

**Session/Game:** Thranconia Blueholme #5 **Date:** April 14, 2019

**Episode 5:** "Stop Dying You Cowards"

**Campaign Date:** May I to May IV, YOR 2019

### **Characters**

Rock Stupid, troll, fighter-1, LG (Jason Liebert)

Mrow, feline, magic-user-3, CG (Bob LaForge)

Cormac, human, cleric of Crom-1, N (henchman)

Noaba, satyr, fighter-thief-2, CE (Marlon Kirton)

Lothar of the Hill People, berserker, fighter/cleric of Crom-2, N (Dave Hanley)

Doggems, human, thief-1, N (henchman)

Fantastic Becky, gnome, thief/magic-user-1, N (NPC)

**Judge:** Dave Nelson

LOG:

May III—Quasequeton

After resting for a few days, the party returns for one final assault on the dungeon-fortress. Once again, Rock Stupid rushes toward the front gate, this time the 3 hastily posted hobgoblin fighters are ready in the arrow-passages and manage to shoot and wound Rock Stupid with a crossbow. Mrow puts two of them to sleep, but the third is clever enough to wake one of his fellows, who then wakes the third. This, however, gives Rock Stupid enough time to batter in the front door. The party engages the three hobgoblins in melee and eventually beats them down.

Climbing down to the lower level, they kill the 5 hobgoblins on guard there, with some minimal damage. They then make their way to an abandoned library where they have a protracted fight against a dozen giant rats, in which Lothar went on an impressive killing spree, and in which Mrow attempted to kill one for his dinner, but failed and thought better of the attempt. Searching the chamber, they found a secret panel where lay hidden a scroll of neutralize poison, and a sacred Tome of Nodens.

Adjacent to the library was an abandoned laboratory. They decided to not mess with a glass-covered cage that was protected by holy runes. They did, however, shift some large pottery amphorae which were covered with mold. The mold turned out to be deadly Yellow Mold that unleashed a cloud of spores that poisoned Doggems, Noaba and Lothar. While Doggems managed to recover from the injury, both Noaba and Lothar died. But, they realized that they had a neutralize poison scroll which would save one of them. Since only Cormac could use the scroll, choosing a fellow priest of Crom over an evil-aligned satyr was not a hard choice to make and Lothar was restored to life. Inside one amphora, they find a rune-inscribed sword, which Rock held onto. In one corner of the room, they found another small cage in which a gnome explorer, named Fantastic Becky, was imprisoned, they freed her and had her join the expedition.

Searching nearby, the party discovers a securely locked room with the symbol of Nodens on the door. Mrow uses a Knock Spell to open the door. They discover three treasure chests within. It takes Becky and Doggems some time, but they open all three chests, discovering a significant treasure of gold and electrum and scroll of Raise Dead, which they use to restore Noaba to life.

Continuing to search the dungeon, they stumble into the headquarters of Fidmul, the Herporite Demon-Sorcerer. They immediately spot the Snake-Demon's 3 bugbear

body guards and Mrow throws a sleep spell onto them, putting 2 to sleep. Fidmul coalesces from his disparate snakes and throws a dispel magic onto the 2 sleeping bugbears and revives them. As the party begins to fight the bugbears, Mrow throws a charm person spell at the snake-demon, but it was ineffective against him. Lothar, however, uses his Terrifying Gaze to frighten the snake-demon into dissolving into snakes and flee the battle. After the bugbears were at last defeated, Fidmul returns, but before he can cast a spell, Mrow throws a sleep spell, putting it to sleep. Lothar tries to kill the sleeping demon, but was unable to injure it. Rock Stupid then stabbed it with the rune-sword, killing it. They took a store of gold from the room, and also Fidmul's magic focus, a diadem which cast Charm Person, survived his death and was claimed by Mrow. They also found a map of the complex, which aided their exploration considerably.

They returned to the room which held a sword protected by a magic circle barrier, but no one was able to pass through the magic defense. The party then found an abandoned potion workshop, and recovered 4 potions from some locked brass cupboards. They also recover some gems, jewelry and a suit of magic leather armor from a hidden treasure room revealed by the map.

Questioning Fantastic Becky, they found that there was a second, secret entrance, which she had sneaked through, but which was guarded by scorpions. They decided to fight the scorpions and charged in. In the first round of combat, Doggems shot an arrow which hit Lothar in the back, this was followed by a claw attack which gave Lothar a grievous wound, taking him out of the fact. When his boss went down, Doggems, thinking he'd be blamed, panicked and retreated. Meanwhile, Rock, Cormac, Noaba and Becky manage to kill the big scorpion, leaving the three little scorpions to keep fighting. Unfortunately, Noaba is stung by one of them and despite everything dies from poison.

The party searches through a couple of old storage rooms, finding some spices, alchemical items, and an old book (The Book of the Mighty Wind). Deciding to avoid fighting some poisonous centipedes, they exit the dungeon. There they met Becky's cousin Slick Patrick, and gave Beck an emerald and sent her on her way. They return to Passburg, bury Noaba. Mrow discovers, just in time that the Book of the Mighty Wind is infested with book worms and saves his spell books from harm.