

# The Continued Adventures of King Felix

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## 1 Party

**Felix, Dwarven King:** *dwarven fighter 10, hp 100, land-dragon scale armor, shield, short sword +5 **Peacemaker**.*

**Donald, Future Ruler of the World:** *human mage 9, hp 48, indian head-dress, flowing golden robe, hell-hound cloak, smoky quartz glasses, copper bracers and a gaudy broach.*

**Hendel Hardaway, Preserver of Dwarven Wealth:** *dwarven thief 9, hp 52, dual dagger, double-shot light cross-bow, bracers.*

**Gates Hardaway:** *dwarven cleric of Moradin 8, hp 52, banded mail, shield, shock hammer.*

**Rathbane Hardaway, "Evenslate":** *dwarven fighter 7/cleric of Clangedin 6, hp 54 plate-mail, bastard-sword **Soul Mirror**.*

**Aral:** *human woodsman 2, hp 27, banded mail, heavy cross-bows and dwarven hand cannon, pointy slippers.*

## 2 Background

The party, having rescued the dwarven kingdom of **Arala** from a flying, strength and level draining, rogue, chimeric shadowy servant of the god of Rakshasas, is attempting to find and reclaim the legendary ancient dwarven tunnel system to provide a safe passage between **Cromwell** and **Arala**. The hope is that if the tunnel is reopened, trade between those nations will pick up, and dwarven expatriates will return home, shoring up the desperately thin defences of the oldest seat of dwarven power in the New World.

In a previous foray the party made its way, with little incident, through the abandoned city below the occupied levels of **Arala**. After finding both the large elevator shaft and the access shaft that presumably linked the abandoned city to the tunnel, the party carefully opened the access shaft and descended. Well before reaching the bottom of the access shaft the party encountered a complex where a *Spirit Naga* who was using enslaved gnolls to mine garnets. The party slew the naga and many of the workers and returned to **Arala** to train and drop off loot.

The previous **Felix** adventures, and further details on **Arala** can be found at [blog.telvar.net](http://blog.telvar.net).

## 3 The Adventure

### 3.1 The city, or dancing in flames

While the abandoned city beneath **Arala** is almost entirely deserted, there are some inhabitants. Indeed, as the party was traveling through the city they encountered a *Frost Giant*. As the creature started to shamle forwards it became clear that there was something deeply wrong with the giant, and thinking “zombie”, or even worse, **Gates** and **Rathbane** attempted to turn the monster while **Aral** proceeded to take careful aim with his hand-cannon. The clerics rapidly became aware that, despite all appearances, the giant was not undead, and **Aral** fired. The bolt struck true, and with effect, but ominously a yellow cloud spewed from the wound.

**Donald** took several quick steps to the side and fired a *Lightning Bolt*, hitting the giant twice, after which **Felix** and the giant engaged in melee, with **Rathbane** rapidly reinforcing the front lines. The remaining fight was quick and one-sided, but both **Felix** and **Rathbane** were covered in strange yellow spores that attempted to burrow under their skin. Taking no chances, the two fighters removed their armor and cleansed themselves of the threat by enduring a *Fireball* from the party wizard. This therapy, while painful, proved effective.

*Note: At the conclusion to the adventure, we queried the **Arala** sage. He informed us that there are odd mushroom men who use some form of fungus to animate dead bodies as guards. The giant we encountered was likely a rogue specimen of such, suggesting that we passed near a mushroom man colony. The spores present no major threat to the living, and would merely have unpleasant for perhaps a week.*

While the casters slept in an abandoned house to regain spells and heal the self-inflicted wounds, the people on watch saw two *bugbear*-like creatures pass.

These “bugbears” were of the right form, but of the wrong color: dark. They were crudely equipped, one with a club, but pulling something not-unlike a child’s wagon. The watch choose not to engage, and the “bugbears” fled.

*Note: After more interactions with these “bugbears”, **Donald** remembered some legends linking **Drow** elves to a race called the **Quag** which matched our impression of them. In retrospect I have no idea how the probably-Quag got into the city. Both the elevator shaft and the access shaft were well-sealed.*

### **3.2 The access shaft, or exercises in claustrophobia**

Upon arriving at the access shaft, the party opened it and started down the ladder. Eight hours later, long after the party passed the Naga’s complex (§2), they arrived at a dismaying sight: the shaft was caved in. **Hendel** could tell that the cave in was not accidental but rather the result of a trap, and so the rubble likely wasn’t impossibly deep. Shuddering at the thought of spending days lifting rocks however, the party retraced their steps and returned to an access door leading to the main (elevator) shaft. **Aral** determined that the area had seen recent travel and **Hendel** found two traps on the door: one, barely worth the name, was a few blades attached to the handle. The second trap was a *Glyph* of some form. The party attached a rope to **Hendel** and climbed further up the access shaft before the thief attempted to disarm the door. The attempt was successful.

