

**Session/Game:** Starkpool-7      **Date:** February 2, 2025

**Game 7:** Go, Go, Go, Scaramando

**Campaign Date:** April 14—May 2, YN 1025

**Characters: The Bortastic Octagon a.k.a. The Bortastics**

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

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

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

**NPC Squad: 5 Guys Named Bort**

LFC, leather, shield, spear, dagger

Bort Smith (limpy)

Bort Lauchman

Bort LaForge (one-ear)

Bort Judy

Bort Nelson (peg-leg)

**Judge:** Dave N.

**THE JOB**

In Dorgstyn town on April 14, Aldermann, Fletch and Squishy met with a man from the Western Desert by the name of Weevil Bin Wanx. Wanx explained that his cousin Balthazar Mistweaver was a famous wizard and vassal of Baron Fiyero of Brant. Balthazar had been captured by Archduke Gnombus, himself a vassal of Baron Humbert of Lorn, in an action of the Lorn-Brant War.

Weevil claimed that he was getting increasingly angered at the situation. Balthazar's lord had neither tried to rescue him nor pay the 4000gp ransom. The family could only raise half the ransom and so decided to offer the money (2000gp) to the Bortastics if they rescued Balthazar. Aldermann agreed and managed to get 100gp in upfront expense money.

Bin Wanx suggested that they go to the Lorn village of Carrotia and consult the mysterious Druid called Gork, the Hermit of the Wasteland. The eccentric hermit was an old friend of Baron Lorn and had come from his desert cave to Carrotia to help the Baron in the war.

**LOG:**

*April 15 to 20 Dorgstyn to Carrotia*

The Bortastic Octagon, after procuring needed arms and supplies (only Fletch has a horse), travel for six days across hills and forests from Dorgstyn to Carrotia.

*April 21 Carrotia*

After the local garrison were satisfied that the party were not Brant spies, they let Aldermann approach the temporary dirt cave of the Hermit Gork. Aldermann asked the hermit where Balthazar might be held. After being given a bottle of Owlbear Punch, Gork dug a small hole in the floor, shoved his own face into it and screamed his request for knowledge to Mother Earth. Gork raised his head from the hole and said that Balthazar was being held in the town of Wayburg by Archduke Gnombus, but any further specific location was not revealed to him.

#### *April 22 to 23 Carrotia to Wayburg*

The team travels to Wayburg, circling around to the West and entering through the Desert Gate. Squishy got some information from Mr. Perkins, a nondescript farmer whom he charmed,

#### *April 23 Carousing in Wayburg*

The gate guards waved the party through, instructing them to report to the customs house nearby. Waldo the customs master approved their entry and asked them for a pass from the Baron of Lorn. This pass was only to allow them to enter without paying the toll, but Squishy panicked and threw a *Charm Person* spell on Waldo to clear up any trouble. Waldo pointed out the Gnome "Archduke's" palace and the Windy Sands Inn and stable.



Aldermann was intrigued by the Wayburg Factors building across the street and just walked in. He was yelled at and thrown out by Big Man Forks, the floor boss, backed up by shrieks from Madame Rinelda, the proprietor, from upstairs. The place was a warehouse and maintenance barn for a desert trading outfit.

After dropping off Fletch's horse in the stable, they all proceeded to the Windy Sands Inn. They entered to find a raucous shindig in progress. A dashing and hip Gnome and a half dozen other Gnomes were partying hard, even having hired a drummer and flautist to lay down some dance beats. The Gnomes' chants of "Go, go, go, Scaramando" made it clear that the boss was Scaramando, the right-hand gnome of the Archduke.

For the next few hours Aldermann partied hard with Scaramando. Fletch drank quietly at the bar, talking for some of the time with Wilcox, a buying agent for the pawnshop across the street. Squishy went upstairs with Peggy the Barmaid to help here "clean a room." A desert nomad and a stupid muscle-man came in but left quickly before anyone talked to them. Eventually, Frankie the tavern keep closed down the tap room.

As they were settling their tabs and arranging for a room, Fletch discovered that someone had picked his pocket of 10gp and Squishy discovered that all his money was gone. Aldermann had spent all his money on supplies before the trip. Of course, the 5 Borts didn't have any cash. Therefore, only Fletch could afford a room. The Borts went out in the street and flopped down between the silver smith's and Sargon's house. Squishy was going to join them but remembered that Waldo the customs master was still under his spell. He went back to the Customs House and had Waldo give him a bed, cook him a nice breakfast and loan him 10gp. Aldermann decided to tag along with Scaramando and the other Gnomes, eliciting an invite to the palace. The doorkeeper of the palace, Gnulty, was stupefied by the invitation and went to fetch the butler, Gnorris. Gnorris permitted Aldermann to sleep in the kitchen and gave him a cold biscuit and sent him on his way in the morning.

