The Red Book III.c
of The Forgotten Realms

Entries from the great Bard Ed Greenwood

1491 DR (May. 2019)



Excerpts from the Red Book III.c

Legends and Tales of the Heroes of Faerun

Introduction

1. The Five Points
    o. So Far
    p. Pliinki
    q. Gracklstugh End
    r. Shuushars Talks
    s. The Archaeologist
    t. Endless Tunnels
    u. Demonic Madness
    v. Blingdenstone
    w. Deep Gnome Troubles
    x. Blingdenstone End
    y. Back into the Darkness
    z. The Archeologist



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Legends and Tales of the Heroes of Faerun

A short summary

Timeline:

About 2 months in the Underdark, The Five Points are down to 3 of the original group from the tavern, The Lonely Orphan. Seems like another life ago.

After escaping the Drow, travelling endless underdark tunnels, witnessing the arrival of the demon prince, Demogorgon and the destruction of the Kou-Tou's city of Sloobludop, escaping the witch coven's maze, evading the continuous Drow pursuit, you are now in the Whorlstone tunnels under the gray dwarven City of Blades. You have witnessed the corruption of the duergar stone guard, the mad derro savants and other loathsome creatures under the direction of various high powered players in the politics of Gracklstugh, including the wrymsmith, Themberchaud, an adult red dragon.

Also of note:

As your week in Gracklstugh turns into 2 weeks, you have spent many a night at the bar where Dorn has been telling you of his "midnight" talks with Shuushar. During your weeks paddling through the Darklake and during your rest times, while Dorn was on guard, he would have Stool shoot off spores so he could have long conversations with Shuushar, to learn of his ways of meditation and enlightenment

"It is what it is and who can say what end it may eventually lead toward?" was one of Shuushars favorite sayings.

As a result of all the time Dorn spent listening and learning, he gets a +1 vs fear.

Shuushar also told of the Kuo-toa sorrowful history, outlined below.

Kuo-toa

Kuo-toa are degenerate fishlike humanoids that once inhabited the shores and islands of the surface world. Long ago, humans and their ilk drove the kuo-toa into the Underdark, where they dwell in madness and everlasting night and can no longer abide daylight.

Excerpts from the Red Book III.c

Legends and Tales of the Heroes of Faerun

At the height of the illithid empire, the mind flayers captured kuo-toa by the thousands and forced them into bondage. The kuo-toa were simple creatures, never meant to endure the oppressive mental force the illithids unleashed against them. By the time the mind flayers abandoned them, the prolonged psychic subjugation they endured had driven them mad.

Their minds shattered beyond repair, the kuo-toa adopted a religious fervor, inventing gods to protect them against threats. Most notable of these threats are the drow, which have slain the kuo-toa on sight since the days when the two races first met.

God Makers

Kuo-toa worship gods of their own insane creation, but if enough kuo-toa believe that a god is real, the energy of their collective subconscious can cause that god to manifest as a physical entity. The form a kuo-toa god takes depends on the inspiration for its divine image, and is usually random or nonsensical.

One of the most revered gods of the kuo-toa is Blipdoolpoolp, the Sea Mother, who takes the form of a female human with a crayfish head, a crayfish's claws, and an articulated shell covering her shoulders.

Kuo-toa who cross paths with an aboleth often find themselves worshipping it as a god, their madness blinding them to the fact that the aboleth is merely using them for its own nefarious ends.

Theocratic Rulers

Kuo-toa archpriests are surrounded by fanatical devotees of their faith. The archpriest of a kuo-toa domain demands that all its subjects worship a specific god. An archpriest's mad belief in its god is so fervent that it manifests the powers of a high cleric. The archpriest can then, in turn, bestow spells to devout underlings called whips. If a whip displeases the archpriest, the archpriest can strip it of its spellcasting ability, if not its life.

B Mad Derro

Defender Dorn Buckman, Human Paladin (ryan), 4th lvl, 2801 exp

Havoc Barnabes Harrigan, Human Barbarian (kyle), 4th lvl, 2801 exp

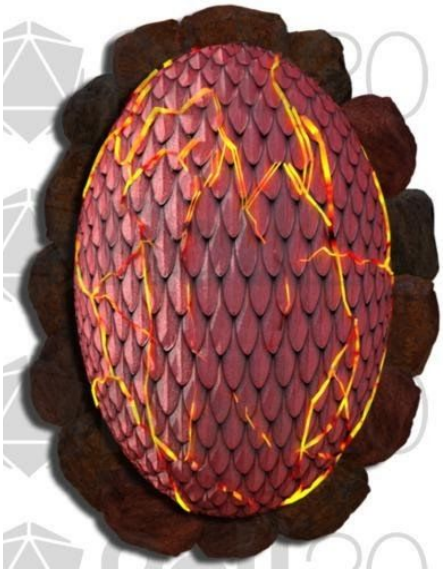
Courser Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 4th lvl, 2751 exp

Initiate of the 1st Circle, Link, half Elf, Druid (eric), 3rd lvl, 1250 exp

Archeologist Kentucky Jones, Dwarf, Thief (alex), 2nd lvl, 800 exp

Exploring the Whorlstone tunnels, you find a large pit of a cavern with undead in it attacking what appears to be you Peren Galandrail, your friend that was killed by a derro savant, but now he has a 2nd somewhat withered head. He stares at Link with a look of helplessness. The Five Points decide to move on.

