

Session/Game: Krondar, D&D5e 4

Date: January 14, 2018

Episode 4: "Dwarf Hole"

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

Characters:

Altarboy Midnight, tiefling, warlock-1, chaotic neutral (Marlon Kirton)

Edwan Mirths, human, cleric-2, lawful good (Andrew Smith)

Ragnar Shinbane, halfling, barbarian-1, chaotic neutral (Jason Liebert)

DM: Dave Nelson

LOG:

Sixth-Month, Day 1, Newport:

Midnight, Edwan and Ragnar met at the Bottomless Mug to look over the job board. After some discussion, they decided to take a job from Helpful Timmy of Timmy's Messenger Service to find Timmy's lost nephew Ledo Shuffles. Visiting Timmy at the Cool Turnip Tavern, they discover that Ledo had disappeared weeks ago, when he was supposed to deliver a message to the village of Ebanflo. He offered 500gp for Ledo's safe return.

Sixth Month, Day 2-3, Newport County, Ebanflo

The three adventures marched to Ebanflo. Nearing the hamlet, they were set upon by *Le Gourd Sans Pitie*, the pumpkin-headed fiend-rider. The creature wounded Midnight and road off into dusk.

After healing Midnight's injuries, the party enters Ebanflo and approach the Red Roof Inn. They have a quick conversation with a group of armed peasants outside the inn, who were concerned about a mysterious stranger and his half-orc henchmen straying there.

Inside the inn, Edwan has a conversation with Father Nezzimus, an acquaintance from the Militant Order of St. Chad, who was in the hamlet with his 2 soldiers. Nezzimus was following a holy vision that a halfling was about to release an evil in the area, and he himself was planning to "release the Tempest" on halflings hereabout to prevent it.

Midnight tried to spy on the mysterious stranger and his 3 half-orcs, but was spotted by the masked man and warned off. Soon all three parties went off to bed.

About 3am, Edwan was awakened by the sound of fake owl-sound outside. Ragnar, Midnight and Edwan perch at the top of the inn steps and spot 2 lanterns around the corners of 2 houses nearby. Soon, Ragnar rushes around one of the corners, alone, and is set upon by the stranger and his 3 half-orcs. They almost instantly beat him down into unconsciousness and shove him into a sack charging off into the night (all according to plan).

Midnight and Edwan manage to track them to a farmhouse outside the hamlet. However, rather than rescue Ragnar, they return to the inn and rest for 8 hours. Ragnar tries to escape around dawn, and makes it into the fields nearby, but is finally shot with an arrow and is recaptured and securely tied, hanging upside down. The stranger, who turns out to be a drow elf named Quartiz Doom, question Ragnar about both Ledo and a "Chalice" of some sort.

After a hearty brunch, Midnight and Edwan approach the farmhouse. Edwan breaks into the front door and kills one half-orc. Midnight break open a window and wound another. Quartiz throws a darkness spell and uses its cover to escape out the opposite window. Eventually, they kill the last 2 half-orcs and rescue Ragnar.

They take Ragnar back to the Red Roof, rest and recover. They hear Father Nezzimus dust-up with the local halflings, but decide not to get involved.

Sixth-Month, Day 4, Sir Wilfred's Manor

The adventurers head a mile west to Sir Wilfred's manor. Wilfred is the magistrate and militia captain for the village, and is one of the 20 land-holding knights who hold estates for service to the Viscount. They are forced to wait a few hours, since Sir Wilfred himself was back in Ebanflo sorting out the conflict between Father Nezzimus and the halfling Rusty Bottoms.

When Sir Wilfred arrives, he says that he never saw Ledo Shuffles himself, but knows the situation. Ledo had declared that the Chalice of Divine Translucence, a holy artifact of the Rusty Bottom Tribe, was located in the so-called "Dwarf-Hole", a few miles to the west. He had spent a few weeks gathering halflings for a quest to recover the chalice. He had left a few days ago with 10 questers, including Wilfred's own assistant stable hand, a useless halfling named Buttley.

