

**Session/Game:** Thranconia Blueholme 2  
**The Cat's Back Episode 17: Treasure,**  
**Campaign Date:** November 12, YOR 2021

**Date:** October 17, 2021

### **Characters:**

Mrow, feline, magic-user-5, CG (Bob L.)  
Mr. Giggles, gnoll, fighter-4, N (Pete Z.)  
Zerkwad, berserker, cleric-5, CG (Andrew S.)  
Mongo Senior, ogre, fighter-4, N (Jason L)  
Renly Faire, half-elf, cleric-thief-4, N (Quinton L.)

### **NPC'S**

Chuggins, human, lackey-5, LG  
Grumpo, half-orc, normal, LE

**Judge:** Dave N.

### **LOG**

*November 12, Pits of Damnation*

After spending 3 weeks resting and making scrolls and potions the team decides to head back to the Pits, but they can't find Renly at first; they leave him a note and head off. They find a corridor with small scorpions, whom Mrow kills most of with a flames spell and Chuggins finished the rest. Enter a room with garbage and petrified scorpions. Beyond they surprise a basilisk and Giggles wounds it with arrows and Mongo crushes it. Chuggins opens a treasure chest and finds some nice loot.

Searching more to the south, while Chuggins searches for secret doors (indeed, he finds one) the party are charged by 2 gigantic lizards. They bite Zerkwad, Mongo and Giggles (Zerkwad alone catches the disease and cures it with a potion much later).

When the party enters the secret room, 3 Hell Hounds are summoned and charge the party, wounding Chuggins, Mrow, Zerkwad, Mongo and Giggles before being destroyed. Zerkwad rushes to the sarcophagus in the room, and when he heedlessly yanks on it, he is sprayed with acid, losing his shield. They find some nice treasure inside, including the *Obsidian Heart of Mulchick the Lesser* and a *Libram of Owlbear Creation*. They collect other treasure around the room, but then are ambushed by a rust monster which destroys a couple of shields and Chuggins' sledgehammer before they kill it.

In a room down the hall, they find some sacks lying around. When Chuggins, Mrow Giggles enter the room to examine them, they are ambushed by Hoborg thieves. All three are backstabbed, Chuggins and Mrow rather severely but the Hoborgs are quickly overwhelmed and killed.

In a room in the south east corner of the level they find a medusa, which nearly petrifies Giggles. Renly arrives at last and shoots it, and Zerkwad charges in and finishes it.

Searching north beyond the medusa, they find a petrified troll and then in a barred room beyond, some troll junk. Next door, they find 2 trolls, fight and kill them. Then they find a nest of 3 more trolls, Mrow's fireball kills 2 of them, but critically wounds Zerkwad, who is revived by Renly. Giggles rushes in and finishes the last troll.

After collecting the troll treasure, they proceed to the north-central section of the level. There they find 3 Owlbears in a very large chamber. One mauls Giggles and begins squeezing him to death Chuggins throws a pot of Devil Grease at Giggles, allowing him to slip free of the hug. The team manages to kill two of the Owlbears, but Zerkwad is critically

injured a second time, nearly dying before being stabilized by Renly and healing his own wounds with a potion. The third Owlbear loses its nerve and flees to a side chamber, where it joins another Owlbear lurking there. When Giggles spots them in the room, the fresh Owlbear rushes out (right onto Mongo's waiting spear) and causes more havoc before being killed. The last Owlbear regains its inborn rage and also rushes out and is also eventually killed.

They find a store of treasure in the side room. The room connects to a shaft going upwards to level 1-B, which leads to the Wanderians' Guildhall basement.

### **OBSDIAN HEART OF MULCHICK THE LESSER:**

A--Each of these spells can be cast by a magic-user wearing the heart 1/day: Greater Monster Summoning (always an Owlbear), Earth Shift, Grip of Fear

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—The Heart Radiates strongly for Chaos and Mind-control magic, so beware.