

**Session/Game:** Starkpool-2      **Date:** December 12, 2024

**Game 2:** Jarl in the Spook-Hole, but It Takes Time

**Campaign Date:** March 4, 1025

**Characters:**

Ingvar, Man, Berserker-8, Neutral (Pete)

Red Floki, Dwarf, Fighting-man-4, Neutral (hench/Andrew)

Black Floki, Dwarf, Delver-4, Neutral (hench/Andrew)

Bjorn, Man, Druid-4, Neutral (Mother Earth), (hench)

Beserkersx10, Men, Neutral, Berserkers level 1 (Class B troops)

**Judge:** Dave N.

**LOG:**

Jarl Ingvar the Mountain, Lord of Barlborg, led 3 of his henchmen and 10 berserkers to the ruins of Smarshing where they examined an ancient temple of Father Sky. As Red Floki examined a large, rusted lever in one corner of a roofless chamber, he was overwhelmed by a desire to yank the lever. This yanking opened a large pit beneath the party and dumped them downwards into an underground series of secret rooms of the ancient temple.

When they landed, Ingvar and his men found themselves surrounded by 8 White Apes in a shadowy chamber. They leaped to battle as the pit entrance slowly closed above them. The apes maimed 3 of the berserkers (leg, foot and ear) and chewed off the head of a fourth, but all apes died at the hands of the Barls. Ingvar killed 4 of the apes by himself. The three maimed berserkers were patched up with the help of Owlbear punch.

They open up all the doors from the pit chamber and investigate several rooms. They find a mysterious pool, a set of treasure chests and a room with a large drain and some rubble. One of the maimed berserkers "Stumpy" jumped into the pool saying he saw some spirits yanking at his missing leg, but he suffers no harm. When they open the chests, they find some riches, but Black Floki is nearly poisoned by a needle trap.

All the door and chest bashing attracts a wandering Flame Salamander, which attacks the party by surprise. It knocks one berserker out, but is quickly killed by Ingvar.

Red Floki poked at the drain and provoked a horde of corpse beetles to swarm out, but they were easily killed. Black Floki is injured by a lightning trap in a side passage.

As they searched an old library they are surprised by 2 shadows whom Red Floki and Ingvar killed, although Ingvar is temporarily weakened in the fight. Bjorn declared that there was great wisdom to be found in the runic library, but that it would take time. Ingvar had no time for wisdom.

They next uncover 2 separate altar rooms. One has a stone altar, a statue of Father Sky and a throne. They decide to avoid it. The other has a purple carpet with a solid gold altar on it. Bjorn warns that the carpet is evil and perilous. Red Floki tries to leap onto the altar, but falls on the carpet. When one berserker touches the altar, a wraith appears and sucks his life away. The party has a desperate battle against more

and more wraiths until Bjorn sets the carpet on fire with a spell, destroying it and banishing the wraiths. Bjorn said that one door out of the room was wizard-locked and there might be riches to be had behind it, but that physically destroying the metal door would take time. Ingvar had no time to spare, so they left by another door.

They passed through some passages with Black Floki leading the way. In one chamber on the route, they spotted some ancient message faintly scratched into the wall. Bjorn declared that there was great wisdom to be discovered, but it would take time. Ingvar had no time for wisdom. Eventually, Black Floki fell into a pit trap and lost his leg to a poisoned spike.

Beyond the corridors, they killed 2 spectral hounds, one of which bit off the left arm of one of the berserkers. Also Red Floki was bitten by a hound and began to feel funny. They spot a magic war-hammer behind the hounds. The hammer was protected by a magic field which they were unable to break. Ingvar tried on one of the 10 belts of Osric they had found in the golden altar and was transformed into a wolf-man. The transformation was reversed when he removed the belt again.

The Jarl decided to take the set of stairs in the room and they emerged at the surface once again. As the day progressed, Red Floki grew more and more translucent. At last, in the middle of the next day, he vanished completely, with his gear dropping to the ground.

Ingvar led his men home and distributed the ample riches among the survivors. He wanted to find Magnus, his mage, to have him analyze the magic ring they had found and was thinking of how he might find out what had actually happened to Red Floki and whether he might be saved and what might be accomplished with the wolf-belts.