

**Session/Game:** Krondor, D&D5e 2

**Date:** 12/17/2017

**Episode 2:** "Mystery of Baldpate Beacon" and "Smirkenburg Mines - Trips 1 & 2"

**Campaign Date:**

Mystery of Baldpate Beacon: Days 8-28 of Fifth-Month, 1173, 12th age

Smirkenburg Mines Trips: Days 1-8 of Fifth-month, 1173, 12th age

**Characters:**

Mystery of Baldpate Beacon

Yul Gibbons, wood elf druid-1, neutral (Jason Liebert)

Walter, Destroyer of Evil, human sorcerer-1, chaotic good (Dave Nelson)

Harold of Galactus, half-elf warlock-1, neutral good (Dave Hanley)

Preacher Lightning, human ranger-1, chaotic good (Marlon Kirton)

Langston Ford, human rogue-1, neutral (Bob LaForge)

Smirkenburg Mines Trip 1 & 2

Wun Hug Lo, wood elf monk-1, lawful neutral (Jason Liebert)

Sir Roderick of Heston, human paladin, lawful good (Dave Nelson)

Valen, high elf wizard-1, neutral (Dave Hanley)

Brother Thunder, half orc paladin-1, chaotic neutral (Marlon Kirton)

**DM:** Andrew Smith

**Mystery of Baldpate Beacon**

Harbormaster Nicholas Crabberson has a problem that only someone new to Krondor can help. He suspects all his previous keepers' servants of turning pirate on him. The Baldpate Beacon has been found ransacked twice this season. Each time the beacon master was found horribly murdered and the last time all guards posted were nowhere to be found. All valuables are stripped from the place - most notably the gallons of oil used to keep the beacon burning, forcing him to replace all valuables. He wants the PCs to hide in the beacon master's hut to ambush the pirates when they come.

*"About an hour's boat ride out is a beacon built by the Royal Krondor Trading Company just in the past decade to keep ships from joining the graveyard of trading vessels who have run aground navigating in rocks just*



*below the surface in the dark. It has been manned by a keeper and his servant, and would receive supplies weekly to keep the beacon burning each night during sailing season. This season alone, the beacon has already been attacked twice. Each time the keeper was found murdered and the beacon sacked of all obvious valuables. I think it's an inside job since the past two servants were halflings - probably associated with the pirates who regularly sail these waters! Also, some really valuable stuff was left up on the high shelves. Those punters are short!"*

*"I can't station a whole garrison of troops there. They would be too obvious, and the pirates wouldn't make their move. Instead, I want a group of rat-catchers like yourselves to hide in the beacon and counterattack once something smells fishy. Take the fight back to these pirates! If you can keep the beacon lit throughout fifth-month, you'll be fed and housed in a COMFORTABLE manner, you can keep anything you take from the pirates, and I'll see that those of you who last are paid 35 gold each."*

The heroes are ferried to the beacon and hour's row away from shore to spend quite a bit of time under the command of the elder and syphilitic Beaconmaster Crankus. Crankus spends much of his time complaining and forcing the party to do his bidding moving fuel and keeping watch on the beacon's fires in the night.

All goes quietly until the night of the 15th when a group of halfling pirates sneak ashore and move to murder everyone in their sleep. Luckily, Yul Gibbons catches sight of them and alerts the others just as they make the shore. The halflings manage to stab the crap out of Yul Gibbons, but Walter burns them with righteous fire and Preacher Lightning harries them with arrows until he himself is knocked down by halflings returning fire. Langston Ford sleeps through the entire exchange. Following the raid, Crankus generally treats the party with more respect after seeing them save his life.

A day or two goes by before the party hears a voice calling for help in the darkness. Maybe someone has been shipwrecked on the rocks! The woman's voice continues to get more and more hysterical until it abruptly stops altogether. The party is alarmed by this development, but none dare brave the darkness and the unnatural fog to follow the voice.

Walter worries that perhaps Crankus is not who he says he is and insists that the beaconmaster take a "physical exam." Nothing could please the depraved sailor more, and Walter reacts in disgust to the Beaconmaster's subsequent requests for a "follow up exam" of his anus and genitals.

The next day, the heroes see an empty boat make its way to shore. Two skeletons are hidden below it, and the party destroys the maritime undead with impunity, but not before one sneaks into the beaconmaster's hut and murders him by pulling his intestinal tracts out like so much sausage just as the other beaconmasters were killed.

