

**Session/Game:** Krondar, D&D5e 14      **Date:** June 3, 2018

**Episode 14:** "Do the Dinosaur"

**Campaign Date:** Eleventh-Month, Days 1-14, 1173 of 12<sup>th</sup> Age

**Characters:**

Altarboy Midnight, tiefling, warlock - 4, chaotic neutral (Marlon Kirton)

Sir Roderick of Heston, human, paladin-5, lawful good (Dave Nelson)

Marc Fitzalan, Esquire human noble (henchman)

Berengar the Herald, commoner (henchman)

Aldric the Dogsbody, commoner (henchman)

Sparke Rainbrite, elf, fighter - 3, neutral good (Bob LaForge)

Wun Hung Lo, wood elf, monk - 4, neutral (Jason Liebert)

Xander, human, cleric - 2, chaotic neutral (Miles Trout)

**DM:** Andrew Smith

**Log**

*Day 1 - Newport*

With winter falling, Sir Roderick and some companions gather at the Bottomless Mug to consider some work. They come on a bit of information that intrigues them. Word on the street is that Harold Potholder, William Monoculus' man has made subtle inquiries about hiring the Castaways to handle a "delicate matter." Cash up front as long as the work is done with no questions asked. The group sets out to the Royal Magister's tower. Midnight's familiar in pseudodragon form scouts the area, finding evidence of several Sarabi Men tailing them.

After a brief and abrasive encounter with Magister Monoculus himself, the Castaways are ushered into a spartan meeting room at the base of the royal wizard's tower by Harold Potholder. Harold explains that his master would like to send a group of adventurers about thirty miles North to a village of Easterners known as Shosushi. There, they are to retrieve a most ordinary non-magical book named "Gareth's Treatise on Gambling" from a rival mage named Frex whom he describes vaguely as "bald." He offers them three gold bars for the job, telling them that if they keep the book they will be anathema to the archmage of Newport who will see to it that they will never be allowed back into the city ever again.

The Castaways leave the tower, and are met by a cadre of Sarabi Men led by an old acquaintance of Sir Roderick named Raji al-Raj. Sir Roderick had dealt with the Emperor's man in the past in his service of a Hunderman strongman. Raji al-Raj had been nothing but honorable in their previous dealings, so Sir Roderick agrees to a parlay at the pie shop. Raj reveals that Sir Roderick has been framed for the wrongdoings of his previous Hunderman lord.

Despite Roderick's protestations, Raj reveals that he has been tasked with bringing Roderick back to the Empire - dead or alive. He warns that since he has taken an oath to his master, he must complete this task even though he personally has true respect for the paladin. Raj warns ominously as he departs, "The next time we meet, I may have to kill you." Sir Roderick responds, "And I you."

The Castaways do some shopping, including purchasing some horses for the trip and then make their way North. Midnight sends his familiar to track the Sarabi men, and learns that they leave the city to the North themselves.

### *Day 2 - Traveling*

The second day of the month, the Castaways travel along the mining road to Bayhead.

### *Day 3 - Traveling*

On the third day, the Castaways make their way along the Ginsterflow river toward their destination. Just South of Berrywood, the group spies a helpless maiden and a rock gnome standing by a wagon that had a thrown wheel. Midnight sends his familiar ahead and learns that there are a number of Owlbear nests nearby. Sir Roderick's herald meets the people and learns that the maiden and her rock gnome friend require assistance. Midnight's familiar takes a moment to sense evil, only to find that there is a palpable stink of the otherworld coming from the young woman. The party moves ahead, well aware that they should expect an ambush. Five owlbears rush from one side of the path, and the maiden starts launching spells at the heroes. Thanks to some clever maneuvering of the party, they are mostly able to survive the encounter. However, in the melee Sir Roderick's squire is caught by an owlbear and is mauled and slain.

The heroes approach the abandoned cart, and inspect the corpses of the maiden and her rock gnome friend. Another brain-monster emerges from her skull and attaches itself to Midnight's face struggling to attack him by burrowing through his eye socket. The monster is quickly dispatched, but now the party is reminded that their world is under assault from forces beyond their world.