After regrouping, the party opened the door and a *Magic Mouth* went off, speaking in a language clearly related to Dwarven. The party, unfortunately, could not understand the message, but there clearly were people down below that could. A *Continual Light* coin was dropped, revealing a circle of 8 stools filled by 8 of the “bugbear”s (§3.1) 100 feet below. Interestingly, there was an extendible ladder whose top was just outside of infravision range. The “bugbears”, clearly pained by the light, fled although **Gates** managed to confuse and delay two of them by asking them in Dwarven to stay. Without a better way down, the party jumped, getting *Featherfalled* by **Donald** before landing. In addition to the aforementioned ladder and stools, the bottom of the main shaft was populated by a bizarre mix of well engineered, crafted and maintained carts and wagons, and primitive camps.

### **3.3 The fight, or when Kraken attack**

The room the party found itself in had exits: three huge archways that looked like they all lead to the same place. As these were the exits the “bugbears” had made use of, the party pursued. The party found itself in a large (150’ square), well

crafted room. The walls were indented with large cubby-holes that looked like the underlying component to dwarven market stalls. On the left and right walls were two balconies, without obvious accesses. The right quarter of the room was a pool of water with a nice, albeit destroyed in the center, railing. On the far side were two more huge archways facing those we had come through, and flanking a grate: the ticket counter or information booth for the ancient dwarven tunnel system? Perhaps of more immediate import, however, was the sound of fire-doors clanging shut in all the obvious exits.

A deep voice, from the behind the left balcony (above land) told the party that they didn't know what they were interrupting. If they did know, they would understand, but they couldn't be allowed to leave. Somewhat bizarrely, however, the voice didn't want to kill the party. He had a friend who would take us away. It was at this point that **Aral** noticed the water starting to stir. The party opted to move around the edges of the room to the left, to eventually get beneath the balcony. Negotiations with the voice went nowhere, when a psychic voice started talking to the party about how they were all going to be its slaves. On top of these events, eight odd looking, spear wielding, slightly shiny and certainly wet gnolls came out of the darkness from the water-side of the room and took up positions flanking the party. Communication with the psychic voice went absolutely nowhere, and after and *Continual Light* stone toss that revealed a giant armored squid-like creature and a psychic strike on the party that everyone shook off, **Rathbane** used a token of bridge to create a path from the corner of the room where the party was to the balcony. The gnolls threw spears at **Donald** and **Aral** took a cross-bow shot at the gnolls and the squid covered the light with a tentacle. No one managed to injure their foe and the party crossed the bridge with the gnolls on their heels.

At the top, the party found a large iron door, which was not an original issue fire-door. As **Hendel** studied the door for means to open it, **Felix** took up a guard position on the bridge and **Gates** and **Rathbane** started spells. They would both cast *Prayer* which **Gates** was to supplement with a *Protection from Evil 10' Radius* and a *Spiritual Weapon*. While **Felix**, rapidly reinforced by **Rathbane**, handily held the bridge against the gnolls, **Hendel** found that the door had no obvious weaknesses and the party was struck again by psychic force. The veteran dwarves and **Donald** shook off the effect, but **Aral** was not so lucky, and collapsed in a despairing heap crying about how it all was hopeless. The fight proceeded in a somewhat bizarre fashion, with **Felix** and **Rathbane** slaying the gnolls (who appeared to have fishlike skin, the source of the shininess) while **Hendel** threw another *Continual Light* stone which **Donald** used to target a *Lightning Bolt*. After that, **Hendel** started trying to slap **Aral** out of his hysteric despair, **Felix** and

**Rathbane** prepared to stand against a shiny Frost Giant that followed the gnolls out of the darkness and **Donald** dropped a *Fireball* on the squid, while the squid opted to single out **Felix** for targeted psychic attacks, to no avail. The *Fireball*, however, was exceptionally productive as in the light it cast the party could make out two more Frost Giants. Those two Frost Giants appear to be extremely vulnerable to fire as the entire upper half of their skin was melted off.

Just as the Frost Giant reached the top of the bridge, it turned around and headed back down. **Felix** and **Rathbane** failed to stop its retreat and the party pursued back down the bridge. As the party reached the floor the psychic voice called out, saying "These ones are dangerous. They are your responsibility", and the party heard more splashing. The party heard some clattering from the iron door and then a yellow fog formed on the balcony. **Rathbane** drank a potion of *Frost Giant Strength* and the party, still uninjured physically, started back up the bridge with **Rathbane** in the lead. As **Rathbane** reached the top, a large, humanoid, two armed, bat winged creature stepped out of the cloud and breathed flame on the entire party. **Rathbane** held it at bay with **Soul Mirror** and **Felix** went for **Mortal Coils**, the set of shackles that strips the supernatural abilities from extra-planar creatures and destroys them on death rather than letting them flee to their home plane. (see *blog.telvar.net*).

