

Session/Game: Thranconia Blueholme 2

Date: July 11, 2021

The Cat's Back Episode 11: Back to the Bear.

Campaign Date: July 11--15, YOR 2021

Characters:

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

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

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

NPC'S

Chuggins, human, lackey-4, LG

Sondra Tallwic, amazon, fighter-2, CG

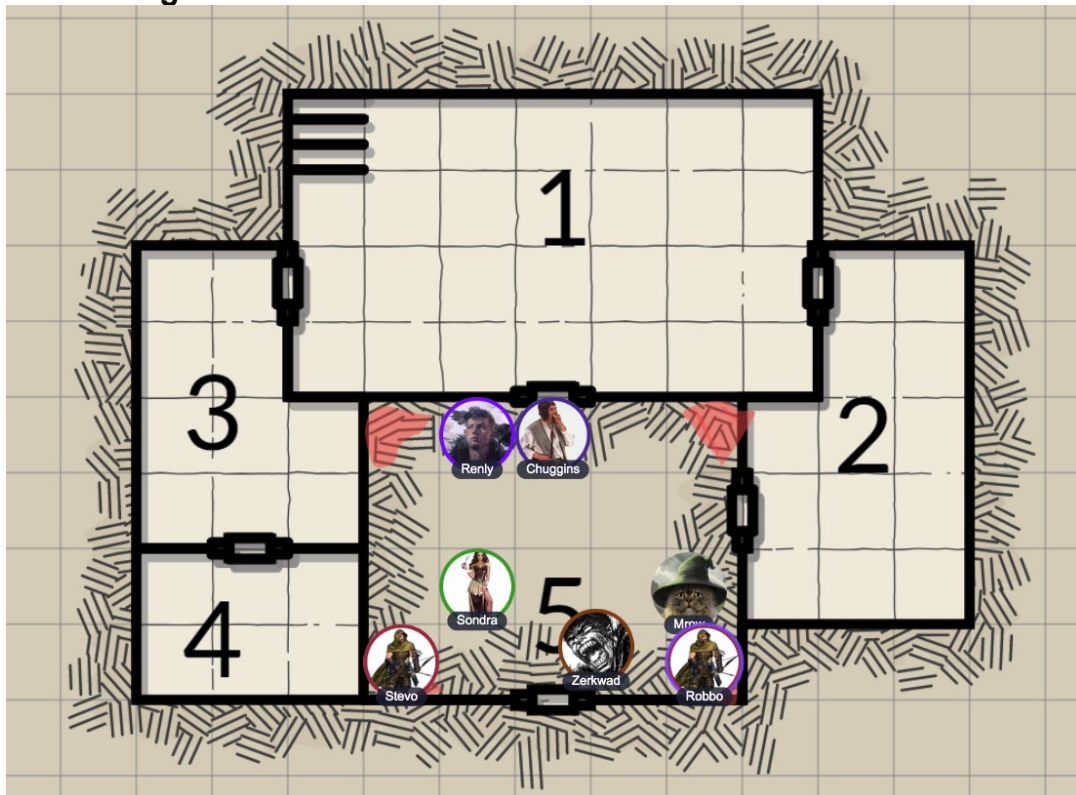
LOG

July 11, YOR 2021, Emporion

Since Giggles and Mongo were unavailable, Zerkwad began a search for a fighter to assist the party. While he tracks down, interviews and recruits Sondra Tallwic, an Amazon, the others do their business in the city. Renly has a run-in with 2 surly dwarves in the street, he pick-pockets one of them for 60gp, but later discovers that the other had cut his purse and made off with 500gp of his money. On the way home, Zerkwad is greeted by 3 shady-looking humans who asked him if he was the guy who hangs out with the Cat-guy. Zerkwad realizes that at least 2 of them followed him after they part. He rushed directly back to the Frat House and warned the rest. Chuggins commented that Zerkwad has probably led the Old Town Boys right to their house. They spot three of those guys hanging around in the street. Renly shoots one of them dead and the other two run off. After they have Sondra drag the corpse into the house, they confirm from his OTB tattoo that he was indeed a gang-member of the Old Town Boys.

After some discussion, the party decides to hold tight on guard through the night. They wizard-lock much of the valuables in a room in the basement and wait for the gangsters. After dark, a band of 6 gang archers show up in the street. When Renly shoots at them from the second floor, a battle commences, with Zerkwad and Sondra rushing into the street and Mrow poking his head over the courtyard fence to lob spells. He manages to charm one of them, and put another to sleep. The archers were mainly there as a distraction to allow 3 thieves to sneak into the house by a back window. One badly wounds Chuggins, who flees to a side room. They are foiled in their main goal of assassinating Mrow when he turns invisible, alerted by Chuggins screams. Renly runs down the stairs and Mrow, Zerkwad and Sondra run back from the street to confront them, since they have killed or enchanted the archers by then. They manage to kill one of the thieves, but the other two escape into the street. Mrow uses a flying potion to try to catch the thieves. He finds one, puts him to sleep and kills him; the other manages to hide and escape. They gather in Robbo, a bandit archer charmed by Mrow, and Stevo, the bandit put to sleep by Mrow. They manage to convince Stevo to join Robbo on team cat.