That morning, the party sees a halfling wash ashore named Melon. He has recently escaped from some sort of a struggle. He has a story of his ship being attacked by skeletons led by a half-skeletal hag who could cast magic spells. He seems shifty and Walter is particularly not fond of him. Langston Ford is charged with rowing the waif to shore. Later, Langston learns that this miscreant was in fact on the pirate ship that attacked the beacon earlier in the month.

That night, an unnatural fog falls on the beacon cutting Langston off from rejoining the party. Twenty two skeletons rise from the water with the intent of murdering all mortals on Baldpate Beacon. Luckily, the party had rigged all the fuel in the beaconmaster's hut to explode, destroying half of the mindless undead. The others take longer to destroy, but ultimately fall beneath the party's spells and Preacher Lightning's arrows. A second wave of undead appear, led by a half-skeletal hag who was about to cast some sort of terrible spell on the party all clustered together at the top of the beacon. Luckily, Preacher Lightning gained the initiative and shot the hag dead with a single arrow. All the mindless undead fell away and the beacon was liberated from its previous hauntings. Harbormaster Crabberson rewards the party with a generous stipend and the party spends the remainder of the month in **comfortable** conditions relaxing and tending the beacon.

### **Smirkenburg Mines Trip 1**

A second group of heroes make the trip around Newport Bay to explore the Smirkenburg Mines. The Smirkenburg mines are a complex of natural and man-made caves abandoned over a century ago. It was started by colony of early settlers from a northern city-state named "Smirkenburg" who had settled areas throughout Krondor only to abandon them unexpectedly. There are rumors of other ruins from antiquity that might be found across the island.

The Smirkenburg mines are tucked in the rough cliffs and highlands above the rocky western shores of Newport Bay. Each of the The twenty-six mine entrances are identified simply by a letter. They are spread across a four-mile square area just above the cliffs overlooking the bay. The party spends the night in the village of Mudport just a few miles North of the mines.

They first visit Mine O. They immediately see that this mine is actively being used by a gang of half-orc bandits as their base of operations. There are guards posted, there are regular deliveries of food and water, and a small fire burns day and night just outside the entrance to the mine. The adventurers attack, led by spell fire from Valen and the bandits retreat into the mine.

The adventurers push their advantage and meet the bandits within the cave. Sir Roderick is nearly knocked out of the fight twice, only to be bolstered by the diving power of Brother Thunder. Ultimately, the bandits' superstitious fear about Valen causes them to break and run giving the party the advantage. The party loots the bandits hideout and come away with a surprising haul of loot thanks to a large picture of a flying eagle that had significant historical value.

## **Smirkenburg Mines Trip 2**

The party first decides to check on Mine S. There, they see a sign that reads “Riker’s Shop” points toward a dusty hole in the ground with a wooden counter in front of it that appears that it serves as a trading post of sorts for humanoids nearby.

The party then looks into Mine T. This mine is found in the shadows of the nearby mountains and hills at the bottom of a narrow crevasse. Adventurers could travel the rough terrain of the steep incline to get to the mine, but it would be a perfect place for an ambush because of unseen spots below. The heroes press their luck and walk right into a kobold trap. Sir Roderick falls down the canyon walkway and is beset by kobold ambushers. Luckily, kobolds suck and no one is hurt. Wun Hung Lo drops to the top of the mine entrance and begins to kick the crap out of the guard kobolds lurking just outside the mine. The remaining kobolds flee into the mine. The heroes take a short rest and pursue them inside.

The heroes trip a fake pit trap that hid a swarm of bats that made Sir Roderick’s day that much less enjoyable. The party rushes into another room and discovers an ambush featuring kobolds with scorpions on sticks. Valen follows the paladins into the room and burns a large chunk of them dead. Roderick of Heston is poisoned by a scorpion, and Valen engages the kobold sorcerer in a mage close combat fight, only to find he brought the wrong weapon when the kobold poisons him with a spell killing him outright.

Following the battle, the party realizes that the kobold’s treasure was recently buried in a cave-in and there is little of value to be gained from their raid.

## **Epilog**

Valen is buried in a simple ceremony paid for by his share of the value from the Smirkenburg Mines adventure. Yul Gibbons, Preacher Lightning, and Sir Roderic all had near-death experiences and will not be available next session.

In the downtime, Nak and Ragnar Shinsbane participate in an amateur gladiator tournament in the fighting pits where both appeared in the finals. Nak managed to get the best of Ragnar thanks to two timely critical hits. Bocephus and Flex Macho start a band of sorts and make some money busking.