After Aelar makes a spectacular arrow shot by hitting and cutting a rope, thereby dismantling the alarm, you enter a cavern with a 50' tall black obelisk, a 4' 180 lb. red egg and about 15 mad derro. A fight naturally occurs. As death nears all of you, KiKi and Rumpadump join in the fray and help save the "day", along with Barnabus (of course).



Rumpadump stomps on Dorns face to wake him. Dorn heals Aelar (possibly from 0). Barnabus cuts up a few derro. Aelar puts a killing arrow through Pliinkis throat, dropping the 2nd in command of the Gray Ghosts. Though 2 derro do escape. You search the room, find Pliinkis notes proving the corruption and foul deeds done by the Council of Savants, now also a cult of Demogorgon. You find notes on how they are trying to mutate the dragon embryo, giving it 2 heads and then offering it to Demogorgan as a mount. You also find the eight crates of acid-resistant ore that is so needed to protect Dorn's Buckland from total destruction. You also find one shilmaer, an ancient gold coin traded among surface elves. Barabus picks up the 4' egg, 180 pounds and heads out of the cavern.

Excerpts from the Red Book III.c

Legends and Tales of the Heroes of Faerun

Within feet, you hear the click of the derro repeating crossbow, they don't hit a lot, but they sure hurt. During the battle, your new ally, Nodak, the angry derro, attacks Barnabus from the back. Barnabus goes back to kill Bodak with Kiki and Rumpaump while Dorn & Aelar hold off Uskvil and his guards. Things are looking bleak as Kiki & Rumpadump are both magically asleep, Dorn is down to 15 hp, Aelar ~7hp and Dorn ~12 hp. And worse than that, Barnabus has missed 2 rounds in a row. But Barnabus kills (& kicks Kiki to wake it up) and Aelar & Dorn survive.



Leaving Gracklstugh

Defender Dorn Buckman, Human Paladin (ryan), 4th lvl, 3101 exp

Havoc Barnabes Harrigan, Human Barbarian (kyle), 4th lvl, 3101 exp

Courser Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 4th lvl, 3101 exp

Initiate of the 1st Circle, Link, half Elf, Druid (eric), 3rd lvl, 1250 exp

Cutpurse Archeologist Kentucky Jones, Dwarf, Thief (alex), 3rd lvl, 1251 exp

After miraculously crossing paths with Kentuck Jones again, the renewed Five Points defeats a 2nd wave of derro. Then they debate for an hour about what to do next;

Take the egg to Gartokkar Xundorn, leader of the Keepers of the Flame.

Take the egg to the great Wyrmsmith, the red dragon, Themberchaud

Get the dwarfs, Hillock & Gnoll and their dwarven band and fetch the acid resistant ore

Keep exploring more of the Whorlstone tunnels

Report back to Errde Blackskull, Captain of the Stone Guard

Eat the Egg

You finally sort of decide, and head back to the city with the egg.

Kiki (your flumpf acquaintance) telepathically informs all of you that because of the evil, strong psychic presence it felt in the heart of the Whorlstone Tunnels, it needs to stay and try to eliminate it.

You move on and as you pass through the gates from the West Cleft district (derro slums) and enter the Duerger city, you are met by a few dozen Stone guard and Keepers of the Flame. Gartokkar demands the egg. Barnabus starts getting angry. As 2 duergar guards are about to take the egg, Barnabus starts raging, the group starts to draw their weapons. Gartokkar casts a spell "Grovel", he speaks in dwarvish, but Barnabus easily ignores the pull of magic. A handful of duergar magically enlarge, doubling in size, another dozen magically

appear out of thin air. Barnabus drops the egg harshly and is about to hack it in pieces, when he regains control of his rage, and let the Stone guard take the egg.

Gartokkar, ever hateful of non-duergar, strip you all of your badges and tell you that you must leave the city, NOW. And then the Stone guard escort you out of the nearest City Gates.

As you are ushered into the tunnel, through the 1st gate, you hear a thunderous roar and look back and up above the burning furnaces of the city to see a fat 40'+ long red dragon flying about, shooting flames from it mouth. Themberchaud seems angry about something.

Now, being herded by numerous Stone guard through the long passageway to the outside gate, watching the crossbow bolt tips following you from the murder holes above, you pray to your Gods. Hillock & Gnoll and their 20 dwarfs with the 8 crates of ore follow close behind, as well as Rumpadump, the myconid sprout. As the last of the Five Points is past the outside gate, the gates slam shut, leaving you outside of the city in a tunnel leading into blackness, with Hillock, Gnoll, their clan and Rumpadump still inside the City. The guards on the wall tell you to move on and you notice a few dozen archers aiming at you.

After a tense moment, you all decide to leave the City of Blades behind and venture into the darkness into another Underdark tunnel, totally lost with no guide and no sense of direction.

