

**Session/Game:** Starkpool-11      **Date:** April 13, 2025

**Game 11:** A Marvelous Ending

**Campaign Date:** August 2-16, YN 1025

**Characters: The Bortastics**

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

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

Sir Pertinax, Paladin-4, Man, Lawful (Quinton) and his magic horse

*5 More Guys Named Bort;*

Men, Heavy Foot, Class-C, Mercenaries, Neutral

chain mail, shield, spear, hand ax

Bort Washington, hp 1

Bort Adams, hp 5

Bort Jefferson, hp 6

Bort Lincoln, hp 4

Bort McKinley, hp 2

**Judge:** Dave N.

**LOG:**

*Starkpool City, August 2, 1025*

The charming and cheerful Lt. Grouch of Sinxth met with The Bortastics (except Aldermann who was reporting in to his clerical superiors for a church team-building retreat) to retrieve the body of Hektor. He discussed with the party a bounty of 400gp each and 400gp to the 5 new Borts collectively, if they would agree to hunt down and kill Marvelous the Gnome, exiled former mayor of Bridgeton, in retaliation for his thievery. Sinxth would pay an additional 400gp each on proof of Marvelous' demise and a 200gp bonus for any grief inflicted on Scaramando, Marvelous' Desert Gnome cousin. Grouch revealed that Marvelous was holed up in an ancestral family chapel, The Chapel Fatale, in the Crumbly Hills, 5 or so miles south of Wayburg. The paladin Sir Pertinax, a cousin to Aldermann, had recently joined the Bortastics and his word alone was enough to seal the deal with Grouch.

*Starkpool City, August 3-6*

The party spends 4 days preparing for the expedition. They buy up all the healing potions they can, since Aldermann would not be joining them. Squishy buys himself a mount and an Animal Control potion. Each of the Borts buys a mule and some Owlbear punch.

*Across the Reach, August 7-11*

The party crosses the Reach from Starkpool City to Wayburg. They avoid the town itself and camp just south of it.

*The Crumbly Hills, August 12*

The Bortastics reach the old trail in the Crumbly Hills, finding a stone marker inscribed with Gnomish runes. Squishy used a *Read Languages* spell to decipher the runes and found that they said that there were 2 trails through the hills, either of which lead to the Chapel Fatale. The team considered for a few minutes and decided to take the eastern path, to their left, which followed the higher of the two ridge lines (a steep canyon lay between them).

An hour or so up the trail, they spotted a rise that blocked their view forward. Fletch sneaked ahead to spy what might be hidden behind it. He approached completely undetected and spotted a gigantic hill ape. After the 5 Borts threw a volley of hand axes at the ape, Sir Pertinax charges forward on his magic warhorse and wounds the beast, who failed to hit him in return. Pertinax then broke contact and circled for a second charge. This time his lance shattered. He remained in contact and struck the ape with his sword, but was lightly wounded by the creature. The 5 Borts charged with their spears and the six together soon slew the beast. While Fletch repaired the broken lance, the rest searched around and found a suit of bronze scale armor in a pile of ape-chewed bones.



On the next ridge high point, the team encounters a gang of a dozen Hareballs and manages to kill them relatively easily. In a greasy pit they find a magic spear and 6000cp. They spot a pathway to the right which goes over a crumbly set of ridges and hillocks across the canyon toward the Western trail. They decided not to risk crossing the canyon and decide to keep going on the trail they've started on.

The party proceeded farther up the trail to a rocky outcropping. Fletch sneaked up but was spotted by the horde of 63 gibberlings waiving there. Gibberlings are small green humanoids with large teeth and large hands. Fletch and the rest of the party screamed and fled like little girls down the path. Eventually, the team gets their game face back on and the Borts and Pertinax make a 2-rank shield wall and move up the trail. Then they discover that their weapons and Squishy's sleep spell are completely ineffective on the gibberlings. In fact, the monsters grapple Bort Lincoln and drag him behind their lines. They try Holy Water, which also has no effect.

Then the Borts begin to withdraw and Fletch slaps the rump of one of the mules in order to frighten it into standing next to the mounted Pertinax in order to block the trail. However, the mule strikes out at one of the gibberlings with its hooves and kills it stone dead. Seeing this, Pertinax has his magic horse go totally sick house on the creatures, killing them by the handful. Since the assorted mules won't approach the creatures on their own accord, Squishy gets out the Animal Control potion that he had purchased and uses it to send the mules to join the carnage. Pertinax and Fletch join in too when they realize that if they punch or kick the monsters, it totally kills them. The party kills all of the gibberlings and rescues Bort Lincoln before he is slaughtered in the monsters' nearby cave. They also find 1300gp in the cave.

Finally, having passed the gibberlings, they catch sight of the Chapel Fatale. The party rushes the chapel from three sides. Outside the chapel were posted 7 Badgermon mercenaries, one of whom was on a roof turret. Inside was Marvelous and his friend Mossmak the Warlock of the Hills, who was some sort of vegetable humanoid, and Marvelous' pet Rust Monster. Pertinax does battle with some Badgermon at the front door of the chapel, while Squishy turns invisible and creeps around the side. Bort Lincoln is entangled by a spell from Mossmak, but is freed by his allies and works around to the opposite side of the chapel. Fletch makes his way to the rear-side windows and shoots arrows at the Rust Monster and Marvelous. Marvelous puts two Borts to sleep and charms Bort Lincoln when he arrives. Squishy awakens the two sleepers, but then Mossmak hits those two and Lincoln with a confusion spell, so that they alternatively do nothing and fight each other, resulting in Lincoln becoming mortally wounded. The roof Badgermon climbs down into the chapel to help his boss. Mossmak opens the front door and begins to fight Pertinax, his horse, and a Bort. After being wounded by Fletch, Marvelous levitates into the rafters using his magic boots and soon turns himself invisible. Squishy uses a detect invisible spell to locate Marvelous. First, Fletch manages to finish the Rust Monster, which had been wounded by various Borts. Then Fletch also finishes Marvelous due to directions from Squishy. Then Fletch swings down from the rafters on a rope and chops Mossmak to death with an ax before the creature could finish Pertinax.

After the battle, they give Bort Lincoln a healing potion and save him from death. They discover 2 sealed tombs in the floor and the chapel. Despite the fact that they were clearly jammed with great riches, the party does not open them and just shoves Marvelous' head into a tiny head-bag and depart immediately.

August 13-16 From Wayburg to Sinxth

The Bortastics travel from Wayburg to Sinxth and deliver the proof of Marvelous' death to Earl Ronstudd. Pertinax keeps the magic spear, Squishy keeps Marvelous' magic cloak +2, and Fletch the boots of levitation.

Bortastics vs. the  
Gibberlings





## BORTASTICS AT THE CHAPEL FATALE

