

Session/Game: Krondar, D&D5e 18

Date: August 5, 2018

Episode 18: "Highway to the Danger Zone"

Campaign Date: Fourth Month, Days 15-28, 1174 of 12th Age

Characters:

Sparkle Rainbrite, half-elf, fighter-4 (arcane knight), neutral good (Bob LaForge)

The Peak Pikes, 2-HD, human pikemen x4 (henchmen)

Yul Gibbons: wood elf, druid-5, neutral (Jason Liebert)

The Reclaimers and the Wispy Wanderers, elf bandits x8 (henchmen)

Altarboy Midnight, tiefling, warlock-5, chaotic neutral (Marlon Kirton)

Wanderer of the Wasteland, half-elf, tribal warrior (henchman)

Serious Bill, halfling, 2-HD, (henchman)

DM: Dave Nelson

LOG:

Clark, a trusty henchman of Edwan Mirths, burst into the Dicken Pickle Inn in Newport looking for friends and associates of his master. Finding Sparkle, Yul and Midnight, he breathlessly tells them that Edwan has vanished from his reclaimed monastery and surely needs their help. The three recruit a large expedition and hurry north to the Monax ruins.

Upon arrival, they search the ground, and Midnight sees that fresh tracks had come from the NE portal-site and had disappeared through the north portal. Edwan's other henchmen, a small band of dwarves known as the Steady Hand, were of no help, sitting around, drinking and pretending to work on repairing the church.

Midnight dispatched his imp through the north portal and the rest of the team entered the NE portal and were whisked away to the strange plane known as the Danger Zone. Finding themselves on the NE mountain, they headed toward the central ridge. On the way they were caught in the open by 4 Skeledactyls and attacked. It was a long, brutal fight (since unfortunately most of the party were armed with piercing weapons or fire, both of which the beasts were resistant. Yul Gibbons used a binding spell that would bind the flying creatures to the earth, which proved to be very helpful. The creatures were finally destroyed, but not before they had grievously wounded (to the point of unconsciousness) 2 of the Peak Pikes, 3 of the Reclaimers, 2 of the Wispy Wanders and Serious Bill. After much magic healing and a short rest, they continued on their journey.

Reaching the central ridge, Yul Gibbons transformed into a spider, climbed to the top, returned to elf form and lowered a rope for the rest of the party to climb up. They searched the top of the ridge for a long time. Suddenly, they were ambushed by 2 goat-men fiends. They attacked by surprise and seized the Wanderer of the Wasteland as a hostage. Midnight was able to speak their language, but took the wrong negotiating tack, making himself seem weak and suppliant. The rest of the party lept to the attack. The goat-demons hacked down the Wanderer, leaving him bleeding on the ground, but they were quickly defeated.

Having failed to re-connect with his imp in the Danger Zone, Midnight dismissed it and re-summoned it. They searched the ridge top further until Midnight realized that there was actually a rectangular pattern on it. Sparkle realized that this much like giant roof tiles. Figuring that everything in the Danger Zone was a giant-sized reflection of their world, and that the ridge reflected the church at Monax, the decided to look for the reflection of the doors of the church. Midnight sent his imp to scout and it found the large main door and the small side hatch reflections in the form of huge secret doors in the rock side.

They opened the side door and found a passage into the ridge. Two goat-demons guarded the passage, but they withdrew in the face of the party (to join their 6 comrades in the

chamber beyond). Sparkle and the Peak Pikes led the assault, supported by the archery fire of the Reclaimers and Wispy Wanders (who alternated casting True Strike and shooting). Yul used "Tidal Wave" spell to good effect, and Midnight used "Shatter" to likewise inflict significant damage. Midnight's imp proved to be quite useful, as it invisibly flew about whispering into the ears of the goat-demons persuading one or another to hold back from the battle for a time. The Wanderer of the Wasteland stayed out of the fight, not having recovered from his wounds from the previous ambush. Sparkle and the Peak Pikes took the brunt of the attacks, with all of the pikes being seriously wounded and knocked out. One of them, Henry, however shook off his wounds, jumped up and rejoined the fight. Serious Bill the halfling jumped into the fight near the end when most of the pikes were down, but he too was seriously wounded. Finally, after a grinding battle, all 8 goat-demons were destroyed.

Passing into the chamber, the party took a short rest and then recovered the treasure of the goat-demons. Finding a corridor they entered a final chamber, which had a large golden key, the size of a 6' 2x4 sticking out of the ground. The key could not be pulled out or turned, but Yul then decided to try to push it through the hole, which he accomplished, causing the key to disappear.

The party decided that they had to withdraw. Despite being alarmed at not finding Edwan, they headed back to the North mountain, passing through the portal to the North hermitage. When they re-entered our world, they found that Edwan was waiting their for them, making s'mores. He explained that some evil spirits had stunned and carried him off, but when he shook of the stun, he managed to turn them and escape back here.

The entire party entered the church and found a large iron bar sticking out from the hole in the floor....