After 2 "days" and "nights', though it's hard to tell time down here, a small band of duergar approach you. They are messengers of Werz Saltbaron. Werz is hoping you will keep your promise to deliver the sack full of raw gemstones to the svirfneblin, Kazook Pickshine in Blingdenstone. The messenger gives you all 3 days rations (the fungi, waterorb, which can be squeezed like a sponge for a gallon a water, then you can eat the chewy, tasteless cap), and 10 torchstalks (1'+ tall mushrooms, with a combustible cap, burns as a torch for 24 hours), a map to Blingdenstone (written on the dried husk of the trillimac mushroom). He also informs you that your dwarven friends are fine, but they had to stay, as their deal was for Clan Thrazgad to work the ore into armor. It will take weeks, if not months to complete the work. Gartokkar convinced the Deepking, Horgar Steelshadow to post extra Stone guard in case the rebel surfacers return. The messengers depart.

The dread and madness sets in as you are once again in the twisting, black maze of the Underdark tunnels, ever fearful of what lays ahead and yet again, looking behind to see if Mistress Ilvara of House Mizzrym and her drow scouts are still following you.

Excerpts from the Red Book III.c

Legends and Tales of the Heroes of Faerun

Shuushar

As you endlessly travel down dark, quiet, passages, crawl through tight crevices, forage for edible mushrooms, stay alert for the next creature that wants to eat you, Dorn recounts more of his quiet talks with Shuushar the Awakened.

Mind Flayers, the illithids.

The duergar were once dwarves, before their greed and endless delving beneath the earth brought them into contact with the mind flayers. Held in captivity for generations by the illithids, the dwarves eventually won their independence with the aid of the evil god Laduguer. Slavery had forever changed them, however, darkening their spirits to make the duergar as evil as the tyrants they had escaped.

The derro believe they were created by their god, Diirinka, but they are actually the result of cruel experiments on dwarves by mind flayers. The mad, crazy derro eventually freed themselves of the mind flayers.

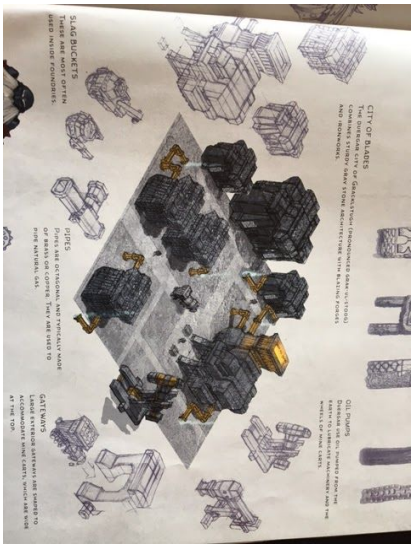


Excerpts from the Red Book III.c

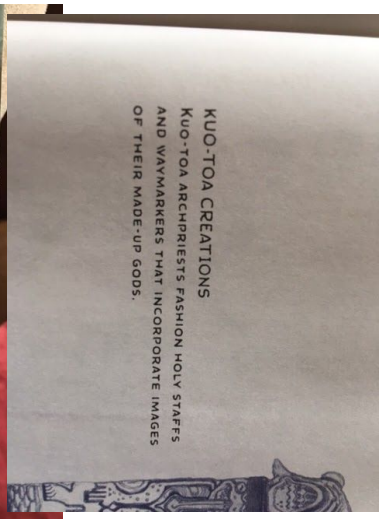
Legends and Tales of the Heroes of Faerun

Kentucky Jones

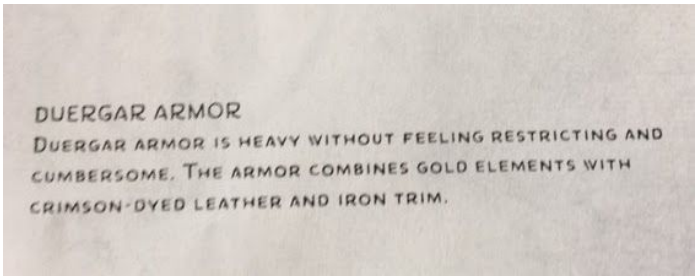
Doing his thing...











Endless Tunnels

Defender Dorn Buckman, Human Paladin (ryan), 4th lvl, 4401 exp

Havoc Barnabes Harrigan, Human Barbarian (kyle), 4th lvl, 4751 exp

Courser Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 4th lvl, 4911 exp

Initiate of the 2nd Circle, Link, half Elf, Druid (eric), 4th lvl, 2750 exp

Swordsman Peren, High Elf Demogorgonic Abomination, Fighter (eric), 3rd, 1950 exp

Robber Archeologist Kentucky Jones, Dwarf, Thief (alex), 4th lvl, 3151 exp

-Nightmares

Duergar riding giant spiders

Battle in the mushroom foraging cave

Prince Direndil - now slave of the duergar

Aelar - invisible in the dark, the unseen killer, filling his unexplained hunger

The Five Stars dropping, even Barnabus (almost)

Peren Galanadel back from the dead, now a demogorgonic abomination

-Madness

Many more hours/days/weeks? Traveling the underdarks twisting passages

Mistress Ilvarra and the Drow find you and attack - levitating, faerie fire, magic wands, sleep poison, a slow, torturous death awaits all who fall.

