

**Session/Game:** Krondar, D&D5e 7      **Date:** February 25, 2018

**Episode 7:** "A Long Three Days in the Dwarf Hole"

**Campaign Date:** Seventh-Month, Days 15 until Eight Month 21, 1173 of 12<sup>th</sup> Age

**Characters:**

Edwan Mirths, human, cleric-3, lawful good (Andrew Smith)  
Ragnar Shinbane, halfling, barbarian-2, chaotic neutral (Jason Liebert)  
Altarboy Midnight, tiefling, warlock-2, chaotic neutral (Marlon Kirton)  
Sparkle Rainbrite, half-elf, fighter-2, neutral good (Bob LaForge)

**DM:** Dave Nelson

**LOG:**

*Seventh-Month, Day 15, Newport:*

Edwan and Ragnar are living it up at the Sultan's Palace Inn and Casino, and decide that they want to return to the Dwarven Maze of Forbiz Hugh (a.k.a. the Dwarf Hole) to follow up Ledo Shuffle's quest for the Chalice of Divine Translucence. They know that some of their comrades are staying at the Dicken Pickle, and wander over there. They meet Sparkle Rainbrite in the dining room, but suddenly hear a thunder clap and smell brimstone. Upstairs, Altarboy Midnight, sharing a room with 2 corn merchants, is visited by his uncle, Step-Handrix the Bilious, a powerful magician, who arrived by means of the brimstone-thunderous teleportation (astral projection?, magician never reveals his secrets) and upbraids Midnight for slacking in his quest for family heirlooms, especially the 5 Chalice of the Mighty Storm. "Uncle Steve" has disappeared again when the three adventurers arrive from downstairs. All four agree to return to the Dwarf Hole to search for a chalice.

*Seventh-Month, Day 16, Newport*

The party spent the day acquiring supplies for the expedition.

*Seventh-Month, Day 18 and Eighth Month 18, Dwarf Hole*

Marching to the Dwarf Hole, about a 4 hour trip, they find that the tribal gnomes are not camped out this time and they enter right away. They proceed to the chamber where they had previously found Ledo Shuffles and his halfling questers, and found a small band of 4 gnolls squabbling over meat (halfling meat, as it happens). They rush to the attack, killing all four gnolls and taking some minor wounds. They examine the chamber and find it painted with a sparkly paint and that there is a glowing energy portal in one corner. They all jump into the portal, only to be returned instantly (to them), but they are surprised to discover that the gnoll bodies have now been picked clean by scavengers.

Puzzled, they proceed forward into a room filled with thick dust. Edwan uses a find traps spell and discovers that the runes on the wall are all trapped, and that another trap lies hidden under a large pile of dust. Ignoring the warning, Midnight reads the runes anyway, which act summons a trio of Dust Mephits to the attack. The mephits do some minor damage and temporarily blind Midnight and Edwan before the party destroys them.

Searching the dusty pile, they find a treasure chest. Backing away, Midnight uses a thaumaturgy cantrip to open the chest, triggering the poison gas trap safely. Inside they find a pile of 1000gp.

In the next chamber, they find a pile of sand, overtop a metal grate. Ragnar removes the metal grate (and keeps it, and carries it wherever he goes) and begins to shovel away the

copious sand beneath. Eventually, they all tire of this and decide to go to the nearby village of Ebanflo and rest the night at the Red Roof Inn. When they arrive at the Inn, much to their dismay, they find that they must have been absent from time and space for an entire month during their notionally instantaneous trip into the portal. They rest for the night, not knowing that their arrival has been noted and reported by a spy for Quartiz Doom, the drow fortune hunter who had captured and tortured Ragnar at an earlier date.

#### *Eight-Month, Day 19, Dwarf Hole*

Returning to the sand room, Edwan confirms by his spells that the room is free from traps. Ragnar dug out more sand, before giving up. They briefly re-searched the room with the pool, where they had fought Dark Mantles at an earlier time, and advanced to the room where they had fought giant lizards and found that more giant lizards had returned. They killed the lizards, taking several wounds in the process.

Deciding that they need to find some sort of secret passage that led to a centrally-located treasury, they returned to the entry hall where an obviously trapped battle axe was sticking in the middle of the hallway. They attached a rope to Ragnar, with 10 feet of slack. He yanked the axe, which caused the floor sections beneath to give way, throwing Ragnar downwards, causing him to swing on the rope right into the wall, slamming him hard. His fellows pulled hard and he managed to scramble upwards barely in time to avoid being crushed by the closing floor sections.

The team spent some time discussing what to do next, when three Shadows appeared and attacked by surprise. Ragnar was rendered unconscious from the grave necrotic wounds of the creatures, and Sparkle had much of his strength drained away. Edwan, however, summoned the holy power of Bor to blast two of the creatures into nothingness, and to cause the third to flee in terror. After getting Ragnar back on his feet, the party realized they needed to flee and rest up.