Wilfred is able to give them directions to the Dwarf Hole. The party returns to the Red Roof Inn and plans to depart in the morning. They discover that Wilfred had prevented any serious injury between the Rusty Bottoms and Father Nezzimus, and had sent the Father back to Newport Town for a court hearing. Quartz Doom had not returned to the hamlet.

Sixth-Month, Day 5, The Dwarven Maze of Forbiz Hugh

Approaching the place that locals call 'The Dwarf Hole', they spot a group of a dozen primitive, tribal gnomes cooking apples and groundhogs around a campfire. These gnomes do not speak common, and none of the party speak Gnome. However, the party approaches, shares food with the gnomes, and everyone gets along splendidly.

Edwan notices an inscription on the hill-face behind the gnomes, next to the cave-entrance. It gives notice that the Dwarven Maze within is guarded and cursed by order of the dwarf lord Forbiz Hugh.

Avoiding various traps and distractions, the party travels deep into the maze, along the eastern side. They find and kill 3 giant lizards. While attempting to open a door, they make a great noise, attracting the attention of an undead Shadow, who attacks by surprise, severely wounding Midnight, before being destroyed by the others. They decide to leave, so Midnight can recover from his injury. They return to the Red Roof Inn to rest the night.

Six-Month, Day 6, The Dwarven Maze of Forbiz Hugh

Returning to the Maze, they press forward along the east. Finding a room with a natural pool, surrounded by stalagmites, they examine the pool, only to be ambushed by 2 Darkmantles. One dropped onto Ragnar, closing around his head, blinding and suffocating him while squeezing his head. The other darkmantle misses Edwan and skittles back up the wall. Eventually, they kill the darkmantle on Ragnar, partially by Ragnar bashing his head against the wall. The second darkmantle never manages to seize Edwan before it too is killed.

Pushing forward, they pass through a long corridor to the western edge of the maze. They find a room with a pile of sand in the middle, fearing a deadly sand trap, they backtracked. A second Shadow attacks them, but Edwan spots it and blasts it with holy radiance, destroying it instantly.

Moving back to the south, they ease west again, finding a room that is filled with Ledo Shuffles and his 10 halfling questers. The Rusty Bottom crew are completely unwilling to put aside their quest. Edwan simply grabs hold of Ledo and begins dragging him out. Ragnar's barbaric pirate visage intimidates half of the questers into cowering, but the rest try to rescue Ledo. Ragnar punches some of them into unconsciousness. Midnight slams the door and wedges it with his old, damaged dagger. Ragnar eventually punches down the few who had emerged from the room, and they tie up Ledo and begin the trip back to Newport Town, having not actually killed any of the questers.

Sixth-Month, Day 7, Newport Town

Shortly before reaching the town, they untie Ledo and he relates that he wasn't delivering a message at all. Helpful Timmy had sent him to Ebanflo to discover the location of the Chalice of Divine Translucence, a holy artifact, marked with a wolf's head image. Ledo simply decided to recover the chalice himself, with the help of the local halflings, rather than just reporting information. The description of the chalice jibed with the Wolf Chalice of Midnight's family legacy.

They return Ledo to Helpful Timmy, who is alarmed when they mention the chalice. Timmy explains that the Chalice of Divine Translucence is a fairy tale and Ledo must have gotten metaphor mixed with reality on his trip. He is very grateful for Ledo's return, and pays 600gp, a 100gp bonus over the posted price.

DOWNTIME HIGHLIGHTS FOR NON-ACTIVE CHARACTERS

- The band "Dread Zeppelin", starring Flex Macho and Bocephus, spent very successful week performing at the Sultan's Palace.
- Wun Hung Lo spent two weeks pit-fighting, the first he lost all 3 bouts, the second he won 2 of three. He was accused of taking a dive the first week and was suspended from the pit.
- Yul Gibbons spent two weeks making a big batch of healing potions.
- Preacher Lightning spent 2 weeks fishing.
- Brother Thunder spent 2 weeks doing religious service at the shrine of the Stranger.
- Sir Roderick spent 2 weeks working as a knight errant in service on the border.
- Walter, Destroyer of Evil, made 2 scrolls of Disguise Self, but William Monoculus hounded him until he sold one to him. He then spent a week working as a doctor for the poor.