

**Session/Game:** D&D Wilderlands 8

**Date:** May 8, 2016

## **Episode 8: The Crevasse of the Red Lemming Cult (a B-team Interlude)**

**Campaign Date:** June 1-14, 4433 BCCC

### **Characters:**

Grim, human, fighter-2, neutral (Tim Moyer)  
Healer Boaz, human, healer-1, chaotic good (henchman)  
Tulip-Blanch Carpet Ambiguous, elf-1, neutral (Jason Liebert)  
Crispy Taters, human, fighter-1, neutral (henchman)  
Annoying Putz, human, thief-3, neutral (Dave Nelson)  
Porch Torch, halfling, lackey-1, chaotic good (NPC)

**Judge:** The Random Dungeon-O-Matic

**Log: (Viridistan, June 1-14, 4433 BCCC)**

### **Explanation:**

When Marlon didn't show up for the game, making it impossible to resume the Starblossom Quest, left off in the middle as it was, Tim, Dave and Jason decide to roll up a B-Team of characters for an impromptu random dungeon session.

### **Prologue:**

Grim, Tulip-Blanch and Annoying Putz had received information that a group known as "The Red Lemming Cult", led by 5 evil magicians had set up shop in an abandoned tunnel network in the dockyard district of Viridistan. This cult was rumored to possess a tempting amount of treasure, but to have seeded their complex with guardian monsters. Realizing that would need a torch bearer, and being short on funds, they offered a halfling named Porch Torch 100gp per trip into the dungeon to join the party and he accepted.

### **June 1: The First Expedition**

A few crummy magicians and probably a few orcs and goblins, easy money. What could possibly go wrong? The entry stairs was defended by an ochre jelly which destroyed Grim's shield and slightly wounded Putz before it was burned up by torches and military oil. They found a series of pottery jars filled with 200pp. Pressing further, they opened a large chamber which was inhabited by 2 gelatinous cubes. The cubes managed to paralyze Grim, but after Porch Torch dragged him away, Tulip-Blanch's arrows and Putz's backstabs, together with cunning tactical movements defeated the creatures. The party was forced to wait an hour or so while Grim recovered, during which time they encountered a wandering party of 4 elves, who reacted badly to Tulip-Blanch, possibly because of his "Rug of Welcome" which was marked with the SIGN OF EVIL. Tulip throws a sleep spell on them during the negotiations, and murders them all, taking a store of magic arrows and a magic shield from their bodies. Sometime

later a squad of 7 orcs come charging down the entry stairs but are brutally massacred by the party. After Grim awakens, the party decides to return to the surface for a rest.

### **June 2-3: Rest and Shop**

The party spends 1 day resting and 1 day shopping (especially for extra oil, acid and herbs). Porch Torch gets his first 100gp.

### **June 4: Second Expedition**

Returning to the dungeon, they find a small chamber filled with 11 goblins. Tulip-Blanch tries a sleep spell, but only drops 2 of them. They rush the door and badly mangle Grim who is blocking it. 2 more of the goblins are killed by missile fire. At this point, despite the fact that they might possibly soon overrun the party, the goblins panic and ask for a deal. They offer to hand over their loot in exchange for safe passage. The party agrees and lets the goblins leave. The loot turns out to be broken pieces of iron patio furniture. In a room nearby Annoying Putz finds a pile of 150pp, but when he scoops them up, he is badly wounded by a spear-trap. The platinum turns the expedition into a profit, so with Putz and Grim badly hurt, they return to town.

### **June 5-13: Rest, Supply and Recruit**

They spend a week or so in resting, buying equipment and recruiting henchmen. Grim hires Healer Boaz, and Tulip hires Crispy Taters. No one wants to work for a Putz. Porch Torch gets his second 100gp.

### **June 14: Third Expedition**

Returning one more time, the party finds 2 growth potions and 1000cp in some locked, empty chambers. Then they find and defeat a horde of 11 giant rats. Finally, they meet the masters of the Red Lemming Cult, 5 third level magicians. The magicians surprise the party and sleep everyone except Putz and Grim. They fail to Charm Grim or to hit him with daggers or a tanglefoot bag.

Putz wakes up Tulip-Blanch and Grim closes the door and holds it. The magicians respond by using a "Bash Door Spell" to push it open. Grim wounds 2 magicians, driving them back, the third wakes one of the sleepers. Now crammed together, the magicians make an excellent target and Putz throws a vial of acid, killing one, wounding the others. Blanch and Grim finish the wounded magicians off in quick order. They loot a nice pile of gold, silver and copper from the room.

The party returns home, pays off Porch Torch a third time and splits the remaining loot.