

Session/Game: Krondar, D&D5e 13

Date: May 20, 2018

Episode 13: "Lots of Danger and Rango's Butt"

Campaign Date: Tenth-Month, Days 15-28, 1173 of 12th Age

Characters:

Langston Ford, human, rogue-2, neutral (Bob Laforge)
Yul Gibbons, wood elf, druid-4, neutral (Jason Liebert)
Rango, human, neutral, 2-HD, (Henchman)
The Danger Squad, human, guards x3, neutral (mercenaries)
Brother Thunder, half-orc, paladin-3, lawful neutral (Marlon Kirtan)
Ivan and Boris, human, guards x2, lawful evil (mercenaries)

DM: Dave Nelson

LOG:

Scene 1: The Job:

Tenth Month Day 15-17, Newport

Langston, Yul and Brother Thunder read about a job offer that will pay 1200gp for a team to go on a retrieval mission outside the county. The interviews will be Wednesday afternoon, so they spend a couple days shopping and hiring extra help. Yul Gibbons hires Rango, a pole-arm master, as a henchman, and the 3-man Danger Squad as guards. Brother Thunder hires the two spearmen Ivan and Boris as guards.

They meet with the patron (matron?) Debbie Danger (no relation to the Danger Squad) at the Bottomless Mug on Wednesday afternoon. Debbie dismisses the other candidates for the job and agrees to partner with our heroes. She explains that in Caer Randos, a ramshackle 'castle' of a robber lord in Nearbog there is a well that hides the entrance to an underground crypt where is hidden a Scepter, which is worth a great deal of money to her secret buyer. She says she'll pay 1200gp to the team if they retrieve the scepter, and the team can also keep any incidental treasures they find.

Langston Ford is at first mistrustful of Debbie, but over time becomes more and more smitten with her carefree and violent attitude. The team agrees to accompany her on the expedition. She warns them that Lord Randos's chief strength lies in a group of 10 warriors known as the Wreckers who are completely indestructible and cruel. She also warns that there is an Ettin who guards the center section of the stockaded village where the well is located (and which houses Randos's serfs).

Scene 2: Entering the Stockade and into the Well

Tenth Month, Day 18, Caer Randos, Nearbog

After the team approaches Caer Randos, Langston investigates and decides that it should be easy to bluff one's way through the front gate (he's wrong). Yul Gibbons has some luck, he gets in using his medical skill to pose as a traveling horse doctor. When Brother Thunder and their pack of guards try to intimidate their way in, however, they are emphatically rebuffed. Langston attempts to use his acrobatic talents to swing over the wall, but fails miserably. Yul, meanwhile successfully scouts the path to the well inside the stockade. Brother Thunder examines the stockade from the outside, carefully, and discovers that there is a gap where waste water washes out of the stockade through a culvert that might be able to be crawled through. While Langston stealths over the stockade, the rest make a series of camouflaged cloaks and crawl through the culvert into the village.

However, all of their hair-pulling and jumping about did not go unnoticed. There are 10 crossbow-armed bandits on the walls nearby, and another band of 10 bandits and 1 of the infamous Wreckers are advancing to intercept the intruders. While the Danger Squad rush to the stockade wall to keep the crossbowmen busy, the rest of the team engage the Wrecker and his 10 men. Rango indeed cuts down on the Wrecker with a mighty halberd chop, but pulls the weapon out, only to discover no blood has been shed. Ivan, Boris and Thunder engage some of the bandits, while Yul and Debbie fight off some others. Although the Danger Squad keep some of the wall-men busy, the others wound several of the party with shots, including Langston who hides under the stockade's walkway. Some of the other crossbow men climb down from the walkway and attempt to rush Yul and Debbie.

Two of the Danger Squad fall, as eventually do Ivan and Boris. Debbie however begins to literally tear apart some of the advancing crossbowmen with her knife. Langston works his way around and discovers that the Wrecker can be wounded by a silver crossbow bolt. Yul also wounds him with his magical shillelagh. Yul drives the Wrecker back and he and Langston together finally kill him. The bandits panic and flee. But, the team manage to kill all but 4 of them (crossbowmen). The wounded Danger Squad and Ivan and Boris are revived, but are sent outside the walls to wait. Langston, Debbie, Yul, Thunder and Rango proceed further into the village to get to the well.

