**MAD MARAUDERS INTO KILL TUNNEL (c8)**

**Raid 1:** April 13: arrive at The Kill Tunnel (C8) for a dungeon delve.

They discover that the Kill Tunnel is a long, straight, cylindrical tunnel starting high in the mountains and heading gently downwards toward the Land Unknown. The tunnel is 60’ in diameter its whole length and is peppered with side passages filled with monstrous beasts. It is unclear whether the tunnel was carves by ancient technology, sorcery, extra-worldly means or volcanic action.

 They explored the first segment of the tunnel and killed a pair of Tiger Beetles and 20 blood-sucking Stirges. The monsters killed 2 of the 10 Half-orc HFC whom they had brought with them. They collected 2200gp, of which 245gp was given to Baron Palance. The wizars Chester advanced to level 5. They determined that the next segment of the tunnel would be more dangerous than the first.

**Raid 2** April 20: the make the second delve. While they defeated a black pudding and 2 wraiths without loss, 6 gargoyles ambushed them and killed Chester and 6 of the half-orc mercenaries. The survivors took their 1400gp in treasure back to Braxx. They gave Baron Palance his share, 155gp, and gave him the chance to buy up to 8 Blood Rubies for 100gp each.