

Session/Game: Krondar, D&D5e 3

Date: January 1, 2018

Episode 3: "Caer Smirken, Level 1"

Campaign Date: Fifth-Month, Days 8-13, 1173 of 12th Age

Characters:

Olaf Sitz (Flex Macho), human, bard-1, CG (Andrew Smith)
Sparkle Rainbrite, half-elf, Fighter-1, NG (Bob LaForge)
Bocephus, gnome, rogue-1, CN (Dave Nelson)
Delnar, son of Kronin, dwarf, fighter-1, LN (Dave Hanley)
Wun Hung Lo, wood elf, monk-1, LN (Jason Liebert)
Brother Thunder, half-orc, paladin-1, CN (Marlon Kirton)
Teldryn, human, warlock-1, CN (Toby Miller)

DM: The Lords of Hack Dungeon-O-Matic

LOG:

Fifth-Month, Day 8, Newport:

The seven adventurers met at the Bottomless Mug to look over the job board, hoping to make a grub stake to start out their new lives in Newport. After some discussion, they decided to follow the instructions from a proclamation by Viscount Nedwyn that offered a reward for mapping the ruins of a keep called Caer Smirken. They bought some supplies and travelled to the keep that afternoon.

Fifth Month, Days 9-10, Caer Smirken

The party spent 2 days surveying the above-ground ruins of the Keep, and mapping out the surrounding area. The report was put to paper by Flex Macho. They happened to notice that, while the keep itself was a burnt-out shell inside, there was a small, sealed door at the base that could lead to the fabled dungeons beneath. While in their survey, Wun Hung Lo spotted a deer nearby, tried to shoot it with the longbow he bought from Salty Dan's, but the bow proved to be defective and broke. Bocephus, however, brought the deer down with one arrow, and fresh food was had for supper. Later that night a band of 5 Snappa-Head Orcs attempted to raid the camp of the party, but Wun spotted them and raised the alarm. The party and orcs traded a few shots, but then Brother Thunder, speaking in orcish, warned the orcs that they risked the wrath of the Stranger and scared them into retreating.

Fifth-Month, Day 11, Caer Smirken

With the first light, the party decided to pry open the sealed door and explore beneath.

- Scouted an empty room, distracted by a possum and some raccoon bones
- Bocephus entered a room with some copper on a table, but was ambushed and brutally mauled by 4 zombies lurking inside (went to 0hp), Wun Hung Lo was beaten up a bit too by a zombie who rushed the door. The remaining party, including Bocephus who was revived by Flex Macho, ground the zombies down at last.
- After a short rest, they entered a large open corridor, blocked by 4 giant lizards. With the help of Flex Macho's brutal lizard-mockery the lizards were wiped out, with Delnar taking some nasty bites in the process.
- In a chamber off the corridor, they found a variety of treasure in some crates.
- They then discovered 2 of the Snappa-Head orc raiders hiding in a side chamber and killed them pretty quickly, although Brother Thunder took a nasty axe hit in the process. Wun Hung Lo found a jar filled with 500gp on a shelf near the back of the room.

- After another short rest, the party pressed forward and quickly killed 3 giant wolf spiders in a hallway.
- Wun Hung Lo discovered a stone deadfall trap over another door, which Bocephus managed to disarm. Within the room was a closet in which they found a copper anklet. However, there was a small poison spider lurking on it, which bit Sparkle Rainbrite and made him feel a little queasy for a while.
- Around the corner, they opened a door and were attacked by a Shadow Mastiff. This invisible creature caused them great difficulty, causing significant wounds to several characters—Brother Thunder was shaky on his feet for a bit--, but, thanks to Flex Macho's brutal tauntings, the party got the upper hand and killed the beast.
- Deciding that they were in need of rest, the party returned to the surface and rested for the night. They were bothered by a travelling peddler named Karmen (with a K), but declined to buy anything from him.

Fifth-Month, Day 12, Caer Smirken

- They returned to the dungeons and soon met a band of 11 bandits (a.k.a. the Butt-Pirates) and joined battle with them in a long hallway. Delnar took a nasty crossbow hit and several other characters took some minor hits before 10 of the bandits were killed (Flex Macho's sleep spell was spectacularly unimpressive). They captured one bandit (who was carrying a torch for the band), renamed him "Lucky" and made him carry the crossbows looted from his comrades and other loot they had found.
- They discovered and killed 2 more giant lizards.
- In an old fencing-parlor they were attacked by an animated skeleton, which terrified Wun Hung Lo and did some minor damage to various others before it was finally killed after a very long battle.
- In an old sarcophagus, they discovered a nice selection of treasures and decided to return home and divide up their loot.

Fifth-Month, Day 13, Newport

After collecting the reward for the map of Caer Smirken, and splitting the loot the party went about their separate business.

- Much to Sparkle Rainbrite's envy and ire, Wun Hung Lo claimed the copper anklet and sold it off.
- Teldryn decided to keep the copy of the play "Soy Lent", which he found to be an endlessly fascinating work of literature.
- Bocephus kept a painting of sleeping owlbears to hang over his bed.