

Session/Game: Krondar, D&D5e 10 **Date:** April 15, 2018

Episode 10: "Smirkenburg Mines Trips 3 & 4"

Campaign Date: Ninth-Month, Days 1-19, 1173 of 12th Age

Characters:

Flex Macho (Olaf Sitz), human, bard-3, chaotic good (Andrew Smith)

Sir Roderick of Heston, human, paladin-4, lawful good (Dave Nelson)

Marc Fitzalan, Esquire human noble (henchman)

Berengar the Herald, commoner (henchman)

Aldric the Dogsbody, commoner (henchman)

Yul Gibbons, wood elf, druid-3, neutral (Jason Liebert)

DM: Smirkenburg Mine-o-Matic

Log:

With many of the castaways off on other missions, three decide to make their way to the Smirkenburg Mines to earn some extra cash toward future endeavors.

Day 1: On the first of the month, the PCs travel to Mudport and spend the night sheltered with old Granny Holdbean in her log cabin. Granny gladly gives up her hovel and spends the night with her grandchildren's house, but not before making the party her special bean casserole.

Day 2: The PCs reach the first of the mines. This mine is little more than a hole half-way up a mountain by Newport bay. The adventurers climb up a cliff face about 60' to even reach this entrance. At first, they push on with trepidation for fear of ambush but they find the mine empty save for an abandoned gold vein deep inside the cliffside cave. Mining tools are found scattered and left where ancient miners left them. The castaways decide to spend the next ten days working the mine to empty the vein of gold.

There is concern that the livestock the party brought along with them would attract monsters, so Yul Gibbons casts a *Spider Climb* spell on all four of the mules to allow them to climb up the cliff to the cave entrance.

Day 6: Sure enough, the smell of the pack animals and the party's work mining attracts the attention of a flying abomination. A monster with three heads, one of a massive lion, one of a giant goat, and a third of a small dragon glides on bat wings to poke its massive scorpion tail into the mine. Luckily, Yul Gibbons spots the creature and raises the alarm.

Yul Gibbons manages to push the monster away from the entrance, delaying its entrance before it climbs up into the mine entrance. Flex Macho sees the beast and drops his newest spell

aimed at shattering its bones and grinding it to powder. Sir Roderick and his man Marc Fitzalan engage the monster in close combat, holding it at bay as Flex and Yul Gibbons rain spellfire on it. The dragon head breathes fire, and Marc is wounded and knocked unconscious with many smoking burns. Roderick smites the abomination mightily, and eventually the heroes manage to bring the threat to an end.

Day 11: The castaways return to Newport after filling the barrel full of gold. They lower the gold from the mine and once again use the *Spider Climb* spell on the mules to allow them to walk down the cliffside.

Day 12: The castaways return to Mudport, spending another night at Granny's. She makes them a gamey lizard and turnip stew. In the morning, she makes them porridge and berries before sending them off on the Old Mining Road.

Day 13: The castaways return to Newport and sell off their raw gold ore. They decide to immediately return to the Smirkenburg mines to see what more riches they might find.

Day 14: The heroes once again spend an evening before venturing to the mines at Granny's house. Granny's grandchildren put on a tiny pageant for the castaways while they all enjoy Granny's famous bean casserole.

Day 15: The heroes reach another mine. This muddy mine entrance in a forest clearing features several very detailed gnome statues just outside the entrance. The area is blighted, and no natural wildlife dares to go near the cave entrance where the bodies of a dozen mutilated gnome corpses lay hidden in the muck. As the heroes approach, the gnome bodies rise and attack, now animated zombies. The heroes hold a line while Sir Roderick calls on the power of Hercules to rush headlong into the massed undead. The paladin manages to destroy over half of these undead horrors all on his own. The heroes then carefully sneak into the mine.

The castaways glimpse several lighted caverns of this mine. There are several piles of bare gnome bones, several crates and barrels of half-spoiled foodstuffs, and in the farthest cavern they see a necromancer and his bodyguard standing over a brazier of hot burning coals.

