

**Session/Game:** Thranconia Blueholme-10

**Date:** June 23, 2019

**Episode 10:** "Recon in Force."

**Campaign Date:** Jun XXIII—Jun XXV YOR 2019

**Characters:**

Lothar of the Hill People, berserker, fighter/cleric-3, Neutral (Dave Hanley)

Doggems, human, thief-2, Neutral (henchman)

Munderic, human, fighter-1, chaotic good (henchman)

Mrow, feline, magic-user-4, chaotic good (Bob LaForge)

Cormac, human, cleric-3 (Crom), neutral (henchman)

**DM:** Dave Nelson

**LOG:**

*Jun XXIII—Pit of the Obelisk*

While Wilson and his men were distracted by the Festival of the Giant Cupcake in Idessa Oasis, Lothar and Mrow decided to take their henchmen on another raid against the Pit of the Obelisk in order to discover the secret door that must lead to the inner section of the Lizard-men shrine. Having achieved an unchallenged entry to the dungeon, they raided the watch-captain post again, killing 5 lizard-men. Proceeding deeper, Munderic is wounded by an ice-based Glyph of Warding, but they revive him and press forward. Reaching the former lair of the giant toads, the party is ambushed by a lizard-man assassin who severely wounds Doggems from behind before being swarmed and killed. However, Lothar was overcome with battle rage, attacking Cormac before he is tackled and calms down.

Reaching the quarters of the Lizard assassins, they search it for an hour for secret doors, but find nothing. Proceeding to the main lizardmen barracks, Mrow puts 6 lizardmen to sleep and the party kills the sleepers.

Reaching a dead end in their search, they spend a long period looking for a secret door to press forward, eventually discovering it and moving forward into uncharted regions. First they discover a magic pool, protected by glyphs. Munderic, with his fire-resistant armor triggers the glyph and avoids the fiery damage. The pool proves to be refreshing and provides some limited healing effects.

Beyond the pool room is a crude altar to Set, Isis and Osiris. After briefly scouting the passage beyond the altar room, they search the altar itself, this releases an Ochre jelly which attacks the party. When the jelly is hit by Munderic's spear thrust, it breaks into 2 smaller jellies, suffering no ill effects. The party scorches the jellies with oil, but realize they can't defeat them with the resources they have, so flee. Doggems and Munderic take some injuries in the escape, but they all eventually out-manuever and escape the slow creatures. The party returns to Idessa Oasis.

*Jun XXIV—Idessa Oasis*

The party rests and resupplies.

*Jun XXV—Pit of the Obelisk*

Returning to the Pit, they find that the shrine is once again guarded by 18 set-worshipping human tribesmen. With the force of Mrow's sleep spells, the party wipes out all the evil nomads. They find 2 lizard-men inside the shrine building and kill them too. Returning yet again to the watch-captain's room, they sleep and kill 5 giant centipedes. However, soon

afterward Munderic again activates a Ice-attack glyph of warding, but dies from the damage. With their numbers depleted, the party decides to give up the raid and returns to Idessa Oasis.