Link encapsulated by a glob of goo

The Five Stars now hurting, now glowing, now running for their lives, again



Excerpts from the Red Book III.c

Legends and Tales of the Heroes of Faerun

Peren transforms into a 4 armed giant gorilla, carries Link and trips the orc slave they rescued as bait for the ensuing drow

Aelar creates havoc within the drow leaders

Kentucky Jones is huffing and puffing and falling well behind.

You've escaped the drow, for now, and run full speed into the gas chambers

Dorn's torchstalk explodes in the gas chamber, scorching all but the scout Aelar

Kentucky Jones wants to break through the gas leak - the treasures that lie beyond ?

Climb and fall, climb and fall, Barnabus passively saves the day by climbing, possibly evading the imminent drow pursuit



-Hunger - the last of the goodberries

Much more time, darkness, quiet, water drippings, luminescent fungi

The maddening endlessness of it, the walls and floors are attacking

Stalagmites dropping, smashing, tearing

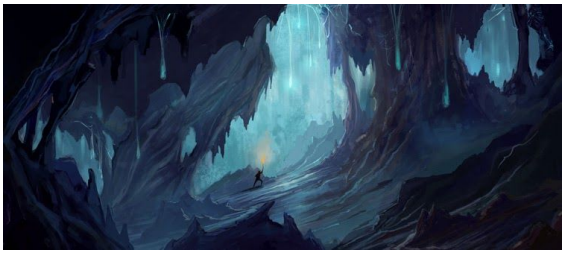
Stalactites reaching with overgrown arms, grappling, biting, rock armor

Buckman Blast creates rubble of the rock creatures

-Thirst

Trudging along, one foot in front of the other

-Despair



Legs wobbling, No, cave wobbling, shaking, rocks falling, everything falling, vision blocked

Dust settles, all quiet, all alive, all hurt, all wondering, what now?

-Demons

Fountain of Madness

Warder Dorn Buckman, Human Paladin (ryan), 5th lvl, 6600

Berserker Barnabes Harrigan, Human Barbarian (kyle), 5th lvl, 6500

Tracker Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 5th lvl, 7911

Initiate of the 2nd Circle, Link, half Elf, Druid (eric), 4th lvl, 2750

Robber Archeologist Kentucky Jones, Dwarf, Thief (alex), 4th lvl, 4851

As you get up from the rubble and regroup, some of you are hurt by the fallen rock, you realize the tunnel you were in has collapsed, but a new opening has appeared.

Aelar scouts ahead, in darkness. After weeks in the natural underdark tunnels, he comes across what appears to be an ancient temple - the Oozing Temple as it will become to be known. With an inch of water on the floor, the walls glistening and the ceiling dripping, Aelar silently and "invisible" enters a room, where the wet stone lashes out at him with a grayish oozing pseudopod. The strike hits Aelar hard with acid dripping from its attack, destroying Aelar's shield (lucky he has a backup). Link casts moonbeam into the room, smoldering the gray ooze into motionless sludge.





Down the hallway, you see floating weapons, coins and a dead, decomposing drow. Then hear a telepathic welcome.

Glabbogool, a friendly Gelatinous Cube, brought sentient by the great one, Juiblex is befriending you, curious as to what kind of strange creatures you are.

Excerpts from the Red Book III.c

Legends and Tales of the Heroes of Faerun

With the water rising, air thinning, a "friendly, clear, jelly like cube" following you down the corridor, you move deeper into the Oozing Temple.

With four corridors to choose from, the group decides to go down all of them at once. Camouflage pits in the floor open up as you walk across them, Peren, the demogorgonic abomination falls into one and can't hold the side with his barbed tentacle appendage. Splat, into a blob of blackish pudding. With acid searing flesh, you all hear a horrific sound coming from the pit. Then Perens' volatile physiology happens and his unstable body transforms into a 2 headed giant. It stands up, towering over the depth of the pit, covered in black pudding. Meanwhile, Link transforms into a 6' giant spider, climbing over the walls/ceiling as sluggish black puddings seem to be drawn to him. Aelar is about to attack the spider when Glabbagool telepathically informs him its Link. Then, the 2 headed giant screams, then explodes into pieces, with black pudding splat everywhere.



Aelar & crew find and open a door into a chamber with a stone fountain that contains shallow, brackish water. Around the edges of the room are 4 formless statues and also a small fissure with water gushing out of it. Glabbagool blocks the encroaching black puddings from getting past as The Five Points search the dark room. The water is now 7" deep, the air is real thin as the humans are burning a fungi torchstalk and sucking up valuable oxygen.



A formless statue oozes out and attacks Aelar, Dorn smashes the oil slick (in the 7" of water), with his warhammer. The ooze splits into pieces and sinks. Kentucky Jones gets the gang to start digging in the center of the Fountain of Madness, destroying what's left of the broken statue in the center. As Dorn, Aelar, Barnabus, Prince Derendel attack the statues/oozes, Kentucky Jones is furiously digging out chunks of the stone floor at the bottom of the fountain.

