

Session/Game: Polychronopolis/Rampage **Date:** July 17, 2022
Polychronopolis Episode #17: Walking with Losers
Campaign Date: Virgo 22—Libra 1 1195

Characters:

Brother Jake, human, CL-5, C (Craig J.)
 Feelicks, catter, MU/Th-3, C (henchman)
Rune, changeling, Th-5, N (Quinton L.)
 Thurmond Burke, human, F-1, L (henchman)
 Reccared, human, F-2, L (henchman)
 Emrys, human, MU-3, N (henchman)
Romeo, human, F-4, L (Andrew S.)
Hackstyn, human, F-4, N (Dave N)
 Big Loser Johnson, human, Th-3, N (henchman)

Judge: LOH GM Emulator

LOG:

Riverlands, Virgo 22

Romeo, Brother Jake, Hackstyn and Rune decided to make an expedition to the Dungeon of Hobgoblin Rufus in the Riverlands. They gathered their henchmen and purchased a wagon and some horses and headed off eastward. They discovered 2 stray medium horses in the grassland during the morning. In the afternoon they discovered a statue of one of the Knights of Hoong half buried in the ground, which they dug out and put in the wagon.

Riverlands, Virgo 23

Following a “hunch” by Rune, the party got lost and wandered aimlessly the whole day.

Riverlands, Virgo 24

At the base of the hills, Brother Jake discovered a cave and there were 5 silver holy symbols of the Knights of Hoong inside. They also encountered a band of 4 Ogre scavengers, whom Brother Jake convinced to join the expedition, for 160gp and future considerations. During the evening, a swarm of 14 angry snakes attacked their camp, but were dealt with quickly, despite doing a smattering of injuries and scaring off some of the horses temporarily.

Riverlands, Virgo 25

Following another “hunch” by Rune, the party gets lost again and wanders aimlessly all day. That evening Feelicks sniffs out a patch of comfrey root.

Dungeon of Hobgoblin Rufus, Virgo 26

In the hills they found a wandering donkey and give it to the ogres, as ogres love ass. The party finally reaches the dungeon of Hobgoblin Rufus and immediately invades it. Above ground it consists of a single, roofless, tower, with stairs to the 2 entry doors, located on the second level. Romeo rushes one door and Hackstyn the other simultaneously, with the other losers backing them up. Inside was the lair of a gigantic lizard which after a short, sharp battle they kill.

Romeo and Hackstyn charge up the stairs to the roofless upper floor and are both injured by a spike trap. Reaching the top, they find it mostly empty, except for a stone vat of alchemical substance with a glass lid. When Feelicks and Jake open the lid, it releases 3 freakishly preserved giant ticks who attack by surprise. They ticks manage to kill one of the Ogres before they are slain.

After patching themselves up, the party climbs down to the first underground level. At first it appears as a shimmering hallway with no exits, but Romeo, using his continual light helmet examines it more closely and discovers 3 magically hidden doors. They open one door to find a small room with

a large Wiener Dog who had fallen down a chimney into the room. They kill the dog after a brutal short fight.

The door across the hall opened to a huge room, half inundated with water, containing 2 large and 4 medium crabs. Hackstyn and Romeo face the crab assault in the doorway. Romeo is majorly injured by the relentless snipping and flees to the back of the party. Hackstyn forces himself into the room proper, opening a hole behind him for the Ogres and some of the other losers to pour in. A second ogre is killed by the crabs causing the last 2 to break morale and desert the party. Eventually, the crabs are wiped out without further losses. They discover a selection of useful treasures on the bodies of some dead adventurers in the watery half of the chamber.

Declining to examine the under-water exit to the crab room, they discover the old Hobgoblin armory at the end of the first hallway. Inside are 4 rust monsters, who manage to destroy Hackstyn's plate armor and Romeo's heirloom armor and several weapons before they are all killed. The party discovers a good selection of normal and magical arms about the room, including a set of +2 Small-Sized plate armor which they sell when they get back to town.

With the bounty of arms, the party decides to quit while it is ahead and returns to Polychronopolis.

Riverlands, Virgo 27-30

Despite Rune getting them lost again a few times, they return to Polychronopolis and sell some of their treasures and split the loot.