## **Exploring Around New Tent City and The Caverns of Thracea**

**10/11/2020** - Sven, Lucius, Liliana and Valmont head upriver to retrieve Tanzut Thornwheel, who had sent back his last barge with an apprentice.

They were hired by Saldo Thornwheel, uncle of Tanzut and Bargemaster of New Tent City.

They met Dorvin, their barge captain

The heroes defeated a displaced band of Bullywugs who were weak and desperate.

They met Big Magic of the Black Frill Lizardfolk Clan at a camp near Big Fish Dock

Tanzut was in a bad way. He had been drinking from a "mystery jug" and wandering the swamps.

Lucius went through his pockets and found silver coins, discarded shells, and a black iron coin with a ghastly visage etched into it.

Sven agreed to help from The Black Frills to carry Tanzut's litter back to Big Fish Dock. The BF LF knew Tanzut and liked him.

Dorvin thought Tanzut was faking or just too damn high and didn't want to be held accountable if things went south.

The journey home was quick.

On the way, they encountered a trade boat from Button & Associates Mercantile Company, selling wares from the PHB at half price. Valmont gave them some business. One of the traders identified the coin as the visage of "one of them Suel gods". He said it was used by "initiates to get into them blood orgies or something".

The same Merchant later denied having ill feelings about the Suel and went so far as to say that he was just contracting with Button & Associates.

Back at New Tent City, Saldo paid the heroes 50 gp each and took his nephew to find medical treatment. It turned out Tanzut had been drinking varying quantities of Nightshade, which is poisonous in medium to high doses, but can be intoxicating in lower doses.

Saldo's thanks the heroes, as did his associate, a man called Mardukas. Saldo Thornwheel was informed of the details of the trip and took possession of the odd coin.

# Session 2 - Discovery of The Caverns of Thracea

STORY XP: 530

| * The spoils of the last session were mostly divided. The Dagger of Envenoming Sleep +1 remains in party treasure. **  |
|--|
| Marching Order   |
| Valmont  |
| Odegard  |
| Sven   |
| Lucius   |
| Liliana  |
| Pike Men A - H   |
| Ventured to the Nesser Ruins site. Met up with Lizard Folk, said Gnolls and hostile Tribes of LF were in the dungeon.  |
| Gnolls in room #7 were dispatched.   |
| The Centipede encounter was intense, but Sven dropped 5 flasks of oil and lit them, toasting the encounter. Sven and Lucius inspected the room, and found the broken fragments of a statue that had been dedicated to Usimagarus. This set off memories of the stories of the Legacy of Iron and their adventures, but nothing specific or of particular import. |
| The Giant Badger in room 22 was also very tough. Pikeman F. Murray Abraham was critically wounded. Liliana did what she could to try to stabilize him, but the wounds were too grievous, and he did not survive. Liliana spoke the words of Selune over the body, and Valmont had his 3 teammates walk him home.   |
| The Team is still looking for a rad name. "The Iron Society", "The Five Deadly s", and "Blunt Force Trauma" were some of the names pitched.  |
| MONSTER XP: 530  |

# **SESSION 3**

| Marching Order |
|----------------|
| Lucius         |
| Liliana        |
| Sven           |
| Odegard        |
| Valmont        |
|                |

8 Gnolls

12 Gnolls

7 Gnolls

Whip Solange Vredd

Leader Beyonce Grotch

XP 1380

#### **SESSION FROM: 2 14 21**

Old Business - You might say Streaky is a cursed die, and it is, but it is reliably cursed.

\$1,000 bottle of booze

Handjobs

**Uyghurs** 

LGBTQ+ Trez

Scissor acronym - Sideways Copulation Involving Simultaneous Stimulation of R, where R could equal the clitoris, labia, g-spot, or anus, depending.

