

**Session/Game:** Krondar, D&D5e 9      **Date:** March 25, 2018

**Episode 9:** "The Bitchin' Bard Biad, plus One"

**Campaign Date:** Eight-Month, Days 15-28, 1173 of 12<sup>th</sup> Age

**Characters:**

Flex Macho (Olaf Sitz), human, bard-2, CG (Andrew Smith)  
Gorgon Zola, dragonborn, bard-2, NG (Bob LaForge)  
Brother Thunder, half-orc, paladin-2, CN (Marlon Kirton)

**DM:** Dave Nelson

**LOG:**

**Scene 1: Clues in 2 Taverns**

*Eighth-Month, Day 15, Newport:*

Gorgon Zola visits Flex Macho at the Bottomless Mug, where Macho has a part-time gig as advertising agent, party-planner, and chore-boy for the owner Old Maggie Penthouse (a lovely woman, really). The pair of bards look over the job board and discover that someone is offering a reward for information about the location of Gorgon Zola himself.

Intrigued, the pair head over to the Rusty Plough Tavern to meet a "Joe Wilmont", mentioned in the ad. They run into their old pal Nak the Barbarian on his way out of the Rusty Plough, having just been fired from his job there. They ask Nak to join them, but he says he needs to go get his Brode-Sode out of the pawnshop.

In the Rusty Plough, the bards are given the cold shoulder by all the farmers who frequent the place, but do find Joe Wilmont and have a chat. Wilmont explains that his client, a business man named Darquemion, was very grateful to the adventurers who killed the halfling bandit Navarro and wanted to give them an additional reward. He had already offered such a reward to Sir Roderick of Heston, but he refused it. The only other name they knew from the expedition was Gorgon Zola's, so they wanted to offer him the bounty. Gorgon tells Wilmont that he's staying at the Dicken Pickle, and Wilmont gives him 15gp for the information and says that Darquemion will be around in a day or two to give him his reward.

Flex notices that one of the two halflings at another table seems a little too interested in the conversation. He also notices that the halfling has the letters TMS stitched onto his jerkin. It takes a little while, but Flex finally figures out that this refers to Timmy's Messenger Service, an outfit that Helpful Timmy of the Rusty Bottom Tribe runs out of his Cool Turnip Inn in the Old District.

Before leaving, Flex tries to get some service or at least acknowledgement from the staff and the insular farmers in the bar. They aren't biting, not being ones to talk to foreigners, and continue to give him the silent treatment.

**Scene 2: Deviltry, Banditry and Bee-Keeping**

*Eighth-Month, Day 15, Newport:*

The bards return to the Dicken Pickle and discuss the matter. They surmise that the offer of reward is a mere ruse to find Gorgon Zola in order to steal the Chalice of the Skull that he has in his possession. Therefore, they disguise Gorgon as a Bee-keeper (to hide his dragonborn features, obviously), and rent a room across the hall from Gorgon's usual room to watch. In Gorgon's usual room, they have place a fake chalice (really a tankard stuck on a candle) as bait. There is one false alarm when the town watch arrives and hassles them about sneaking an unpaying bee-keeper into the inn, but a few coins smooths that over. Later, however, Gorgon spies a small devil attempting to enter the bait-room. The bards attack!

Gorgon is wounded by a fiery tail spine, but causes the devil to flee in terror by use of a dismissive whispers spell. Later, in the depths of the night a group of bandits attempt to rob the room as well. Gorgon kills one by using a psychic-attack spell, blasts several with a Thunderwave spell, Flex wounds another, but they are both soon facing doom from the number of enemies. However, the Thunderwave has awakened the entire inn, and Sir Giacomo DePoy, a household knight of the Viscount and ardent pickle lover, arrives and cowers the bandits into immediate surrender.

Flex finds out from one of the bandits, by the name of Stubbs, that they were hired by a hooded mystery man to steal the chalice, and are supposed to meet him in an hour at a herring warehouse, next to Fishy Joe's in the Dock District. Sir Giacomo leads the bandits off for a quick trial and slow execution.

### **Scene 3: Streets of Terror**

*Eighth-Month, Day 16, Newport:*

Disguised as ruffians, Gorgon and Flex sneak through the streets of Newport, heading for the dock district. Oddly enough, however, they are stopped in the street by a Good Fairy of some sort who gives them 2 vague warnings: don't let the chalice fall into the hands of evil, and beware as there are actually two different enemies trying to get the chalice. She quickly vanishes and they move onward.