The party argues a bit as to whether they should fight the Ettin in the well-area, or distract him and sneak past. When they finally decide to sneak past, Debbie (who had wanted to kill it) uses a Dancing Lights cantrip to distract the attention of the giant and they all climb down the well into the crypt below.

Scene 3: The Crypt

Tenth-Month, Day 19, Beneath Caer Randos

After crawling through a nasty, muddy, tunnel they enter a small room and haul up a portcullis. However, they do a bad job fixing it in place, and it crashes down, injuring Thunder. Thunder and Yul search the small room beyond, but are ambushed by 2 gargoyles. There is a difficult fight in a small space, but the team is victorious. Rango proves his worth, especially the worth of the mighty butt of his halberd, when he finishes off both of the gargoyles.

In the corridor beyond, they are ambushed by a Shadow Demon which does a very large amount of damage to Brother Thunder. Yul Gibbons manages to drive it away by throwing a fairy fire spell onto it. This irritates the demon and nullifies its ability to hide and so it departs. It considers returning later when the spell wears off, but the party never stays in place long enough for it to find 'the right time.'

They discover a room nearby with an ancient, corroded lever. Yul and Rango fail to move the ancient device. They try to burn some suspicious spider webs in the room, and the Langston oils and scrapes the lever workings. The lever finally moves, but a horde of spiders pour into the room (fewer than if they hadn't burnt the webs first, but still a multitude). A swarm attacks each of them, except Brother Thunder, and they all have a rough time. Yul transforms into an anteater and then has some remarkable success. Rango, Debbie and Langston suffer greatly under the spider bites, but finally are rescued and refreshed.

The quickly pass through a chamber filled with the skeletons of a dozen slain tieflings and into a door which had been opened by the lever's activation. On the far side, they see a mural depicting the success of Earl Amulric of the South East in his battles against Tiefling and Orc invaders of Old Krondor. Langston recognizes the scepter they are looking for in one of the pictures. They find another chamber with a moist wall that turns out to be covered in Gray Ooze, which due to Yul Gibbons clear perception they avoid and withdraw from.

They loot the tomb of Theodemir, the Constable of Amulric, and open a far door. Here they are confronted by a ghostly voice asking "From Whomsoever Comest Thou?" They try to

say “Amulric”, but get it wrong and say “Athalric”, and so all are blasted for some radiant damage. Beyond, however, they find the treasury they’ve been looking for.

Inside the treasury they are confronted by a Helmed Horror, an animated suit of plate armor with orders to kill. At this point, Debbie spots the scepter on the wall and lunges for it, grabs it and disappears. Thunder rushes behind the horror and attacks from that direction, while Rango (and his mighty butt) attacks from the front and Yul Gibbons, after failing 2 *fairy fire* spells, throws a series of *produce flames* against the monster. The wounded Langston stands at the door shooting bolts at the foe. This however, allows him to block invisible Debbie. When she advances to the door, she warns him to move aside or she’ll stab him, but he immediately closes the door and tries to wedge it. Enraged, she brutally stabs Yul Gibbons who is standing next to her inside the room. She becomes invisible, showing her true form, that of the Green Hag Gorgoputz. She turns invisible again as the incredibly long fight between Rango, Thunder and the Horror drags on. She finally breaks through the door and flees out of the area. Finally, the flame and the thousand weapon blows take their toll and the horror falls to pieces. Cheated of their promised pay, the team manages to collect a nice payday anyway, find more than 1200go worth of treasure in the room. Thunder scoops up the pieces of the horror too.

They return to the well to find that the Hag has cut the rope. Yul transforms into a bug, ascends the well, returns to his elf shape, tries to reattach the rope and drop it down. However, the Ettin doesn’t like his look and gets angry and begins to chase him before he can do anything with the rope. The Ettin begins to catch up with him, despite attempts to tumble and weave, until finally, Yul reaches a patch of woods and hides safely therein. Meanwhile, Langston climbs up the well, uses his own rope to lower down, and the rest of the team withdraw to the woods to meet up with their guards, and eventually Yul. The team rushes to the roadhouse called Bend and sleep the night safely there.

Scene 5: Miscellany

Brother Thunder gets the pieces of the Helmed Horror re-forged into a functional set of plate armor at the Town Blacksmith of Newport for 400gp. Likewise, Yul Gibbons gets a broken magic battle ax repaired at All Things Dwarven.