

Session/Game: Thranconia Blueholme-11

Date: July 28, 2019

Episode 11: "Sack of Garbage."

Campaign Date: Jun XXVI-JUL XV YOR 2019

Characters:

Lothar of the Hill People, berserker, fighter/cleric-4, Neutral (Dave Hanley)

Doggems, human, thief-3, Neutral (henchman)

Big Casino, human, fighter-1, chaotic good (henchman)

Chuck Breeden, half-elf, fighter/thief-1, neutral (henchman)

Chester Beef, human, normal, chaotic good (henchman)

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

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

Mystic Clive, human, magic-user-1, neutral (henchman)

Green Bill Yabo, half-orc, fighter-1, chaotic evil (henchman)

Sack of Garbage, human, thief-1, chaotic evil (henchman)

DM: Dave Nelson

LOG:

Jun XXVI—Jul VIV—Thranconia Generally

The team travels to Emporion, recruits several henchmen, buys supplies, and creates several magic foci. They then return to Idessa Oasis and prepare the final assault on The Pit of the Obelisk.

Jul XV—Pit of the Obelisk

Seeing a new batch of 18 human bandit-tribesmen guarding the shrine above the Pit, Mrow, Lothar and their men begin an attack. In two separate spells, Mrow butts 8 of the tribesmen to sleep, and the team kill another 3 with weapons, causing the rest to flee.

Entering the dungeon, the proceed down the entry corridor, where Green Bill Yabo is killed by a glyph of warding's electric attack. The dungeon being nearly deserted after the many attack made by the team in the past, they pass all the way to the main Lizardman barracks where they encounter 6 lizardmen. Mrow puts 3 to sleep, the rest begin to flee, but one is killed before it can escape. Since Mystic Clive can speak the Swampy tongue, he interrogates one of the lizardman sleepers who and been captures, but finds only some general information about the high priest up ahead. Sack of Garbage kills all the prisoners then.

After passing the magic pool, Lothar is ambushed by the 2 lizardmen who had escaped the previous room, but they do little harm before being killed. Ahead they encounter one of the Ochre Jellies that had chased them off last time, but this time, being well prepared, they pelted it with several vials of military oil which Mystic Clive set ablaze with a burning hands spell, killing it with little danger.

Advancing into new territory, they discover the lizard priest's main guard room, defended by 9 lizardman guards. Mrow attempts to throw a sleep spell onto them, but only manages to put Big Casino and Chuck Breeden to sleep. Lothar does manage to immobilize three of them with a hold person spell. The battle is long and brutal, with Mystic Clive and Doggems both being grievously wounded and with Cormac losing his nerve and retreating, and most horrible of all, Sack of Garbage was killed by an axe-blow to the groin. Although the last 5 lizardmen are all very badly chopped up, only Lothar and Mrow are still fighting, so Mrow uses a sleep spell to neutralize them, Clive and Doggems are healed and Chuck and Big are both awakened and they all move onwards.

They discover and loot the main treasure room, and the high priest's private chamber, although Doggems was nearly poisoned by a pair of giant snakes that guarded the chamber. They eventually avoided the glyphs guarding all the treasure-chests in the two rooms and gathered all the treasure.

After a thorough search, they found the secret tunnel that led to the shrine of Set under the Obelisk. Doggems was severely wounded by an electrical glyph in the tunnel, but they healed him and moved on. In the shrine they found the Lizard High Priest, guarded by 13 greater skeletons.

Lothar's "terrifying glare" neutralized the high priest during the initial charge. The warriors then killed one of the skeletons as the priest recovered and moved to the altar. Mrow used a scroll of Lightning Bolt they had found among the treasure to blast three of the skeletons, although the priest managed to dodge the blast. Mystic Clive, however, saves the day, using a magic diadem of charm person lent to him by his master, he charms the lizard priest, who orders the skeletons to stand down and hands over his treasures.