

Session/Game: Thranconia Blueholme 2-4

Date: February 21, 2021

The Cat's Back-- Episode 1: Return to Quellintan-1

Campaign Date: February 21, YOR 2021

Characters:

Mrow, feline, magic-user-4, CG (Bob L.)

Slug Duggins, half-orc, thief-3, N (Quinton L)

Deekin, kobold, cleric/thief-1, N (Jason L.)

Zerkwad, berserker, cleric-2, CG (Andrew S)

Chuggins, human, lackey-3, LG (Dave N, semi-NPC)

Judge: Dave N.

Prologue

After a year and a half's retirement, Mrow the Feline Wizard decided to return to adventuring. Collecting his faithful henchman, Chuggins, he gathered 3 new comrades, Deekin, Zerkwad, and Slug to return to the ruins of Quellintan, which had been pounded by earthquakes in the period since Mrow had defeated Fidmul the Snake-Demon sorcerer there two years ago. They packed up and headed out into the grassy plains to Quellintan.

Log:

February 21, Quellintan Ruins

Entering the tunnel that stood where the old entrance had been, they discovered a pile of bodies, mixed dwarves and hobgoblins. After they had Chuggins push the bodies to one side, they found a message scrawled in blood saying "Ours Forever" on the wall.

In the chamber beyond, Slug and Deekin scouted out an Ochre Jelly oozing about. They reported back and the team rushed into action. Much shenanigans followed, they accidentally split the jelly into smaller jellies, threw flaming oil at it, threw torches at it and eventually killed all the little resultant jellies with fire. Zerkwad received a large acid burn or two from the jelly, and was patched up as best they could.

After searching through many empty chambers and tunnels, they spotted a sarcophagus which seemed to have been shoved here haphazardly by the earthquakes. While they approached, a large band of 14 hobgoblins spotted them and rushed forward. While Zerkwad and Slug killed 1-2, Mrow used several sleep spells to put all but one of them down. This survivor ran around the corner and summoned a second band of 9 hobgoblins to the battle. These too were eventually mostly put down by a sleep spell. The party had Chuggins throw the sleeping goblins down into a large chasm in the middle of the room, although Slug did help him.

They returned to the sarcophagus and discovered a valuable jeweled rod and a magic pendant that a mage could use to cast a shield spell once per day within. The hobgoblins had a large amount of copper pieces among them. Chuggins discovered 400 ep hidden in a pile of dungeon garbage.

Mrow decided to peak around the corner, and caught the attention of a Wight lurking there. It surprised them, but was too far away to reach them before they could react. When Zerkwad and Deekin failed to turn the creature, Mrow used his last sleep spell, with a bag of

shimmering sand to let the spell work on the undead. They beat on the sleeping wight for awhile and took a valuable gold necklace from it.

Searching through some more tunnels, Slug spots a squad of 4 Berserkers camping in a chamber. Zerkwad approaches them and convinces them to leave the employ of the band of dwarves they had been working for and join him.

The dwarves were camped in several chambers ahead. The berserkers and Zerkwad come to grips with them, with missile support from the rest, killing 8 or so, losing 1 berserker, and finding their camp. When they approach the provision barrels around the corner, they are spotted by 2 more squads of the dwarf band, 5 2nd-level, and 9-first level dwarves. Mrow uses a web spell to keep the 1st level dwarves out of the provision chamber, the party comes to battle with the 2nd level dwarves and wipes them out reasonably quickly. Turning to the other squad, Chuggins burns down the web spell and battle is joined. The dwarves kill another berserker, but after 7 dwarves are killed and one caught by Mrow's tanglefoot bag, the last surrenders.

They question the 2 dwarf prisoners, discovering that the hobgoblins have some bugbears somewhere and that both factions' leaders are located on the lower level. They kill the prisoners and hurl the bodies down the chasm, noticing that the dwarves have a piton-ladder built into the side. Slug opens up the dwarves' strongbox and discovers a nice store of platinum pieces, and it makes a tidy sum when combined with the carried treasure of the dwarves.

At this point the team is low on resources, especially spells and healing, and decide to leave. The berserkers refuse to leave, saying "It's ours forever". Strangely, Chuggins and Slug agree and adamantly refuse to leave. Mrow uses Charm Person spells on both Chug and Slug and gets them to leave the dungeon. The berserkers are left behind.

THE TAKE:

Treasure:

Mrow, Zerkwad, Deekin, Slug: 767 gp

Chuggins: 383gp

Experience Points (including gold, session and prime requisite bonus)

Mrow: 1283

Zerkwad 1015—becomes level 3 cleric

Slug: 1107

Deekin: 910—becomes level 2 cleric/thief

Chuggins: 683

