

Session/Game: Krondor, D&D5e 24 **Date:** October 28th, 2018

Episode 24: "The Invincible Five"

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

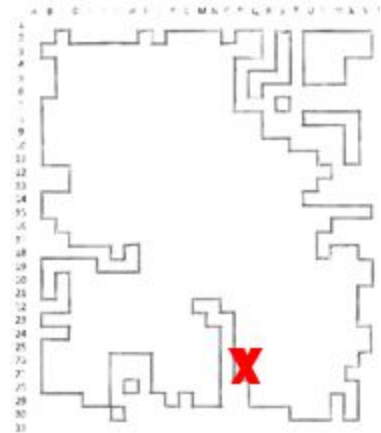
Characters:

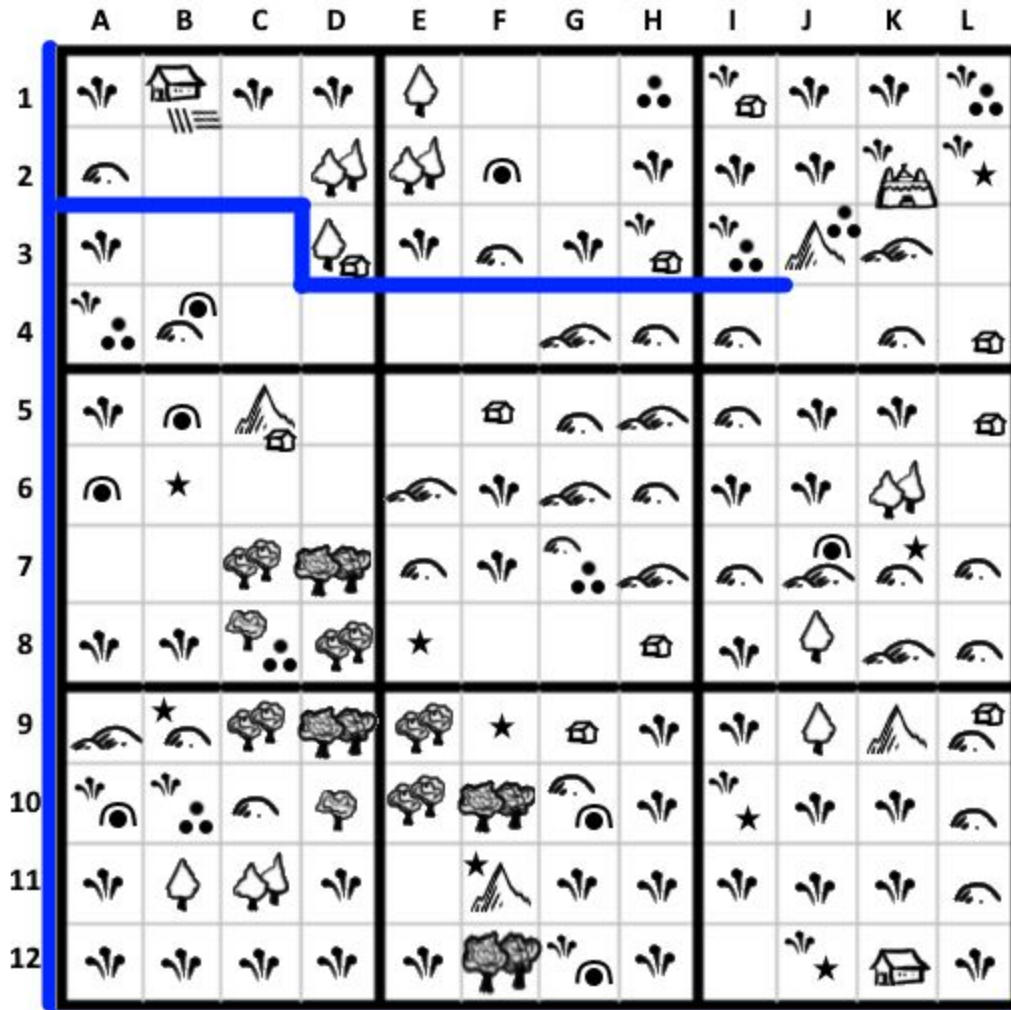
Sister Tempest, human, wizard - 3, neutral (Marlon Kirton)
Langston Falco, human, fighter-4, lawful neutral (Dave Nelson)
Gorgon Zola, dragonborn, bard - 4, neutral good (Bob LaForge)
Blastocles, human, sorcerer - 3, neutral (Jason Leibert)
Nak, human, barbarian - 4, neutral good (Andrew Smith)

DM: The Wilderness Crawl-O-Matic

Log:

Five adventurers set off from Newport bay with a mandate to map a largely unexplored province along the Sliprat inlet. They are dropped off in the swamps of the furthestmost South West corner of the province and notified that they should return to this point within a fortnight.





Day 1

The newly formed group travels East, exploring the southern coast of the new province, finding an abundance of swamps and a lair of alligators.

Day 2

The five continue along the southern coast, finding a number of unique features of the swamp. First, they find a giant crawdad mound (J12), then later encountering a stone colossus rising out of the swamp covered in plant life (I19).

