

Session/Game: D&D Wilderlands 10

Date: June 12, 2016

Episode 10: Friary of the Scuttling Frescoes (a B-team Interlude)

Campaign Date: July 20-31, 4433 BCCC

Characters:

Grim, human, fighter-2, neutral (Tim Moyer)
Healer Boaz, human, healer-1, chaotic good (henchman)
Goodly Shutz, gnome-1, neutral (henchman)
Annoying Putz, human, thief-3, neutral (Dave Nelson)
Hanz von Anvil, dwarf-1, chaotic evil (henchman)
Father Knot, human, cleric-2, lawful evil (Marlon Kirton)

Judge: The Random Dungeon-O-Matic

Log: (Viridistan, July 20-31, 4433 BCCC)

Explanation:

When Jason calls off sick and Marlon's late, it's time for the B-team to roll into action again.

Prologue:

Annoying Putz and Grim discover that there's an abandoned Friary outside of the city walls, that surely must have treasure in it and needs to be looted. They leave word for their new ally Father Knot to catch up with them.

Encounter 1

Descending the stairs they work on bashing in a door to a small room. Repeated failures attract 4 giant centipedes, whom they easily kill.

Encounter 2

Finally, getting the door open, they are confronted by 2 evil priests, scouting the dungeon for a new hide-out. The priests use a fear spell to cause Putz to flee, and a Command spell to temporarily disable Goodly Shutz. A long grueling battle erupts between the party and the priests at the door, with the narrowness eliminating the party's numerical advantage. Grim breaks his spear, but he and Hanz finally kill the priests. Since Hanz delivered both death-blows, he tears out the priests' livers and eats them. The priests had nothing but their armor and some empty looting-sacks.

Encounter 3

Recovering from the fear effects up on the surface, Putz runs into Father Knot and leads him back down to the rest of the party. The party opens another door, finding 5 dwarves inside. The dwarves attempt to parley, but Grim shoots at them. Another long brawl breaks out with Shutz holding the doorway against the dwarves. Eventually.

Shutz is hacked down, later to be revived by healer Boaz, and the rest of the party works their way into the room. One of the dwarves has a magic axe, but is killed by Hanz, who eats his liver. The dwarves are slowly killed by concerted party work. The dwarves have a goodly supply of electrum.

Encounter 4

While working at another door, the party is surprised by 3 bugbears in the hall. The bugbears are also killed after a grueling battle in the narrow hall, during which Grim is hacked down, to be revived by the Father's cure spell and some liver-squeezings, and Boaz and Shutz flee in panic.

Encounter 5

Getting both doors to the next chamber open, the party attacks 9 hobgoblins from two angles. This battle is even more dangerous and brutal. Hanz is killed early on. Father Knot is hacked down and remains bleeding out for a long time, only to be just saved at the end. Healer Boaz is killed when the goblins break out of the room. But, Shutz and Grim hold one door and Putz clears the 2 who broke out of the second. The hobgoblins are guarding a locked iron chest that Putz opens and they find 9 500gp gems.

Encounter 6

Despite the fact that the 3 party members still standing are in terrible condition, Putz insists that they clear one more room (so the entire "tile" might be conquered). Use great care and planning, they discover a gelatinous cube lurks within. They lure it into a trap and kill it with military oil and a storm of arrows, all while giving ground. They find another chest, guarded by an ineffectual spear-launching trap, and containing 200pp.

THE TAKE

Each of the three principals gets 3 of the gems. Father Knot and Putz split the electrum and platinum, and Grim gets the magic axe.

RECRUIT AND SPEND

For the rest of the month, the party recruits henchmen. Grim recruits a 3rd level mage named Hilda of the Ancient Name, and a druid named White Salmon. Father Knot recruits an illusionist named Abraca Dorfman, who he also funds to make a Focus of Hypnotic Pattern. Putz fails all his recruiting attempts (who wants to work for a Putz) but does buy himself a wooden cottage and village-plot in a small farming hamlet outside the walls of Viridistan.