

Session/Game: D&D Wilderlands 11

Date: June 26, 2016

Episode 11: Trouble Downstairs

Campaign Date: July 1—July 15, 4433 BCCC

Characters:

Yul Gibbons, Druid-3, neutral (Jason Liebert)
Ulrich von Grindstone, dwarf lackey-1, neutral (henchman)
Darth Spired, fighter-1, lawful evil, (henchman)
Curious George, giant rattlesnake, (animal friend)
Spider, large spider (animal friend)
Tarvindulus, cleric-4, neutral (Tim Moyer)
Ramona of the Flashing Tiara, magic-user-1, neutral (henchman)
Foxglove Paul Rain Equality, elf-1, neutral-1 (henchman)
Liftin Schlep, gnome-1, neutral (henchman)

Judge: Dave Nelson

Log: (Viridistan, July 4433 BCCC)

July 1—Chester and the Goblin

In the bar of the Morningstar Inn, Yul and Tarvindulus overhear the barman arguing with a junior waitress named Dierdre. She claims that a local tough named Chester is lurking outside of the back door, talking to an honest-to-goodness goblin. The argument goes on for some time until Yul and Tarvindulus intervene and say that they'll take a quick look. Gathering Ulrich, Ramona and Foxglove, they exit the back door and do indeed see Chester talking to a goblin near the garbage can. The goblin swiftly scurries around the corner and vanishes, but Ramona throws a sleep spell onto Chester. Ulrich and Tarvindulus hustle Chester into the inn and up to their room. He is bound and awakened.

Yul uses his pet giant rattlesnake to threaten Chester into spilling the beans. Despite initial protestations that they hadn't really seen a goblin, only a rancid racoon, Chester finally reveals that a diminished band of goblins had a lair in an abandoned monastery located beneath the foundations of the evil temple that the inn was built upon. He says that his gang, "The Chesters and Toms" were working up some joint heists. He offers to show the party where the secret entrance to the monastery is located. The party decides to rest over night and explore the next day.

July 2—The First Trip Beneath

In the morning, Yul, his pet snake Curious George, Ulrich, Tarvindulus, Ramona, Foxglove and Chester enter the hidden stair behind the inn. Chester is immediately ambushed and killed by a large poisonous spider, who in turn is made into a friend by Yul's druid magic. They open a heavy oak door nearby and a strong wind blows out their torches. They shut the door and eventually get a torch relit in the dark.

They search a series of nearby corridors and stuck doors. While attempting to pry a door, they are attacked by a dozen wandering goblins. Ramona puts 6 of them to

sleep, and the rest flee into the darkness. They pry open the door to the monastery dining hall and recover some silverware and a plate, with Tarvindulus narrowly escaping a cloud of yellow mold spores. Trying in vain to pry open a wedged door nearby, they are ambushed by some giant rats, who do some damage to the giant snake before being wiped out. After an hour of trying to enter the wedged door, they give up and move on.

They force their way into another chamber that has the corpse of some sort of goblin king and skeletal prisoners. They recover various bits of goblin gems and jewelry and a spear which they later discover to be magical. While they are attempting to force the treasure chest, they are ambushed by 7 bandits from the "Chesters and Toms" gang. They kill the spider but are soon overcome, one of whom escapes down the hallway.

Nearby they find another collection of dead goblins, with one crucified to a door. When the crucified corpse is disturbed, a goblin wraith appears and kills Curious George the snake, and then drains a level from Tarvindulus, who uses a Dust Devil spell to keep the wraith busy while the party flees to the surface.

July 3—A Rest

The party rests in their rooms and they use Detect Magic to discover the goblin spear is enchanted.

July 4-10 Preparations

The party buys a lot of holy water, herbs and other supplies. Tarvindulus hires a gnome named Liftin Schlep and Yul hires a fighter named Darth Spired.

July 11—The Return Raid

The party returns to the Wraith's lair. Tarvindulus uses a prayer spell from a scroll to boost his comrades, Yul outlines the wraith with Fairie Fire. Darth charges with his spear, and the rest hurl holy water at the monster. The overwhelming attack quickly destroys the wraith before it can do any more harm. In the crucified goblin corpse, they find a strange mystical amulet (The Amulet of the Crimson Monks).

Moving forward, they enter an ornate gallery where they are ambushed by 5 wights dressed in crimson robes. The wights drain levels from Darth, Ulrich, Yul, and Foxglove before Tarvindulus realizes that the amulet they recovered bears the same symbols as the wights robes and he presents it, causing the wights to back off from their attack, just before they overwhelmed the party.

Searching an ornate bedroom next to the gallery, they found a mummified monk corpse clutching an evil unholy symbol. They also found a secret door, but the gnome discovered a glyph of warding on it. He tries to bypass the glyph, but triggers it. He neatly avoids the blast, however.

They search some more and find a securely locked chapel, dedicated to Shang-Ta the Lawful Good sky god. The prismatic decorations nearly converted Tarvindulus to the ranks of justice and decency, but he resisted. Beyond the chapel, they found a scribe's office, with a map of the level overgrown with moss on a wall.

Next to that room they stumble across a party of evil adventurers, camping in the dungeon. The evil guys consisted of Brother Kovar (mystic), Cousin Alvreth (thief), Kisreth (cleric) and Posu (mage). They recognize the amulet Tarvindulus wears as the

object of their own quest and offer the party 1500gp for it. The party refuses and springs to the attack. The party keeps the pressure on, denying the enemy the chance to cast any spells for the first few rounds. Ramona uses her sleep spell and puts down the evil thief. Poshu loses his nerve and takes an invisibility potion and escapes. Kistreth awakens his thief buddy while Brother Kovar kills Darth Spired and Ulrich. Then Tarvindulus finishes off Brother Kovar. Yul, Tarvindulus are then paralyzed by a hold spell from Kistreth. The remaining henchmen finish off the thief and Kistreth.

When Yul and Tarvindulus are released from the spell, the party loots the enemy adventurers and drags their wounded and dead to the surface.

July 12-15—Loot dispersal

The party splits the loot and sacrifices much of it to the gods to give thanks for surviving their perilous raids.