The heroes encounter a settlement that consists of a well-fortified manor house (K12). They learn from the inhabitants that it is a monastery dedicated to the god Medon, lord of all knowledge known as the Contemparium. The Abbot Fleubert and his assistant Brother Wilson who continually posed in martial arts forms engaged with Gorgon in a friendly parlay. They were

skeptical about the five until Gorgon mentioned that he was a puppeteer. It just so happened that the Contemparium had a disused puppet theatre and was looking for such talents. Gorgon entertains the group with a puppet show, winning the heroes a night's rest and a good meal.

Day 3

The heroes turn North and encounter a tiny ruined monastery that has been ransacked (L9). Undead feast on a monk's corpse as they approach quietly. The heroes spring to destroy these monstrosities. These horrors are easily defeated, and several valuables are looted from the monastic huts. The heroes continue North and discover an area of hills riddled with gnome-sized holes (K7). Falco ventures into this blighted land to learn more, and is chased from the area by a cyclopean aberration. Nak and Gorgon see a lair covered nearby with giant droppings, but find the lair empty (J7).

Day 4

The heroes encounter a series of traps set by a hunter. He surprises them from his hut with a heavy crossbow pointed at their heads (L5). They learn that the corpse roasting over the fire is actually a slain gnome, cooked to be given to the orcs in payment for his "rent" to continue hunting and trapping in the area. Gorgon Zola promises the hunter booze in exchange for parley, which he accepts. Unfortunately, Gorgon just wanted to get close to bushwack the hunter and never had any alcohol. The heroes question the hunter about his traps and the nearby environs, but he refuses to give any more information. Nak kills the obviously depraved and evil hunter, but still samples some of the gnome barbeque which he finds to be "gamey, but satisfying."

Day 5

Early in the morning, the heroes encounter a small shrine to Hercules manned by a dirt-poor priest named Phineaus (L4). They pray for an hour, and then continue their searches. They see an abandoned temple on the side of a mountain, and realize it is haunted once they start hearing whispers of the word "freedom" in their heads emanating from it (J3).

It was near evening, the party decided to return to the Shrine of Hercules and spent the night with Old Phineas. The hermit of Hercules was delighted to see them, led them in evening prayers and broke out his last cask of Hercu-Beer (which had been used to prop up his bed, and the fetching of which by Nak caused the bed to become even more of a shambles). Old Phineas, Nak, Langston Falco and Gorgon Zola finished off the cask of Hercu-Beer and fell into a deep, refreshing and uninterrupted slumber. This left Blastocles and Sister Tempest on guard duty.

The guardian of the shrine being incapacitated, the ancient enemy of the cult of Hercules, the evil Cretan cows, decided to strike, one bull and 2 cows rushed the shrine.

Blastocles did some serious sorcerous damage to the bull on its approach, but the bovines closed on the two magicians and attacked them viciously. Sister Tempest was seriously wounded and lost consciousness, but Blastocles finally managed to scorch the bull to death, causing the 2 cows to flee back into the swamp. The sorcerer revived the wizard and they returned to watch.

In the morning, Nak, Falco, Phineas and Gorgon awoke to a breakfast of roast beef and praised Hercules for the lovely night's sleep and delicious repast.

Day 6

The heroes try to sneak up on a village, swarming with orcs (H3). Their ambush fails after Nak inaccurately determines which direction is downwind and Blastocles exclaims in Goblinoid that he's in the midst of a rather large bowel movement. A pitched battle ensues, but the five eventually get the better of them. The mighty orc war chief goes down last, under a hail of magic and blows. The five travel a bit further, finding a rock formation in the form of a giant penis (L2), a deserted village (L1), and a fortified position of orcs (K2), which they stay well clear of.

Day 7

The heroes split up to map territory faster. Falco takes Gorgon the bard, while Nak leads the mighty Blastocles and Sister Tempest. In a single day, they cover sixteen square miles of terrain. They find a grey tower house surrounded by elves (I1), A ruined stone stronghold that could be rebuilt into a powerful keep and bailey (H1), and a village buried under a landslide (I3). Toward nightfall, Nak's group is attacked by an orc ambush and is nearly slain in the forests. The five decide that perhaps sticking together might be the best option going forward.

Day 8

The group encounters a fortified village of halflings known as Happy Hollow (B1) as well as a hamlet under the control of a charismatic leader named Romeoville (D3). They cross a river, and find a decaying bodies of sailors and a smashed ship laying on its side, miles from the shore (E8). There is no evidence of how the ship got there or why it is so far from shore. Inside the ship, the five manage to find some loot left in the ship's hold which they take with them.

Day 9

The group encounters a bunch of standing stones bearing some information that would be heresy back at the Contemplarium (B6). It specifically outlines a parable where the Hierophant of Hedon was caught reading a piece of scatological farcical fiction, bringing complete shame on the entire cult for not doggedly pursuing cold, hard knowledge for its own sake.

Day 10-14

The five complete the mapping project, and meet the ship and return to Newport. They are rewarded for completing the map of the province. Falco coins the name the “Invincible Five” for the group and suggests that they return to the province to seek more adventure in the future.