

Session/Game: Krondor, D&D5e 5

Date: 01/28/2018

Episode 5: "Expedition to Wulf's Swamp"

Campaign Date: Sixth-Month, Days 15-28, 1173 of 12th Age

Characters:

Yul Gibbons, wood elf druid-2, neutral (Jason Liebert)

Sir Roderick of Heston, human paladin-2, lawful good (Dave Nelson)

Preacher Lightning, human ranger-2, chaotic good (Marlon Kirton)

Gorgon Zola, human bard-1, neutral (Bob LaForge)

Milosh, human ranger-1, neutral good (Miles Trout)

DM: Andrew Smith

LOG:

Several of our heroes along with the new adventurer Milosh meet at the Bottomless Mug to discuss upcoming jobs. They settle on two jobs that more or less could be done at once. They take a job that would pay 250 gold to create an accurate map of Wulf's Swamp (province Q29), as well as grab a wanted poster of the infamous Halfling murderer Mario Navarro hoping to defeat him and win a reward. They charter a boat from Newport to Wulf's Swamp, with the caveat that they must be back in two weeks' time, or they will be forced to find their own way home.

WANTED

*Mario Navarro
Dead or Alive*

Reward: 500 gold Pieces!

This notorious brigand was last seen travelling through Wulf's Swamp. Any citizens responsible for contributing to his capture will be rewarded from a pool of 500 gold Sultans paid in full by the Hunderman guard of Newport. This villain is a dangerous killer. Be prepared for a fight!





As soon as the heroes land and start making their way through the swamp, they are attacked by a dozen small humanoids who appear to be made out of living woody stems and brown fibrous plants. These mad beings call themselves “The Yogwanach” and their only goal is to beat to death with clubs and slings any outlanders who threaten the forests of Krondor. Sir Roderick and his squire rush forward and harvest two of these beings before being swarmed. Milosh nets one, but finds the piercing damage of his trident to be lacking against the wood and fiber Yogwanach. Preacher Lightning unleashes a hail of arrows, sniping as best he can to do maximum damage to ill effect and Yul Gibbons lights his staff using shilelagh and beats several pygmies into so much sticks and sawdust. The fight goes poorly for Gorgon Zola who gets separated from the group and is pummeled senseless by four of the vegetable-pygmies.

Eventually, the day is won and the heroes move on to the village of Wulf’s Swamp itself.

The townsfolk are very happy to meet visitors from the “big city” of Newport and treat them to a night of food and drink. Gorgon Zola sings the songs of his people and the halflings in the town take the time to present an epic dance depicting the slaughter of a poor peat farmer by Navarro and his six halfling goons. Miss Rice, the only human in the village take the band in and house them overnight. The next morning, the adventurers set out to the East in the direction Mayor Rodder Wulfson (son of the founder of the town) says they last saw Mario Navarro leave.



After a mile or two, the party picks up what they believe to be the trail of Mario Navarro and his band of murderers. They follow until they approach a peculiar forest. Yul Gibbons begins to hear some distant morbid music emanating from the forest, which nearly drives him nearly mad until someone stuffs his ears with message seal wax. With the elf druid’s madness under control, the party proceeds into the haunted forest.

The party comes to a clearing in the forest. A dozen standing stones surround a laying stone in the center meant to be an altar. The standing stones have the name of each month in Druidic engraved in them. In order they are Ice, Claw, Fang, Rain, Earth, Fire, Star, Sun, Antlers, Moon, Leaf, Breeze. Milosh and Heston walk into the circle, and they immediately see a ghostly chorus of wood elves led by the shade of a female grey elf who calls herself Illumenne. They are the source of the supernatural singing which vexes elves so much. She asks that the party free her

and the captured ghostly choir by “defeating the Yogwanach” and she gestures toward the center altar stone. Milosh and Heston collapse into madness from the singing, but before they are dragged out of the circle by the deafened Yul Gibbons they read a carving on the altar stone:

*When Shadow meets Sun, Water meets Stone, Wind meets Song, and Spirit meets Bone,
When all this is done then Evil shall come*

Just then, the crew is attacked by a second group of the small plant men. This time, they are ready and handle the fight much better. The heroes switch from piercing weapons to bludgeoning weapons and magic to hack them down before they can regenerate. Yul Gibbons manages to burn them with fire. Gorgon Zola hacks up his flame breath on several of the monsters. The plant pygmies are quickly dispatched, and they move along on their search for Mario Navarro.

Deeper in the wood, they discover the ruins of a lost elven settlement. Within the settlement, they see the still-smouldering campfire of six halfling goons -- Navarro's miscreant followers. They are all torn apart by plant men and left to rot in this forsaken wood. Navarro's bloody tracks lead off further to the Northeast.

