

**Session/Game:** Thranconia Blueholme 2

**Date:** January 15, 2023

**The Cat's Back Episode 39: Stop, Hammer Time**

**Campaign Date:** July 2-3, 2023 YOR

### **Characters:**

Giggles, gnoll, Fighter-10 N (Pete Z)

Shump, half-orc, cleric-fighter-7, L

Mr. Ow, catter, magic-user-10, N (Bob L)

Renly Faire, half-elf, cleric/thief-7, N (Quinton L)

Zerkwad, human, cleric-10, L (Andrew S)

### **NPC'S**

Red Jim the Pirate, human, fighter/thief-5, N (henchman to Shump)

Cat Astrofee, catter, thief-8, N (henchcat to Mr. Giggles)

Slam Beefcake, half-ogre, fighter-6. Ch, Slaughter King, (henchman to Renly)

Doctor Fang, human, lackey-5 (henchman to Renly)

Delicate Lily, half-elf, cleric-5, L (henchwoman to Zerkwad)

### **Mercenary Support**

The Mighty Fist, human, F1 x10, neutral, heavy foot (Giggles)

The Ratburg Chuckers, F2 x10, half-orc, neutral, light foot (Giggles)

Up to Gnome Good, gnome thieves x4, or multiclass, neutral (Zerkwad)

**Judge:** Dave N.

### **PROLEGOMENA**

After seizing the fortress from Kragissimus in late March, the Cat-Crew (well, Zerkwad), paid the group known as Up to Gnome Good to scout the surroundings, in hopes of establishing a freehold. The gnomes delivered a report of the lairs and settlements in the 7 hexes in question on July first and were hired by Zerkwad for an additional month to keep an eye on the Fortress—now called Shumphold—while they might engaged in a little light ethnic cleansing.

During the 3 months, Zerkwad made a talisman of healing and his henchwoman Lily made some healing potions. Giggles hires 2 squads of mercenaries—the Mighty Fist (human F1 heavy foot), and the Ratburg Chuckers (half-orc, F2, light foot). Mrow made some scrolls. Renly made some potions.

### **LOG:**

*July 2, YOR 2023*

Reading the report, the Cat Crew decided to deal with Gorrak and his fort of hobgoblins, which was quite nearby, first of all. They approached his outer garrison, Renly spied into a window and spotted 10 hobgoblins, and they saw another 10 in the center of the 6 buildings. Renly passed on to a second building and spotted a Hoodoo hobgob and three champions in it. The group decided to bust in. Giggles burst into the champion/hoodoo house. Giggles is *held* by the hoodoo's spell but released by Zerkwad's rod. Giggles kills 2 champions and the hoodoo in an instant. The last champion wounds Zerwad. Shump blows his magical war horn, summoning a dozen divine berserkers. The Cat-Crew quickly destroy 27 hobgoblin soldiers, 3 champions and the hoodoo guy, clearing the garrison (3 soldiers escaped although badly scorched).

The team quickly scouts the remaining buildings, finding mundane supplies and then climbs up to the watchtower area. Mrow blasts the bridge with a fireball spell, killing 6 hobgobs, igniting the bridge itself. The other 4 on the bridge are soon also killed. The defenders throw a fireball onto the attackers, wounding many. Mrow, swarmed by mysterious spirits, uses a knock spell on the front door.

A short but brutal battle sees the southern building clear out of hobgoblin soldiers, champions and hoodoo guy. Mrow uses a dirt pile spell to put out the bridge fire.

Then, when everyone is in place, Mrow uses another knock spell to open the door on the far side of the bridge to the northern building. Giggles charged in and massacred Lord Gorrak, with shameful ease. The berserkers killed the last champions, and Giggles also finished the last Hoodoo guy.

They decide to return to Shumphold for the night after looting the fortress.

### July 3, Ostkrags

They decide to go to the Yeti lair on the high mountain nearby. They climbed the mountain and entered the cave. They fight 20 yetis and their boss. Giggles uses the Mountain Lord's club to hammer 3, including the boss, into the ice. Mrow's lightning bolt turns the tide and the yetis were soon wiped out. Searching the cave, they gathered some bear skins. They saw a magnificent ice statue of the Yeti goddess and also a pick-axe driven into the wall. When they yanked out the pick, it caused the ice cave to collapse, doing some damage to the party, sweeping them out of the former cave. It also destroyed the ice sculpture and some of the bearskins. The home hex being clear, the team returns to Shumphold.

### The Cat Crew assaults the Northern section of the Hobgoblin Fortress

