

Session/Game: Krondar, D&D5e 6 **Date:** February 11, 2018

Episode 6: "Caer Smirken - Level 2"

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

Characters:

Edwan Mirths, human, cleric-2, lawful good (Andrew Smith)
Wun Hung Lo, wood elf, monk-2, lawful neutral (Jason Liebert)
Altarboy Midnight, tiefling, warlock-2, chaotic neutral (Marlon Kirton)
Drag, half-ogre, barbarian-1, chaotic neutral (Miles Trout)
Langston Ford, human, rogue-1, neutral (Bob Laforge)
Sir Roderick of Heston, human, paladin-2, lawful good (Dave Nelson)

DM: The Lords of Hack Dungeon-O-Matic

LOG:

Seventh-Month, Day 1, Newport:

Edwan, Roderick, Wun, Midnight, Drag and Langston met in the Bottomless Mug tavern in Newport to discuss an expedition. The job board was rather empty, and so, after discussing and rejecting returning to the Dwarf Hole and Wulf's Swamp, they decided to mount a second expedition to the ruins of Caer Smirken.

Seventh-Month, Day 2, Newport:

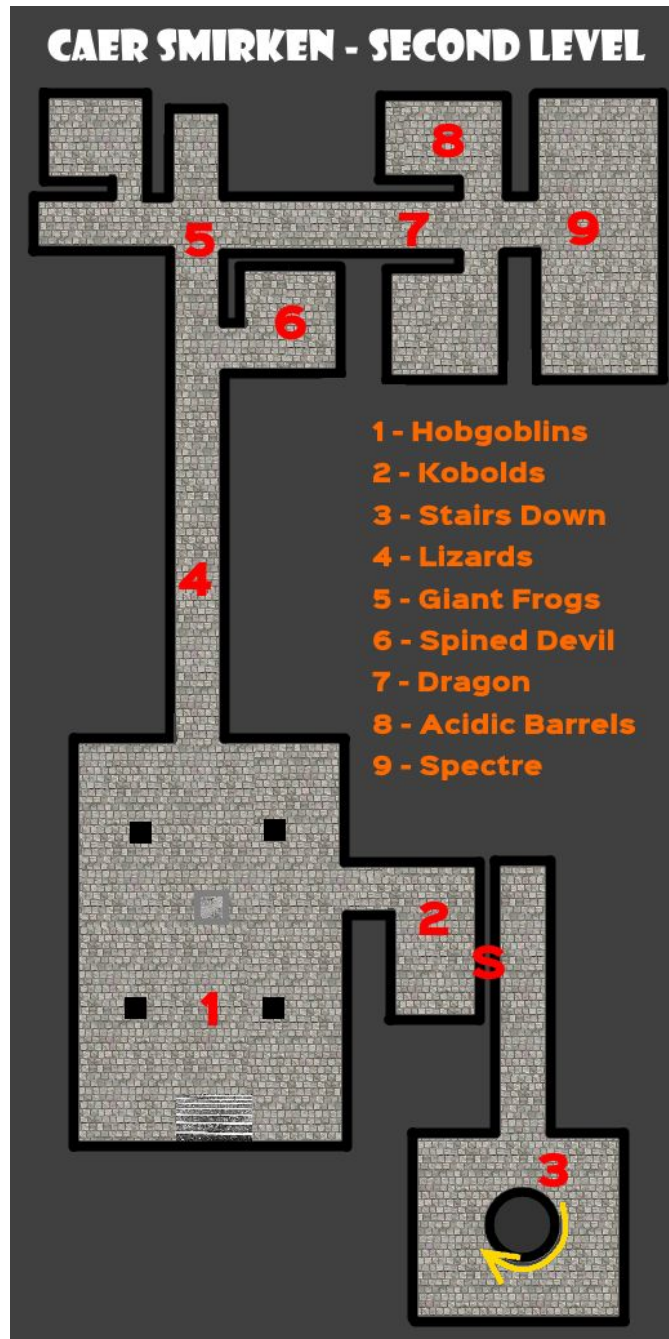
The party spent the day acquiring supplies for the expedition.

Seventh-Month, Day 3, Caer Smirken:

Marching to Caer Smirken (in Sir Roderick's case, riding), they encounter a crabby old pair of peddlars called the Grumps. Sir Roderick bought a dagger from them, showing great courtesy all the while. They quickly passed through the ruins of the keep (having to soap up Drag to get his bulk through the small door to the dungeon) and down through the cleared out first level. Reaching the second level, they spot four hobgoblins in the entry room and rush to the attack. One more hobgoblin was hiding in a corner and ambushed them. The party kills the 5 hobgoblins quickly, taking only minor injuries. They find a sealed stone coffer, covered with glyphs. Neither Langston nor Midnight find anything unusual about the glyphs, but that was a gross mistake. When Langston pried open the coffer, a Thunderwave spell was activated, injuring Langston, Edwan and Drag in the explosion. They retrieve some treasure, patch themselves up and move onward.

