

Session/Game: Krondor, D&D5e 23 **Date:** October 14th, 2018

Episode 23: "The Armory of Zog"

Campaign Date: Seventh-Month, Days 1-14, 1174 of 12th Age

Characters:

Brother Thunder, half-orc, paladin - 5, LN (Marlon Kirton)

Ivan and Boris, human guards (henchman group)

Smuthe Muder Drukeyr, half-elf porter (henchman)

Wanker, human porter (henchman)

Bocephus, gnome, rogue - 6, CN (Dave Nelson)

Jimmy Rats, human porter (NPC)

Ragnar "Bojangles" Shinbane, halfling, barbarian - 5, CN (Jason Liebert)

The Daring Duo, halfling rogues (henchman group)

DM: Andrew Smith

Log:

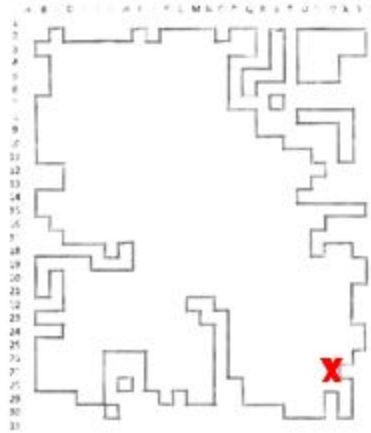
Some of the castaways learned about a forgotten Smirkenburg Armory that was created and protected by a being known only as Zog. Through careful study, they manage to find the directions to what what is credibly known to be the grave of this Zog. They believe that perhaps the secrets to the magic weapons and armor in this arsenal can be found there.

From scouting reports of what's left of Herculaneum received by Sir Roderick, the gnoll forces have retaken the keep and reinforced the position. Now the wooden ramparts are manned by gnoll archers as well as soldiers mustering in the remains of the village. Actual demons have been said to be roaming the fortification.

Attacking this position directly would be much more difficult than before, but perhaps there are other methods. For example, the fortification is supported by regular shipments on barges from farther up the river. Meanwhile, all the people of Herculaneum are doing their best to find work and settle in and around Newport. Their fealty has all but been lost.

SHOSUSHI (W27)

- A - SHOSUSHI
- B - RUINED TEMPLE
- C - CUMBERVALE
- D - FLECK
- E - GINSTERFLOW
- F - FEY ISLE



Day 1

The heroes travel to the province of Shosushi following the directions that they have acquired about the grave of Zog. They find an unmarked graveyard just North of the Smirkenburg temple just East of Cumbervale [other members of the Castaways visited earlier this year](#). There they find and excavate the grave marked under the name of Zog. Inside the grave is a thick, wooden chest that is mouldy and corroded. Inside is a tome of disgusting devilry known as the Tome of Zog. This book points to an abandoned lighthouse located just North of the village of Fleck to the East as the site of the Armory of Zog.

However, as the Tome of Zog is closed a trap is sprung. A giant toadlike demon calling himself the "Herald of Zog" appears along with a number of other demons to attack. He raises a number of half-decayed corpses from the other nearby graves to attack as well. The demons surprise the party and make quick work of some of the party's hirelings. Many of them are all killed and devoured by the demons while the Castaways mount their counterattack. Brother Thunder stands tall blocking nearly all attacks with his mighty shield and armor. Bocephus ducks in and out of the open grave to stab the demons repeatedly, and Ragnar's lightning bolts regularly incapacitate the shambling undead. The Castaways begin to mock the demon lord Zog, raising his anger to a supreme level until he can be slain and sent back to the depths of hell. The heroes win, but at a cost. Smuthe Muder Drukeyr as well as Ivan & Boris are all murdered by the demons.

The Castaways bury their dead right there in the graveyard. The heroes then retire to the nearby village of Cumbervale. Brother Thunder hires a villager there to replace his previous ones to be his porter.

Day 2

The heroes are awoken by a drum solo by Bocephus, and they all eat the cream of wheat offered. Following the directions taken from the Tome of Zog, the heroes spend a day traveling to Fleck. As they approach, they find that the settlement has an ominous feel to it. Villagers have strangely wide-set eyes, thick sooty smoke from the chimneys hang close to the ground in the settlement, and children play games that seem like ritual torture and murder.

Thunder visits a nearby shrine to the moon and sea god of pirates known as Fluctaltus. An attendant there is helpful right up until the point where Brother Thunder mentions the Armory of Zog. After that, he becomes unhelpful and dismisses Brother Thunder from the shrine with an excuse that he must close it for the day.