### *Day 4 - Ponyville*

After a brief funeral for Marc Fitzalan in which Xander says a few words exalting the dinosaur gods of the Jurassic Park, the party travels to Ponyville and decides to spend the night there. During their stay, they are able to connect with the villagers. Xander reads the words of Jurassic Park prophet Geoffrey Goldblum, and manages to make a few Jurassic Park religion converts.

### *Day 5 - Shosushi*

The Castaways push themselves the next day and make it the remainder of the way to Shosushi. Despite a language barrier for much of the populace, the heroes are welcomed by the Easterners in this remote fishing village. They hold a small feast in honor of the heroes' visit. The Castaways pitch in on the festivities with some rations, awesome pies, and an old, dirty wooden owlbear carving. Xander leads the locals in a chant and dance he calls "[walk the dinosaur](#)." The group ends the night by preparing to travel the last bit North to find Frex's tower.

### *Day 6 - Tower of Frex*

The Wanderer and Midnight's familiar in the shape of an imp travel North to scout the path to Frex's tower. They discover that the tower is only accessible along the crest of a mountain range, with nearly sheer drops to either side and only a few scraggly trees. The heroes arm up and travel the range, expecting danger. Two poisonous manticores see the Castaways on the ridge, and attack the party. The heroes manage to overcome the manticores, even removing the poison from Sir Roderick's veins.

The heroes then push on the rest of the way to Frex's tower. They call out to the rock gnome guards on top of the tower to let down a ladder or rope for them to enter and question Frex. The rock gnomes are abusive and insulting, but they grudgingly lower a rope ladder to the party.

The Castaways soon learn that the tower itself is completely hollowed-out. The rock gnomes climb a ladder installed in the inner walls of the tower to get up to the top and down to the dungeon level almost 150' down. The rock gnomes tell the party to descend the empty tower to the bottom of the dungeon level. They repeatedly threaten the party, and when they cross the line and mock the faith of the Jurassic Park, Xander is triggered. He shoves one of the guards roughly and the degenerate gnome falls to his death at the bottom of the hollowed-out tower. All the remaining gnomes shut up immediately. The party distances themselves from the dinosaur cleric, particularly when they reach the bottom of the hollow tower, and see a number of ice trolls.

The group is ushered into a tall room covered in shelves holding books, trinkets, and bottles of strange liquids. An eye tyrant descends from the shadows above this room, and the party realizes that Frex is in fact this beholder. He is annoyed that one of his gnomes has been killed. He makes a bargain that in exchange for the gnome's life, he claims Xander as his servant until he can win his freedom. The party generally agrees, and Frex finds the errant book on the shelves and telekinetically gives it to the adventurers.

On the way back down the mountain, the party easily sees an ambush by the waiting Sarabi men using Midnight's imp, so they descend the far side of the mountain missing the ambush all together.

## Epilog

- Langston Ford: engaged in crime, collected 50gp each week for semi-successful heists
- Gorgon Zola: performed saucy puppet-shows for 2 weeks, earned a comfortable living the first week, and comfortable living plus 25gp the second.
- Walter the D of E: created 6 level-1 scrolls and helped the poor with medical treatments
- Bocephus: earned a comfortable living both weeks working as "Honest Bocephus the Locksmith"
- Yul Gibbons: created 7 healing potions the first week, did detailed investigation of life-cycle and predators of Ginster Plants the 2nd
- Ragnar Shinbane: did 2 weeks of pit fighting. won 3 bouts the first week, 1 bout the second
- Brother Thunder: spent first week fishing for a poor living, second week fishing for a comfortable living
- Preacher Lighting: spent two weeks hunting, with poor results all around
- Milosh: spent two weeks fishing, first week comfortable, second week poor
- Drag: spent two weeks fishing, first week poor, second week modest
- Nak: works at the mills in Bayhead, first week he does poorly, but on the second week he earns a comfortable wage and gets a 25gp bonus after taking some overtime hours
- Edwan Mirths: spends the next two weeks and 200gp researching the ruined monastery of Monax in Nearbog. He learns one piece of lore.