**Felix** managed to get the shackles on while the demon tore into him with a claw/claw/bite routine. **Hendel** snuck behind the creature and thanks to the shackles blocking the demon's psionic senses, delivered a pair of devastating backstabs. Rapidly, the demon abandoned his attacks and turned, trying to tear the door off its hinges, while the party continued to hammer it with blade and spell and **Gates** prepared to cure **Felix**. Realizing that escape was hopeless, the demon turned at bay and ripped into **Felix**, rapidly dropping him just before **Gates** dropped his first cure spell and started on his scroll. That, mercifully, was when the demon was dropped. Remembering that slain demons were engulfed in major explosions when the shackles destroyed them forever, the party, again, fled down the bridge. Segments later, the door opened and a bearded dwarf stepped out, brandishing a wand and claiming "Now I will destroy you all".

The party split up, **Felix** and **Rathbane** diving off to one side of the bridge and the rest of the party the other. A heartbeat later, the dwarf launched a *Fireball* from the wand, injuring the larger section of the party, and killing **Aral** outright. The dwarf then went for a blue globe. Just as he raised it overhead, the demon exploded. The dwarf saved, but the globe did not, and released an angry *Water Elemental*. The elemental immediate took out its anger on the dwarf, hitting him twice and slaying him instantly. The elemental then slowly drifted down the

bridge and into the pool of water, to the party's relief. While the elemental was gone, the foes had not yet run out of reinforcements. From the door several more dwarves stepped out, armed with cross bows. A brief, largely ineffectual exchange of missile fire occurred while **Rathbane**, largely untouched, started back up the bridge for the third time. **Felix** used a charge from the *Shield of Healing*, Donald let off his final *Lightning Bolt* and **Hendel** began to climb the wall under the balcony.

The exploding demon, **Hendel's** crossbow and **Donald's** *Lightning Bolt* had slain three of the new dwarves. As **Rathbane** closed, the remaining three dwarves went for their melee weapons: two were armed with pole-arms and the third with paired short-swords. **Rathbane** held the short sword wielder at bay, but did not injure him too greatly. **Hendel** attacked from behind, slaying one of the polearm wielders outright while **Gates** killed the other with his *Spiritual Hammer*. The short sword wielding dwarf brutalized **Hendel** before **Felix** closed, and then survived long to score hits on him before being taken down. The fight, at last, was over.

*Note: The wand wielding dwarf was in fact beardless. He had grown his hair long and combed and braided it into a fake beard.*

### 3.4 The lair, or when mad scientists go bad

The party, having been the recipient of several area attacks, was in poor shape. The decision was made to turn **Hendel** invisible with the *Ring of Invisibility*, give him the *Wand of Trap/Secret Door detection* and have him scout. In the first room, directly past the (now open) iron door, the party found a bizarre workshop. It seemed that the dwarves were working on some kind of poison gas traps, but that wasn't entirely clear. In the room, levers were found, some clearly marked as controlling the fire doors. Further, there were three large black barrels. The room had two new exits, to stair-cases, one down and one up. Heading down, **Hendel** found a large room with five more large black barrels and some combat dummies. The room opened into a large tunnel with a pair of tracks running down the center. To the left, the tunnel extending into the darkness, but to the right **Hendel** rapidly came to the other set of large archways and an entrance into the grate-room. Past those there was a very large construction in the tunnel, but infravision was inadequate to characterize it. Returning, **Hendel** went up the stairs and found a barracks with six bunks, the right count for the non-wand wielding dwarves. Three of the chests by the beds were trapped, but the keys found on the dwarves would bypass those traps and locks without difficulty. At the far end

of the barracks was another door, this one guarded both by a magical and by a mechanical trap.

Judging that the dwarves were fully defeated and the the “bugbears” were unlikely to return, the party advanced into the barracks and **Rathbane** *Dispell* *Magiced* the door. **Hendel** bypassed the mechanical trap with keys found on the savant and the party opened the door and found a demon worshipper’s dream room. Beyond skulls, candles and other paraphernalia the party found a chest and a desk drawer of interest, both magically and mechanically warded. This time **Gates** did the *Dispell* honors and **Hendel** again opened them without difficulty. Further, the party found a secret compartment with an small casket.

*Note: Loot listed in §4.*

On a table was a bizarre object. It seemed alchemical in nature, but **Donald** could not place its purpose. An interesting feature was the wheels, which turned, but were just too high for the object to run on. Another oddity was the contents of the three barrels in the work-room (the five barrels below were empty): *Earth’s Blood*. This rare alchemical component came, according to **Donald**’s knowledge only from the kingdom of **Empyrea** in the **Far World**, which had been in contact with the **New World** for a bare few decades, and was worth perhaps eight thousand gp/barrel.

