

Session/Game: Krondar, D&D5e 1

Date: December 3, 2017

Episode 1: “Escape from Goblin Island” and “Find that Crab!”

Campaign Date:

Escape from Goblin Island: Day 3 of Fourth-month, 1173, 12th age

Find that Crab: Day 4—Day 6 of Fifth-month, 1173, 12th age

Characters: Escape from Goblin Island

Olaf Sitz (aka Flex Macho) – Human Bard (Andrew)

Edwan Mirths – Human Cleric (Andrew)

Nak – Human Barbarian (Andrew)

Langston Ford – Human Rogue (Bob)

Gorgon Zola – Dragonborn Bard (Bob)

Sparkle Rainbrite – Half elven Fighter (Bob)

Walter the Destroyer of Evil – Human Sorcerer (Dave)

Sir Roderick of Heston – Human Paladin (Dave)

Bocephus – Gnome Rogue (Dave)

Harold of Galactus – Half elven Warlock (Dave H)

Delnar son of Kronin – Dwarven Fighter (Dave H)

Xanthus – Human Wizard (Dave H)

Wun Hung Lo – Wood Elf Monk (Jason)

Yul Gibbons – Wood Elf Druid (Jason)

Ragnar Shinsbane – Halfling Barbarian (Jason)

Altarboy Midnight – Tiefling Warlock (Marlon)

Brother Thunder – Half orcish Paladin (Marlon)

Preacher Lightning – Human Ranger (Marlon)

Characters: Find that Crab!

Yul Gibbons, half-elf, druid, neutral (Jason Liebert)

Edwan Mirths, human, cleric, lawful good (Andrew Smith)

Langston Ford, human, rogue, neutral (Bob Laforge)

Delnar, dwarf, fighter, lawful good (Dave Hanley)

Altarboy Midnight, tiefling, warlock, ?? (Marlon Kirton)

DM: Dave Nelson

ESCAPE FROM GOBLIN ISLAND

(compiled by Berengar, herald to Sir Roderick, therefore, many of the names and deeds may be severely garbled)

In the early days of Fourth-Month, a convoy of ships set out from the western continent towards Krondor. The convoy, horrible to say, was smashed to bits by the dreaded Storm of Gath-ploz, an occasional devastating menace to the world.

Some 27 survivors found themselves washed ashore on Goblin Island, while a half dozen sailors among the survivors labored to repair the one broken ship they had discovered, the 18 adventurers, and 3 attendants gathered on the beach to stand guard. And lo, soon a viscous band of over 50 goblins and hobgoblins poured onto the strand and charged forward, with another band of 20 goblins off in the distance, hurrying forward.

At first, the adventurers came under pressure, with several being wounded, by goblin archers on top of a cliff off to the left of the beach. Yul Gibbons the Druid set up a Fog Cloud to screen the sailors repairing the ship and some of the wounded. Then several adventurers held the left, putting some of the goblins to sleep and then gradually working out of range of the remaining archers.

Walter, the Destroyer of Evil, broke the initial assault in the center but blasting the main goblin column, killing 6 and wounding 3 of the 22 goblins. He then killed 3 and wounded the other three of a hobgoblin squad who had come to the support of the goblins. Nak the barbarian inflicted great slaughter on the center goblins, while Dernal the Dwarf, Sir Roderick, and Bocephus tried to keep the survivors occupied. Bocephus and several others were hacked down, but the center-left was rolled up.

On the right side, Brother Thunder, a half-orc paladin, was killed outright by hobgoblins, and Ragnar Shinbane was sore wounded by arrow fire. Wun Hung Lo, the mysterious monk of the willows, sneaked forward in the slightest of cover, engaged a band of archers and slew them all.

With many warriors being sore wounded, revived and fighting forward, the goblins, who had moved to protect a carved stone monolith on the beach were at last all destroyed around it, soaking the sands with their blood. The second band of goblins arrived, but at the top of the beach-cliff, out of range to shoot the adventurers.

While the goblins milled about, searching for vines and logs to make a way to climb down, the adventurers examined the stone monolith. They discovered that it bore a goblin inscription saying that if a large blood sacrifice was made, and the sands were drenched with blood, it would produce a magic liquid that would restore life and health. They soon opened a secret compartment in the monolith and discovered a black chalice filled with a strange fluid. They applied the liquid to the dead half-orc paladin and it brought him back to life, screaming in agony or terror for 5 minutes. They also restored several wounded characters to health.