Valmont +3 Backstabs

Odegard - 1% chance to get Zombie Rot

Sven - 8% chance to get Zombie Rot

Lilianna

Lucius - 5% chance to get Zombie Rot

Bodies in the river, crushed bones, spears, shields, daggers

3 Bluefoot Lizardfolk

Big Ol' Billy Big Bridge - Traded a gem for the silver necklace, Tragic Backstory - Parents kept the hovel and homestead on this level. Held off the hostile Lizardfolk and Gnolls for a longtime, but eventually, they were overrun. Billy escaped to live under the bridge. *How does Nus fit into this story?* 

9 Stirge - Bronze Sword, <u>Castle-Forged Steel Mace</u> <- suitable for enchanting.

Develop idea of Human Wall adding bonus to Hide In Shadows \*based on numbers in marching order\* (Lost in the Crowd)

- 8 Green Tooth Lizardfolk
- 4 Berserk Green Fangs
- 2 Zombos
- 1 Gruk Necroprancer
  - -found note/instructions to Green Tooth from "Mr. Death"

#### **CAVERNS OF THRACEA MARCH 7 2021**

Old Biz: Adult Swim Riffing

New Biz: Jeff no webby at cabin

Marching Order: Valmont, Lucius, Odie, Liliana, 1 Pikeman for each hero in the marching order.

Acronym: ATHF

Monsters / Encounters

- 1. Spider 44HP
- 2. Great Grasping Gargantuan 66HP, didn't find treasure
- 3. Deandura's Disembodied Mouth on a warded chest, concealed upriver.
- 4. After exhausting all other options, the party withdrew from the dungeon to return to New Tent City, train up, consult with Sages, and determine next courses of action.

## ON THE ROAD:

10 Bugbears flush with coin, 1 got away, buuuuut, the heroes caught up with him on the road after a few days and dispatched him.

EVERYONE loves Valmont, seriously.

XP: 950 monster+950 story + 773 gp split = 2,673 xp take

Liliana served as Quartermaster:

## Gold Split

170plat

1,082 gold

Shield+1 Liliana

Sword+1 with 1,200gp scabbard Lucius/Valmont

100gp anklet

70gp mirror

140gp dragon broach

900gp art iron and jade axe Ode

(from previous: sleep powder, 10'x10' sleep or apply to weapon for 2 uses of sleeping toxin)

773 xp/gp each

## **First Treasure Hoard**

10 bags of 100 gold coins from Urnst and Nyrond

Shield +1 (mm CK)

Sword +1 with Sheath (plat tracery w/ 70 carnelians) (mm GHC)

Silver Mirror (70 gp)

Ornamental Axe of iron. jade, and green glass (900 gp)

Gold Brooch (140 gp)

Anklet, obsidian (100 gp)

#### MAR 21 2021

MARCHING ORDER

TREASURE: HSV

Relpool

WRAITHS = Double Sized (7) lots of necromantic drain

2,800 Monster XP

730 gp

### **APRIL 11th 2021**

Acronym NWO

The Rippin' and the Theran
The Ripon and the Theran
puts the Fondle in Fond Du Lac
Low T

Liliana - Valmont - Sven - Lucius - Armas

The party returned to level 2 of the Nesser Ruins, battling a Hill Giant and weird carnivorous pod plant on the way. The pod plant had consumed a mercenary company from Veluna City, The Musgrove Company.

Below, Sven knelt in the circle before the desecrated Shrine to the Brotherhood of Gorm, and an Exarch appeared. The Exarch could only admit those seeking to improve their skill at arms into the innermost Temple, which protected the entrance to the Lower Chambers. Those who presented arms to the Exarch were granted a +1 Boon to hit with that weapon, so long as they opposed Mr. Dead.

The Exarch revealed that Mr. Dead is assembling an item called The Harvester of Sorrow, and that while his presence does profane "The City of Thracia", because Mr. Dead is also seeking to better his abilities with The Scythe, The Brotherhood of Gorm cannot deny his entrance.

Once below, the heroes explored a massive circular chamber, where they found a secret door, guarded by a Bone Golem. The creature attacked the heroes straight away, and it's horrible cackle sent Pikemen and Sven running in fear. Sven later found his nerve. Liliana and Armas prepped on the fly, eventually retreating into the Rope Trick of Armas.

In the end, the party was victorious, and the lost tomb of King Agamemnoth was discovered. There was some kind of social collapse in the ancient City of Thracia, leading to a huge slave revolt. The aristocrats fled to this temple, and The Brotherhood of Gorm used their martial skills to protect whoever sought refuge. But this was all a long time ago...

