

Session/Game: Thranconia Blueholme 2

Date: May 30, 2021

The Cat's Back Episode 9: That's One Way to Deal with a Bear

Campaign Date: May 30-June 17, YOR 2021

Characters:

Mrow, feline, magic-user-5, CG (Bob L.)

Zerkwad, berserker, cleric-4, CG (Andrew S.)

Mongo, ogre, fighter-4, N (Jason L.)

Renly Faire, half-elf, cleric/thief-3 (Quinton L.)

NPC'S

Chuggins, human, lackey-4, LG

LOG

May 30, YOR 2021, Pits of Damnation

The group waited 2 weeks, where Mrow made some scrolls, and Renly and Zerkwad some potions. They climbed down the Old Well entrance to level 1-A and then down the shaft to 2A. A wight was waiting at the bottom of the shaft. Zerkwad fails to turn it and it nearly drained a level from Mongo, if not for his sturdy shield. Renly cuts it a little, but holy water from Chuggins destroys the creature.

Passing into the hallway beyond, 2 more wights wander up the hallway. This time, invoking the power of Isis (and Osiris) Zerkwad turns them away.

On a room off the hall, they find 2 huge scorpions. They manage to kill the scorpions, but one poisons Mongo. Despite Chuggins's attention, 2 doses of White Lotus, and an application of birthwort, Mongo dies. They gather their treasure and Mrow casts a Levitation spell on Mongo's body which they move back into the city. They have his poison neutralized and have him raised from the dead at the temple of Isis (and Osiris).

May 31-June 14, YOR 2021, Emporion

Being dead takes a lot out of you. Mongo needs 2 weeks of rest before he's ready to get back into action. The rest of the party make some potions and scrolls and generally resupply.

June 15, YOR 2021, Pits of Damnation

Moving into 2A again, they find a room full of spider webs. Mrow orders Chuggins to set the webs on fire, but they prove to be especially combustible, and they burned Chuggins, Renly and Zerkwad moderately.

Beyond the webs they find a locked iron door, which Renly opens and disarms a poison gas trap on it. Inside they discover some valuable treasures.

Going back across the hall, they encounter 2 vicious trolls. A long battle breaks out. Because of the regeneration power of the trolls, they lasted a very long time and inflicted a large amount of damage to the party.

They move down another hallway, which proved to be filled with caltrops. While they are dealing with the caltrops, they are spotted by 4 Grey Ogres who rush to attack them. It's a slow grind since Zerkwad and Mongo, side-by-side, held the corridor and one Grey Ogre could come against them at a time, while a second could attack over his shoulder with a spear.

However, the fighting attracted the Ogre's masters, 4 mysterious fish-guys. From behinds they used magic to Hold Mongo and throw a shroud of darkness over the hallway. Mrow used a dispel magic scroll to clear away the darkness and free Mongo.

When the Ogres are killed, the fish-guys join combat directly. One of the fish guys is killed. They injure Mongo and Zerkwad with their Rods of Deal Light Wounds, and eventually Hold both of them with spells. Squeezing past, the held guys to advance on the weaker members, but Mrow uses a Web Spell to hold two of them in place. Chuggins throws a large jar of lamp oil they had found in the dungeon at them, but it is a little while before he is able to ignite it. Renly, Mrow and Chuggins manage to kill the one fish-guy who had cleared the web, and then they finished the two webbed ones.

After Mongo and Zerkwad recover from the Hold Spells, they all move forward and recover treasure from the rooms beyond. Weakened and depleted, they head back to the surface.

June 15-16 Emporion

They party rests and resupplies in town for 2 days.

June 17, Pits of Damnation

Returning to 2A, they discover the Fish-guy expedition's base camp in a large room guarded by 20 ratmen. Mrow kills 8 of them with a fireball spell. The remaining 12 are slowly mopped up, with Chuggins taking a lot of wounds in the process. While they are searching the room they are attacked by 2 wandering wights which Zerkwad turns.

They return to the chamber where the fish-guys had been making their sinister plans and searched for secret doors. Renly found one, but was surprised by 3 wights inside. If not for his shield he would have been drained a level in the assault. Mrow uses some Black Sand to allow his sleep spell to work on the wights and puts them all to sleep. After slaughtering the sleeping undead, the party discovers that this is another crypt of one of the 10 sorcerers of Damnation, Cryspion the Dark Elf. Among other treasures, they recover the Obsidian Heart of Cryspion.

Proceeding down the main hallway once again, they enter a room to find that there is a huge Cave Bear and his 2 dark elf handlers in it. After a failed negotiation, Mrow steps forward and casts a Levitation spell on the bear and it is raised to the ceiling and in obvious discomfort over the situation. The party kills one dark elf, and the second surrenders. They discover that the elves were part of an expedition to recover the Obsidian Heart of Cryspion before the fish-guys could get it. After getting what information they thought was useful, they killed their prisoner. After discussing what to do about the levitating bear, they decided to leave it alone and return to the city.

PICTURE: It's a Freaking Bear:

