

**Session/Game:** Thranconia Blueholme 2

**Date:** May 1, 2021

**The Cat's Back Episode 7: Meet the Cat Food**

**Campaign Date:** April 10-13, 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

**Judge:** Dave N.

**Prolegomena:**

In the 18 days that had intervened since their raid on the stash house, Mrow did some research and scribed a scroll, Zerkwad and Renly each made a healing potion and they all cast about for rumors.

**Research:** The Cult of Damnation was run by Dark Elves and Hoborgs, but there was mysterious set of overlords who commanded even them.

**Rumor:** The Old Town Boys have abandoned their stash house underground, but are ever-so-pissed. They are investigating vigorously as to who helped the South Side Freaks rob it.

**Rumor:** Timmy Johnson saw a giant lizard come out of the old well near PM29.

**LOG:**

*April 18, YOR 2021, Pits of Damnation*

Zerkwad, Mongo, Renly, Chuggins and Mrow head from their house in Emporion back through the stairs to the former Old Town Boys' stash house in the Pits of Damnation. Zerkwad brazenly walks through the first door from the stairs, only to fall victim to a trap left by the Old Town Boys when they cleared out of the place after our heroes' raid. The floor was covered by a strong adhesive, sticking Zerkwad fast, and a pot of alchemist fire was dumped on his head and ignited. Mongo, thinking quickly but not effectively, threw his jar of pickled orc eyeballs onto Zerkwad, which didn't help. Renly considered throwing holy water, but realized 1 pint of liquid was far too little to do any good. Zerkwad, knowing something of alchemy, screamed out that the flames had to be completely smothered to be stopped. Mrow unrolled his bedroll and wrapped Zerkwad up completely in it, dousing the fire.

They proceed further through the empty stash house area. Renly disables a nasty swing-arm spike trap, also left by the Old Town Boys. They remove the spikes from the door that marked the boundary of the stash house and led a corridor into the rest of the dungeon level.

The first door on the right lead to a room in which there was a transit shaft in a circular section off the main area. Near the shaft were 2 armored fish-men of a sort no one had ever seen nor heard tell of before. Mongo, Zerkwad and Renly cut down one of them. The second attempts to flee, but Mongo stabs it in the back of the head and it falls down the shaft out of sight. Mongo tries to revive the other, but it was too far gone. They loot some coin and lizard jerky from the room, with Mrow cutting some fish pieces for dinner later.

Moving farther north in the corridor, they discover a damp, ill-smelling door. They open it up to find a very damp room, with water (presumably from the city sewers) dripping from the ceiling above, and 4 giant crabs feasting on garbage and dead giant rats and beetles. Mrow puts all 4 to sleep and orders Chuggins to fetch the claws and search the garbage. He takes a long time, but does find a few interesting things in the trash, and big claws for dinner.

Farther north along the hall, they find a room that is securely locked and barred, but Renly is good at his job and opens the doorway up. Inside are several treasure chests. Renly is injured when he fails to find a pit trap in front of one chest, but opens all three. They find some alchemist's fire, silver arrows, a jewel, some coin, and a scroll of fireball spell.

Moving farther north, they open another door and are surprised and swarmed by 20 rat-men, coming from the room itself and a corridor around the corner. Zerkwad holds the north corridor against 10 of them, while a few slip past Mongo and attack him, Chuggins and Renly at the room. Chuggins and Renly clear the hall of ratmen, and Mongo plugs up the door with his body. Mrow puts 4 of the ratmen on the far side of Mongo to sleep. He makes slow progress against the others, who take a little time to wake up their pals. Zerkwad slays a few and holds the line at the north. Mrow rushes forward and throws another sleep spell to neutralize the ratmen in the corridor. Zerkwad rushes back to heal Mongo and join the fray. Chuggins and Renly kill off the sleeping ratmen in the corridor. Eventually, Mongo breaks through the ratmen line and, joined by Zerkwad, they wipe out the ratmen.

Pressing forward Renly's elf senses detect a secret door around the corner which hides a secret library. They find some books (which turn out to be filled with book worms) and a scroll of Neutralize Poison.

The corridor to the south proves to be covered in a slippery slime. When Zerkwad nearly trips on the slime, and when Mongo's tongue becomes numb when he tastes it, the party decides to back track and come in from the other side of the stash house. Mrow uses a knock spell to open the 2 doors that separate the sections, which also harmlessly triggers a spray of poison needles left by the Old Town Boys. Zerkwad moves into the corridor beyond and spots a Gelatinous Cube. He immediately turns around and flees, which causes Chuggins to flee with him. Mrow decides to spike the door closed and suggests that they return to their house and come back after a good night's rest. The motion is seconded and carries.

May 2, YOR 2021, Pits of Damnation

Having acquired a few more supplies, they return to the dungeon. Returning to the hallway, they find the Gelatinous Cube currently a bit farther north. Chuggins and Zerkwad each hit the thing with alchemist fire, and Chuggins adds some military oil, all of which burns up the cube without further risk. The fire spreads down the hallway, burning up the slime residue on the floor rather quickly.

In a room nearby they are confronted by 3 wererats. These are turned by Renly but Mongo confronts one of them who bites him several times. Eventually, Mongo with his silver dagger and Renly with his magic sword kill all 3, but everyone is worried about Mongo.

In another room nearby, Chuggins searches a pile of garbage. He starts to show signs of illness as a result, but is willing to move forward. Farther ahead, they break into a room populated by 2 giant lizards. Mrow puts one to sleep, and it does take some time to kill the other. The lizard bites Mongo and poisons him, but Renly cures the poison using the scroll they had found earlier.

They back-track and head north up the Cube corridor. Here Renly spots a weird colored patch on the ceiling, both he and Chuggins have to summon up all their courage to move past it. Before the rest of the party can try to pass it, Zerkwad is overcome with an

overwhelming desire for soup and demands that they turn around. Feeling that maybe it's time to go, the party heads back to the surface. After narrowly avoiding an ambush by the Old Town Boys, they go home. They split up the loot and Chuggins spends a chunk of change getting his garbage disease cured at the Temple of Isis (and Osiris).

### THE PARTY FINISHES OFF THE RAT-MEN

