

Session/Game: Krondar, D&D5e 12

Date: May 6, 2018

Episode 12: "I Will Flex No More"

Campaign Date: Tenth-Month, Days 1-14, 1173 of 12th Age

Characters:

Flex Macho (Olaf Sitz), human, bard-4, CG (Andrew Smith)
Big Ron, human, guard, N (hired guard)
Ragnar Shinbane, halfling, barbarian-3, CN (Jason Liebert)
Altarboy Midnight, tiefling, warlock-3, CN (Marlon Kirton)
The Wanderer of the Wasteland, half-elf, NG (henchman)

DM: Dave Nelson

PROLEGOMENON

The team decided to hire some additional muscle before getting in over their heads. After deeply considering hiring a group of 5 tiefling bandits, called The Devil's Rejects, Altarboy Midnight decided instead to hire The Wanderer of Wasteland, who never shuts up about the fact that he will speak no more. Flex Macho hires Big Ron, who responds to just about every command or comment with "you're the boss."

LOG:

Scene 1: Clues and Family Business:

Tenth Month Day 2, Newport, Morning

Feeling the call of adventure in Newport, Flex Macho looked over the job board at the Bottomless Mug, finding that a sizeable reward was being offered for the safe return of Phillipe DeBeaumarche, a harmless lunatic and brother to Sir Roger DeBeaumarche of the Viscount's household. He decided to find some of his comrades and take the job.

Meanwhile, The Wanderer of the Wasteland informs Midnight that a fellow tiefling is awaiting him in the dining room of the Dicken Pickle. This guy turns out to be a retainer of his uncle, by the name of Chivers. Chivers berates Midnight for not retrieving one of the family chalices. Midnight responds that the chalice is in the hands of Helpful Timmy, who is far too mighty to challenge for the chalice. When Chivers objects, Midnight leads him across town to the Cool Turnip Inn, where Timmy runs his messenger service.

Flex has gone to the Sultan's Palace Casino, where Ragnar is staying, and led him back to the Bottomless Mug, where Phillipe was last seen. Ragnar likes the place, exclaiming "they've even got indoor shitters!" Which causes the owner, Maggie Penthouse, to shout "My Broom Closet!" Maggie does tell them that they had likely already seen Phillipe DeBeaumarche, who was accustomed, when in town, to follow around the Screamers shouting "boogy, boogy, boogy" at them. He was last seen on the previous Thursday.

Wondering where Midnight had gotten to, Ragnar, Ron and Flex go out and look around, spotting him walking toward the Old District with Chivers. They stealthily follow them to the Cool Turnip and wait outside. Midnight and Chivers enter the Cool Turnip, where Midnight asks Helpful Timmy where the Chalice of the Skull might be. He plays the total innocent—the whole "gosh mister, I'm just a poor tavern keeper and messenger bit—this fills Chivers with unblinking rage. Calling Midnight a coward and bungler for thinking that a mere halfling was a serious threat and could possibly be any obstacle. Midnight responded with an avalanche of invectives about Chivers and his heritage and subservient groveling to Step-Handrix. Chivers storms off in a raging cloud of anger.

Scene 2: The Hunt is On

Tenth Month Day 2, Newport, Afternoon

At this point, outside of Timmy's, Flex and Ragnar join up with Midnight, and they decide to question the Screamer Cultists about Phillipe. They easily find one group of 3 Screamers (it's easy to do since they scream all the time). They ask a few questions but learn little. They track down another band of 7 Screamers, and this time Flex Macho disguises himself as a servant of his childhood nemesis Pascent of Grandview and taunts 4 of the Screamers into attacking him with their fists. Flex scares 2 of them off with an illusion of one of the household knights, and he, Ron, and Ragnar beat down the other two. They take one prisoner and bundle him off to Grimey's Flophouse to question him. After a brief delay where Ragnar sought out some axle grease, they questioned the Screamer thoroughly and found that he knew about Phillipe all right, but did not know what had happened to him.

Deciding that the Screamers might not be the source of Phillipe's disappearance, they decide to return to the Bottomless Mug to look for clues. They had a brief run-in with some Myzantium guards on the way back, a guard named Fildor mocking Flex, using his childhood nickname "Shitz", but they soon moved on. They questioned and observed many patrons of the pub at lunch time, but found no useful information. They decided to go to the Castle to see if Phillipe's brother Sir Roger might provide additional information.

While Sir Roger was unavailable, they did manage to talk to his squire, Humbolt. Humbolt told them that Phillipe was the younger son of Sir Pierre DeBeaumarche, and was a harmless madman, cursed by a witch, perhaps. He lived most of the time at Sir Pierre's manor outside of town, but on occasion he was brought to town for a change of scene. On some of these occasions, he would escape from his guardian and follow the Screamer Cultists around town yelling "boogy, boogy, boogy" at them (as Maggie had mentioned). He usually was swiftly found and returned home on such occasions, most definitely once he got hungry.

