



Session/Game: Thranconia Blueholme 2-3

Date: February 20, 2021

Gordon's Alive! Episode 1: Mines of Hrim

Campaign Date: February 21, YOR 2021

Characters:

Gordon of Boarswood, Human, Fighter-1, LG (Dave N)

Scobo, Human, Thief/Magic-User-1. N (Dave N)

Mallet, Human, Fighter-1. LG (Andrew S.)

Zubazoo, Human, Magic-User-1, ?? (Andrew S.)

Judge: LOH system/Collaboration

Scobo comes rushing into Boarswood Manor, breathless with excitement. "Ya ain't gonna believe it no way, no how! It's our chance! I done heard from Bill, down at Bill's tavern in Passburg, that there's a gang of half-orcs who have been robbing the countryside around Crossroads Tavern and they done come all the way over hereabouts! Bill done said that they're hole up at the abandoned Hrim mine at the foot of the mountains. Let's get 'em!"

LOG:

Gordon, Squire of Boarswood, his son-in-law Mallet, and their friends Zubazoo (a fledgling wizard and close pal of Mallet) and Scobo (a former hobo, thief and talented magician) have formed an adventuring company to bolster their economic conditions. Scobo discovers that a gang of half-orc bandits called the Purple Vomit Gang is hiding out at an abandoned mine nearby and the team resolves to hunt them down.

They advance into the mine entrance, where a hidden Half-orc thief stabs Gordon in the back, but his shield was slung there and it is shattered by the blow, deflecting the attack. The thief stabs again, inflicting a light wound, but Gordon kills him with a spear thrust.



Deeper in the tunnels, they are stopped by two formidable half-orc fighters. While Mallet engages one the other hold off the rest of the party. . They woud Mallet, Gordon and Zubazoo until Mallet kills one and other tries to flee and is cut down. Gordon and Mallet each take a suit of chainmail from their dead foes.



After resting and patching themselves up, they enter a tunnel that they assume is where the gang keeps its supplies, but what turns out to be their garbage pit. Zubazoo is apparently an expert garbage sifter (something that would seem to be up Scobo's alley) and searched all 4 garbage piles.

He was attacked by poisonous spiders twice, taking only minor injury, They did discover a stash of silver and copper in the trash, however.

Proceeding further, they encounter 4 berserker mercenaries working for the gang. Zubazoo used a sleep spell, followed by murder, to dispose of them. A tunnel at the back was surely the lair of giant beetles, but no, it was the opposite, it was rolling stones. Some unstable rocks fell toward Mallet, but did him no harm.

In a chamber around the bend, they managed to surprise and quickly wipe out 4 more half-orc thieves. They find one of the gang's two treasure chests in the cave. Scobo fails to disarm a dart trap that the thieves had rigged. The darts did a moderate wound to Mallet, whom they took some time to patch up. Here they found a real prize, a jeweled pendant worth 700gp.

In a large cave to the south, they encountered the gang's leader, a cruel Ogre. However, Scobo made quick work of it with a sleep spell. In the adjacent chamber they disturbed the Ogre's drinking buddy, a powerful white ape. The ape charged Mallet, right onto his spear which horrifically wounded it, and Mallet followed up with a back-swing finishing the beast.



The ape was guarding the second treasure chest. Scobo was able to remove the poison needle trap and unlock the chest without too much trouble. While he was working, the last gang member, another half-orc thief, attempted to bushwhack the party, doing a minor wound to Mallet before being killed by the party. They find a fair store of coin in the chest, and decide that since the gang was destroyed, they had no need to hunt down bugs, rats and toads; so they went home.

The Take:

Each of the 4 party members got 350gp from the collected loot.

The experience totals were: Mallet 495; Scobo and Gordon: 473 each; Zubazoo: 450.
Mallet took a handaxe, sword, and suit of chainmail. Gordon took a suit of chainmail and a shield.
The team took 3 hand axes, 5 daggers and 1 sword home to keep in Scobo's cottage until needed.