Yul Gibbons shape changes into a spider and carefully makes his way into the necromancer's cavern from the ceiling. On the signal, Roderick and Marc rush the bodyguard knocking him out of the way. Yul Gibbons returns to his normal shape and strikes the necromancer. Flex casts Vicious whispers at the necromancer, driving him off allowing Yul to do more damage with an attack of opportunity. Yul and Flex finish the necromancer off before he can cast a spell, but his curse still lands. Two inky undead shades emerge from the shadows cast on the walls. Flex is knocked out by a shadow, but the fight continues. Roderick cloaks himself in the power of Hercules again, and manages to drive the dark shadows back to the hell from whence they came. The heroes collect everything of value including the necromancer's spellbook.

Day 16: The heroes return to Mudport. Flex spends much of the day using magic to identify many of the items found in the Necromancer's lair while Granny entertains the castaways with tales of her wild youth. The lizard kebabs are burnt, but the bread is good enough for a meal.

Day 17: The entrance to this mine is carved into the bare rock of a cliff side, and is reached by a short but narrow path overlooking a 120' drop to the rocks of Newport Bay below. The entrance itself is camouflaged in living vines that hang down over the entrance. Outside the mine entrance, a dozen Spear Tooth tribe orcs drive five slaves to lift goods from a wagon and carry it into the mine. The heroes approach silently and attack.

Flex Macho drops a bone-cracking spell on a group of orcs, shaking many of them. He climbs on top of the orcs' cart and fights off all comers. Marc rushes one of the orcs and pushes it off the cliff edge to its death while Yul Gibbons and Sir Roderick engage and slay

The orcs call on the PCs to surrender. After seeing their comrades die, They hold many of the slaves hostage at their blades. Yul Gibbons transforms into a puma and engages many of the orcs, joined by Marc and Sir Roderick. In the end only two of the five slaves are slain by the orcs. The castaways learn from the slaves that many of them are actually nobility or nobles' servants and there is a significant reward for their safe return.

Inside the mine, the orcs have hastily arranged a defense. Six more slaves are used as human shields, or held in the far reaches of the cavern as hostages. The heroes engage, managing to free a slave early but they are stopped by two orcs holding hostages as human shields. Behind them, an orc warboss calls out to the castaways telling them to leave or be killed in broken common.

Yul Gibbons as a puma leaps heroically into the fray, pushing the orcs away from the humans with his body. He is knocked unconscious by the orcs, but not before he manages to liberate two of the slaves. Flex Macho manages to heal Yul, but is himself struck down. Things look dire for the castaways. Marc is knocked unconscious. The shell-shocked hostages are mostly inept at keeping him alive. Only once the bravery of Sir Roderick managed to push the orcs back down the mine and healing potions are hastily passed out did the tide turn.

A new plan is hatched. Puma-Yul will sprint to the back of the mine to liberate the hostages while Roderick takes advantage of Flex Macho's aid to slay the warchief and his remaining minions. The plan goes off more or less as planned, and the day is won. Altogether, seven of the slaves were liberated, and six of them were nobles netting a huge payday once they are returned to Newport safely.

Day 18: Once again, the castaways spend a night at Granny's house. The hostages are thankful for their lives and Granny Holdbean composes a limerick to commemorate the trip whilst flirting with Sir Roderick's squire.

*The castaways sure do the trick,
featuring the sword of Sir Roderick.
The puma-man's fine,
and the bard is divine.
But the best is Squire Fitzalan's dick*

Day 19-21: A return to Newport laden with goods leads to a day of counting coin and selling off loot.

Epilog:

- Flex sells a Myzantine doll to Thogus Moki - a Myzantine guard in Newport endearing him as a contact.
- Flex tells the others the secret that Helpful Timmy is actually a necromancer of some power. They decide to offer him the dead necromancer's spellbook. Unfortunately, Timmy already has many of the spells but he offers 120 gold and the party takes it.
- Flex, Yul, and Roderick won't be available again until Tenth-Month, but they will get a week of downtime.
- Downtime for other characters in Ninth-Month was not done in hopes of allowing Session 11 to start simultaneously in order to use an adventure that was specifically scheduled for the ginster harvest.