Excerpts from the Red Book III.c

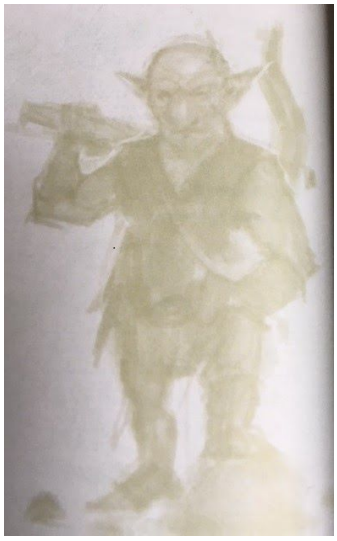
Legends and Tales of the Heroes of Faerun



In this darkened room, with the air thinning, the water rising, the sound of the gushing water, battle pains, Glabbagool, in your head, telling you he can only hold off the black puddings for a few more moments, the demonic madness that is overtaking the underdark, Barnabus goes into a rage he cannot get out of. He starts attacking Prince Derendel, then Aelar, then Dorn. As this is all happening, Kentucky Jones is hiding in his hole he dug in the middle of the Fountain of Madness, with just his eyes above the water line.

When, all of a sudden, Kentucky Jones feels the floor shift below him and feels water forcing upward. A crack forms where he was digging so intently and travels north towards the fissure in the wall. As they meet, the whole room implodes, rock, water, gray ooze, black pudding, gelatinous cube, flesh & blood all get whirled and tossed around as the room instantly fills with water. As everything is swirled up and out of the ever expanding fissure, you try to hold your breath and swim upwards. You seem to be floating in total blackness. As you suck in mouthfuls of darklake water, and slowly lose consciousness, you find a peace that you have not had for a long, long time. You think about being home as the darkness consumes you.

You hear whispers, the lap of water lightly splashing along your body. You hear more murmurs, a language that sounds vaguely familiar. After some time, your eyes open to see small, gray humanoids peering at you.



Blingdenstone

Warder Dorn Buckman, Human Paladin (ryan), 5th lvl, 7600

Berserker Barnabes Harrigan, Human Barbarian (kyle), 5th lvl, 7100

Tracker Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 5th lvl, 8111

Initiate of the 2nd Circle, Link, half Elf, Druid (eric), 4th lvl, 3350

Robber Archeologist Kentucky Jones, Dwarf, Thief (alex), 4th lvl, 4851

As you regain consciousness, the small gray folk start talking to you. They are svirfneblin, otherwise known as deep gnomes. They have bandaged your wounds and gathered your equipment, at least what could be found of it. You are on the edge of a large cavern, the darklake covers most of it, where there is a small mining outpost of deep gnomes. They appear friendly, but very cautious and a bit on edge. They arrange for you to travel with their next ore shipment to the svirfneblin city of Blingdenstone. On the way, you come across Pickshine Mines and the clan leader, Dasco Pickshine. He adds a few carts of ore and a few more guards and you all continue on to the city.



The entrance to Blingdenstone is a small, steep set of steps with very strong steel/mithral doors, plated with adamantine at the top. The guards let you all pass and you are guided through a maze, then a gauntlet, complete with murder holes & gems on the ceiling every 15' or so. As you step through the next set of doors, you leave the dark tunnel behind and step into what looks like another world. These aren't sinister drow caverns or harsh bare stone, but a subterranean land of warm colors and wonderful smells.

"Welcome to Blingdenstone, travelers."

The Five Points spend several weeks in the comforting city of Blingdenstone, staying at The Foaming Mug, where Tappy Foamstrap is most excited to have surfacers staying at her inn. She provides plenty of free food & ale, including darklake stout.

Excerpts from the Red Book III.c

Legends and Tales of the Heroes of Faerun

You learn the following about Blingdenstone at the Foaming Mug;

- Dorbo and Senni Diggermattock, talented miners are treated as the leaders.
- The svirfneblin hate the drow.
- Some of the ghosts of the svirfneblin that were killed during the drow attack are starting to become a problem.
- The Stoneheart Enclave is closing in on solving the threat of Ogremoch's Bane, which is a drifting cloud of transparent, magical dust. Ogremoch is the Prince of Evil Earth.
- The northeast settlement, called Rockblight makes the earth elementals, which the gnomes are friendly with, go insane.
- The people are divided about what to do about the ever growing deep gnome wererat problem.
- A svirfneblin caravan returning from Whitehall mines encountered a parade of dancing myconids who are going to attend a wedding celebration.



Some of your encounters here:

In the Traders Grotto, you met Kazook Pickshine, but you didn't have the gems to give him from Werz Saltbaron. They seemed to have been lost during your watery escape from the Oozing Temple.

Excerpts from the Red Book III.c

Legends and Tales of the Heroes of Faerun

Two Gelatinous Cubes seep into the grotto engulfing Mev Flintknapper. Aelar manages to pull Mev out, receiving acid wounds to his arm. You learn the incursion of oozes are becoming more frequent and they also seem to travel to the northeast section of the city.

You notice afterwards, the general attitude of the deep gnome attitude towards you, softens some.

