

Session/Game: Thranconia Blueholme-2

Date: February 24, 2019

Episode 2: “Let’s All Promise Never to Roll above a 9”

Campaign Date: Feb XXI—Mar XI, YOR 2019

Characters:

Lothar of the Hill People, berserker, fighter/cleric-1, Neutral (Dave Hanley)
Mrow, (a.k.a. Mr. Ow), feline, magic-user-1, Chaotic Good (Bob LaForge)
Noaba, satyr, fighter-thief-1, Chaotic Evil (NPC for Marlon Kirton in absentia)
Banjax, troll, fighter-1, Lawful Good (Jason Liebert)

DM: Dave Nelson

LOG:

Feb XXI—Passburg

Lothar, Noaba, and Mrow decide to begin organizing an expedition to loot Quasequeton. They find a fourth partner, Banjax the Troll, at the 12 Rats Inn in Passburg and recruit him. Lothar spends the rest of the day looking for rumor in vain. Mrow does some research in the Wanderians Lodge library and discovers that Quasequeton was first founded by the Herporites, a race of snake-demon sorcerers. Noaba rested to heal from some injuries. Banjax hunted rats for food.

Feb XXII—The Road

The party travels to the Crossroads Region.

Feb XXIII—Quasequeton

Reaching Quasequeton before noon, the team rushes the main entrance where they are ambushed by a giant toad, who snags Lothar with its sticky tongue and bites him. The beast inflicts a second bite on Lothar and breaks Lothar’s shield before it is killed.

The noise of the toad-battle alerts Captain Kobbles and his 12 kobold guards behind the main door. 8 of the kobolds rush down hallways parallel to the entry chamber and begin throwing small javelins at the party. Banjak and Mrow fall to the javelin volleys. Banjak recovers due to his trollish vitality and Mrow, it seems wasn’t actually wounded at all, but merely panicked when a javelin pierced his rations pack and squirted tomato all over his robes. Mrow put 3 of the ambushers to sleep, Lothar frightened one away with his terrifying gaze, 1 was killed by melee attacks through the arrow slits and the last 3 fled in terror back to their captain.

Approaching the main doors, Mrow speaks through the door in the kobold language, pretending to be kobolds looking for help. It took some convincing, but Kobbles finally opened the door allowing the party to charge the captain and his 6 remaining underlings. The battle was long and inept, but clean-living prevailed and the kobolds were at last wiped out.

The team explored a passage to the east, but was put off by its strange odor. They opened a door to the west, found 8 more kobolds, mostly asleep. They rushed them, killed 5 of them, taking several wounds in the process and chased the remaining 3 into their storage room and eventually wiped them out. They recovered some copper pieces and a collection of useful goods like manacles, wolf traps and wire.

Taking the north door, they proceeded to a 4 way intersection. Going west, they opened a door and Banjak fell over a trip wire and was injured by caltrops. They saw 3 Screecher mushrooms beyond and decided to back off. Going back to the 4-way, they headed north and discovered a room with 4 berserkers and some snakes on the floor. The berserkers wounded Banjak, Noaba and Lothar and the snakes rushed together to form a humanoid demonic

creature. Mrow grabbed his sleep scroll and cast it, put everyone except the snake-demon to sleep. This caused the demon to panic and flee. Mrow wakened his friends, except for Noaba who was wounded to the point of death. They killed the sleeping berserkers and tended Noaba. Deciding to return home to regroup.

Feb XXIV—XXVII Crossroads Region and Passburg

The party returns to Passburg, spends 2 days resting and re-arming. They have won some battles but haven't gained any serious treasure, so they decide to return, spending a day's travel getting back.

Feb XXVIII—Quasequeton

Reaching the main entrance, they have Banjak batter in the door and meet 3 goblin guards set to replace the kobolds. The goblins do some damage before they are killed after a long fight. The party decides to explore the ill-smelling corridor. When they linger in the hall, listening at the door they find, Noaba takes some damage from the spores in the air. They pass through to a dusty room, which they proceed through to a larger chamber with a table and chairs piled on top of it. While Banjak investigates the table, 3 centipedes emerge from the dust and attack Noaba, Lothar and Mrow. They all manage to kill the centipedes without getting poisoned. Exploring the surroundings, they find a valuable gold necklace with sapphires and an abandoned shrine to Nodens.

Going back to the 4-way intersection, they go east and find a chamber with a stone chest inside. Lothar throws a javelin at it, the resulting noise disturbs 5 centipedes hiding in the shadows. They eventually kill the bugs and recover a scepter with a diamond and a sack of electrum from the chest.

Returning to the Screechers, Mrow doses them with lamp oil and sets them ablaze, causing them to screech and attracting 10 giant rats. The party shuts the door behind them, holding off the rats, and they proceed to hack up the scorched screechers. Noaba is almost poisoned by spores, and 5 kobolds are attracted from the north by the screeches before the mushrooms are killed. They quickly check a room off the screecher room, finding 50pp in a hidden floor panel underneath some barrels.

Now flush with loot and suffering from manifold injuries, the party decides to return to home.

Mar I—Mar XI—Passburg and Emporion

The party returns to Passburg. Noaba appraises the necklace and scepter, but lies about their value. The party sees through his lies and forces the truth out of him. They all go to Emporion and spend a week finding the best price for the 2 jewelry pieces. They then spend 3 days buying arms and equipment and return to Mrow's house in Passburg.