#### *April 24 Wayburg*

The team met up in the morning and made a trip to Big Lu's pawnshop where they sold some stuff for cash. They reckoned, reasonably but incorrectly, that Balthazar was held in the palace and began to make plans to breach it. Thinking that the view from the third floor of Sargon's tower house would give them a good view and possible means on entry to the palace roof, they decided on home invasion. All the information they could get about Sargon was that he was terribly mysterious.

Aldermann, Squishy and Fletch, having ditched the Borts nearby, pounded on Sargon's door. Irritated, he eventually opened it up and had an irritable conversation, in which they gleaned that he was an alchemist, not a wizard. Aldermann paralyzed Sargon with a *Hold Person* spell and they all dragged him inside and shut the door. They tied up the alchemist and ransacked his house, finding a half dozen alchemical products and a potion of *Animal Control*. From the third floor, they saw there were a half dozen Gnome troopers on the palace roof. They began to formulate a plan to get in using distractions, sleep spells and zip-lining.

After noon, Aldermann, who was getting bored with planning, spotted Scaramando and his party posse heading toward the Windy Sands and so decided to



rush on over and join the party. After a long bout of getting down and getting funky, Aldermann straight up asked Scaramando about Balthazar. Scaramando revealed that Gnombus had grown tired of Balthazar and had chucked him into the basement cells of the watch tower near the gatehouse. After another hour or two, armed with this new information, Aldermann returned to Sargon's house.

The team scrapped their old plan and constructed a new one. When darkness had fallen, they leaped into action. They left Sargon tied up in his house, with Bort Judy waiting outside. Fletch took his horse outside before the gate closed and tied it up just outside the wall, roughly near the pawnshop. Aldermann, Squishy and the remaining Borts gathered around the storehouse behind the weaver's place.

The plan commenced when Bort Judy used Squishy's alchemical instant fire to set Sargon's house alight and then fled. The hope was for the fire to cause a distraction and to kill Sargon, a.k.a. Mr. Loose End. It was a good distraction, attracting the street patrol of 10 burly soldiers, as well as 2 crossbowmen from the gatehouse and a half dozen Gnomes from the palace. The patrol, however, managed to put the fire out and rescue Sargon. Bort Judy slowly sneaked over to the wall rally point.

At the sound of the uproar, Fletch climbed the wall, fastened the escape rope, and hurried toward the watch tower. Four Borts and Aldermann rushed the tower entry and threw a rope to prepare to climb to the 2<sup>nd</sup> floor where the door was. Squishy used a *Continual Darkness* spell to negate the *Continual Light* that was placed on the entrance.

When Fletch arrived at the tower, he climbed the rope and opened the door. There was a brief fight against a pair of Gnomes, but they scurried up the ladder to floor 3 and closed the trap door behind them. Aldermann, Fletch and 4 Borts take up position on floor 2, while from outside Squishy uses a Sleep Spell through the 3<sup>rd</sup> floor window, making everything quiet up there.

Since Balthazar was said to be in the basement, Aldermann climbed down to the first floor. He found the floor to be guarded by 4 Rock Baboons, each chained to a separate corner. Aldermann, sooned joined by 2 Borts, then later by 2 more fought a long, sad battle with them. At first, Fletch was trying to cover the upper floor, but when all the Borts had fallen, he started to successfully shoot arrows at the baboons not in hand-to-hand with Aldermann. At last, the battle was over and the baboons slain. All four present Borts were incapacitated. Bort Lauchman was merely stunned. Bort Smith was left with a permanent limp (-1" movement), Bort Laforge lost an ear and Bort Nelson lost a leg. However, with bandages and Owlbear Punch they were all able to get out. Aldermann climbed down to the basement and freed Balthazar from the cell.

The whole team gathered at the wall, climbed down the escape rope and staggered off into the night.

#### *April 25 to May 2, Wayburg to Dorgstyn*

The Bortastic Octagon took Balthazar back to Dorgstyn. They hadn't recovered his spell book, so he was of little threat or use. When they told him that they had been sent by his cousin Weevil Bin Wanx, Balthazar told them that he had never heard of such a person. Nevertheless, they delivered him to Weevil on May 2, collecting the 2000gp bounty.