As the sun sets, the five adventurers follow their quarry to the mouth of a cave. They have him trapped! However, just as they approach the cave entrance the monstrous occupant of the cave crests the hill nearby on leathery wings. A beast with the body of a lion, the wings of a dragon, the tail of a massive scorpion, and a man's face lands and immediately savages Roderick's squire. Heston's men immediately scatter in all directions and the battle is joined.

Yul Gibbons and Milosh engage the massive beast with staff and trident. Gorgon Zola mocks the massive monster from afar to blunt its attacks. Lightning peppers the abomination with arrows, many of them with deadly sniper aim.

Navarro appears just inside the cave mouth, looking to make an escape in the chaos. Roderick makes a decision to smite the mantichore with the holy might of Hercules before he's forced to fight on two sides. He hits, and his mighty blow cuts deep into the beast's shoulder thunderously knocking it away like a rag doll. A well-placed arrow from Lightning puts an end to the nightmarish beast.

However, at this point Milosh has done his best to fight Navarro and prevent his escape. He wounds the villain but is knocked unconscious himself in the fight. Roderick turns his attention to the halfling, but all his herculean passion has been spent on the mantichore. After trading insults with the cocky Navarro, the team eventually manages to slay the halfling.

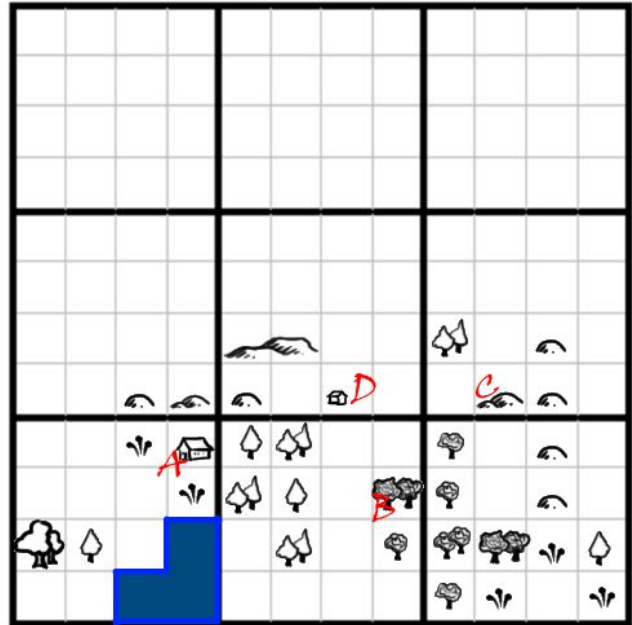
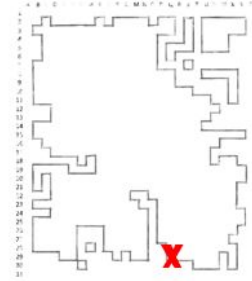
EPILOG:

The group decides to continue to explore the province some more, but does not manage to complete the entire survey in the time allotted by their transport. They return to Wulf's Swamp toward the North, learning about a small hamlet of farmers named "Seeds" to the North East of the village of Wulf's Swamp.

At any time the adventurers may return and win the reward by completing the survey of Wulf's Swamp province.

WULF'S SWAMP (Q29)

- A - Wulf's Swamp
- B - Haunted Forest / Elf Ruin
- C - Manticore Lair
- D - Village of Seeds



DOWNTIMES:

- Gorgon Zola and Milosh both had near-death experiences and will not be available next session.
- Langston Ford: First week, failed in a heist attempt. Second week: robs a merchant for 100gp.
- Sparkle Rainbrite: First week—wins 50gp pit fighting, second week—spends 50gp carousing
- Wun Hung Lo: First week—loses 200gp gambling, second week—relaxes
- Ragnar Shinsbane: First week wins 100gp pit fighting, second week, wins another 100gp pit fighting (gnome/halfling/goblin division).
- Brother Thunder: First week: earns 15sp sailing, second week, earns 15gp sailing
- Altarboy Midnight: Two weeks of carousing, no contacts gained
- Xander: Two weeks of carousing with the middle class, makes 4 contacts!
- Bocephus: Two weeks of performing the drums: does very well, earns Comfortable lifestyle for both weeks
- Flex Macho: Keeps the band together and performs with Bocephus, also earning a Comfortable lifestyle
- Edwan Mirths: Two weeks working as a cook at Grimey's Flophouse doesn't earn Edwan much, but his efforts greatly improve the lot of those who can't afford fancier fare.
- Walter, the Destroyer of Evil: Works 2 weeks as a physician, helping the poor: earns poor lifestyle the first week, but the second week heals a shunned leper, who reclaims his house and small business in town and rewards Walter with a comfortable lifestyle for the week and 25gp.
- Nak: Steps in to help a wealthy merchant from being crushed by a crate of his own ginster berries and gets a hearty reward for his efforts (the GM's share)