

Session/Game: Thranconia Blueholme 2
The Cat's Back Episode 29: Wheatabix, This Time With Snakes!
Campaign Date: August 7-12, YOR 2022

Date: May 29, 2022

Characters:

Mrow, elf, magic-user-8, N (Bob L.)
Giggles, gnoll. Fighter-8 N (Pete Z)
Shump, half-orc, cleric-fighter-5, L
Renly Faire, half-elf, cleric-thief-5, N (Quinton L.)
Zerkwad, berserker, cleric-8, L (Andrew)

NPC'S

Chuggins, human (polymorphed from reincarnated elf), lackey-6, L (Party general dogsbody)
Red Jim the Pirate, human, fighter/thief-2, N (henchman to Shump)
Slam Beefcake, half-ogre, fighter-2. Ch, Slaughter King, (henchman to Renly)
Cat Astrofee, catter, thief-4, N (henchcat to Mr. Giggles)
Not Chet, Dwomeling, XC, N (caretaker of the gang's Wheatabix holdings)

Judge: Dave N.

LOG:

August 7, YOR 2022, Emporion

When the party had moved onto the main road, departing for Wheatabix, a team of Hoborgs raided the frat house, killing the 2 guard lizards and driving off Robbo and Steelo, the 2 bandit guards. They then thoroughly searched the house, suffering from the traps installed, finding the secret compartments and chopping through the wizard-locked doors. The only things they took were the Obsidian Hearts.

August 9, YOR 2022, Wheatabix

The crew moves toward the town of Wheatbix. Zerwad and Mrow scout ahead to see if the Cat Crew are still *personae non gratae* in the town. They bribe the gate guards to get into the city. They send a messenger to the rest of the party updating them on the situation. Everyone but Renly is allowed into the southern gate. Renly is refused by order of Nerthuz the great goddess under new revelations banning all elves and half-elves. Renly used some fairy dust to turn invisible and sneak in.

They find Not Chet in Shandor's hideout. He's barricaded himself in and stuffed himself so full of sailor sausage and cheese that he's very uncomfortable. However, he's able to tell them that the High Priestess of Nerthuz has begun to rule over the town by divine decree. They decide to rest up and prepare for an investigation the next day.

August 10, Wheatabix

The team goes to the temple of Nerthuz, bright and early. The party is passed into the main sanctuary by the guards on the front door (liveried retainers of long standing). Renly scouts around the entrance invisibly finds a guard barracks. Inside the sanctuary there are 4 hairy rough-characters acting as guards, but who give off a rude, thug-like vibe. Giggles has a terse conversation with a smelly hairy guard in the main sanctuary.

One of the hairy guys has an argument with one of the temple monks and punches him. This gives Zerkwad opportunity to try to get old guards on his side. Mrow throws a

fireball killing 3 of the hairy guys, wounding invisible Renly, and one of the other hairy guys. Another pack of 7 hairy guys, who turn out to be werewolves, burst out of a side room and surround and pound Zerkwad and Mrow. The priestess, Gertrude the Stunning, emerges and tries to charm Red Jim, and calls the monks to protect her. Renly turns the werewolves who flee through the main door. Mrow uses a lightning bolt to kill 2 monks and wound the priestess. The priestess uses a charm spell to ensnare Shump while the priests stun Red, Giggles and Cat Astrofee. Mrow, however, uses an ice-bolt spell to finish the “priestess” who turned out to be a Lamia. This frees Shump from her spell and ends the battle. The normal guards and monks are horrified that their priestess was an impostor.

They show the monks the shambles of the priestess’ office and tell them to inform the Steward Fredrica Green. They decide to check the priestess’ townhouse and then perhaps her country house. In the townhouse, they found 5 “monks” working there and a strange glass orb filled with shadows. While they examined the orb, the monks transformed into serpents. Renly then turned the were-serpents who fled away. They then broke the orb summoning a large fiery demon. They killed it quickly, but Giggles and Shump took a large amount of fire damage while doing so. They found some gold and magic britches.

August 11, Wheatabix

They spent the night at Shandor’s Hideout. The next morning they approached Steward Fredrica Green at the castle. She thanked them and gave them permission to search the country house, sending a page named Young Percy along to guide them.

They reached the country house and were met by a monkish caretaker. Mrow read his mind and discovered he was an evil were-serpent. They quickly killed him, but this alarmed the garrison, who were an evil magician, 3 werewolves and 14 were-serpents. The magician used a fireball to severely injure Mrow, Red and Cat. Renly drove off a majority of the were-serpents by divine power. The crew killed the rest of the were-serpents although Slam Beefcake and Renly were both poisoned (although magically cured). Mrow used a fireball to kill 2 of the werewolves and injure the magician. Shump “held” the last were-wolf. The magician fled into the house, healed himself, and prepared to resist. He then sealed the door with an ice-wall. Mrow used his last pass-wall to open an entrance, but the magician filled it with a Dirt Pile spell. Giggles, however, then muscled through the ice wall finishing the mage.

They searched the house and found an idol and altar to a Snake-God (Set?). Zerkwad spoke with the corpse of the mage and found some basic information. They decided to return to town. They spent the night at Shandor’s, sending Young Percy to relate their fight to Lady Fredrica.

August 12, Wheatabix

In the morning they meet Lady Fredrica and Zerkwad uses Speak with Dead on the snake-magician’s corpse again to confirm that her sister is dead. When Zerkwad has the corpse say that the Serpents were done with the plot, Mrow read her mind that “Good, then the Duchess’ plot can proceed without hindrance.” The crew decided to think things over before their next move.