

# Survival Stories From The Hinterlands

## INTO OLD MOMBAFRA: PART 2

**Session 95, October 11th, 2023 - INTO OLD MOMBAFRA: Part 2**

**LOG DATE 04/25/25**

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### THE PARTY

- Oswald - CLR of Riswa
  - Skippy
  - Kirkwood - FTR1, AC 3/3, Med Shield, MV 6", Doors 1-3, Listen 1-2, 16,18,12,13,15,12, 6 hp, LN.
  - Fothas - Dwarf FTR
  - Kradosk Gort - Half-Orc ASN1
  - Jek - Halfling THF
  - Paren
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### NEWS and RUMORS

- After last session, we were uncursed by the temple of Sleal, including Jek, to counter the Swarm of Flies.
  - There are reports of Giant Toads in the Nobles Quarters and they are looking for a Thief with a frost brand sword.
  - By the 1st of Blood Moon, Shin's information for the Sheel'sadorin quest will be complete.
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### Seed Moon (3) the 18th, 496

The party is in the city of Mombafra and we are returning to the underground ruins of Old Mombafra.

Oswald hires 2 Porters and a Link Boy.

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We go to the outskirts of the well, the entrance to the depths of Old Mombafra.

Skippy has to be pulled away at the last moment so will not be joining the party on this expedition.

We climb down the well and go east. Oswald, Fothas, and Kirkwood are opening doors.

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We open the eastern door and are now standing adjacent to the wall of the goat head carvings. Once again, Jek searches for traps and finds that something was reset. A BEAR TRAP! The trap is set with a claw that is triggered by a tension wire. It is not able to be disarmed easily so Fothas throws a hand axe at it.

The trap is triggered and clamps fly from either wall then clatter to the floor.

Jek searches for more traps and finds that there is another trap on the west side where the wall on the south has caved in. From ceiling to floor, the entire way has been blocked off. We see that there are pieces of slate buried in the rubble. The room looks stable otherwise but the archway has caved in. Fothas uses the axe to disable this other one.

Jek goes to listen at the door and uses a torch to check the door for movement. There is a 25% for Jek to Hear Noise but he did not hear anything.

Skippy has returned! He checks the rubble for anything unusual. He finds that features are carved into the slate, pieces that were once part of a statue. There is half of a face that looks Elven. In fact, the face is identifiable, if we knew who it was.

Fothas investigates the wall and thinks it would take an hour or two to clear it out. We decide to go through the west door. Oswald leads the way and we open the door. We come into another room and there is a door on the opposite side. Each rock shifts and grinds dully but there is nothing in here.

After searching, we find no traps and the stone looks stationary. It looks like something destroyed part of the floor as if something heavy split the floor that was more powerful than a human.

Oswald casts Find Traps but does not detect anything. Fothas sifts through the rubble as Skippy is eyeballing the ceiling. The Dwarf is looking for a turn in the stone. He finds no weapon marks but it looks like it was shifted by some other force. Nothing is hidden in the stones. Skippy looks for 10 minutes to examine the walls but does not see anything.

Fothas goes to open the door which reveals a staircase. It goes down to another door. Oswald's Find Traps does not detect anything.

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We rest for a turn.

We go to open the door and it opens and then head down the stairs. Down here we see a square room with stairs on the other end (west) with a door on the south. Crates and barrels are stacked around the south and south east wall. Steps rise up on the other side.

Jek looks in a crate while the others check barrels. There is trash and there is moldy food in the crates. We find some old smelling water and then move the barrels and crates to get to the door. We do it quietly. Jek has his sling ready.

The party is now faced with a corridor which goes to the left and then straight onward and beyond the south door. To the left, we can see a metal gate. Which blocks the way but we can see the corridor beyond. It looks like a rusty old gate and there is a doorway in the middle that we can pass through. There is no lock on the gate.

The party tries to open the portcullis and then Skippy tries to open the portcullis, which succeeds and

then it squeaks open very loudly. After opening it, the gate slowly begins to close. We duck through the portcullis quickly as Fothas goes to the other side and tries to open and then close it again.

Kradosk opens the door which is quite loud but nothing comes. We find another door in 50'. It is not Dwarven that we can tell. We open the door to the east.

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There is some collapsed rubble to the north and an alcove on the right. What appears to be a dais on the north floor there is a rectangular room which appears to be a Hall. The steps ascend to an area with a collapse. There is a curved alcove with a hole in the middle that goes down. Skippy listens at the door but hears nothing.

The statue pieces are made of marble or crystal but do not look overly valuable. The statues had been carved stone with crystal embellishments as a decoration. The other half of the Elven statue's face lies at the foot of the crumbled statue, crushed by the ceiling. Smedley picks up the other half of the face.