You encounter burrow warden Jadger's ghost. He will answer one question for each task completed.

1. Destroy the ghost Vazuk, who is mad with grief.
2. Recover the remains of the deep gnome Udhask, who died somewhere in Rockblight
3. To return Peleks hand from the whorlstone tunnels under Gracklstugh.

You spend time in the cultivation cave, harvesting fungi.



You spend time in the Circle of Speaking Stones, with Head Priest, Gurnik Tapfinger who asks you cleanse the temple of the gods, in Rockblight. After you place the gem he gave you in Stone's menhir, you must defeat the servants until the gem awakens the three temple guardians.

The Diggermattocks ask you to;

1. Find out why oozes are being drawn to the northeast past of the city.
2. Dorbo wants you to exterminate the wererats of the Goldwhisker clan. Senni argues the wererats are descendants of Blingdenstone citizens and deserve to rejoin the community.

The leader of the guards, Sark Axebarrel, warns you of reports of a medusa lurking in Rockblight. He offers you each 50 gp each, plus a 1,000 gp diamond if you bring back proof the medusa is dead.

You spend time in the Caves of Clatter, a workplace for weapons & armorsmiths and help make some new weapons for yourselves.

Deep Gnome Troubles

Warder Dorn Buckman, Human Paladin (ryan), 5th lvl, 9300

Berserker Barnabes Harrigan, Human Barbarian (kyle), 5th lvl, 9200

Tracker Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 5th lvl, 10100

Initiate of the 2nd Circle, Link, half Elf, Druid (eric), 4th lvl, 3900

Robber Archeologist Kentucky Jones, Dwarf, Thief (alex), 4th lvl, 4851

The group heads into the section of the city known as Rockblight, where a Medusa lurks.



Aelar scouts ahead and runs back, terrified of what he saw. He appears to have aged somehow. After recovery, he heads back and this time gets possessed by the svirfneblin ghost, Udhask. The group continues on and discovers Udhask's burrow, where they find his skeletal remains reaching under his bed. The ghost bursts out of Aelar and looks directly at Dorn, who when seeing the horrifying visage freezes in fright and ages 10 years before your eyes. The ghost vanishes and you return the skeletal remains to the ghost Burrow Warden Jadger . He tells you he will answer any question you have now.



The group encounters a small dust mephit leading an earth elemental. The dust mephit tells the group they need to find Entemoch's Boon.



Back into Rockblight, Aelar scouts ahead, blindfolded, finds the cave that Neheedra, the drow medusa lurks in, brings in the rest of the trio, all blindfolded. After getting hit by a few arrows, tripping over some furniture, the trio surround the medusa and hack it to death. Dorn, who is severely hurt, takes off for the exit, blindfold off and runs into animated suits of armor, which attack him. You all head to The Foaming Mug to tell your tale to Tappy Foamstrap and the ever growing svirfneblin admirers and then celebrate.

Excerpts from the Red Book III.c

Legends and Tales of the Heroes of Faerun



A xorn emerges from the ground and tries to take the pouch from Aelar that contains the 1,000 gp diamond. Aelar hands it off to Dorn who then runs around the city through the market trying to lose the slower creature. He finally does for the moment. During his run, he crosses into the poltergeist burrow of Vazuk, who Dorn hears screaming "Mine! My stuff! Not yours" and then pots and pans start flying at Dorn.



After resting, the group heads back into Rockblight, except for Link, who had a few too many and is trying to recover from a hangover. You find the desecrated temple of Callarduran Smoothhands, the deep gnomes' god of stone and mining. You place the ruby spell gem containing the hallow spell into the Steadfast Stones' menhir and await the servants that Ogremoch's Bane will send to stop them. A moment later, the outline you noticed in the rock wall comes forth, an earth elemental, which attacks you. You destroy it. A temple guardian then emerges and stands guard near the menhir. This happens 3 times. As seemingly usual, Aelar and Dorn are unconscious, though fought bravely and Barnabus is still standing, though barely. The guardians nod to Barnabus, then settle down in their boulder guise around the Menhir.



When you return to tell Gurnik Tapfinger, head priest of the Callarduran Smoothhands in the Stoneheart Enclave, he welcomes you with joy in his heart as he can sense the cleansing of the temple. Gurnik channels the power of the temple, bestowing blessings on the 3 brave adventurers.

Dorn, Aelar and Barnabus receive their blessings gracefully.

Later, there is a very festive gathering at the Foaming Mug, celebrating your accomplishments. Link has recovered from the night before, but now realizing he missed out on a once in a lifetime

blessing, he orders up many darklake stouts to blunt his sadness. When the group leaves in the morning to find Entomochs Boon, Link is still passed out.