Exploring a side passage, they are confronted by 3 kobolds. Thinking that this will be easy meat, they advance, but find the kobolds are elite Dragonshields, with far more staying power than expected. After a long fight in which Wun, Sir Roderick and Drag all receive moderate

wounds, the kobolds are finally killed. Langston finds a secret door leading to another room. There they find a circular staircase to a lower level along with three old amphorae, with various dedications to old gods in them. The ampo, which were quickly looted. Feeling exhausted from the two battles, the party decides to return to the surface and camp for the night.



Seventh-Month, Day 4, Midnight, Caer Smiken:

Around midnight, a hungry ettin approaches the camp. Sir Roderick attempts to mollify the beast with a gift of food (Sire Roderick speaks the giant language), but it is only when Wun Hung Lo gives him a Frank's Awesome Pie that the creature is satisfied and wanders off.

Seventh-Month, Day 4, Caer Smirken:

On the morrow, the party returns to level 2. They quickly slay 5 giant lizards and take their hides. While they are lining up to breach another room, they are ambushed by 2 giant frogs, one of whom briefly entangles Wun Hung Lo in its tongue, before both amphibians meet their doom.

Behind the next door is a stone chest, surrounded by an evil summoning circle. Midnight reads the runic warning that touching the chest will summon the Devil. Sir Roderick scoffs at devils and crosses the circle. A Spiny Devil is summoned in a flash, and equally quickly Sir Roderick blasts it back to hell with a single blow with his sword and the power of Bor's might.

Having retrieved the treasure, they proceed, only to stumble onto a green dragon wyrmling in a hallway. Using all

their might they manage to kill the hatchling before it can let loose its poison breath on them. In its chamber beyond, they find 4 open barrels, each giving off a poisonous stench. Langston looks in, is mildly stung by the vapor, and determines that they all have treasures within them.

Drag and Sir Roderick brave the poison and retrieve the treasures, each suffering injuries in the process.

After a quick rest, they discover a specter haunting another chamber. The specter injures Wun Hung Lo, but suffers some damage in return from other party members. Edwan lets loose a divine burst of radiance that destroys the foul creature. Resting, and examining the treasures from the specter's sarcophagus, they are ambushed by 6 animated skeletons. These beasts are quickly defeated, at which point, the party decides to return to town and dispose of their treasure.

EPILOG:

DOWNTIME HIGHLIGHTS FOR NON-ACTIVE CHARACTERS

- **Walter, Destroyer of Evil** - acts as a physician in Newport, earning his living
- **Bocephus** - spends two weeks performing as a drummer, the first week goes well, the second he arrives drunk and plays the same song over and over, gets accused of laziness and booed off the stage.
- **Gorgon Zola** - earns his living singing, however, a barkeep at the Sultan's Palace takes a dislike to him, and the barkeep's cousin is the maître de.
- **Sparkle Rainbrite** - spends one week pit fighting, earning 50gp. The second week he spends carousing, and makes friends with Terence Masata, the bailiff of the Market Grounds.
- **Yul Gibbons** - spends 2 weeks making healing potions "Gibbons Own—Yul Never Find Better"
- **Ragnar Shinbane** - earns 150 gp pit fighting for 2 weeks.
- **Brother Thunder** - spends 2 weeks fishing to various levels of success.
- **Preacher Lightning** - spends one week performing, does well, one week in temple service.
- **Milosh** - spends one week repairing his damaged net, one week earning a living fishing.
- **Xander** - spends 2 weeks earning his living as a guard.
- **Nak** - Nak tries his hand wrestling in the fighting pits. Despite being forced to wrestle a declawed bear, he manages to win himself 100 gold. However, he is accused of cheating by Bender the Bear-Baiter and is now barred from fighting again. The second week, he takes a job as a bouncer and manages a *Modest* maintenance and upkeep.
- **Flex Macho** - Flex spends a week away from the band, hobnobbing with the fine folk of the middle class to try to score an invitation to join an upper-class party. His carousing brings him two contacts, including none other than Old Maggie Penthouse - proprietor of the Bottomless Mug. Unfortunately, Old Maggie also ropes Flex into funding and hosting an event at the Bottomless Mug to socialize with other adventuring types. Flex spends the next week risking 100 coins gambling in mid-stakes games and earns himself 150 gold for the effort.