightning leaving last).

The garrison was left with Blorgo (who turned out to be a were-boar), 8 wreckers and 11 bandits surviving, and one cottage burned down. The attackers lost 6 glaive-men, 2 elf archers, Crusher Dan and 1 monkey killed.

The army retreated to Broadville for the night.

Day 19-26: Refit at Newport

The party rushed to Newport town and scoured the town for silver weapons. The bought a Silver Spear, borrowed another from Sparkle Rainbrite, borrowed a silver longsword from Wun Hung Lo, and a +1 dagger from Ragnar. They also gathered and distributed a range of silver and magic arrows to various troops. Re-equipped and prepared they marched back to Caer Randos.

Day 27—Final Assault on Caer Randos

The attackers found a half dozen archers manning the walls and attacked them by surprise, killing them before they could raise the alarm. Langston sneaked over to the barracks building and heard voices inside. The attackers jammed the doors and windows and burnt the building down, killing 4 of the Wreckers and the remaining 5 bandits inside.

Climbing the hill, they surrounded the blockhouse. Yul Gibbons used a heat metal spell to open the west door of the building. Blorgo and the 4 remaining Wreckers rushed out the east door and engaged Lord Fist, ignoring his allied. They nearly killed Fist, if it were not for an opportune healing spell from Gibbons, and all 5 were-beasts were all beaten down and killed. Lord Fist demanded that Randos come out and face him, but Randos refused, demanding that he come in. Finally, Fist, Langston, Percy, Lightning, Sloppy Jimbo, and Agamemnon all entered the chamber. Most of the party did some damage to Randos, but no serious danger. Yul however used another Heat Metal to force him to remove his breastplate and drop his great

sword. Then used a moon-beam to do radiant damage to him. At this point, Randos realized that Yul Gibbons was the source of mortal danger to him and leaped at him, revealing himself to be a vampire. Randos bit into the druid's neck and drank him dry, killing him. The remaining team did all they could to prevent this (if Langston had actually managed to hit with his holy water, it would have saved Yul). After Gibbons died, the vampire turned against Lord Fist, but didn't manage serious injury against him before the team final destroyed the creature.

Full of mourning, they burnt the bodies of Lord Randos and Yul Gibbons and looted the tower. Lord Fist, Lightning and Langston each took over 1000gp. Lightning and Langston split various pieces of non-cash prizes. Sloppy Jimbo claimed that he was Yul Gibbons's true heir and gathered all of the druid's stuff and departed.

As to the fate of the partially ruined fortress and the servile peasants surrounding, no one can yet say.

Caer Randos