There is water down the hole that looks unappealing but not as bad as the entrance. This is a well that was intentionally made with numerous animal droppings scattered around the edge. It goes down about 20' to the water level. The rocky sides inside the well are rough enough that they can be climbed easily. The droppings surrounding the well look something like a dog's excrement and it is too big for Giant Rats. It is apparent that something has walked through them.

On this level, we see that there is a glow to the south, a dim red glow and we can also make out something crawling around. There are 12 distinct glows coming from the darkness.

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## COMBAT BEGINS

Jek fires his a sling bullet at them and everyone else is also shooting at it. Kirkwood falls back to form a protective line when, from out of the darkness, emerge 4 Fire Beetles. They scuttle out of the darkness and they make no delay in getting to us.

We cannot attack yet since they are still concealed in the darkness.

Jek goes to stab the Beetles with his daggers. They have AC 4. Jek kill one instantly and then does another 4 damage. Another Beetle is killed. So far there are 2 dead. Both of the others attack Kirkwood but they miss.

Oswald and Kradosk are attacked and one bites Oswald and the other bites Kradosk. Oswald takes 4 damage and Kradosk takes 3. In retaliation, Oswald hits one for 6 damage while Skippy did 16 damage. Oswald hits for 8 damage.

The Fire Beetles are dispatched!

## COMBAT ENDS

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Kradosk is healed and we harvest out the Fire Beetles' 12 glowing glands.

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## ROLL SURPRISE

We head back through the door that we came through and we see several kobolds just beyond the doorway.

- Jek fires a sling bullet at them.
- Paren will attack with his flail.
- Oswald charges.
- Kirkwood throws a spear.
- Fothas grapples one.

These Kobolds are brave and move to engage in melee combat. Quite brave.

Now that we are in melee, Jek attacks with his daggers as Fothas attempts his grapple. One of the Kobolds attacks a Linkboy who has AC 10/10. The Kobolds have short swords and javelins. Our Linkboy is run through for 3 damage and killed! Fothas is attacked but he blocks it.

The Linkboy is actually bleeding out so Oswald stabilizes him. He is still unconscious.

We quickly dispatch all the Kobolds.

## COMBAT ENDS

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- 28 cp
- 6 javelins
- 2 short swords

Jek cannot see any walls or doors with his Infravision, one of the flaws that renders it pretty useless everywhere. However, in the light, we see that crystals are growing along the walls. We take the Linkboy out using a cloak as a gurney.

We head out.

As we opened every door on the way out, nothing stopped us. At the entrance to the well, we use rope to get him out to the surface and at this point he is starting to come to. We drop off the Linkboy and then drop off our stuff

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We pass by some Laborers that are drunk and we encounter a “saucy tart”, whom we ignore. It takes us about 1 hour to get a new Linkboy.

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To Recap, WE ARE INVESTIGATING OLD MOMBAFRA FOR FOTHAS'S DWARVEN TUBES. Also, Jek and Paren are both interested in the Icon of Sleal.

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The party is returning back to the well after we have unloaded all our stuff.

On the way back, we pass by a "Good Wife". We stop to speak to her about rumors but she only knows uninteresting local gossip.

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Climbing down the well once again, we get through all the doors without issue and head through the north east door.

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## **ROLL SURPRISE**

We find 10 armed Kobolds just beyond the door! As we burst in, the rest of the party are back several feet so the back group are outside of melee range, Only the door openers are in melee. We have 1 segment of surprise!

Jek kills one with a sling bullet and then killed another one. After the first round, he charges into melee and does 5 damage.

Kradosk takes 4 damage and then 5. KRADOSK IS AT -3 AND IS DYING!

They are wielding wire twisted Kobold clubs. Paren casts Command and tells one of the Kobolds to run away. Jek kills one with his charge meanwhile Oswald and Fothas each kill one.

Now, 5 out of 10 are dead and Kradosk loses 1 hp for bleeding out. Jek stabs one!

Kirkwood moves in and stabilizes Kradosk. Jek hits a fleeing Kobold for 1 damage but does not kill him. Behind the door is a dirt filled cavern beyond. They split up, two Kobolds go right and 2 to the left.

We do not pursue.

## **COMBAT ENDS**

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There is a Kobold living space in here full of the terrible furs from what appears to be Wolf puppies. We can hear the Kobolds as they call for reinforcements. Those of us that can understand the Kobold language hear him, he yells out. "There are Dwarves present too!" and the rest of the Kobolds start hissing!

Suddenly, Kobolds burst through from the darkness there are 17 of them armed with spiked wooden clubs.

## COMBAT BEGINS

As they charge into our ranks, one of the Kobolds is killed after taking 4 damage. Now there are only 16 left.

Kirkwood takes 10 damage as he becomes surrounded. He is knocked down to -4 hit points and is DEAD-DEAD!

- Jek kills one Kobold.
- Skippy kills one.
- Paren kills one.