At this point Walter, Destroyed of Evil, demanded that the evil monolith and chalice be destroyed, since they were evil. Sir Roderick confirmed their metaphysical evil nature. While they quickly did topple the monolith, Altarboy Midnight, a tiefling warlock (Bor forbend such abomination), claimed the foul chalice of the devil for himself. He and Walter scorched one another with magic fire until Sir Roderick and Dernal intervened to stop bloodshed. The weight of the opinion of the righteous prevailed in the end and the chalice was destroyed by Dernal's hammer.

Soon afterwards, the triumphant warriors were visited by a strange portent. A mounted man, scythe-armed, with the head of a pumpkin appeared from the wreckage of the monolith. He declared that he would avenge the destruction of his shrine and the slaughter of his goblin worshippers by constant hauntings and chastisement wherever the adventurers might go. He then turned and rode his horse over the sea toward parts unknown.

The ship was soon launched and sailed safely to Krondor, where new adventures will arise on the path to glory.

FIND THAT CRAB!

When the adventurers has arrived in Krondor, at Newport, the only real town, they went their separate ways, feeling out the town, looking for opportunity and getting the lay of the land. On Thursday, Fifth-month the 4th, Yul Gibbons the Druid, Delnar the Dwarf, Edwan the Cleric,

Altarboy the Warlock and Langston Ford the rogue found themselves looking over the Job Board in the Bottomless Mug.

One job seems particularly interesting. It seems that Fishy Joe, a dockside tavern owner was offering a large reward for the safe return of his magic crab. Over at Fishy Joe's, Rusty Miller, the barkeep, sent them through to Fishy Joe himself, who described the crab as a glowing-golden crab who variously changed its shape from normal to giant sized. He called the crab "Cuddles" and fed it turnips and pork products (it hated beef). Joe was distraught in the week since the crab went missing and offered 1000gp for its safe return.

Langston Ford investigated the crab's room and found signs that someone from inside had let someone in through the window. Questioning Joe, it seemed that Myra, the cleaning woman, was the likeliest suspect. She was working a shift over at Salty Dan's Thrift Emporium, so the crew headed over immediately. Allow Dernal's threats to the woman failed to scare her, in an act of pure stupidity, she let slip that she had helped Herbert the Burglar to steal the crab. Herbert would likely be found at the Bottomless Mug that night.

On the way to the Mug, the group was assaulted by the supernatural pumpkin-headed creature they had encountered on Goblin Island. The creature wounds Delnar, Edwan and Yul (the last most sorely) before riding off into the night.

It was easy to find Herbert at the Bottomless Mug. He was throwing around cash like mad. Edwan terrified the burglar with tales of a manhood shriveling curse on the crab, getting him to reveal that he had stolen the crab on commission from Golden Fred, the rock gnome jeweler. Langston, when the night was good and dark, scouted Golden Fred's House of Wonders to get information to form a plan.

The next day (Friday, the 5th), the entire team entered Golden Fred's, posing as customers. They determined that the crab was not kept in the main shop floor, but was probably upstairs in Fred's apartment. They returned after dark and Delnar boosted Yul onto his shoulders so Yul could peer over the courtyard wall. Yul charmed the night watchman and distracted him with magic and liquor to abandon his post. Langston climbed the courtyard steps and attempted to pick the lock on the apartment door. However, through bad luck, a squad of night watch (gnomes) were passing by and spotted Langston at the upper door. They raised the hue and cry, alerting the neighborhood. They tried to chase Langston as he leaped onto the roof. Altarboy manages to distract the watch by using a spell to mimic a woman screaming nearby. The party escapes into the night.

Returning to the shop the next night (Saturday the 6th), they approached the rear of the building this time. Yul cast a jump spell on Langston who leaped up onto the balcony of the apartment. He then picked the lock and entered the back door. Discovering the crab, in small form, in an aquarium in the empty apartment, Langston enticed it with a turnip. Expanding to its giant size, the crab burst the aquarium, but the noise did not alert the watchman out front. Langston leaves a trail of turnips, luring the crab to the door, but it is now too big to exit. Langston uses a crowbar to lever out the window frame next to the door, making it big enough for the crab to exit onto the porch. Edwan uses his turnip bag and his animal handling skill to entice the crab to leap down to the street. Yul then uses an animal friendship spell to get the crab into a good mood, then he sits on the crab's back, using a turnip attached to a stick to get the crab to move in the direction he desires. They hurry toward Fishy Joe's, only stopped once by the night watch, whom they placate with the truth—they are returning Joe's crab to him.

Upon reaching Fishy Joe's they are warmly welcomed by Joe himself. He pays the group 1000gp and gives them all access to his "Back Room" where "found" merchandize is sold to trusted clients.