Starkpool Game 6B: THE TRIPLE RUMBLE RUMBLE 2: Battle of the Holy Tomb

Date: January 19, 2025

Campaign Date: April 8, 1025

Judge: Dave N.

Chainmail Battle, 1 figure= 5 men

Sinxth Army

Earl Ronstudd P8 (Andrew)

Enzo CS4 (hench) Killed

Zap MU4 (hench)

Quods Sc4 halfling (hench)

HHB x50 10 killed

Dorgstyn Army

Earl Rockhank F7 Dwarf (Craig)

Bishop McSmash CM4 Dwarf (hench)

Dwarf HFB x100 15 killed

Braxx Army

Evil Jack Palance F8 (Bob)

Hork ACM-4 ½ orc (hench)

Sneaky Donald Pleasance DE/MUE-3 hoborg (Pete)

Hobgoblin HF-B x100 30 killed Hobgoblin Crossbow x50 35 killed

Spooks

Master Hell-spike, Specter (Quinton) killed Ghouls x50 all killed Gargoyles x20 all killed

As Ronstudd and Rockhank approached the broken walls of the tomb complex, Evil Jack Palance's hobgoblin crossbowmen popped up and rained quarrels down on them, removing 1 Heavy Horse and 1 Dwarf figures. The Dwarves closed with the crossbowmen and removed 6 figures which caused the remaining 4 figures to rout off the field.

Meanwhile, Ronstudd and his retinue rode around the complex to the East, aiming to enter from a wall breach farther north. Just as the Sinxth force was about to charge home, Hork, one of Palance's cleric henchmen, cast a Hold Person spell onto Ronstudd, incapacitating him for 10 turns.

The dwarf main body charged into a unit of 50 hobgoblin heavy foot. The Sinxth wizard Zap wounded Hork with a magic missile and Bishop McSmash threw a silence spell onto Hork as well, preventing him from casting any more spells.

The dwarves and hobgoblin foot began a melee. The fighting goes back and forth, each side losing 4 figures. Rockhank and Hork do battle, each taking wounds. Zap then finishes off Hork with another magic missile.. Sneaky Donald Pleasance uses a sleep spell to enchant 2 dwarf figures. As the second dwarf unit attacks, the first retreats. The hobgoblins

are pushed back, but then charge back trying to swarm and kill Earl Rockhank. They manage to inflict another wound on the dwarf Earl, but are all killed.

Evil Jack Palance sees that the battle is hopeless, takes the second unit of hobgoblin heavy foot (10 figures) and flees the battlefield. The Lawful forces regroup and wait for Ronstudd to come free of the spell. It was at this time that Sneaky Donald Pleasance, using his ring of invisibility, finds and bandages Hork and removes him from danger.

Sinxth and Dorgstyn assemble and approach the tomb itself. There is one area around the tomb that holds an enchanted garrison of ghouls and gargoyles, led by the Specter "Master Hell-Spike." Ronstudd lets loose with his holy power of "Dispel Evil" all three times he is permitted in any day and destroys all the ghouls and Master Hell-Spike. The gargoyles remain and put up a hard fight. They end up removing 4 figures of Sinxth Heavy Horse and kill Bishop McSmash, tearing out and eating his heart. The two earls manage to slay all the gargoyles at last.

Although Baron Palance has fled, Sneaky Donald Pleasance remains behind. After one attempt fails, he manages to kill Pastor Enzo by skillfully using his ring of invisibility and cleric-slaying sword. Quods, also invisible thanks to Zap, was waiting for SDP's second attack and manages to wound him before he escapes.

Ronstudd and Rockhank enter the Tomb of St. Gordon and summon the soul of St. Gordon with the ancient words "Gordon's Alive!" . The two earls ask the saint to proclaim the truth that might end their quarrel.

The saint told them that indeed a vassal of Earl Rockhank had stolen the sword "Kindness" from Sinxth, but it was done without the Earl's knowledge or approval. Mayor Marvelous of the Gnome village of Bridgeton (V29) had stolen the sword. He, however, discovered that the sword was not a Holy Sword, as many had believed, but was but an ordinary blade. Marvelous then chucked the sword into the river. The only Holy Sword in the Starkpool Reach was the sword Requitor, which lay in the Land Unknown. The revelations caused Ronstudd and Rockhank to make amends and declare peace between them