Midnight considered using the Chalice of the Wolf to try to locate some object on Phillipe's person, but realized that he would have needed to see it with his own eyes first and so gave up that idea. Flex gets the idea of consulting his drinking buddy Durdridge, a shovel inspector among the Dung Collectors' Guild. Durdridge is a wealth of information. He reveals that the Dung Collectors had witnessed a mixed group of goblins and zombies attack a band of Screamers on Thursday night. The zombies killed and ate all the Screamers, but the goblins caught and hauled off Phillipe who had been following that particular band. The attack had taken place in the abandoned field in the Old District behind the Pit Fighting yard. Durdridge also said that no one had seen Phillipe being taken from the town through the gate. They examine the abandoned field and find some traces of the fight. They then decide to ask around and make some plans, coming up with idea of using the Chalice of the Wolf to summon a dire wolf to tract Phillipe by scent.

Scene 3: Ambush and Downpour

Tenth Month Day 2, Newport, Night

Heading back toward the Pit Fighting yard, the team is ambushed by Chivers, backed up by the tiefling bandits known as the Devil's Rejects (whom Midnight had considered hiring himself earlier). They completely botched their ambush. When Ragnar and Flex cut down 2 of the Devil's Rejects, the rest ask to take their two wounded comrades and depart, which request the team grants. Chivers, after blasting Midnight's Imp with a spell, spectacularly fails to do any harm to the party. Midnight kills Chivers and they all depart. A few blocks away, they all take a short rest, however while doing so they are caught in a heavy rainstorm. When they arrive at the field, they find that the rainstorm has ruined the wolf's chances to track Phillipe.

Scene 4: Final Clues

Tenth Month Day 3, Newport, Morning

In the morning, Flex once again disguises himself as a servant of Pacent and they all head to the town gate to question the guards. Flex makes the mistake of letting the word "Bribe" escape from his mouth. This causes Ed Hunderman, one of the Hundermen pike-guards to move to arrest him. The Myzantium crossbowmen present all tell him he's overreacting, but Ed is adamant. Finally, begging that he is a foreigner unaware of the customs, Flex convinces Ed to let him go by a fine display of acting and rhetoric. Rushing away from the gate, they instead go to meet Thog Mokey, another of Flex's drinking buddies and member of the Myzantium crossbow men. Thog suggests that maybe Wulfgar, or William Monoculus, or Fishy Joe might be able to help them find the goblins' lair. Flex forges a note from Pascent of Grandview to Ed Hunderman thanking him for 'taking care of his man', accompanied by a 20gp bribe and sends it on its way.

The team meets with Fishy Joe down by the docks. Flex bribes him and Joe reveals the location of the goblins' lair beneath an abandoned gnome house in the Old District. The cottage hides an abandoned underground gnome shrine, now serving as the headquarters of some goblin minions operating in the town.

Scene 5: Victory and Death

Tenth Month, Day 3, Newport, Night

Leaving Wanderer of the Wasteland and Big Ron outside, Midnight, Flex and Ragnar enter the cottage. They lifted the trapdoor in the floor to allow Midnight's familiar (now in pseudo-dragon form) to enter invisibly and scout. It found that there were 2 dozen or so goblins in a large chamber beneath the ladder. While Midnight cowered, Flex and Ragnar leaped to the attack. Flex used 2 shatter spells to kill 13 of the goblins, and then he and Ragnar slowly ground down the rest. The pseudo-dragon killed one before being shot to pieces in a hail of arrows. At the end, Midnight finally entered the chamber and killed one or two.

Seeing that there was a door out of the chamber, they quickly caught their breath and wrenched it open. Inside were 2 guard-drakes and their 2 Ogrillon handlers, guarding the treasure and imprisoned Phillipe beyond. Despite yeoman's work injuring both drakes severely, Flex falls to the ground, bleeding out. Valuing victory over their comrade, Ragnar and Midnight keep fighting and don't aid him. Soon, after injuring one of the Ogrillons extremely with magic, Midnight falls also, but Ragnar in his rage keeps fighting. He triumphs at last over all 4 monsters. It is, however, too late for Flex, who has died of his wounds. Midnight is rescued in time, and mad Phillipe is liberated for the reward money. They also recover a store of treasure left by the goblin's unknown master.

Downtime Notes:

Yul Gibbons goes house hunting, buying a cottage in the forest located in the center of Newport County.

Brother Thunder: spends 2 weeks fishing, earns comfortable living plus 25gp.

Walter Destroyer of Evil spends 2 weeks providing medical care to the poor.

Sir Roderick of Heston: spends 2 more weeks studying the Celestial Language

Bocephus earns a poor living as a locksmith