

Session/Game: D&D Wilderlands 3

Date: February 14, 2016

Episode 3: Marlon's Got This

Campaign Date: April, 4433 BCCC

Characters:

The Pastor, human, mystic-2, neutral (NPC for Marlon Kirton)

Kurt Crowbane, human, bard-3, neutral (Chuck Fleurie)

Wandering Frank, human, fighter-2, chaotic good (henchman)

The Rat Patrol, goblin, light foot, x8, lawful evil (hirlings)

Guide Tarvindulus, human, cleric-3 (Gnosophim), neutral (Tim Moyer)

Old Silas Flur, human, fighter-1, neutral (henchman)

Blastocles, human, magic-user-2, neutral (Jason Liebert)

Festus Grundling, human, fighter-1, lawful evil (henchmen)

Judge: Dave Nelson

Log: (Viridistan and the Plains of Eba Aba, April, 4433 BCCC)

Part 1: Preparations in Viridistan, April 1-9

It seemed like an easy job. What could possibly go wrong? Kurt, Blastocles and Tarvindulus decided to take the Map to the Caverns of Endless Scarabs to the Temple of Thoth in Viridistan for expert help. Because he was a priest of Thoth in good standing, Tarvindulus was led immediately to master Mindarrow who took him to the library and to Brother Josiah, the astrology expert. Josiah interpreted the astrological formulae on the map and located the cavern for Tarvindulus, and furthermore told him that he needed to drive a stick into the center of the grove so indicated on the map at noon and it would reveal the entrance to the caverns.

The party spends several days buying supplies and hiring henchmen. Tarvindulus hires Old Silas, Blastocles hires Festus, and Kurt hires the squad of 8 goblins known as the Rat Patrol. They also buy a selection of tools, supplies and equipment for the expedition to the caverns. The party at this point is beginning to find themselves dangerously short of funds.

However, about the middle of the week, Tarvindulus finds that he has been pick-pocketed and the map, and only the map, is gone. Quickly, the party rushes back to the Temple of Thoth and finds that Josiah has the scrap paper with his calculations on it, so that the location of the caverns can be rediscovered.

Part 2: The Search for the Caverns of Endless Scarabs (April 11-12)

Having scooped up The Pastor again, the party sets out across the city bridge (although the toll is hard to scrape up) and moves south along the road. Festus and the goblins are walking, which slows down the rest who are mounted. Festus even shucks his scale armor and wears some old leather to prevent further slowing of the party. The spend April 10 travelling along the road to the edge of the Plains of Eba Aba and spend

the night out of doors. On the 11th they cross the plains, reaching the grove-crowned hillock where the caverns are said to be located.

At the hillock they find a party of 12 brigands with a nice pavilion tent and some shovels digging various test-holes around the grove's edge. Moving to engage the strangers, the party rushes forward. Blastocles immediately falls off his horse and is dragged a short distance. The goblins rush the center and 3 are immediately killed by arrows. Wandering Frank charges his war horse on the flank of the diggers, cutting down two of them.

The remaining 6 brigand swordsmen form a shield wall, and the 4 archers back them up. Frank rides around the shield wall and kills 2 archers. The remaining 2 archers are killed by the party's missile fire, and a brawl breaks out between the brigand shield wall and the party's own shield wall. Eventually, 4 more of the goblins are killed, leaving 2 alive, and Frank and Tarvindulus receive some minor wounds, but all but 3 brigands are killed. The Pastor knocks one of the three out, and the other two surrender when they try to flee but cannot escape.

Taking one of the prisoners, Harry Balf by name, into the tent, Blastocles magically charms him and "recruits" him to the cause. Harry reveals that his group had been sent to find the entrance to the cavern by the Scarab Society, presumably the very ones that had stolen the map from Tarvindulus.

The next day, April 12, the party spends the day healing and resting. Blastocles magically charms another of their prisoners, Larry Dirt. At noon they place a stick at the middle of the hillock and it reveals the location of the entrance to the Caverns of Endless Scarabs by casting an impossibly long shadow through a notch in the hill onto the plains nearby.

Part 3: The Dungeon Assault (April 12-13)

The Pastor, having been convinced somehow to lead the way, enters the tunnel entrance of the caverns. He proceeds forward and quickly pitches into a pit-trap filled with scarabs. He is lightly injured by the fall, but the scarabs are put off by his sudden appearance and do not harm him immediately. He, using his martial artist training, scrambles up the pit back into the corridor, where he immediately falls into a second trap, for some more damage. He is lightly bitten by another swarm of beetles but clammers back up.

The party withdraws from the dungeon and breaks into two details to collect wood for 10' poles and to build a bridge over the pits. In the woods, Blastocles, Tarvindulus, Festus and Silas are attacked by a swarm of scarabs. They fight back slowly, eventually stomping all the scarabs to death, all taking minor injuries only.

Having collected the wood and bridging the pits, The Pastor moves forward again, convinced to scout the way. He discovers a third pit using his ten-foot pole and avoids a third fall. He then spots an inscription and calls Kurt forward. Kurt deciphers the pictograms and yells out that it's a warning for all intruders to leave the Tomb of Aphant Ga. When he so speaks, it triggers a huge sliding stone seal, which comes down at the entrance, forcing Festus and Silas to leap backwards and be sealed outside of the dungeon (with the party's only rope and various other useful gear).

