

Session/Game: Thranconia Blueholme 2

Date: September 5, 2021

The Cat's Back Episode 15: Crab vs Dinosaur

Campaign Date: September 5-11, 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-5, CG (Andrew S.)

Mongo, ogre, fighter-4, N (Jason L)

NPC'S

Chuggins, human, lackey-5, LG

LOG

September 5, Pits of Damnation

Rejoicing at the return of Mongo after his long quest for a superior brand of underpants, the team decides to return to level 3 of the Pits. Exploring the south west section, they discover and kill an Owlbear, despite Renly whining about being merciful to the 'poor creature.' They find a secret room that has a fiery barrier across it. Mongo and Giggles haul the owlbear carcass over and throw it on the barrier. Zerkwad charges over the gap in the flames and retrieves the Flail of Vorgok from the far side. He is slightly singed on the way back.

Proceeding south, they find a room that gives off a strange, creepy vibe. Mongo gets so spooked by it that he flees back into the hallway. Zerkwad calls on the power of Isis (and Osiris) to remove the fear from Mongo. Moving down a hallway beyond, Mongo falls into a pit from a minor bruise.

At the end of the hallway Renly opens a door and is swarmed by 3 minotaurs who beat him to a pulp, causing him to flee in panic. Mongo and Giggles advance and kill one of the beasts. Chuggins tries to hit one with Alchemist Fire, but drops the fire on himself. Mrow uses a bedroll to extinguish Chuggins while Renly uses Devil Grease to stymie a minotaur for a moment. Mongo, Giggles and Zerkwad chop up the remaining two monsters without any other serious incident.

After looting the minotaur hunting camp, they discover a room containing an altar to some sort of demonic fish gods. Zerkwad takes the Flail of Vorgok and breaks the altar to pieces, which summons up 3 rather unremarkable demons. The demons are soon killed, inflicting many small wounds to the party members. They recover a magic dagger from the innards of the altar.

The team decides to return to the surface for rest and resupply. They are blocked by a Rust Monster at one point. While Zerkwad panics at the sight of the creature, the rest use a variety of cunning attacks to destroy it (Mongo loses a shield and a sledgehammer in the process).

September 6-7, Emporion

The team takes 2 days to recover from wounds and resupply.

September 8, Pits of Damnation

Back on level 3A, they find a trapped hallway across from where they had fought Hoborgs on a previous expedition. Zerkwad and Giggles are both burned by alchemist fire traps, requiring Mrow and Chuggins to dig deep in their stores of fluid and cloths to put them out. Renly steps on a caltrop, but Zerkwad collects the rest of the spiky dealies from the floor.

There are two doors at the end of the hallway. They investigate the left-hand door only to be ambushed by hidden Hoborg thieves within. Zerkwad, Renly and Mongo are all viciously backstabbed and stumble out of the room. Mongo is set on fire by a thrown alchemist fire from one Hoborg, Mrow is forced to take off his own robe to smother the flames on the ogre. When the Hoborgs use smoke powder to hide again, Mrow uses a Summon Creature scroll to send in two goblins to cover their retreat. After the goblins are killed, Mrow lets loose a Fireball wounding all the Hoborgs badly. The team charges back in and finishes the Hoborgs off.

As the team patches themselves up, 5 more hoborgs attempt a stealthy ambush from the right-hand door. However, they fail miserably to open the squeaky door unnoticed. Zerkwad and Giggles kill one of them. Mrow immobilizes 3 of the Hoborgs with a Web Spell. One of the hoborgs who escaped the web uses Alchemist fire to burn the webs up, which frees 2 of his comrades, but kills one of them who had been wounded by Mongo.

Zerkwad and Giggles are both set on fire by thrown Alchemist Fire. Chuggins uses all his Liver Squeezings and Holy Water to extinguish Zerkwad while the flaming Giggles grapples with a Hoborg, scorching him in the process. And then Chuggins takes off his own leather armor and uses it to smother the flames on Giggles. The remaining Hoborgs are then finished off.

Searching through some more rooms, Chuggins is poisoned while searching some dungeon garbage. Zerkwad retrieves some White Lotus from Chuggin's pouch and feeds it to him, allowing him to through off the effects of the poison.

In a further room they spot 2 huge lizards. They set one on fire with Alchemist Fire, and shut the door. Since the lizards didn't have the wherewithal to extinguish sticky flame, it eventually just burns to death. While the second lizard attempts to batter down the door, they pour some military oil on the space in front of the door. When it crashes through, Mrow uses burning hands spell to ignite the oil, scorching the beast. They make short work of the scorched lizard.

Searching some corridors to the west, they stumble on a huge Carnosaur and decide to flee home and get some rest.

September 9-10, Emporion

The team rests and resupplies for 2 days.

September 11, Pits of Damnation

They return to level 3A and search the north east section. They find a 10-headed Hydra, which Mrow softens up with a Fireball. Mongo, Giggles and Zerkwad finish the beast off with minimal wounds to themselves.

Proceeding farther east, they find a corridor with a colossal stink to it, which causes Mrow to walk unsteadily for some time (possibly a side effect of the Essence of Krangor that he was taking, after seeing how much Zerkwad and Chuggins were digging it.) A stinky room beyond was filled with garbage within which was some treasure that Chuggins had to recover. The source of the stink turned out to be a huge giant Crab in the room beyond. Zerkwad used the power of Isis (and Osiris) to charm the creature.

They led the crab down to the south and sent it to battle the Carnosaur. After an epic clash, the crab died, but the Carnosaur was seriously worn down. Mongo and Giggles finish off the Carnosaur.

They open another door nearby, discovering a Cave Bear. The bear mauls Zerkwad who withdraws out of the fight, but then manages to charm the bear.

They find a secret corridor that leads to the crypt of some evil being. Three Hell Hounds are summoned up when they enter the hall, but the Bear destroys them. Reaching the crypt, they find 3 bronze coffers and a column of sparkling energy containing a shadowy figure in stasis. Renly opens the coffers and they collect the treasure, The majority of the party desires to leave the being be, but Renly is insistent that they deal with it. Renly becomes invisible and while the rest of the party withdraws, Zerkwad relents and sends the bear against the energy field. The bear is seriously injured by the energy field, but the contact dissipates the field, releasing its prisoner. The being zaps the bear, who flees in intense pain. The sorcerer then vanishes in a magic flash, free to inflict evil on the world again. The party returns home.

