

**Session/Game:** D&D Wilderlands 7

**Date:** April 24, 2016

## **Episode 7: Scouting the Graveyard (Starblossom Quest part 1)**

**Campaign Date:** June 1-21, 4433 BCCC

### **Characters:**

The Pastor, mystic-4, neutral (Marlon Kirton)

Stanley Clapton, bard-1, neutral (henchman)

Yul Gibbons, Druid-2, neutral (Jason Liebert)

Blastocles, magic-user-4, neutral (Jason Liebert, cameo only)

Nick Nasty, thief-1, chaotic good (henchman, cameo only)

Tarvindulus, cleric-4, neutral (Tim Moyer)

Ragnar the Ugly, berserker-3, neutral (Henchman)

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

**Judge:** Dave Nelson

## **Log: (The Wilderlands, Midwall, Viridistan, June 1-21, 4433 BCCC)**

### **June 1: A Job! (Viridistan)**

It seemed like an easy way to grab 1000gp. What could possibly go wrong? When The Pastor entered the dining room of the Morningstar Inn, he saw his friend Fernlace the Herbalist eating his customary breakfast burrito. Fernlace offered The Pastor 1000gp if he would harvest a Starblossom flower. However, the harvest had to happen on June 21 (the solstice) just after sunset (around 9pm). The starblossom he had in mind was located in a graveyard located in the vast Elphenwood north of the great wall across the Viridistan peninsula. Fernlace would be harvesting another such blossom elsewhere, so needed someone to attempt to get that second blossom. The Pastor said he would check with his pals and poke around a bit and get back to Fernlace.

### **June 2-12: Shopping (Viridistan)**

Pastor, Blastocles and Tarvindulus set out the word to recruit henchmen, with Tarvindulus recruiting Ragnar and Ramona, Blastocles recruiting Nick Nasty the Thief, but the Pastor had no luck. Blastocles returns to his work scribing spells. With help from Nick Nasty, Tarvindulus sells some garnets, and buys a war-horse, barding and some other equipment.

### **June 13: Meet Yul Gibbons**

This morning at breakfast, Fernlace the Herbalist found himself confronted by one of his suppliers, the Druid Yul Gibbons, who was trying to swap him a bag of worthless ragweed for some corndodgers. Fernlace suggested that Yul might find some more success joining the Pastor's expedition and fawned him off on the mystic. Yul presented himself as a nature expert who could easily harvest the starblossom to the

Pastor, who soon had entered the dining room. The Pastor agreed to let Gibbons join the expedition.

#### **June 14: Beat Down on the Midwall Road**

Yul, Pastor, Tarvindulus and their henchmen headed north across the emperor's farmland toward Midwall. About half-way there, they were overtaken by the IX cavalry and asked to account for themselves. Captain Amrath the Beedy-eyed asked them "Who is in charge here?" and when Tarvindulus volunteered himself he was immediately given a savaged beat-down by the Captain (having learned nothing from the exactly same thing having happened to Kurt Crowbane sometime earlier) who went on to say "wrong, I am in charge."

They paid the captain a "fee", cleared the road and allowed the cavalry to pass through. After trudging into Midwall in the early afternoon, they found that Amrath and his men were also there, settling in for a week or so. The party took their food in their rooms and rested quietly over night.

#### **June 15: The Scouting Mission—TO DANGER!**

The party paid the toll to leave into the great forest, but Yul Gibbons angered one of the gate guards who gave him a savage beat-down with a club before they were allowed to leave.

They reached the graveyard a little after noon, and although Yul Gibbons felt like he had been down one of the side paths before, they ignored it and went straight for the graveyard. There they found 40 or so graves, 3 large noble tombs and 1 huge crypt building. Searching around the graves, they found 4 that were opened, apparently clawed open from the inside. Ragnar jumped down into them (but secretly pocketed whatever he found in each).

Ragnar managed to break open the outer gate of one of the noble tombs, but was unsuccessful at pushing over the sarcophagus lid, having no pry bar or similar tool. The party was then ambushed by 4 ghouls lurking behind the columns surrounding the crypt. Tarvindulus turned them and they fled around to the back of the crypt. Then the party gave chase, but Tarvindulus, his horse, and Ragnar were all paralyzed by the creatures. The Pastor charges up to help, and after the third one is slain, the fourth paralyzes the Pastor too. Ramona and Yul use missile weapons to finally kill the last one, who had already been wounded. The paralyzed party-members soon recover.

Entering the crypt, the party climbs downward and finds several empty chambers. They attack and kill 4 giant rats, one of which turns out to be a were-rat. Ragnar is ambushed by a hairy spider, which he quickly kills. They find an old shrine to the Natchai cult that is inhabited by 8 were-rats. Mostly by magic they kill the were-rats but not before they kill Ragnar.

The party then decides to camp out for the night in the crypt, but are first ambushed by giant rats, then by a shadowy phantom, which nearly kills Tarvindulus and forces them to flee, leaving Ragnar's body behind. Filled with terror, they flee and manage to reach Midwall before the gates close at sunset.

#### **June 16-17: A non-Strange Interlude (Midwall)**

The party rests at Midwall. It was discovered that the Pastor, who had been refusing healing attention for some time was under the influence of a ring of delusion taken from the harpies earlier. He believed it was a regeneration ring and he was totally fine at all times. Therefore, Tarvindulus healed him while he was asleep.

**June 20: You don't think that those jerks are heading for the Graveyard?**

The IX cavalry left Midwall in the morning heading deep into the forest in the same direction as the party had scouted days before.

**June 21: A Second Approach**

The party heads into the forest early in the morning. They spot the tracks of the IX cavalry heading to the Graveyard. Scouting ahead, they hear the horsemen whooping it up in the graveyard clearing ahead and decide to look around the neighborhood. Turning aside, they follow a side path to see a pile of treasure in a small clearing down one path. Certain it was a trap, they left it for a second fork that seemed incredibly familiar to Yul Gibbons. They found a large clearing, in the center of which there was an immense single tree. Not wanting to risk damage before the star-blossom harvest that evening, they stood at the edge of the clearing pondering what to do next.....

**TO BE CONTINUED**