There is not much to be found out about Entomochs Boon, most deep gnomes know nothing about it. Aelar decides to ask the ghost Burrow Warden Jadger for information. The ghost tells Aelar it's about 2 days travel east of the city and exactly how to find it, past the Whiteshell mines and the Pickshine mines. Without the ghosts directions, Aelar thinks the group would of been searching for weeks, if not months looking for it. Once at the cave entrance, Aelar, being the adept ranger he is, notices some broken statues that look like pieces of vermin. Then an 8' long, 8 legged lizard attacks, then another. Aelar gets paranoid about becoming turned to stone and closes his eyes, then attacks. Barnabus and Dorn both look the lizards in the eyes a few times, but then close them and attack. After a few nasty bite wounds, the lizards lay dead. Exploring the cave, you find a nest of three 6", 20 lb retiplian eggs. You also notice the summoning circle at its center, which was once used by the svirfneblin to summon Entomoch, a prince of elemental earth to heighten and empower the summoning of earth elementals within its confines.





As you head back to the city, a tremor shakes the tunnel and a rockfall ensues. Barnabus and Aelar dodge all the falling rocks, but Dorn gets hit hard by a few of them. As you are helping Dorn out of the rubbish, Aelar notices a 10' long giant toothed centipede like creature with many long tentacles from its head and also what appears to be a riding harness on it. Aelar tentatively approaches and mounts the creature. Then Aelar rides the creature up the wall into the hole that it came out of. It's just a small caved in section of a tunnel, with what appears to be the previous rider, a small humanoid, dragon like creature inside, but it's hard to tell as his head and upper torso are crushed by a large rock.

On your way back, whenever you pass a mine, quarry, mushroom field or village, you ask the svirfneblin, who are more curt and less friendly towards you than the city folk, if they have seen a dwarven miner, who sometimes wears a very tall purple hat. None have.

Leaving Blingdenstone

Warder Dorn Buckman, Human Paladin (ryan), 5th lvl, 10,400

Berserker Barnabes Harrigan, Human Barbarian (kyle), 5th lvl, 10,300

Tracker Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 5th lvl, 11,600

Initiate of the 2nd Circle, Link, half Elf, Druid (eric), 4th lvl, 3,900

Returning to Blingdenstone, you are all warmly greeted by all svirfneblin, and Aelar riding in on a carrion crawler even makes The Five Points ever more the talk of the town. Even the poltergeist, Vazuk, ("Mine, all mine!") who usually makes objects fly at your head, has floated out ancient svirfneblin tokens of friendship to you, which you humbly accept.

After a first council meeting, you decide to try to bring peace between the deep gnomes and the Goldwhisker Clan (the deep gnomes afflicted with lycanthropy) and succeed.

Then you attend a war Council meeting with Chief Dorbo & Quartermaster Senni Diggermattock, Nomi Pathshutter, Priest Gurnik Tapfinger, Kazook Pickshine, Burrow Warden Jadger's ghost and Chipgrin Goldwhisker, to come up with a plan to retake the oldest part of the city, which are overrun with all kinds of slime, under the influence of The Pudding King.

While Link is having another go-round at the Foaming Mug with his new found best drinking friend, Amentie, the rest of the group moves into position. Aelar is riding his carrion crawler, Dorn is praying to his Gods, Barnabus is trying to keep his anger on hold for the moment and the earth elemental and the ghost walk/drift effortlessly through any rock formation in their way.

A huge cloud drifts towards you - Ogremochs Bane - Prince Evil Earth, which makes elementals go insane. Aelar takes the ruby spell gem Gurnik gave him, powered with a banishment/dispel evil spell and walks into the cloud, hoping for the best. Inside the cloud, he says the command word and with a magical surge, the cloud dissipates and is sent back to the Elemental Plane of Air.

Excerpts from the Red Book III.c

Legends and Tales of the Heroes of Faerun

When the ghost gives you the signal that the main force has started the attack, you use the "bomb" potion that Kazook Pickshine make for you to blow up the wall near to where you think the Pudding King will be.

After the explosion, you enter the 300' wide cavern and hears the screams of dying svirfneblin and hundreds of different shapes and colors of oozes, jellies, cubes moving, attacking, falling from the ceiling and slurping up whatever creature they get near with their deadly acidic touch. You see a slime covered deep gnome that seems to be in command of them all. Aelar shoots a few arrows and Dorn uses his blessing and summons 9 Valhalla warriors that surround The Pudding King, which transforms into a greenish slime that slides off the plateau into a sickening goop of unearthly colored ooze. Your earth elemental gets engulfed in a giant gelatinous cube. You ghost ally comes & goes, distracting foes. The Five Points slowly, cautiously move into the cavern. As the Vahalla warriors follow the Pudding Kings slime into the disgusting soup of ooze, they seem to get confused as eyes and gaping mouths appear all over the ooze, murmuring, chattering with many different voices, deep, shrill, wailing or ululating, crying out in agony or ecstasy. Some Valhalla stand motionless, some run, one falls and you watch in horror as the ooze flows over him and the mouths gnaw and swallow his flesh till nothing is left but the warriors eyes and mouth which boil to the surface and join the cacophonous gibberings of the creature. The eyes looking directly at Dorn who sent this brave warrior from the glorious Halls of Valhalla to a tormented existence in this aberration. The Pudding King reforms and cackles "Calloh! Callay! Now you can join the party! You can be one with the Faceless Lord. Just let yourselves all be eaten and disgorged!"





Excerpts from the Red Book III.c

Legends and Tales of the Heroes of Faerun



The Diggermattocks and the host of gnomes are starting to get beaten at the front, while the Goldwhisker clan seems a little more resistant to the north, but are still losing ground.

