

Session/Game: Starkpool-10 **Date:** March 30, 2025

Game 10: Beware Sleestaks, Especially the Chads

Campaign Date: July 7, YN 1025

Characters:

Eagle Fletch, Scout/Fighting-man-3, Elf, Neutral, (Craig)

Squishy, Magic-User-Learned-4, Man, Lawful (Bob)

Hektor of Sinxth, Fighting-man-4, Man, Lawful (Andrew)

Aldermann, Cleric-Militant-4, Man, Lawful (Andrew)

Nymeris of Brant, Magic-User-Learned-5, Woman, Neutral (Quinton)

Sven, Scout-5, Man, Neutral (Pete)

Mercenaries: Arrows of Law, Archers-A, x20, Lawful

Judge: Dave N.

LOG:

Earl Ronstudd financed another expedition to High Shadow Cave, seeking a passage through the Grand Gallery to the Land Unknown. The team, backed by some mercenary archers (five go down in the cave, the rest guard the camp) and overseen by Ronstudd's man Hektor went to the shaft and lowered a rope ladder down to the Gallery level.

They found that 3 giant lizards were at the bottom of the shaft, feasting on dead sleestak bones. They killed one of the lizards and Nymeris enchanted the other two.

Sven of Barlsburg scouted ahead down the Gallery corridor to a spot where a curtain had been drawn across it. Sven peaks through the curtain and spots a giant and a cave bear. He retreats without being seen and the team organizes an attack, yanking the curtain open and showering the giant and bear with arrows. The pair panic and flee further down the gallery out of sight. Nymeris sends the two enchanted lizards to chase them and none of the 4 were ever seen again.

They discover a sealed treasure room and take a potion longevity a flask of acid, 3 white lotus and an undead control potion. They also find a locked bronze coffer which neither Sven nor Fletch were able to open. Sven tried to use some acid to open the lock, but only succeed in melting the lock closed forever. They then traveled the first segment of the gallery passages and kill a giant spider.

Eventually they reach the Grand Junction where Hektor recklessly peers around a corner and is surprised by Sleestaks. There were 9 Regular Sleestaks, 2 Chad Sleestaks and a Fancy Sleestak witchdoctor. The battle was grim, one archer is mortally wounded but is saved after the battle by Aldermann's miracles. Nymeris puts 5 of the Sleestaks to sleep with a spell, but in return Nymeris is Held (along with an archer or two) by a spell from the Fancy Sleestak. Hektor is gruesomely over killed when a Chad Sleestak slowly tears his head from his body. Squishy manages to sleep several more Sleestaks with his magic and arrows from Fletch and the archers kill the Fancy Sleestak and the remaining regulars. One remaining Chad Sleestak escapes into the darkness.

With Hektor having been killed, the remaining party members figured that they were without a patron, so they quit and returned to Starkpool City.