

**Session/Game:** D&D Wilderlands 12

**Date:** July 10, 2016

**Episode 12: Trouble Downstairs, part 2, featuring the return of Mr. X**

**Campaign Date: July 16--31 4433 BCCC**

**Characters:**

Yul Gibbons, Druid-3, neutral (Jason Liebert)

Fred Neck, halfling, lackey-1, chaotic good (henchman)

Tarvindulus, cleric-4, neutral (Tim Moyer)

Ramona of the Flashing Tiara, magic-user-1, neutral (henchman)

Foxglove Paul Rain Equality, elf-1, neutral-1 (henchman)

Liftin Schlep, gnome-1, neutral (henchman)

The Crushers, human heavy cavalry x5 (mercenaries)

Ned Needles, human, thief-1, neutral (henchman)

Mister X, human, illusionist-2, neutral (Andrew Smith)

And, introducing the X-men:

Roland Hildebrand (a.k.a. Shiny), human fighter-2, lawful good (henchman)

Franz VonMountain (a.k.a. The Mountain), dwarf-1, neutral (henchman)

**Judge:** Dave Nelson

**Log: (Viridistan, July 4433 BCCC)**

**July 16—July 23: Strike Up the Band**

Tarvindulus and Yul realized that they needed some serious reinforcements for another expedition into the ruins of the Crimson Monks' Monastery under the Morningstar Inn. Tarvindulus reached out to Mister X., who had helped the team in the harpy hunt months before. The three principals decided to recruit some henchmen for the gig. Mister X recruited his new X-men (Roland and Franz, a.k.a. The Shiny and the The Mountain). Tarvindulus added a thief (Ned) and 5 mercenary horsemen (the Crushers) to his team, and despite most candidates rejecting his offers, Yul recruited a lackey named Fred Neck.

**July 24—The First Trip Beneath**

The party enters the monastery ruins, probing south into a large empty chamber, where their map says that there is a hidden door on the south wall. While examining the rickety scaffold on that wall, the party is ambushed by 9 hidden goblins. The goblins hurl some ineffectual turnip-bombs then charge. The fight is long, since no one on either side seems able to inflict a wound. Then the tide turns and the goblins start to fall in quick succession. One of the goblins, however, goes on a slashing rampage, killing one of the Crusher mercenaries and wounding another before all the goblins are finally slain. The party discovers that the goblins were guarding some sort of crude shrine made of tarnished silver toasting forks, which they loot.

While they work out a scheme to boost the Elf Foxglove Paul up onto the scaffold to find the hidden door, a second group of 9 goblins come wandering down the hallway. Three of the Crushers are on shield-wall guard duty at the corridor, but are surprisingly

overwhelmed by the goblin assault. Favored by fortune, a shower of 6 goblin darts kills 2 of the Crushers and the three goblins on the front rank chop the third to bits. The goblin victory is short-lived as Ramona launches a sleep spell which wipes them out. The party kills the sleeping goblins and haul the 4 dead Crushers back to the Inn and quickly purchase some iron spikes nearby to help haul themselves into the secret tunnel they've discovered.

Returning to the ruin, the secret tunnel leads them into a crypt area of the monastery. First they find a chamber with 7 sarcophagi. They first drive off some giant rats then examine the coffins. Mister X opens the first, triggering a pit trap, which he survives by swinging his staff across the opening, stopping his fall. They find nothing dangerous in the rest of the sarcophagi, but recover some treasures.

In a second burial chamber, they find more sarcophagi. These yield a few more treasures. While searching the rear-guard is attacked by 2 fire beetles, whom they slay and harvest their light-glands. Finally, they open the final sarcophagus which emits a hideous stream of flesh eating scarabs. These beetles devour the last of the Crushers, and nearly engulf Liften the Gnome, who leaps to safety at the last second. They throw and light military oil into the casket, temporarily staunching the stream of beetles, and Yul uses his Animal Friendship spell to tame the beetles already in the room. They finally think to slam shut the casket lid.

The party decides to return home for the night and sleep it off, heal up, replenish spells and see to the burial of the Crushers.

### **July 25—The Second Trip**

The party returns to the monastery in the morning. They use the beetle-glands for light and open the wind-producing corridor near the entrance. They find a room with an underground stream and pool. They poke a round a bit, but soon leave the room.

Returning to the secret tunnel, they find a third crypt of the Crimson Monks. One sarcophagus has a hypnotic trap in its lid, but Mister X throws off its evil power. There is little of value in this particular section.

Proceeding further, they find one area that seems very unstable and prone to collapse, so they avoid it altogether. Deeper to the south, they find a stoutly locked ancient crypt. Ned Needles is badly scorched by a Glyph of Warding on the door, and then killed by a poison dart in the lock. They eventually pry the door and discover an ancient burial within, from which they recover a magic platinum-plated set of plate and shield armor, the hide of a copper dragon, and some coins of ancient mintage.

Finally, they search some monkish dormitories and supply rooms, uncovering a chest of candles, a forest tapestry, and a few other items. Hence they return home declaring their raid complete.

### **July 26-31---Aftermath**

The party spends the next few days appraising and selling off various bits of treasure.