Dorn & Barnabus are fighting the royal oozes, Prince Livid, a sentient gray ooze and Princess Ebonmire, a large black pudding. As Barnabus smacks the Princess 1 last time with a club, she splits and splatters and disgorges a pair of spellbooks.

A few of the Vahalla warriors get a few more strikes in on the Pudding King, when Aelar chooses one of his worse arrows (saving the good ones for when it really matters) and shoots the killing shot. The Pudding King tears away his humanoid guise, transforming into an ooze, all the while shrieking: "You haven't won! No! We will rise from our children! We will be reborn from the Faceless Lord! Juiblex will consume the banquet of the Queen of Fungi and we… will … all… grow……". He then dissolves into a puddle of goo.



The oozes seem to lose their organization, The Diggermattocks call for a retreat as 3 galeb duhr led by the ghost of Burrow Warden Jadger arrive and escort you to safety.

Back in town, it is a sober victory as there was so much loss of life and supplies, but a victory nonetheless.

As you spend the week recovery and getting ready to move on, Mev Flintknapper, who owes his life to Aelar (for pulling him out of the Gelatinous cube) has offered his services to Aelar as his henchmen. He will guide the party to the surface, but they must leave now so Blingdenstone can resupply with more svirfneblin and supplies as word is soon to get out what has happened here and any number of dark creatures will try to take advantage of

the weakened state the svirfneblin are in. At the Foamng Mug, Amentie, holds up his mug and also announces his intentions to follow Link to whatever Ale House he heads to.

The Diggermattocks (and all the deep gnomes) thank you profusely for helping to save their city. They also provide you with 2 roths, 4 deep gnome escorts, plenty of supplies for the journey to the surface and a stone of controlling earth elementals.

The two spellbooks (made from troglodyte hide, trillimac fungus pages, protected with a varnish against water & acid.) are titled, "Underland Magick", with 35 1st-4th level arcane spells and "Magick from Beyond the Mirror" with 29 5th-8th level arcane spells.

If you wish, Gurnik Tapfinger will trade you the following spell gems for them both;

1st color spray, comprehend languages, identify, jump

2nd blur, enlarge, knock, magic weapon

3rd blink, slow, dispel magic, water breathing

4th fire shield, locate creature, stone shape

5th legend lore, wall of stone

6th stone to flesh, true seeing

7th forcecage, Mordenkainen's magnificent mansion

8th maze, telepathy

To cast, you hold the spell gem, use an action. If you are not high enough level, then DC 10 + spell level. Failure only means the spell didn't discharge, but can be tried again the next day or by someone else. They are all one use only.

Endless Tunnels

While Aelar, Link, Barnabus and their entourage leave the city and enter the tunnels and caverns of the underdark, Dorn stays in Blingdenstone. Amentie also stays, drunk in some burrow deep in conversation with some ghost.



During the 1st days of travel, Mev mentions to Aelar how odd the svirfneblin outside the settlement are acting (unfriendly, too cautious, even to known friends) . He also states that on his last trip to Gracklstugh, the duergar are behaving oddly; corrupt guards, wearing adornments, clan disloyalty, more violent, less cunning, petty displays of self entitlement, odds habits.

Something is amiss in the Underdark.

The Diggermattocks have requested that Dorn Buckman (who graciously accepted) stay in Blingdenstone for another week or two. Though the oozes are no longer seeping into the city, there are still hundreds left and the Valhalla warriors seem to be the best way to get rid of all the slime.

Gurnik also explains to Dorn that the blessing of the Valhalla warriors only works within Blingdenstone and he is welcome to stay for as long as he likes. The Diggermattocks have requested that Dorn take over as the leader of the city. The Diggermattocks would love to get back to full time mining and Dorn is cherished among the svirfneblin and well suited to be King of Blingdenstone. If Dorn would like to return to his group, that would be understood as well. Gurnik can bestow another blessing on Dorn, a blessing of protection (+1 to AC and saving throws), a blessing of weapon (any weapon you hold gets +1) or blessing of ability (+2 to any ability). He can then teleport you to wherever The Five Points are.

Kentucky Jones

During his weeks in Blingdenstone, summoning great warriors of Valhalla to help the deep gnomes remove the last traces of the Faceless Lords minions, Dorn hears many tales. Some of which are about a high hatted dwarf.

A dwarf recently appeared deep in the Pickshine mines, merrily swinging his 2 picks for hours on end, enjoying life to the fullest and amazing even the veteran svirfneblin miners at the speed and skill of his digging.

A scary band of drow was seen dragging a dwarf by his beard, by one of their terrible lizard pets.

A dead, drowned, bloated dwarf floating on the slow currents of the Darklake, slowly drifting deeper into the watery maze, guided by the fin or possibly wing of some unknown demon creature from below the surface and followed by the sounds of a very faint hideous laughter.

The ghost of Burrow Warden Jadger warns Dorn that Amentie, a nice enough svirfneblin, but likes to imbibe a little too often is planning a "rescue" mission with his ghost crew to bring his new found friend, Link back to the bar stool.