Session/Game: Thranconia Blueholme 2 Date: April 3, 2021

The Cat's Back A Foreshadow of Damnation

Campaign Date: April 2-9, YOR 2021

Characters:

Mrow, feline, magic-user-4, CG (Bob L.) Zerkwad, berserker, cleric-3, CG (Andrew S.) Renly Faire, half-elf, cleric/thief-2, N (Quinton L.) Mongo, ogre, fighter-3, N (Jason L.)

Judge: Dave N.

LOG:

April 2, YOR 2021, Emporion

Zerkwad, Mongo and Renly had arrived at Emporion to spend some of their gold from Quellintan. They had agreed to meet with Mrow later, since he had business at the Temple of Isis (and Osiris) and the Wanderians' Guildhall.

After checking in at the Old Town Hostel, they hired a guide, Jimmy Dog, at Frondo's Messenger and Guide service to show them around. First, they went to Rangtangers, a Gnomish-owned armor workshop, to get Mongo fitted for a set of plate armor. It took some thought, but Knobulous Ace offered to cut down a set of Fire Giant plate to fit Mongo. Zerkwad stormed out of the place when there were just too many Gnomes for him to stand. But, it took Mongo most of the morning to get properly measured. It cost 300gp, half up front, for the armor, and they said they'd send a message to the Hostel when it was ready, probably a week.

Mongo has Jimmy Dog take him to Frankie's, a purveyor of fine undergarments, to get a full panoply of silken underbritches. Again, it took him most of the afternoon to get fitted and to have the alterations (combinations?) made. It is difficult to gage just how monumentally bored Zerkwad and Renly must have been all day.

In the evening, Zerkwad treated his friends to a visit to Bosco Herman's Pie-O-Rama, one of the best restaurants in town. Bosco, a halfling master chef, produced a wide range of appetizer, meat and desert pies, enjoyed by all. Even Zerkwad choked down his disgust at being around halflings and thoroughly enjoyed the meal.

However, when the second desert pie was being served, Zerkwad noticed that another customer was staring at his ankh, the symbol of Isis (and Osiris) while they ate. Zerkwad confronted the guy, who responded that he was just surprised that Zerkwad was here and not at the temple, after the big events of the day. Zerkwad, not having the faintest idea what he was talking about, loudly demanded further information. The guy said that one of the priests of the temple of Isis (and Osiris) had been murdered earlier in the day. After they completely and leisurely finished their pies, Zerkwad, Renly and Mongo rushed off to the temple.

At the temple of Isis (and Osiris), the acolyte Tym brought them to the High Priestess Yanessa and the High Priest Renli (with an -i, no relation). They credited a miracle from Isis (and Osiris) for Zerkwad's arrival, even if he was a Wad. The bailiff seemed rather uninterested in investigating the murder of Demi-mandrite Urno and since his fellows were under suspcion they couldn't investigate themselves, so a trusted Wad if Isis (and Osiris) was a heaven-sent gift. Zerkwad heartily agreed to start investigating in the morning. They returned to the Old Town Hostel for a good night's rest.

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After a verbal dispute with the Hostel-Keeper Chyggons (with a y and an o, no relation), about the lack of a free continental breakfast, Renly, Mongo and Zerkwad rushed over to the City Palace, outside of which the murder had occurred. After buying some lizard on a stick from street vendors, Mongo and Zerkwad ran around shouting at the palace clerks and servants and random passing citizens to no result. Renly, however, talked to one property clerk named Chester Diggins III who old him that one of the street vendors, a rumseller named Texor the Swift, was talking about the murder quite a bit.

Renly bought some rum from Texor and talked to him. He revealed that he hadn't seen the murder, but had seen Demi-mandrite Urno arguing with a plate-armored guy in a City Garrison tabard shortly before the killing. Meanwhile, Mongo and Zerkwad were confronted by a squad of spearmen, working on guard detail. The guards got them to stop harassing people and helped get them an appointment wit Bailiff Chamsworth later in the day.

Renly and Zerkwad decide to return to the temple of Isis (and Osiris) to check into Urno's late actions. Mongo, on the other hand, decides to go off and get fitted for a whole new snazzy wardrobe for the ogre on the go. At the temple, Tym takes them to Urno's quarters where they discover a book titled "Erlin vs. The Tower of Damnation." They also question his fellow Demi-mandrite Jolisa about Urno. She reveals that over the last few weeks, Urno had become obsessed about something, muttering about the Tower of Damnation, astrological signs and "opening the vault." Zerkwad was convinced that Urno had turned evil and this had gotten him killed. Renly took the book with him to analyze more thoroughly later.

The pair hurried back to the City Palace to meet Bailiff Chamsworth. He was agreeable but not terribly excited. He informed them if the man who met with Unro was wearing a tabard with the City Garrison arms, then he must be a knight-captain, of which there were only 5. It should be easy to track down which of the 5 it might be.

Taking a break, Zerkwad and Renly visit Malvo Fred the Alchemist, where Renly buys some assassin's smoke and tanglefoot bags, after the bag of holding he wanted was way out of his price range. They also visited Stevo's Herb Barn to restock their herbal remedies.

Returning to the Garrison, they hang out at the Broad Serpent tavern, which is popular with garrison soldiers and sailors from the New Docks. They talk to one soldier who reveals that Sir Vornak was the only captain missing from the garrison at the time of the murder.

Leaving the bar, Zerkwad makes contact with the South Side Freaks, a disorganized band of cutthroats whose turf is south of the river. He recruits Slobbery Joe, one gang member to track Sir Vornak. Zerkwad and Renly return to the hostel for the night.

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Meeting with Slobbery Joe in the morning, they discover that Sir Vornak has a house (GQ8) in the South Rising. The pair decides to find Mrow and Mongo and make a play for Vornak when he returns home in the evening. They get th Freaks to burn down a house, to distract the authorities from the raid, but they do it way too early.

The four adventurers rush Vornak's house after dark. Mrow uses a knock spell to open the door and a sleep spell to ensure that Vornak's squire and maids remain asleep. They rush upstairs where Renly, Mongo and Zerkwad quickly subdue and head-bag Sir Vornak. Vornak refuses to answer any questions or provide any information, saying a knight cannot be detained or arrested by non-knights in the Realm. Despite a beat-down, he stays mum. Mrow then throws a charm spell on him, which loosens his tongue considerably.

Sir Vornak reveals that he is trying to find the entrances to the Pits of Damnation, an underground complex that sits under the former location of the Tower of Damnation. He

claims that the tombs of 10 Sorcerers of Damnation are scattered among the levels, containing secrets of magical power. These are his by right, since he has some remote blood relationship with the wizard Erlin who destroyed the tower. Unro had dared to try to find the pits himself and so deserved to die. After they were satisfied with the information, they gathered Vornak's notes and Zerkwad beat him to death with his mace.

April 5-9, Emporion

Over the next few days, the team decides to settle in Emporion and search out the Pits of Damnation. They buy a nice courtyard-house, rechristened "The Frat House" to serve as a base (OI-1). Mrow goes to the Wanderian's Guildhall and does some research into the Pits of Damnation. The team generally spends a few days acquiring supplies.