However, after they exited the tunnel, they were confronted by Quartiz Doom and 6 Snappa-Head Orc henchmen. Quartiz demanded the Chalice, or that the party submit to thorough search; they refused and threw down defiance. Retreating to the tunnel mouth, wounded, weakened and spent, they prepared to sell their lives dearly. They did manage to kill one Orc, but it seemed they would be wiped out, but Midnight threw a powerful hex onto Quartiz, which after a few agonizing seconds killed him. This caused the orcish mercenaries to quit and flee, having no prospect of a pay day.

Midnight searched Quartiz's body, finding indications that the villain was working for his family's rival The House of the Dark Depths to find the chalices before his family could.

They stumbled back to Ebanflo and rested.

#### *Eight-Month, Day 20, Dwarf Hole*

Returning to the Hole, the party searches all over the place for secret passages, but have no luck. They are attacked by 2 Shadows, but are not surprised and spread out this time, and Edwan defeats them easily. They decide to try to jam open the axe-pit in the entry tunnel. After many, many failures, involving wounds received from flying crowbars, spikes and a shattered stone basin, they finally jam the mechanism open. Sparkle and Midnight climb through the narrow opening and use ropes to climb to the floor 30' below. They find an ancient crate and rig it to be hauled up. However, they are ambushed by 5 animated skeletons, who seriously endanger Midnight especially. Luckily, Edwan is able to turn 4 of them, causing them to cower in the corner. Sparkle kills the other, with some help from a banked-shot axe thrown by Ragnar through the opening from the floor above. They pull up the crate and find some interesting treasure inside, but there seemed to be no way forward from the pit, so they leave it behind.

They decide to thoroughly search the farthest corridor once again, and this time Edwan discovered that the middle section of the corridor wasn't a corridor at all, but a room hidden by an immensely powerful and subtle illusion. Moving through the room, they find an iron trunk, which they agree to check later, and a passage way toward the center of the complex. They follow it to what appears to be an abandoned dwarf smithy or armory.

In the smithy, they are attacked by 3 animated flying hammers and an animated suit of dwarven splint-mail. The battle takes a while, but our heroes are never in serious danger and triumph in the end. They spend a very long time searching this room until they discover a secret door in the wall, which leads them to the real secret treasury. Here Edwan once again blasts 3 Shadows into nothingness in short order and they recover the Wolf Chalice (a relic of Midnight's house, the House of the Mighty Storm)—which is not the fictional Chalice of Divine Translucence after all. They also find some other dwarven treasures and soon depart.

(average coin recovered 296gp, plus a variety of valuable goods)

### *Eight-Month 21, Newport*

The party returns home and disposes of their prizes. They get tired of hearing “where have you been for so long.” They all have to pay some mild fees to get their “abandoned” possessions back from their various landlords.

## **DOWNTIME HIGHLIGHTS FOR NON-ACTIVE CHARACTERS**

- **Walter, Destroyer of Evil**—acts as a physician in Newport, earning his living plus a 25gp bonus the first week. The second week he scribed a scroll of magic missile.
- **Bocephus**—too embarrassed to return to drumming, he takes up a life of crime. He fails his first heist, his second heist yields him 100gp (Less 50 for expenses for casing the joints for the two heists and 15gp for a modest living, netting 35gp profit, yeah crime).
- **Sir Roderick of Heston**: enters a tournament at the manor of Sir Pierre DeBeamarche, a local knight, avoids embarrassing himself, winning 50gp. The next week he puts himself at the disposal of Father Claude, the chaplain of the Viscount, and earns a “favor” from the Church of Bor by completing some vigils necessary for the defense and consecration of the chapel.
- **Gorgon Zola**—earns his living putting on saucy puppet shows. The first week goes poorly, earning him only a poor standard of living (too much dragon-born specific humor), the second week is a big hit, earning him a comfortable living and 25gp extra.
- **Langston Ford**: goes on a crime spree, stealing 100gp the first week and 25gp the second. 125gp total, minus 50gp for expenses, and 15gp for a modest living, yielding 60gp profit. However, one of his victims, Sticky Vicky the Herbalist, was protected by The Dung Collector's Guild, who now want revenge on Langston.
- **Yul Gibbons**—spends 2 weeks making healing potions “Gibbons Own—Yul Never Find Better”
- **Wun Hung Lo**—earns 300gp pit fighting for 2 weeks (less his living expenses).
- **Brother Thunder**—spends 2 weeks fishing to various levels of success.
- **Preacher Lightning**—spends one week performing, does well, earning living and 25gp extra, one week in temple service. Earning no favors from the Stranger.
- **Flex Macho**—owing a favor to Maggie Penthouse, owner of the Bottomless Mug, Flex throws a bitching party at the place. He then sponsors “free donut week.”
- **Nak**—does whatever it is that barbarians do.