

Session/Game: Thranconia Blueholme-9

Date: June 9, 2019

Episode 9: "Take that, Lizard-scum."

Campaign Date: Jun XX—Jun XXII, YOR 2019

Characters:

Lothar of the Hill People, berserker, fighter/cleric-3, Neutral (Dave Hanley)

Doggems, human, thief-2, Neutral (henchman)

Munderic, human, fighter-1, neutral (henchman)

Wilson, halfling, thief-3, Neutral (Robert Swan)

Smiling Billy, halfling, thief-1, Neutral (henchman)

Brother Tempest, human, cleric-1 (ukko), lawful good (henchman)

Mrow, feline, magic-user-3, chaotic good (Bob LaForge)

Cormac, human, cleric-2 (Crom), neutral (henchman)

DM: Dave Nelson

LOG:

Jun XX—Idessa Oasis

The party decides to skin Nyoto's body and sell the skin for 30gp. They spend the rest of the day recovering from their wounds and recharging their powers.

Jun XXI—Pit of the Obelisk

The party returns to the Pit of the Obelisk before more tribesmen arrive to guard the above-ground shrine. Inside the shrine building itself, they are again ambushed by a Lizard-man assassin of Set who severely wounds Doggems, nearly killing him. In the brawl that follows Smiling Billy shoots Brother Tempest in the head and wounds him, but then Lothar casts a Light spell to prevent the assassin from hiding again and they gang up and kill him.

Passing down into the dungeon, Lothar triggers a fire-glyph but his magic ring protects him from the effects. They kill a giant serpent in the guardroom and 2 lizardmen guards in the captain's office.

Passing deeper into the dungeon, they fight and kill 4 giant toads posted at chamber. They then discover a lizard-man supply room, complete with barrels of water and jerky and amphorae of roasted bugs. They kill 4 lizardmen guards protecting the supplies.

They then discover the sleeping chamber of the lizard-men assassins of Set. When they rush to attack the one assassin they see, they are ambushed by another hiding in the shadows. That assassin backstabs Mrow, nearly killing him. Wilson uses his "lenses of charming" to charm one assassin, and the other in melee. Since no one speaks "Swampish" they are unable to give the charmed lizardman commands, so they just kill him too. Finding a locked strongbox, Wilson, Billy and Doggems take turns trying to pick the lock, with Doggems at last opening it, however, they didn't check for traps and Doggems narrowly avoids the deadly poison needle. They find a scroll and a nice pile of cash in the strongbox. Both of the assassins had magic swords as well.

Pressing inward, they find the main lizard-man barracks, where Mrow puts 3 to sleep, Wilson charms one, and the party cuts up the last two. They find a stash of silver coins and move forward, searching the bug-roasting room, where Munderic nearly falls into a bug pit, but was saved by Wilson's rope-precautions.

They then discover a snaky statue of Set in a hallway alcove, and pry lose a valuable ruby from its mouth, avoiding a deadly poison trap. On another alcove they discover a secret

door leading to a forgotten treasury. It is guarded by 11 giant poisonous centipedes, which Mrow puts to sleep and the rest of the party crush under foot. Inside the room is a sealed stone box, which Wilson examines and discovers that it is contaminated by yellow mold. The party attaches some ropes and grappling hooks and opens the box from a distance, avoiding the deadly spores. They find a large stash of platinum coins and a suit of magic chainmail.

At this point, they decide to withdraw with their loot and return another day. They quickly make tracks for Idessa Oasis.

Jun XXII—Idessa Oasis

The party spends a day resting, recovering and resupplying.