The Team Guarding the Frat House



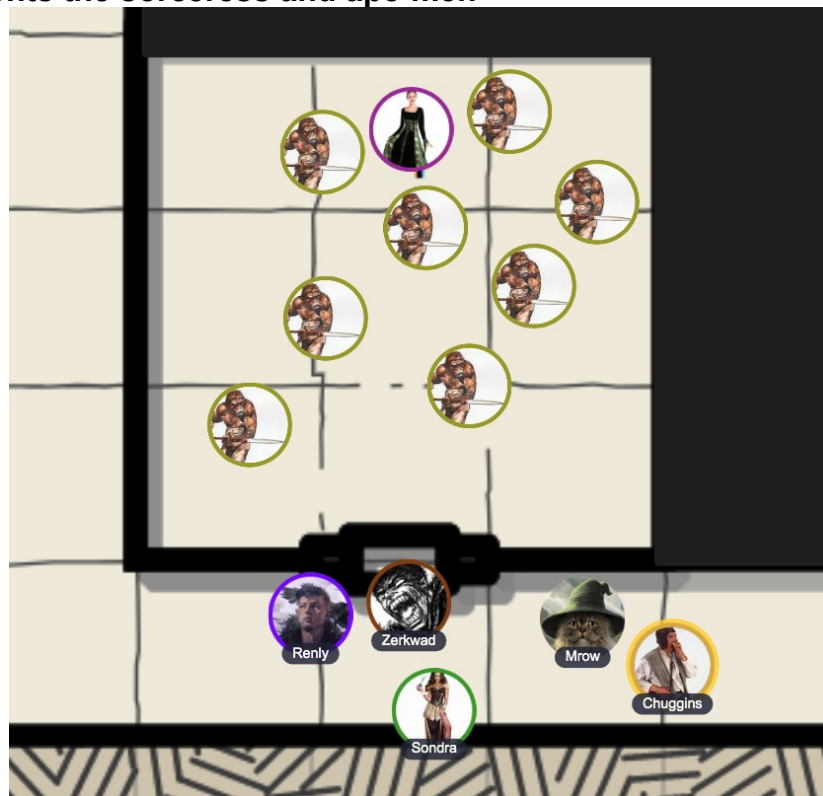
July 12, YOR 2021, The Pits of Damnation

The next morning they travel to Timmy's Well and climb down to level 1A and thence to 2A of the Pits of Damnation. They discover and kill an Owlbear. They then discover some hidden treasure and Renly is injured falling into a pit-trap. They also find a set of stairs heading downward to level 3A. While they are searching, 2 big apes stumble across them. Zerkwad uses Control Animals spell to neutralize one, Mrow uses sleep spell to deal with the other.

Proceeding westward, they are ambushed by 2 Dark Elves in a side room. The ambush is a total failure. Renly uses a Hold Person spell to neutralize them both. Peeking around the next corner, they spot the same Cave Bear that they had defeated by levitation on a previous occasion. Mrow levitates the bear a second time, but this time they fill it full of arrows, killing it.

In a nearby room, they find the Dark Elf expedition camp. The sorceress Xurgo and her 8 Sagath (ape-man) bodyguards, heard the bear fight and were not surprised. The sorceress charms Sondra and sends her off. She then traps Zerkwad and Chuggins in a web spell. Renly uses fire to free Zerkwad and Chuggins from the web. This causes the sorceress to turn invisible. Mrow, after putting some of the apemen to sleep, uses a scroll to see the invisible sorceress. She uses a lightning bolt spell to injure Mrow, but Renly and Zerkwad avoid the blast. Then after a failed Web spell from the sorceress, Renly and Zerkwad close and finish her off. With Mrow injured and their spells exhausted, the team returns home.

The team confronts the sorceress and ape-men



July 15—Pits of Damnation

After resting for 2 days, the party returns to level 2A. They easily dispose of the last 3 Dark Elves of the expedition. They find an entrance to the dungeon leading to the city storm drains and sewers, out of which 2 large apes appear to attack. Zerkwad magically controls one, whom he names Bluto, and Mrow sleeps the other (which the first is compelled to kill).

Behind a nearby door they find a giant spider, against whom they send Bluto the ape. The ape injures the spider, but it poisons the simian. The party then finishes off the spider. They spend a couple of hours searching the level and find one more secret treasure room and recover some cash and scrolls. Having cleared the level, they return home.