

Session/Game: Thranconia Blueholme 2

Date: September 19, 2021

The Cat's Back Episode 15: You know what your problem is? Too much acid in your face. (or, the Grey Ogres say "Dubba-Dubba-Dubba")

Campaign Date: September 26—29-, 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-4, N (Pete Z.)

Zerkwad, berserker, cleric-5, CG (Andrew S.)

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

NPC'S

Chuggins, human, lackey-5, LG

Judge: Dave N.

LOG

September 26, Pits of Damnation

After spending 3 weeks shopping, resting and making scrolls and potions the team heads back into level 3A of the pits. They encounter 6 Grey Ogres. Mrow launches a fireball at them, killing 1 and wounding 2. Renly finishes one with an arrow and Mongo, Zerkwad and Giggles beat the rest to death.

Further along, they discover the Ogres' two fish-guy masters guarded by 3 more ogres. Another fireball kills 1 fishguy and 2 ogres. The rest of the team chops up the remaining enemies, with no casualties.

The team navigates a very greasy hallway, wherein Mongo falls to the floor making a great clanging sound, spoiling any surprise. They are met by 4 more grey ogre guards whom they kill, receiving wounds in the process.

Listening carefully at the door, they hear something that sounds like a really big Grey Ogre behind it. They all are masked by invisibility and open the door to see a Grey Cave Giant munching on a giant lizard carcass. They totally massacre the giant before it even knows that they are there. Searching through the supply dump the giant was guarding, they find some papers written in swampish about the Fish-guy and Ogre expedition. Across the hall they killed 3 more ogres who were guarding a stairway heading downward.

Backtracking a bit, they examine the lair of the Cave Bear they had met on the last expedition. Inside they find 2 secret rooms, one of which contains the library of Xerpat, the being they freed from stasis.

Across the hall, against Zerkwad's advice, they opened a door that was locked and nailed shut. It reveals 2 mummies who rush forward and wound Renly. They never treat Renly, so from here on it will take him 10 days of rest to heal a hit point naturally. Zerkwad turns the mummies and they steal the treasure and lock the mummies back up. When examining one of the mummy jars, Renly gets sprayed in the face with an acid trap.

Deciding that the level is clear, they proceed to a tunnel they had discovered beyond the Fishguy headquarters. Once they had entered the tunnel, an insidious curse is activated. Mongo, Giggles and Mrow all fall to the floor, their limbs paralyzed, but screaming in pain. While their comrades try to aid them, the screaming attracts the attention of 5 Hoborg thieves who were scouting the area. They backstab Renly and Zerkwad, doing massive damage.

Renly manages to hold 2 of them with a spell and Chuggins sets 2 of them on fire with some alchemist fire. Zerkwad eventually falls in a swoon from his wounds, but Chuggins and Renly manage to hold firm, killing or driving off the bushwhackers.

Since Zerkwad and Renly are badly injured, the party decided to return to their house and recover.

September 27-28, Emporion

The party rests and resupplies.

September 29

Proceeding across the tunnel to level 3b, they find 4 beaten-up grey ogres guarding the entrance. They kill them pretty quickly. The room is exited by 4 additional doors. When Renly examines a certain one, he activates a glyph of warding and is once again sprayed with acid, burning his face and losing his short bow.

Leaving that door aside, they open a door that had loud skittering behind it. It proved to contain 4 huge scorpions. One of Mrow's fireballs kills one of them, and 2 Animal Friend spells by Zerkwad eventually turn 2 of them against the third. The team shuts the door and waits until the scorpions have killed each other off.

While they are waiting, a Rust Monster appears from another door. Zerkwad flees in terror. Chuggins sets it on fire, Mrow levitates it to the ceiling and Renly finishes it with arrows. They then open the warded door, finding 2 fish-guys hiding within. Mrow webs one. Mongo, Giggles and Zerkwad start beating the other one, when it steps back and uses a hold spell, freezing Mongo and Zerkwad. Giggles injures it some more and Mrow steps forward and uses a shocking grasp to finish it off.

Renly searches hallway whence came the Rust Monster. He is badly mauled by Owlbear he finds at the end of the hall. Mrow shoots lightning bolt at it, but it missed. The party kills the beast with main force, suffering many wounds in the process. Renly skins it.

Searching the hallway they find a barred door at one end. Inside is a giant weasel trapped and desperate. The weasel leaps out when Zerkwad opens the door. It bites and drains some blood from Zerk. Mongo attacks and actually wounds Zerkwad by mistake, before he, Giggles and Renly kill it.

They then find and kill 2 Weretigers, who wound Zerkwad enough to require a cure disease. Beyond the tigers they find a secret, but cursed, treasure room. Renly enters but suffers no ill effects and he begins to loot the chests. Mrow then enters and becomes cursed with blood madness and starts screaming and running from the room. Mongo grabs and holds him while Giggles and Chuggins try to punch him. Zerkwad moves around him, but enters the room and likewise is cursed and tries to kill Mongo. Renly uses a hold spell on Zerkwad and eventually the others beat Mrow into submission. Having had enough acid and curses, they took the treasure and returned home.

APPENDIX: SWAMPISH PAPERS

The papers are mostly religiously overlain accounting records about the fish-guy expeditions to the Pits of Damnation. You learn a few things, however.

- The Fish-guys are called "Dagonites", and are clerics of the demonic sea-god Dagon.
- They are the ones behind the ancient Cult of Damnation that built the pit.
- They have hidden beneath the pits for a long age until the Astrological charts were right for their return.

- They are attempting to re-take the Pits for 2 reasons, to use it as a base to retake Emporion, and to find the Obsidian Hearts.
- The Obsidian Hearts are proving impossible for them to discover for some mystical reason.
- Hoborgs and Dark Elves are also trying to find the Hearts, but are likewise being unsuccessful.

GET 'EM!