### 3.5 The “bugbears”, or when the gods forgot the brains

After spell-shifting, the party figured that there was likely a mirror to the section they were in that would end in the other balcony and so went to the tunnel and headed in that direction. With light, the party could identify the construct on the tracks as a massively scaled up version of the machine in the savant’s room. Here, **Donald** could tell that there was another barrel’s worth of *Earth’s Blood* in a tank in the machine, which was made both of an ancient, ancient base and new construction and appeared nearly complete. Past the machine the party indeed found a mirror image of the other complex, guarded by two “bugbears”, with whom communication proved impossible although **Rathbane** managed to anger the pair by repeating their phrases back at them.

After retreating, **Gates** loaded *Tongues* and the party returned. I will spare you the conversation, but let it be said that the “bugbears” did not impress with their wits. They did, however, have the secret of the wheel. It turns out that the dwarves had been paying the “bugbears” in food for scavenged ancient dwarven machinery parts. Further, the party learned that towards the **Cromwell** side, the tunnel ended in a rockslide while to the other side, the tunnel became dangerous, and populated

by “slime creatures”. The “bugbears” had torn a hubcap and a pipe from the large machine, which their leader had been using as club and shield. To recover those without a fight, and get the “bugbears” out of the way, the party bargained passage outside and a few pole-arms and shield.

The party, with “bugbears” in tow then proceeded back up the access shaft to the Naga’s lair. The “bugbears” started with an olio of bizarre objects, including a dwarven fishbowl, but abandoned most of them on the way out. Upon entry to the Naga’s lair, the “bugbears” became agitated, but upon the casting of another *Tongues* spell, and being told of the Naga’s defeat, followed. At the exit, the leader of the “bugbears” turned to **Gates** and asked “Snow?”. Upon **Gate**’s agreement, the “bugbears” ran their hands through their hair and along their arms and turned white. The clearly not-bugbears then left, disappearing from sight almost instantaneously.

### 3.6 Arala, or when politics raises its ugly head

The party proceeded back to **Arala** without incident, whereupon things went weird. To keep this story from becoming overlong, it appears that the party had indeed found the tunnel, ancient dwarven machinery and more, a technical manual from the High Kingdom (which fell some twenty odd thousand years ago). The machine and manual stirred up significant political issues, which resulted in the party being sequestered (**Aral** was raised by the Aralian priests) while debate raged. In sum:

The clan of the Aralian king (and perhaps other dwarven clans whose tradition dates that far back) feel that the fall of the High Kingdom was due to over-reliance on machines rather than hard work. As such, the Aralian king likely intends to destroy the machine, the *Earth’s Blood* and the manual.

A further interesting note is that what records remain suggest that the machines of the High Kingdom all required *Earth’s Blood* and that the fall of the High Kingdom roughly coincided with the supplies of *Earth’s Blood* running dry. If the party (as dwarven nobility) or **Felix**, as a dwarven king decide to attempt to intervene, this suggests an obvious line of argument:

If the High Kingdom could not find an alternate fuel to keep the machines running, than even if such machines are redeveloped there is no way to produce or use enough to fundamentally alter dwarven society and make it weak. If, instead, the supplies of *Earth’s Blood* have regenerated, then likely divine intervention occurred, and it would be wise to query the Gods before destroying what might have been meant as a gift. The dwarves of the **New World** are in a perilous



position as things stand, and the discovery of a preserved technical manual might be divinely inspired.

*Note: On a more mundane note, the sage believes that the "slime people" the Quag mentioned might be the same fish-scaled creatures we encountered with the Squid. He noted that every few decades adventures claim encounters with underground squid that enslave people. People familiar **The Stone Soules** might recognize similarities with the experiences of **The Dozen**.*

## 4 Loot

*Note: I took the loot list with me to enable writing this section. Accordingly, this is the only player record of the loot.*

6,940 gp worth of assorted coin, gems and jewelry.

3 repeating dart cross-bows. These are designed to carry poisoned bolts, making them slower to load.

2 +1/+1 quality short swords.

Dagger +1

Longsword +0/+4 and double damage vs hooved beings. I believe it is unnamed.

If so, may I suggest **My Little Ponyslayer**?

Angry fire, air and earth elementals in globes (1 each). Tricky to transport, and no way to control said elementals.

Wand of Fireballs, 11 charges, command word unknown.

Soul Broach, originally could absorb up to 9 level drains or death attacks. 4 charges remaining.

Potion of Climbing.

Full Size spellbook (Death Servant magic). To be destroyed or handed over to people for anti-demon research.

11 vials magic ink.

5 10 cn. mithril bars.

3 alchemical book preservation boxes, 1 with a ~ 20,000 year old dwarven technical manual. Status of the later a matter of political debate.

11 dwarven alchemical barrels, 3 filled with *Earth's Blood*. Also politically sensitive.