

Session/Game: Krondar, D&D5e 17

Date: July 22,, 2018

Episode 17: "Musical Fruits"

Campaign Date: Fourth Month, Days 1-14, 1174 of 12th Age

Characters:

Brother Thunder, half-orc, paladin-4, lawful neutral (Marlon Kirton)
Malcolm, human, lawful good, 2HD—polearm guy, (henchman)
Ivan and Boris, 2-HD, human, guards
Edwan Mirths, human, cleric-5. Lawful good (Andrew Smith)
El Choppo, human, lawful good, 2-HD—polearm guy (henchman)
Clark—human hireling, The Steady Hand—dwarf guards
Sparkle Rainbrite, half-elf, fighter-4 (arcane knight), neutral good (Bob LaForge)
Wun Hung Lo, wood elf, monk-4, lawful neutral (Jason Liebert)
Big Ron and Small Ron, human henchmen

DM: Dave Nelson

LOG:

Edwan gathered his comrades for an expedition to reclaim the lost monastery, called Monax, in Nearbog province. They headed up the old mine road and spent the night at Bend, where Edwan had a dream where he met "the brother of the guy he was supposed to meet" and discussed various cryptic dreamlike things.

When they reached the monastery, they found that it consisted of 5 circular stone hermitage huts and a roofless chapel, which was on a piece of paved ground in the center. 4 of the hermit-cells were arranged in a square around the chapel, but the fifth was located on a small hill north of the chapel and square of cells. However, a Hydra was prowling around the chapel itself and each of the 4 cells in the square was being visited by a luminous ghostly form each singing, in unison, a mystic song. The north cell had no such ghostly guardian.

The party crept up to the north cell and found that its door was sealed by magic. Sparkle analyzed the magic seal and realized that it was beyond their powers to open. But, then the Hydra spotted them and began to slowly lumber in their direction. Noticing its slow pace, the adventurers were not immediately alarmed, until the beast spat out several swarms of poisonous snakes at them from a distance. While others were dealing with the snakes, Wun Hung Lo approached the cell in the NE corner of the monastery grounds. He was briefly enchanted by the song of the magic ghost. Sparkle and Thunder rushed to help him, with Sparkle plugging his ears with sealing wax to avoid the effects of the song.

The party soon found their attention divided in three directions with Thunder and Malcolm attempting to hold off the hydra, Hung Lo and Sparkle finishing the musical ghost, and Edwan, after sending a Spiritual Weapon spell to begin chopping at the hydra, and the henchmen fighting the swarms of snakes. The ghost was finally destroyed, but this was bad news as it was keeping the door to the NE cell magically sealed, the ward began to give way. The hydra grievously wounded Thunder and Malcolm. Edwan managed to save Thunder, but the hydra gobbled up Malcolm. Meanwhile, El Choppo was killed by the poison snakes, and Big and Small Ron were both grievously wounded.

The NE cell door finally broke open, and a dozen glaive-armed evil spirits charged forth. Six of them headed toward the NW corner, and the other 6 headed toward the SE corner. After Edwan finished off the hydra, and the last of the henchmen withdrew from the battle, Edwan, Sparkle, Wun and Thunder attempted to keep the evil spirits attempted to keep the 6 evil spirits away from the musical ghost defending the NE corner cell, but they failed and the evil spirits killed it. Edwan using turn undead and spirit guardian spell, together with Sparkle's burning

hands spell destroyed the first six spirits, but soon 12 more emerged from the NE cell. The other six spirits from the first batch managed to kill the ghost sealing the SE cell, eventually releasing 12 more evil spirits. While Wun, Edwan and Sparkle in a running battle rush to the sole remaining musical ghost in the SW, Thunder positions himself in the way of the horde rushing from the east.

Edwan's Spiritual Guardian spell, together with Sparkle's burning hands spell help immensely to grind down the evil; spirits, and in the end all of the creatures are destroyed, before they can destroy the last musical ghost and release 12 more of the fiends.

After a short rest, the party moves into the NE cell and are whisked away to a strange Other World (with white skies and black sun). They see mountains in the same relative positions as the cells, only with each 5 feet on our world equaling 1 mile in the Other World. They escape some more evil spirits and some skeletal pterodactyls, reaching the due north mountain. Entering a cave, they are whisked back to the monastery, at the North cell. Dubbing the Other World "The Danger Zone", the party vows to return there to find the key that might fit into the hole in the floor of the chapel and seal the portals forever.

Downtime Summary:

Langston Ford: spent 2 weeks carousing, made 1 middle class contact

Gorgon Zola: spent one week carousing, 1 middle class contact, 1 week relaxing

Walter, Destroyer of Evil: spent 2 weeks acting as a physician for the poor

Sir Roderick of Heston: spent 1 week carousing, making 3 upper class contacts, spent one week at a jousting tournament, where he humiliated himself, winning no jousts. Put in an order through the Krondor Company for a suit of Splint Armor, due to arrive 6th month, day 1.

Bocephus: spent 2 weeks working as locksmith

Yul Gibbons: spent 2 weeks investigating the life cycle of ginster berries

Ragnar Shinbane: spent one week pit fighting earning 200gp, winning 3 fights. Spent one week carousing, but only succeed in alienating Terence Masata, the bailiff of the Newport Market Grounds.

Preacher Lighting: spent 2 weeks singing for his supper

Altarboy Midnight: spent 2 weeks carousing, but made no contacts.

THE MONASTERY GROUNDS:

