

**Session/Game:** Thranconia Blueholme-4

**Date:** March 31, 2019

**Episode 4:** "The Low Rollers Delve a Little Lower"

**Campaign Date:** Apr XVI—Apr XXX , YOR 2019

**Characters:**

Lothar of the Hill People, berserker, fighter/cleric-2, Neutral (Dave Hanley)

Doggems, human, thief-1, Neutral (henchman)

Mrow, (a.k.a. Mr. Ow), feline, magic-user-2, Chaotic Good (Bob LaForge)

Cormac, human, cleric-1 (Crom), neutral (henchman)

Noaba, satyr, fighter-thief-1, Chaotic Evil (Marlon Kirton)

Rock Stupid, troll, fighter-1, Lawful Good (Jason Liebert)

**DM:** Dave Nelson

**LOG:**

*Interlude: The Pine Forest*

Rock Stupid was dissatisfied with his life. Sure he bit the heads off of hobbits like the rest of the tribe, but his heart wasn't in it. Then one day he met a magical being who comforted him and put him on a new path. This elfish Rem Lezar sang to Rock and sent him off toward the town of Passburg, telling him that it was his destiny to help a Cat-man there defeat the evils of the world.

*Apr-XVI-XXVIII Passburg and Emporion*

Lothar sacrifices his newly gained spell slot to create a holy focus (in his wooden holy symbol of Crom) that casts 3 CLW spells per day. Mrow scribes a first level scroll. Lothar then travels to Emporion and recruits a thief named Doggems as his new henchman. Among the other candidates was a feline named Pussywillow, who was being followed by the troll Rock Stupid. It seems that Stupid had gone to the wrong town and met the wrong Cat-person. Lothar then told Rock that he could come with him to Passburg and meet his destined Cat-man. The team variously purchased equipment and geared up to return to Quasequeton and liberate more loot from the goblins working there.

*Apr XXX—Quasequeton*

Once again the team rushes the main entrance of the fortress. Rock Stupid charges the front door, and much like his predecessor Banjak, manages to break through the secure bar in a single charge. A squad of 5 hobgoblins stand guard at the doorway. Mrow puts 3 to sleep, and the team cut the last to ribbons.

They proceed down to the second level where a large party of 12 goblins are on watch. Mrow puts 8 to sleep and the rest are, rather slowly, hunted down and killed. The party kills all the sleepers. Proceeding towards the workings to the west, they loot a hobgoblin barracks attack and kill 6 hobgoblin guards, and discover the hobgoblin captain and his 3 guards. They fight the elite hobgoblins, but when Rock Stupid collapses from his wounds, Mrow puts 2 of them enemy to sleep, which turns the tide and allows the team to kill the last guard and the captain and loot their office of a significant sack of silver. Rock soon regenerated from his wounds.

After searching a storage room filled with shovels, pick-axes and hammers, they discovered a large cavern with a man-made thick-slab granite floor. There were a dozen goblin workers, overseen by 3 hobgoblins, pounding on the floor to some small effect. Mrow tried to bait them into the hall, but the hobgoblins rustled up some fire-pots to deal with the trolls. Mrow

used his last sleep spell to put 7 of the goblins to sleep, the rest fled to the back of the cave. A hobgoblin injured Rock with a fire pot. After the party killed two of the hobgoblins, the last also fled to the rear. They tracked down the fleeing gobbos, and the goblin workers all surrendered. The hobgoblin turned and fought back but was killed. The party questioned their prisoners about where the big boss might be and when they got only vague answers, killed them all.

Moving out of the work-area, they proceeded eastward. They found a securely locked door off the corridor. Doggems wasted an hour and a half trying to pick the lock, but then Noaba doffed his armor and picked the lock in about 20 minutes. Inside the room they saw a sword protected by a magic circle with a score of dead hobgoblins rotting all around it. The party decided to leave and re-lock the door.

Moving into a more densely-chambered section of the dungeon, they killed 3 giant spiders and 3 cave creepers without too much difficulty. IN the goblin garbage heap where the cave creepers laired was a sack of silver but Noaba was slightly injured by some rusty spikes. They then discovered 3 hobgoblins guarding a crude evil shrine and they killed them after an extended battle.

Low on resources and loaded with silver and captured weapons, the team withdrew from the dungeon and returned to Mrow's house in Passburg.

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