They move in to attack Fothas but they all missed. There are 5 against Oswald, and there is not one hit. The Hold Person spell goes off and there are now 3 Kobolds that are held.

The Kobolds must make a Morale Check.

Jek charges in with 2 daggers and he hits for 3 damage. The Kobold is not dead.

3 more Kobolds are being held as Fothas makes an attack. Jek does another 4 damage which kills one this time. Paren kills another as the last 4 Kobolds tried to flee.

FOTHAS, OSWALD and JEK chase after them. We are in pursuit of the Kobolds and move at 6". We run down a tunnel filled with earthy air and walls and we have 1" of light. We can only see inside the melee range at this point.

When we catch up to them, Jek stabs one and the others dispatch all the held Kobolds, a sacrifice them to Sleal, so Paren decrees.

Jek does 2 more damage and kills one! Oswald also kills one! There are now 2 left on Oswald as he takes 4 damage from a spiked club. Jek is MISSED!

At this point, Jek does a fighting withdrawal.

3 additional Kobolds with short swords and spears appear but they are BIG! They leap out onto the platform with a charge.

One of them takes 4 damage from Fothas and he kills one of the guards! There is a Kobold on Fothas and one is now on Oswald.

Oswald takes 6 damage but the attacks on Fothas miss!

Jek will attempt to Move Silently next round to see if he can get a backstab.

There are now 3 attacks against Oswald and the leader attacks Fothas, all of them miss. Then, he does 11 damage to one of them which kills it as Oswald cuts down the leader!

Meanwhile, Skippy loots Kirkwood's corpse and Paren goes into the next room.

In the room with the Kobold fight, there are going to be Morale Checks as their leader is dead and

there are only 2 Kobolds left.

The Kobolds fail their morale and are disengaging. Both of them try to duck past us to go for the stairs. Oswald and Fothas both get parting shots. Oswald hits one for 6 and Jek finally does 12 damage with a backstab! He eviscerates the last one.

## COMBAT ENDS

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Fothas lights a torch. We see a rocky incline or slope that goes up to an elevated area where there are two Gnomes that have been beaten and gagged. They are tied up against a crude throne!

Jek goes in and gets on top of a Kobold dais. He un-gags and unties the Gnomes.

They introduce themselves as Cleshy and Knepso and tells us that they came down here after hearing about the "happenings" at the wells. They joined the Vagabonds that were plundering the depths. When they joined as a member of this group they were instead sold by the man in the group of Vagabonds. The man's name was Bethen. They thought he was a member of the LUMINOUS COIN but he was not, apparently.

Oswald heals himself.

The Gnomes continue. They came down here with allies but they were all cut down by the Giant Toads. He says they had a large collection of gold with them. After being freed, the Gnomes say that while they are in our debt for being released, they ask us to bring them back to the Blue Hood Inn back in town.

While speaking to them in Thieves Cant', Jek finds that they do not understand the grammatical parts of what he is saying. The Gnomes do say that they do not know if they can make it out by themselves.

We search the room and the bodies of the dead Kobolds.

- 228 cp
- 22 sp
- 15 gp

The Gnomes tell us that they saw the Kobolds bring coins with them and then head to the right side, toward the corridor on the north.

Fothas takes the torch down the corridor which continues beyond. Eventually he finds a small cavern filled with loose coins:

- 100 cp
- 760 ep
- 70 pp
- A mace that made for a Human sized wielder.
- A short sword
- A javelin
- A spear
- A hand axe

Fothas grabs the mace and then grabs everything else.

Oswald helps the Gnomes out of the dungeon as we manage to get out.

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We return to the surface of Mombafra and divide up the loot.

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## TREASURE SPLIT

- 872 cp
- 77 sp
- 27 gp
- 760 ep
- 70 pp

The magical mace is going to Fothas (id 81).

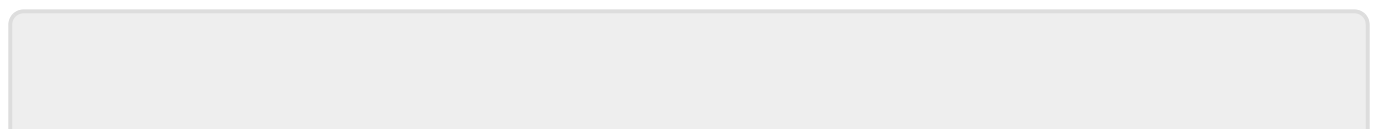
- 11 pp
  - 2 gp
  - 126 ep
  - 3 sp
  - 145 cp
  
  - 4 pp
  - 3 gp
  - 4 ep
  - 4 sp
  - 2 cp
  
  - Jek gets 196 xp.
  - 171 xp for others.
  - Fothas gets 521 xp
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The session is ending on:

**Seed Moon the 19th, 496**

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**END OF SESSION**





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