Again convinced to scout ahead, The Pastor moves forward and finds a huge 30' deep pit, 30feet across, surrounded by a 1.5 foot ledge. He creeps around the ledge

finding a tunnel on the opposite side. Creeping down the tunnel, he encounters a huge beast with red glowing eyes that charges him. The Pastor grabs the beast and seems to halt its progress. But, it was a trick, once he is in place, the beast, which is actually a Stone Juggernaut device pushes forward irresistibly and shoves the Pastor right into the 30 foot pit. The bottom of the pit is teeming with an impossibly huge number of scarabs. However, the injured Pastor manages to climb up the wall to safety before he can be stripped to the bone by the beetles.

After some discussion, Blastocles hands the Pastor a jar of Devil Grease. The Pastor creeps back to the re-set Juggernaut and spreads the grease before it and then activates it, leaping out of the way. The juggernaut slides on the grease and crashes into the pit, breaking to pieces. With miraculous fortune, the Pastor finds a rope on the body of a dead tomb robber behind the juggernaut's place. He uses the rope to help the rest of the party safely traverse the dangerous ledge around the scarab pit.

Advancing into the tomb complex of Aphet Ga, they have a difficult battle with 4 giant scarabs. Before the scarabs are killed, Larry Dirt and the next-to-last goblin are killed. Further on, Kurt uses a color spray spell to defeat 4 skeletal warriors, who were under an illusion to appear as living crocodile-men. They search a library and find several useful items, but quit searching when the Pastor, having been convinced to stand guard alone in the hall, is attacked by giant scarabs. Nearby, they discover 4 Dead Priests who paralyze the Pastor with a rigor mortis spell, causing the party to retreat and seal in the priests in their room. Pushing forward, they find a chapel and loot a silver basin and font, but leave Harry Balf to test a black pool all by himself. The "black water" turned out to be swarms of scarabs who swarmed Harry and picked his bones clean. In a nearby mummification room, 4 seeming mummies, turned out to be zombies wrapped in linen, who are defeated easily by Tarvindulus's holy turning power.

Discovering the ante-chamber to the tomb of Aphet Ga, they send the Pastor ahead to scout the room, which was filled with crushed bones. He safely scouts it and calls up Kurt to examine the tomb-door inscription. Kurt reveals that calling upon the power of strange gods in this chamber means death. There is a scarab-shaped key hole, however. Blastocles uses his captured scarab focus in the hole and opens the door.

Inside they find a sarcophagus, sealed with lead, 20 demonic wooden statues, and 2 pyramids of skulls. The Pastor is convinced to search the place and he finds it to be safe, and that there is a strange door on the far side of the room, which seems to be an "either-or" door leading to sunshine or wealth, but opening one, seals the other.

They have the Pastor pile up the wooden statues around the sarcophagus and then, when it seems safe, they all pile into the room. They then set the statues on fire. The wood burns furiously, immediately filling the poorly ventilated room with thick smoke. All the party except Tarvindulus and the Pastor collapse from smoke inhalation. The Pastor opens the door leading to the Sunshine and he and Tarvindulus rescue Kurt, Frank and Blastocles. However, the last goblin and Harry Balf die from the smoke.

The party scales back to camp, and the tomb shuts behind them. They rest the remainder of the day and prepare to return in the morning. On the 13th, Blastocles charms the last captive brigand, Lester Cheese, and they rustle up Silas and Festus for a second attempt. Unfortunately, the front door and the exit door are securely sealed. Tarvindulus remembers the swarm of scarabs that attacked them the day before, and

reasons that they must have come from inside somehow. The search the general area of the scarab attack and find a secret crawling tunnel.

Surprisingly, instead of sending the Pastor, they send the charmed Lester Cheese to scout the tunnel. He finds that it leads to the bottom of the 30' scarab pit in the dungeon. Now, they send the Pastor and Kurt forward to scout. After a series of missteps they finally use Blastocles's military oil to clear some scarabs, climb up and use ropes to haul up everyone else to the ledge. In the process of moving everyone around, both Kurt and Festus fall into the pit, but luckily they do so from only a low height and are only slightly injured. Lester Cheese is not so lucky and falls to be devoured by scarabs.

Achieving the main floor, they rush to the sarcophagus. They have the Pastor attempt to pry the box open, but he continues to fail, despite the fact that the lead seal was melted by the fire. The party is harassed by Dead Priests, whom they destroy and seize a Scarab of Rigor Mortis from one of them, and by several Giant Scarabs. Eventually, after a side trip to search the library, which netted two more interesting books, they attempt to open the sarcophagus again. This time, Festus and Silas actually try to help the Pastor, but it is to no avail. Finally, The Pastor shouts out, "Enough, if God had wanted this box open, it would have opened by now, I give up, let's just go to the treasure room." The party opens the now re-set double door to the treasure room, where they recover 100 pounds of copper ingots, a gold mace, platinum pitcher, silver diadem, some jewels, beaten silver breastplate, and various other valuable grave goods.

Eventually, they realize that it is likely to take a full day for the door to the outside to reset and they make their way back to the secret tunnel through the scarab pit. Festus however, falls into the scarabs and his bones are picked clean. Silas likewise falls and seems doomed, but manages to crawl to safety before the swarm can kill him. The party hurries back to their captured pavilion and rest for the night.

Part Four: Epilogue

Arriving at Viridistan after a 2 day ride, the party splits up the various items found in the tomb. The value of each item remains a mystery and the adventures determine to comb the city to find the best prices they can for each item. As for the bold and expeditious Pastor, all his scouting and danger-seeking pays off and he reaches 3rd level.