

Session/Game: D&D Wilderlands 13

Date: August 14, 2016

Episode 13: The Temple of the Buff Apron (The B-team rides again)

Campaign Date: Early August, 4433 BCCC

Characters:

Annoying Putz, thief-4, neutral (Dave Nelson)
Grim, fighter-3, neutral (Tim Moyer)
 Goodly Shutz, gnome-1, neutral (henchman)
 Hilda of the Ancient Name, magic-user-3, neutral (henchman)
 White Salmon, druid-1, neutral (henchman)
Father Knot, cleric-3, lawful evil (Marlon Kirton)
 Abraca Dorfman, illusionist-1, neutral (henchman)
Tulip Blanch Carpet Ambiguous, elf-1, neutral (Jason Liebert)
 Hengest von Tongs, dwarf lackey-1, neutral (henchman)
 Crispy Taters, fighter-1, neutral (henchman)

Judge: The Random Dungeon-o-matic

Prologue: The snatch seemed easy, what could possibly go wrong? At the Rattlebones Tavern, Annoying Putz was looking for a lead for the illustrious B-team's next treasure hunt. He overhears the 5 Seers of Razzamatazz discussing their upcoming trip to the Temple of the Buff Apron to retrieve a powerful and valuable magic item called a Rod of Alertness for their fearsome master Mermergolden (a powerful wizard, owner of the Slapping Fish Inn). It would be easy, beat the seers to the dungeon, grab the rod, and head for the hills. At the worst, they'd just have to steal the rod from the seers, who didn't look so tough. Gathering Grim, Father Knot and Tulip, and the crowd of henchmen, the B-team was soon off and running.

Log: The Raid, August 2

Since Putz hadn't gotten the full story, when the party walked down the stairs into the temple ruins, they trigger a mechanical collapse of the entry stair, trapping them inside the dungeon until they could find another exit. What followed was a series of searchings, ambushes and battles throughout the temple ruins.

Encounter 1: Party is surprised by a carrion crawler at the stair landing. White Salmon, Hengest, Taters, Tulip and Hilda are all temporarily paralyzed by the beast before it is killed.

Encounter 2: The party surprises 21 giant rats. Abraca Dorfman uses his focus, A staff of Hypnotic Pattern to mesmerize the crowd of rats and the party soon stomps them all to death. They find a hidden chest with 400pp.

Encounter 3: Party is surprised by 4 zombies. Father Knot gets control of 2 of them with his evil powers, the crew slays the other 2 quickly.

Encounter 4: While attempting to bash open some doors, the party is rushed by 13 gnolls patrolling the hallway. Dorfman's Hypnotic Pattern mesmerizes all but five of them. Hilda and Tulip use sleep spells to further whittle down the gnolls and the rest of the party slowly hacks their way down the hall until the gnolls are all slain.

Encounter 5: The party fights and kills three harpies, although many of the party are temporarily charmed during the battle.

Encounter 6: The party kill 7 orcs and recover a necklace worth 1300gp.

Encounter 7: The B-team surprises the 5 Seers of Razzamataz and slays all 5 of them before they can lift a hand to defend themselves. The seers had recovered the Rod of Alertness, which the party seized and entrusted to Father Knot for the remainder of the raid. There is also some gold in the room.

Encounter 8: The seers' allies, a squad of 7 bugbears, show up too late to save them, but attempt to inflict revenge. Rushing down the corridor, one grabs Dorfman and hurls him over his shoulders to a spot where the rest of the bugbears chop him up a bit. They hurl him aside, miraculously alive but bleeding out. The B-team withdraws to a larger room and forms a semi-circle around the door, to meet the oncoming bugbears. Grim takes a growth potion to increase his combat power. The bugbears chop down Goodly Shutz, who is pulled to the rear safely by Hengest and patched up. The bugbears kill the 2 commanded zombies. Hilda uses an invisibility spell to allow Putz to sneak down the hall and use some liver squeezings to heal Dorfman. Tulip places his Rug of Welcome on the floor and taunts a bugbear into charging him and being smothered to death by it. The rest of the bugbears are eventually worn down and slain, although they spread wounds all around.

Encounter 9: after much fruitless searching for an exit, they find a room with an ochre jelly, but they decide to flee from it rather than risk further damage.

Encounter 10: In a large, columned hall, they are attacked by 4 white apes. One is hypnotized by Dorfman's last charge from his staff. The still enlarged Grim charges another, wounds it, but is swarmed by all 3 remaining apes. Putz uses a vial acid to wound all three apes (and Grim). Putz, Taters and Tulip join in the melee to help Grim finish the apes. They recover 2 very valuable pieces of jewelry from the room.

Exit At last: after roaming far and wide, avoiding making noise, and thus decreasing the chance of wandering monsters, the B-team finally finds the other exit from the level and returns to town.

Returning to town, they sell the Rod of Alertness for an astounding 50,000gp and split the loot, all well pleased with the take.