

Session/Game: Starkpool-12 **Date:** April 27, 2025

Game 12: Kill Tunnel

Campaign Date: September 9-12, YN 1025

Characters:

Wrector, Man, F-4, Neutral (Andrew)

Gob Smack, Half-Orc, F-5, Chaotic (Bob)

Father Anthrax. Man, Spiritual Anti-Cleric-4, Chaotic (Craig)

Fantastic Festus, Man, Mage-Learned-4, Chaotic (Pete)

5 Orcs Named Stew;

Orc, Heavy Foot, Class-C, Mercenaries, Chaotic
chain mail, bill, hand ax

Stew Beefo Hp 7

Stew Porky Hp 2

Stew Lambchop Hp 6

Stew Possum Hp 7

Stew Chicken Hp 3

Judge: Dave N.

LOG:

Gruiltown, September 8 1025

Wrector, a dashing warrior with great neck scars and a nice goatee, has gathered a group of Neutral and Chaotic adventurers from the Northern Baronies, supported by 5 Orcish mercenaries. His offer is 450gp for an expedition through the Kill Tunnel (C8), with Wrector having first choice in magic items. Wrector will only pay 100gp upfront, the rest will be paid after the adventure at Starkpool City, and Wrector must be alive for the pay out. Gob Smack, the captain of the Mad Marauders, has actually led his crew there on a previous occasion.

Kill Tunnel, September 10

The party arrives at Kill Tunnel and proceeds into the main section, passed where Gob Smack had gone. They spot 3 giant beetles clustered around a blood pool in the middle of the tunnel. As the party approaches the beetles, they are ambushed by 9 flying Fang Divers swooping down from the shadowy ceiling. The battle was long and brutal with a;; the principals taking wounds and the Stew Orcs getting brutalized. Possum was killed, Chicken lost an arm, Porky lost 1" of movement due to leg injury, Beefo took a nasty head rattling with some permanent brain damage and Lambchop took a mortal neck injury and was only saved by Father Anthrax's magic. When all three of the beetles were slain and 4 of the Fang Divers were killed and 2 wounded, the remaining Divers flew off.

Gob Smack checked the section of tunnel for anything interesting. He drank from the blood pool and found that his strength had increased. Then he discovered a 4th beetle in a nearby cave and slew it. There he found an electrum bar and a useful cleric scroll.

At this point the party decided to go back to camp and patch everyone up.

Mountain Camp Sept 11

The party rests and patches up the orcs.

Kill Tunnel, September 12

They returned to the tunnel in the morning. In the same section of tunnel they discovered a trash filled stink cave with a dreaded Garbaggio within. The party flees from the cave back into the tunnel where Festus used a Web Spell to trap the beast at the cave entrance. The party wears down the trapped beast and Wrector slays it just after it broke free of the webs.

The party searches the trash cave and Gob Smack, Porky and Lambchop all catch some foul disease. Gob Smack and Lambchop are both cured by doses of the Panacea herb, but Porky soldiered on in his sickness. Inside they find some cash, a magic dagger, a magic scroll and the "Ring of Zorachus."

They move on to the second section of the tunnel where they immediately spot 2 side caves. They send Porky into the first one and he spots a golden chalice on a shelf on the far end of the cave. The floor is covered with skulls. As he crosses the floor, one of the skulls proves to be animated and cruelly bites Porky's hamstring, crippling him. Father Anthrax retrieves the chalice and adds water to it. The water bubbles and changes color. The team forces Porky to drink the liquid and he immediately changes form several times into various elementals. After ten minutes Porky returns to normal and the transformations have cured his disease and injuries. (Later the party will learn that once per day, liquid in the chalice transforms into a random potion, Porky experiencing a potion of elemental form).

Across the tunnel in a second cave was a giant spider. They fled to draw the spider out and easily killed it. They took its treasure of coins.

Down the tunnel was a section sealed off before and beyond by rows of magical tiles. Gob Smack rushed across but was injured by magic energy and fled, terrified by magic fear. After they recovered Gob Smack an hour later, Festus used a *protection from evil 10' radius* spell from a scroll they had taken as treasure to safely get the party over the first row of tiles. Inside the area were a statue inside a pentagram and 4 brass coffins. They avoided the statue, despite its expensive gem stone eyes. They tried to open the first coffin, but failed, but this caused 4 wraiths to each exit his coffin to the attack. Luckily, the protection from evil spell was still functioning and covered everyone except Wrector. A wraith attacked Wrector, but did not injure him before he leaped into the protective radius. Anthrax successfully commanded the wraiths to depart to the far side of the back row of tiles.

The party managed to open coffins 1,3 and 4 and take some valuable treasure and a magic ring, inscribed "volare." Wrector had his hand badly cut by a blade trap while taking the ring.

The members of the expedition decided to leave and cash out, to perhaps try again another day.