

Session/Game: Thranconia Blueholme 2

Date: August 22, 2021

The Cat's Back Episode 13: Don't Trust Hoborgs

Campaign Date: August 22-24, YOR 2021

Characters:

Mrow, feline, magic-user-5, CG (Bob L.)

Renly Faire, half-elf, cleric/thief-4, N (Quinton L.)

Mr. Giggles, gnoll, fighter-3, N (Pete Z.)

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

NPC'S

Chuggins, human, lackey-4, LG

LOG

August 22, YOR 2021, Pits of Damnation 1B

Mr. Giggles, Zerkwad, Mrow, Renly and Chuggins decided to return to the Pits of Damnation and explore deeper. While passing through the first level, they are attacked by a pair of large carnivorous apes. They kill one of them and drive off the other. Mr. Giggles puts Chuggins to work skinning the dead ape to provide parts for an awesome outfit.

Reaching a stair they had found on an earlier expedition, they climbed down to level 3A but found the entrance blocked by an Ochre Jelly. Zerkwad, not having learned his lesson from a similar encounter in the dungeons of Quellintan, struck the creature with his mace and just broke it into 2 smaller jellies. Zerkwad and Giggles take some damage from the beasts. Zerkwad uses a capture Deal Light Wounds focus to inflict some damage on one, then pours a delusion potion on the other to confuse it. The team uses oil and torches to finish them both off.

In a corridor they activate a curse and Chuggins takes some damage, but insists that the torch he was carrying was the source of the injury and drops it, warning others not to touch it. Zerkwad, nevertheless picks the torch up.

In a room at the end of the corridor they find a large amounts of spider webs, which Zerkwad sets ablaze with Chuggins's old torch. 2 large spiders attack and poison Zerkwad (see the torch was cursed!). Chuggins manages to treat the poison and save Zerkwad as the rest of the team finishes the spiders, although some take damage from the burning webs.

Beyond the spider room, they open a door to encounter 2 hoborg Specters in a chamber. Mr. Giggles slams the door shut, Mrow uses a Hold Portal Spell to lock it, and Renly and Chuggins spike it closed for good measure. They backtrack to the stairway and head off in another direction.

Proceeding down a corridor, Mr. Giggles boldly steps ahead and Renly follows him more cautiously, but not cautiously enough. Renly trips a set of noise makers hidden in the hall, alerting some Hoborg Scouts hiding in a room nearby. The Hoborgs quickly hide as the party decides to enter their room. The 4 Hoborg Thieves ambush and backstab the party, inflicting a large amount of damage all around. Mr. Giggles falls to the ground bleeding, and Renly is put to sleep by Mrow's spell which was insufficiently powerful to affect the thieves. After being stabbed several times, Mrow turns invisible, wakes up Renly and moves out into the hall. Zerkwad heals Mr. Giggles and gets him into the fight. Renly also turns invisible,

then backstabs and kills one of the thieves, at which point the tide turns and the party wipes out the bushwhackers.

After taking a moment to heal and catch their breath, the party decides to break through another door. Zerkwad bursts into a barracks for 5 Hoborg fighters. Mrow uses a Fireball to blow them up, killing one and wounding the rest. Zerkwad, Giggles and Renly charge in and quickly massacre the wounded survivors.

They then find the Hoborg expedition's leader, a sorcerer with his 8 guards. Mrow uses a lightning bolt to kill the sorcerer and wound one guard, while Renly uses a Hold Person to immobilize 3 other guards. Giggles kills another guard and the last 3 guards surrender like abject cowards.

After they find a hidden room with some nice treasure, the team decides to return to the surface, taking their hoborg prisoners with them.

August 23, Emporion

The party rests, recovers spells, resupplies and makes a plan to deal with the specters.

August 24, Pits of Damnation

Returning to the 3rd level, and to the specter room. They came in invisible (using some dust of disappearance) and jacked up on potions. They tried to use one of the Hoborgs (whom they brought along to carry extra shields for Mr. Giggles) as bait for the specters, but he ran away immediately. Mrow used a Charm Person to snare the fleeing Hoborg and bring him back. The specters partially drain the Hoborg when he is ordered back to the fight, but between buckets of holy water and Renly's magic sword the specters are killed off. Only by sacrificing their shields did several members avoid a level drain.

They find some hidden treasure and decide to return home. Mr. Giggles kills all of the hoborgs. Mr. Giggles commissions an ape-skin hat/cape combination using the skin they had taken.

THE OBSIDIAN HEARTS

The Cult of the Damned taught their sorcerers how to make a device known as an Obsidian Heart, which is a heart-shaped piece of obsidian imbued with magic power. Each of the 10 Sorcerers buried in the Pits was buried with his Obsidian Heart. The LAW states that all such devices must be handed over to the Temple of Mithras for safekeeping or destruction. On the black market, they can fetch a large amount of money. The heart has the following powers:

A—It is a magic focus, which automatically survives its maker's death, and must have at least 3 spell slots imbued within it.

B—A magic-user who uses the heart can make any illusion, curse, summoning, or defensive spell permanent either as a steady-state or regenerating once per day, as long as the heart stays within 200' of the spell.

C—A person carrying the heart gains +2 to all saving throws, +2 to armor class, and reduces all damaging attacks made against him by 2 points..

D—Anytime a spell of level 1-3 (cleric or magic-user, either direct cast or focus, or scroll or from a wand/staff/rod) is targeted at the user, and he makes a saving throw, the spell is reflected back at the caster.

E—After one week has passed, each day a person possesses an Obsidian Heart, he must roll a Saving Throw or have his alignment shift to Chaotic Evil, coupled with a refusal to ever give up the device, until the device is removed from him and a Remove Curse is cast.

LEVEL 1-A:

Obsidian Heart of Flindamas: Spells: Shield, Slow, Stone Shape

LEVEL 1-B:

Obsidian Heart of the Unknown Hoborg: Invisibility, Web, Remove Curse

LEVEL 2-A:

Obsidian Heart of Crysipon: Charm Person, Suggestion, Confusion, Hold Creature