XP: 2,450

Lone Hill Giant - 3,000 xp = No Treasure

Ob Plant x5 - 3,250 = Cap of Armoring, Delzoun's Fist, Drag Net (Musgrove Merc Company Veluna City)

Bone Golem - 6,000 = No Treasure

#### Adventure Notes May 2nd 2021

Caverns of Thracea - Exploring Level 3(a)

The Sanctuary of the Old Gods of Death, aka Thanatos

Tortured nobles, dead gnolls

Altars and shrines of skulls glowing with weird red werelight

The robing room and the Sorrow Sworn

Pit Trap

The Basket down below

The automaton Vance - "Password?"

The cells and the Shadows "Let us out!"

The Wights and Skeletons of the starved aristocrats

The Teleportation Circle

The Stone Golem

The Sphinx Ontussa let free

The loot!

Armas - Scroll Tube and Mage Scroll

Sven - Helmet ready for enchanting

Valmont - Mark A's Dagger

Lucius - Chain +1

Liliana - Morningstar +2

Monster 3,330 xp

Split money and exp for GP next time as Olde Business

1760gp Each. I did not add in the big gems/diamond/statue in case folks wanted to purchase them for crafting. We also have some random Jewels (3) from a prior session. Also, \*ding\*

## May 23rd 2021 - Caverns of Thracea

Easy Takeoff due to Dave getting back from Vacay.

MARCHING ORDER: Valmont, Sven, Lucius, Armas, Liliana, The Pikemen

ACRONYM: USB - Universal Serial Bus

WHO

**WHAT** 

WHEN

**WERE** 

WHY

HOW

Nude Ghouls > Jeff Ghal-ouly was pulled out as a pun and it was a 20, showing the critical comedy

Went down to mushroom level, found a large tent, large sleeping bag and a large barrel of older grain and another of fresh water. We fought trolls, a giant snapping turtle, zombies+ghouls.

There was also a Snakepit. Not Slash's. Just a regular snake pit. And there was a cave full of batshit and also some bats.

The mushroom forest gave way to the ancient ruins of Thracia, and the heroes explored the outer district, which had been inns and taverns and the like. In these ruins were hordes of undead, kept behind doors spike shut and salt across the threshold.

2755 exp

Zin Lu's Fishing Pole - This pole gives the holder Proficiency in Fishing. If the holder already is Proficient in fishing, they roll on the d12 for success instead of a d10.

Potion of Fire Resistance - Immunity to mundane fire, 1/2 damage from Magical Fire, for 2 hours.

Oil of Jamaica - When a does of this oil is applied to a wound, it heals 2d4 hp. There are 3 doses in each bottle.

Potion of Rest - Whoever quaffs this potion is instantly refreshed as if they had experienced 8 hours of sleep.

Elixir of Vision - This is, in fact, an oil. When applied to the face, it grants a person the ability to See Invisibility, Infravision to 90 feet, and Night Vision to 60 feet.

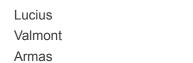
Scroll of Flame Magic - This scroll contains 3 mage spells of Elemental Fire from the land of Al-Quadim.

Scroll of Delay - After reading this scroll, the caster can then cast a second spell, which they can delay up to 12 rounds, determined at the end of the 2nd spell. When the delay expires, the spell will go off centered on the scroll.

Scroll of Protection From Lycanthropes - Whoever steps on this scroll is granted 100% immunity to damage from the attacks of lycanthropes for 24 hours.

Zin Lu's Fishing Pole
Potion of Fire Resistance
Oil of Jamaica
Potion of Rest
Elixir of Vision
Scroll of Fire Magic
Scroll of Delay
Scroll of Protection From Lycanthropes

## CHAPTER 12 - June 20th 2021 Caverns of Thracea



Acronym VSS

Liliana

Zombies 3 Ghouls 9 Ghouls plus Labra-Ghoul-dle

Rich stuff for coinage Really nice axe Necromantic Spells

### **LEGACY ADVENTURE NOTES CHAPTER 13**

