

**Session/Game:** Thranconia Blueholme-1

**Date:** February 10, 2019

**Episode 1:** “Strangers on the Road”

**Campaign Date:** Feb X—Feb XX, YOR 2019

**Characters:**

Lothar of the Hill People, berserker, fighter/cleric-1, Neutral (Dave Hanley)  
Mrow, (a.k.a. Mr. Ow), feline, magic-user-1, Chaotic Good (Bob LaForge)  
Noaba, satyr, fighter-thief-1, Chaotic Evil (Marlon Kirton)

**DM:** Dave Nelson

**LOG:**

*Scene-1: Pig Theft in Process, Feb X, 2019 YOR, Along the Desert Road*

Three strangers, Mrow the Cat-man mage, Lothar the Warrior Priest of Crom, and Noaba the satyr backstabber, all stumbled onto the Desert Road, east of Crossroads Tavern, from various directions. As they approached a peasant’s hovel they saw a large pen near the hut with single marvelous-looking pig contained in it. Also, three dodgy-looking thieves (Wiggles, Snappy Tom and Born Loser) were rushing up to the pen, obviously looking to snatch the pig.

Individually, the three strangers decided to intervene and prevent the theft. Noaba approaches Born Loser, who whips around and tries to stab him. Noaba cuts down Born Loser quickly. Noaba then approaches Snappy Tom who wounds the satyr. Snappy Tom and Wiggles decide to flee. Lothar catches Wiggles and cuts him down. Noaba catches Snappy Tom and kills him dead.

The three adventurers have a conversation with the peasant, getting their bearings, and even a talk with the fantastic pig, who can speak (by a gift from Isis) and whose name is Sparkles the Wonder Pig.

Searching the 3 thieves, they take some coins, bags and axes off of them, but also a scrap of map. The map leads to a mysterious place labeled “Q” to the north east and also has the words “I found it” written across the bottom. The strangers decide to team up and try to find “Q” together. First, they agree to go to the town of Crossroads Tavern so Noaba can heal from the wound he took in the fight.

*Scene-2 Welcome to Crossroads Tavern, Feb X, YOR 2019*

The team arrives in Crossroads Tavern before the gates close. Noaba and Lothar get rooms at “The Old Inn”, despite the eccentricities of the place. Mrow checks in to the shabby “Travelers’ Barn” for the night. Noaba checks with a pair of tailors in town to get a special rig for his back-pack, but they wanted to charge more than he wanted, so he settle for a canvas bag hooked over the pack. The others search the town a bit.

*Scene-3: Looking for Work, Feb XI--XII, YOR 2019*

While Noaba rests to heal his wounds, Mrow searches some of the businesses in town, being impressed by Habib the Wonderous’s alchemy shop. Lothar went to “Crom’s Ghost Tavern” where he met with the owner, “Loud Olaf” and arrange a job where he would deliver a very expensive cask of “Dead Berserker Ale” to the nearby castle of Rathburg, in exchange for 100gp. Olaf agreed that they could wait one more day, to allow Noaba to rest some more, before departing.

*Scene-4: Trouble with Knights—Crossroads Tavern, Feb XIII, YOR 2019.*

Lothar buys a wheelbarrow, gathers Noaba and Mrow and heads out of town. Unfortunately, they are stopped by Sir Basil of Lampwick, one of the Town Marshal's knights. He demands they produce their transport license, or he will punch them all in the face and take all their money. Moving suddenly, they surprise the knight, and Noaba lunges unseen to his left side and buries his handaxe in the knight's thigh, severing his femoral artery which causes his instant unconsciousness, fall from his horse and rapid death. Seen by 4 witnesses in the street, they flee with as much rapidity as they can manage while pushing a wheelbarrow, and manage to escape through the town gate before a proper search can be organized.

*Scene-5: Taking Care of Business—Rathburg and Crossroads Tavern, Feb XIV-XVI, YOR 2019*

Making a quick trip to Rathburg, they deliver the cask of Dead Berserker Ale and received a receipt. They rest overnight, but realize that Mrow and Noaba are too conspicuous to return to Crossroads Tavern, what with the broad-daylight murder of a town knight. Lothar then removes his helmet and buys a cloak to make a disguise. He enters the town and gives the receipt to Loud Olaf and collects the delivery fee. However, by the time everything is finished, the town gates are closed for the night. Lothar uses his grappling hook to climb over the wall, and despite falling once, escapes the town. Lothar rejoins Noaba and Mrow and they return to Rathburg to spend the night, and the whole next day, in order to heal.

*Scene-6: Finding "Q"--The Plains, Feb XVII, YOR 2019*

The well-rested party follows the map to find the mysterious "Q" on the plains near Rathburg. They spot a large rock-outcropping which seems to correspond to the "Q" location. Approaching, they surprise a patrol of 9 kobolds. A battle commences, leaving all 9 kobolds dead and Noaba wounded. The party approaches the rock outcropping, seeing that it has been carved and built upon, making it to a fortress of some kind, but one that has seen better days. They see a worn inscription over a gate-way which says QUASEQUATON, the name of the fortress.

*Wrap-Up: Visit to the Cat House, Feb XVIII—Feb XX, YOR 2019*

The party decides to go to Mrow's townhouse, which is located in the town of Passburg. There they intend to rest their wounds and plan an expedition to explore Quasequaton.