

Session/Game: Thranconia Blueholme 2

Date: May 16, 2021

The Cat's Back Episode 8: Rusty and the Grey Ogres

Campaign Date: May 16-17, YOR 2021

Characters:

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

Zerkwad, berserker, cleric-3, CG (Andrew S.)

Mongo, ogre, fighter-3, N (Jason L.)

Renly Faire, half-elf, cleric/thief-2 (Quinton L.)

NPC'S

Chuggins, human, lackey-3, LG

LOG

May 16, YOR 2021, Pits of Damnation

The group waited 2 weeks, where Mrow made some scrolls, and Renly and Zerkwad some potions. They wanted to wait to return to the Pits of Damnation until the Old Town Boys relaxed their watch on the entrance they new. They climbed down the stairs to level 1-A and made their way down the hallways. They find the patch of strange color on the ceiling of one hallway, and Mongo refuses to pass through it. Renly and Chuggins approach a door beyond and Chuggins fails to unstick the door with his sledgehammer. Chuggins' noise attracted 2 poisonous scorpions who surprised Mrow around the corner. Zerkwad and Mongo rush the scorpions and kill one as Mrow flees. One scorpion poisons Mongo, who collapses to the floor foaming at the mouth. Zerkwad kills the other scorpion and applies some birthwort to Mongo and manages to save his life.

The party catches up with Chuggins (except Zerkwad who won't pass under the strange color patch) and Mongo finally opens the door. There are 3 Ogres, who have a strange ashen complexion, waiting in the room. While Mongo fights one of them, Chuggins disables another by tripping him with Devil Grease. Mrow immobilizes another with a tangelfoot bag. After Mongo kills the standing Grey Ogre, the party gangs up on the two who were hindered by the alchemical attacks and soon kill them too.

Mrow decided to use a web spell to obscure the color patch, which now both Chuggins and Zerkwad refuse to pass under. They proceed forward. Searching a room full of garbage, Renly found a secret room with a hidden crypt inside. They gather significant treasure from the crypt, then open up the sarcophagus, releasing the Mummy of the sorcerer Flindimas. The mummy critically injures Renly, and lands a solid blow on Mongo before it is destroyed by multiple attacks with Holy Water.

After retrieving the Obsidian Heart of Flindimas and other treasures from the coffin, they noticed that while magical healing was helpful to heal Renly and Mongo from the mummy wounds, herbs and other sorts of natural healing were of no use on the scabby mummy wounds. They nevertheless decided to move forward in the dungeon.

In a room nearby they found another patrol of 3 Grey Ogres. They fight and kill them, but Renly is critically injured again. At this time, they realized that from the ogre room they could get back to the stairs without passing the color patch and decide to return to the city above and maybe get Mongo and Renly treated for the mummy rot. They rush to the nearby Temple of Ukko and get a Cure Disease spell apiece just in time. While natural healing will be half as effective from now on, they prevented a more serious consequence.

Mrow, meanwhile went to the Wanderians' Lodge and consulted the records concerning the Obsidian Heart. He discovered that the Hearts were magical devices of the 10 Sorcerers of Damnation buried in the Pits. They had powerful magical effects, but ran the danger of corrupting the user's soul.

The party rests over night to restore spells and wound points.

May 17, Pits of Damnation

Returning to the dungeon, they advance and discover a Rust Monster in one room. They kill the beast, but Mongo's spear point is destroyed, as is Zerkwad's mace and plate armor. In a secret room beyond, they encounter 3 wights. They catch them by surprise, and Renly kills one with his magic sword before they all retreat. Mrow uses a fireball spell from a scroll he had found, but it has minimal effect. They fight the last 2 at the doorway, and manage to kill them without any energy drain.

At the end of the hallway they kill 2 white cave apes in a room, Chuggins killing one with a single sledgehammer blow. While Chuggins is put to work skinning the apes, a third bursts through a door and surprises Renly, doing some damage before it is killed. Here they discover a shaft leading upwards. They climb up and discover that it opened onto an abandoned "well" in a field in the city near one of the northern towers.

Climbing back down, they press on and find 4 more Grey Ogres. They engage in a long battle. Mrow catches 2 of them in a web spell, one of which is killed by Renly with a backstab. Then Mrow and Chuggins throw oil and burning hands on the webbed ogre killing it. The party manages to kill the last 2 in a straight up fight. They gather a few supplies from the ogres and move on to another room, which the ogres seemed to be guarding.

When the door is open, they find 5 fish-men of some sort, all armored and having clerical powers. The 5 all blasted Mongo with deal wounds spells, hurting him, but not critically. Mrow uses a scroll to summon a giant snake behind the fish-guy lines. A long battle develops, but eventually the fish-men are all slain. They gather up the fish-men's supply cache and some other treasure.

The party spends some more time searching places in the dungeon they couldn't account for. Renly finally discovers a final secret room and uncover some more valuable treasure. They took their loot and returned to their house. All characters advanced a level as a result of the take.

Below: Mrow is surprised by scorpions