Soon, however, they find their way blocked by nearly a dozen undead skeletons. Fearfully looking around, they spot their old travelling companion Brother Thunder emerging from the house of Louie, a boat owner and friend of Thunder. The bards enter Louie's house with Thunder and they have a quick confab. Deciding to fight the skeletons, they emerge and attack. At first, things go very badly and Flex is severely wounded, falling unconscious. Until Gorgon uses his dragon's breath to damage 5 of the skeletons, and Thunder protects himself with a Protection from Evil spell and revives Flex. This turns the battle and the skeletons are at last all destroyed. They hear some high-pitched complaints from the shadows, but cannot find the source.

Exhausted and wounded, the trio now still proceeds (although there is some talk of returning to the Dicken Pickle and consulting with Walter, Destroyer of Evil). Arriving at the herring warehouse, they send Gorgon inside to scout. He sees a Tiefling and his half-orc henchmen impatiently waiting for the ruffians' return. Too weak to attack, they all head to the Bottomless Mug, where Flex uses his key and they crash for the morning on the barroom floor.

### **Scene 4: The Incipient Fall of Pascent of Grandview**

*Eighth-Month, Day 16, Newport:*

Deciding that an awesome pie would restore their spirits best, Gorgon, Flex and Thunder go to Frank's Awesome Pies for a house special. While enjoying their pies, they are interrupted by a figure from Flex's past—Pascent of Grandview, third son of the Marquis of Grandview, an insufferable bully. He and his Sarabi Men bodyguards taunt Flex for his low status, using his birth-name Olaf Sitz, only morphing it into "Loaf Shitz" or just "Little Shitz".

Flex decides to use his current predicament to gain revenge on this bully. He first goes to his drinking buddy Durdridge, of the Dung Collectors, to find out about Darquemion, who turns out to be a member of the House of Dark Depths, bitter rivals of Midnight's House of Mighty Storm, and who has been searching for several magic chalices in town. Flex, Gorgon and Thunder next go to Timmy's Messenger Service, where they "send a confidential message" to Pascent of Grandview from Gorgon Zola saying that Zola will sell Pascent the chalice.

Later that evening, Gorgon, Flex and Thunder find Pascent at the Sultan's Palace Casino. Pascent lacks his bodyguard of Sarabi Men mercenaries, as their kind is not welcome in the casino, despite its Sarabi theme. Flex makes a loud noise about "getting Pascent his cup" while they are both in the casino room. Later, Pascent staggers back to his room, and is

attacked by a disguised ghoul. Although he is badly cut and beaten, Pascent manages to kill the ghoul and stagger into his room, moaning about the unfairness of life. Flex and Gorgon spend the rest of the evening spreading the rumor that Pascent has bought the chalice from them. They return to their rooms at the Dicken Pickle and turn for the night.

### **Scene 5: The End Game, and the Continuing Fall of Pascent of Grandview**

*Eighth-Month, Day 16-24, Newport:*

In the morning, they are met in the dining room by Darquemion the Tiefling, who in a calm and thoroughly terrifying manner, tells them he will buy the chalice for 700pp within the hour, or he will kill them all, and various other people in the town who may mean something to them. He reveals that he has placed Pascent of Grandview under the Flaming Spell of 1000 Torments, where he remains in exquisite agony, but that Darquemion is convinced that he never had the Chalice and only Gorgon knows where it is.

Immediately, they rush out the door and run to Timmy's Messenger Service. Through veiled and subtle negotiations, Flex and Timmy agree Gorgon will sell the Chalice of the Skull to Timmy for 2000gp and the elimination of Darquemion. The team immediately leaves town for a week, going into hiding.

When they return, they find that Darquemion was slain by a mysterious cloud of deadly vapors and invisibly carried out of the Dicken Pickle. A broken and half-mad Pascent was then freed from the Flaming Spell of 1000 Torments. The team immediately goes to Timmy and sells him the Chalice.

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

- **Walter, Destroyer of Evil**—goes house hunting and furniture shopping for a week, sets up his hermitage in a modest cottage in the Old District. The next week he creates three level 1 scrolls (magic missile, magic missile, burning hands).
- **Bocephus**—goes on a crime spree, robbing 2 struggling merchants in the Dock District.
- **Sir Roderick of Heston**: spends 2 weeks continuing his studies of the Celestial language.
- **Langston Ford**: goes on a crime spree, stealing 50gp each week
- **Preacher Lightning**—spends one week hunting, does poorly, earning a poor living ; one week in temple service.
- **Nak**— works at the Rusty Plough Tavern for a week, but gets fired for drunkenness. Then carouses with the low-life and makes an enemy of Salty Dan's chief guard Big Frank.