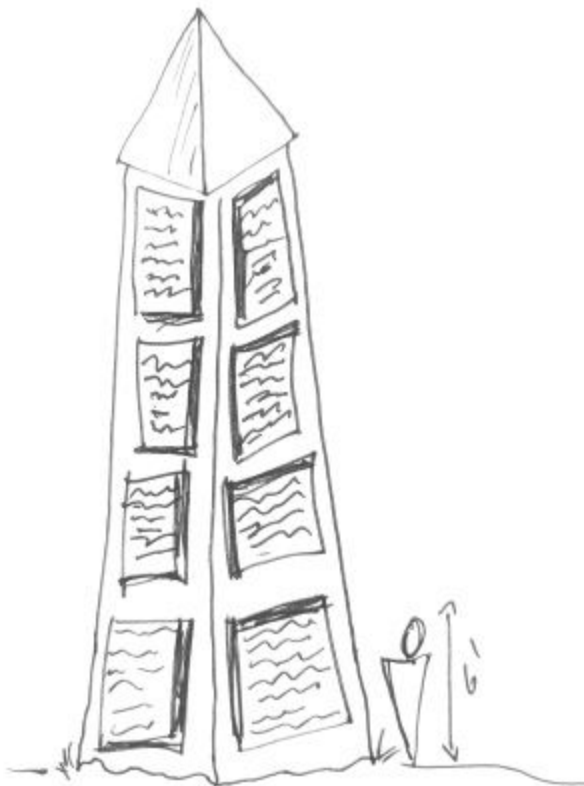
BARTENDER
RALPH

Ragnar spends some time at the dive tavern known as the Brown Jug. There he meets the bartender, a ruffian named Ralph. Bartender Ralph calls Ragnar a slur, to which he asks for a beer. He grabs the beer, takes a sip, and then holds it out to member of the Daring Duo saying "hold my beer." He then proceeds to beat the bartender into a bloody pulp.

Meanwhile, Bocephus ventures North alone to find the location of the Armor of Zog. He is largely unsuccessful in his first check, but he notices something odd about the terrain. A few of the trees and terrain features look identical. He first drops a ball bearing, then leaves an iron spike to determine what is going on. He eventually realizes that the mile of terrain to the North of Fleck along the coast is actually a promontory rather than a down and dirty swamp. Satisfied, Bocephus returns to the Black Cat.

At the Black Cat, Ragnar is challenged by a tough guy named Brutis. This wide-eyed local mocks Ragnar, insulting his heritage. Once again, Ragnar tells the others in the party to "hold my beer" as he proceeds to beat the rogue to within an inch of his life. The group of Castaways relax for the night with the knowledge that tomorrow they can find the Armory of Zog.

Day 3



After a dry but serviceable omelette sandwich at the Black Cat, the Castaways set off to the North. By disbelieving the illusionary terrain, the group finds the Iron Obelisk of Zog that marks the site of the armory. Although they know none of the language that is used on the obelisk, they manage to activate one of its twelve panels and proceed down into an underground bunker. There they find four cups with different colored liquids and a sealed door. Ragnar drinks from all four cups, poisoning himself in the process. However, their efforts still open the doors because the site knows that the Masters are loose on Krondor. Despite not following the protocol of Smirkenburg, the armory is inclined to reveal its secrets to anyone who might be able to fight the Masters. Seven demon warriors attack in defense, but they are eventually swept away by the Castaways. Inside the vault, past the demons they find a number of coins and valuables as well as the Voltaic Glaive of

Slaying.

The heroes exit the room, and return to the surface. The iron obelisk now shows a picture of the artifact won from the vault. They try another panel of the iron obelisk.

This vault features an open pit, surrounded by a thin walkway with four different colored shields with handprints on the perimeter of the room. Hanging above the center of the huge pit is another vault. Bocephus activates each of the shields, causing walkways to extend toward the center of the pit. The heroes see seven lights deep down in the pit. They attack the lights, and realize that there are more demon warriors walking on the walls of the pit as though gravity is going the wrong way. Bocephus leaps to the vault of the pit, where he fights a demon one-on-one. Thunder and Ragnar battle along the edges of the pit, taking attacks from demons on the walls as well as those on the walkways. The heroes eventually win, but the heroes are exhausted. Inside the vault, they find a number of coins and valuables as well as the Shield of the War Mage. The Castaways spend the night camped just outside the obelisk in a magical hut created by Bocephus.

Day 4

The heroes open a third panel on the obelisk. Inside are four colored pools of liquid. Brother Thunder carefully dips a toe in them, once more summoning the demons but opening the vault. Inside the vault, they find a number of coins and valuables as well as the Maul of the Giants. The heroes, weakened from the demons, retire back to the surface with their treasures.

The Caretaker of Zog's Armor appears with a number of villagers who have been transformed into fish hybrid zombie warriors. They follow the Caretaker's orders unquestioningly. Wanker runs away with the treasure immediately as directed by Brother Thunder.

A lightning bolt directed by the Caretaker nearly slays Brother Thunder. Only his mighty half-orcish heritage saves him from collapsing immediately. Ragnar engages the Caretaker and his fish people attendants and Bocephus tries to make a quick getaway. However, Bocephus is caught when the Caretaker thunder-teleports in his direction and several fish men cut off his escape. Brother Thunder, still wounded from the struggle in the armory does his best to heal himself. Bocephus tries to put the fish-men to sleep, but he is not very successful. He and Brother Thunder are hit again by an Ice Storm, and the paladin goes down. Bocephus is about to abandon the field following a cantrip attack, when Ragnar pushes his attack against the Caretaker. Initially, the struggle has little effect, but Ragnar holds his own. Bocephus takes a potshot at the Caretaker, doing significant damage. The Caretaker abandons Ragnar to pursue this new upstart only to take more damage from Ragnar. The Caretaker retreats into the Armory himself, and the Castaways use the opportunity to flee the area themselves before they suffer more casualties.