

Session/Game: Polychronopolis/Rampage
Polychronopolis Episode #7: Goblin Orgy
Campaign Date: Gemini 5-18 MY1195

Date: December 19, 2021

Characters:

Big Jake, human, cleric-3, Chaotic—Slaughter King, (Craig J.)
Rune, changeling, thief-3, Neutral (Quinton L.)
Tobimanthius Funke, human, Mu-3, Chaotic, (Andrew S.)
Hackstyn, human, fighter-3, Neutral (Dave N.)

Judge: Lords of Hack GM Emulator

LOG:

Gemini 5-6, M.Y. 1195—Lost Village of Hoong

Jake, Tobimanthius, Rune and Hackstyn arrived in the Lost Village of Hoong in the East Grasslands looking to pick over the ruins for gold. They first decided to enter a stucco-house with a courtyard. Hackstyn leaped over the gate to discover the courtyard filled with the burned bodies of the victims of the orc raid of over a century ago which had ended the village. Jack threw Funke over the wall, but Rune and Jake just went through the door (losers). They searched the bone pile thoroughly, finding a 80gp gold-cup jammed into a skull.

They climbed the stairs and Hackstyn burst into the second floor, to find it guarded by 3 animated bronze statues. After a brisk battle, in which Hackstyn's sword was damaged, the statues were dispatched and 900gp recovered. Additionally, they discovered a magic axe which was particularly effective against all manner of rats and rat-like creatures. Rune claimed the axe in exchange for his share of the gold from the room.

Rushing back downstairs, they found the first floor to be crammed with a dozen and a half Ratter bandits. Those poor slobs never stood a chance. Hackstyn rampaged through half of them and the rest of the team killed the other half before they could do any serious damage.

The party moved on to a small, ragged shop behind the alchemist house across from the imposing Gothic building in the center of the village. The building turned out to be an old pet shop. When Hackstyn burst in, it turned out that there was a giant constrictor snake now in residence. Hackstyn heroically protected the rest of the losers who cowered behind him and himself was constricted by the snake. The snake had taken great amounts of damage, and the constricting coils would have crushed a lesser man into unconsciousness, but Hackstyn retained his wits, driving his knife into the coils and finishing the beast before collapsing. Tobimanthius revived Hackstyn with a healing potion. Meanwhile, Rune cut open the snake discovering a valuable ring round a skeletal hand in its guts.

The crew moves across to the Alchemist House and when Hackstyn burst in he found another giant constrictor snake in waiting. The team rushed to the attack and managed to kill this slightly weaker snake before it could do any significant damage. They recovered a few old alchemical items on the first floor. Climbing the stairs, Rune activated a Sleep Gas trap which only affected Hackstyn, who fell asleep for a half hour. Rune scouted the top floor stealthily, discovered a hideous Master Ghoul lurking up there. Rune managed to not be seen by the creature and rejoined the others on the second floor.

While they waited for Hackstyn to awaken, they spotted a large band of 30 goblins walk down the main street. The goblins split up and searched a number of houses. Several of them were killed by another giant snake and some Ratter bandits hiding in those houses. A small squad even entered the first floor of the alchemist house where the team was hiding and found the dead snake there, carried it off and didn't check the upper floors.

After Hackstyn awoke, the team decided to wait out the goblins and attack them the next morning when the sun rose, if they were still there. The Goblins, to everyone's surprise, set up a

caldron, cooked the snake and had a completely gratuitous and horrifying orgy of several hours. Stunned with horror, the team stayed in place. Luckily, so did the attic ghoul.

When the sun rose, the party sallied forth and caught the goblins sound asleep. Funke used a spell to double sleep a dozen of them, Hackstyn rampaged half of the remaining and the rest of the losers killed the few left over before any of them could awaken and respond.

At this point, the party decided that they needed to rest and reequip before they could attempt to face the Master Ghoul, so they left the village and went to Castle Amra, spending most of the day of the 6th making the trip

Gemini 7-15, Castle Amra

Taking up residence in a traveler's inn outside of Amra, Hackstyn slept and partook of beer and oatmeal for the week. Rune, at Jake's suggestion, approached the Chaplain of the castle and managed to buy 2 vials of holy water from him in order to face the ghoul. The team bought lots of beer too. They spent most of the 15th travelling back to Hoong

Gemini 16, Lost Village of Hoong

The plan was for the team to gather on the second floor of the alchemist shop. Funke would make Rune invisible in order to execute a backstab. Hackstyn would shout and alert the Ghoul that they were there, the ghoul would rush down and Hackstyn would take the assault, while the other losers cowered behind him. However, the ghoul was waiting in secret and caught the party flat-footed and totally surprised. The ghoul injured Hackstyn on the first round of surprise, and paralyzed him on the second. They backstabbed and doused him with holy water but he kept coming, critically injuring Tobimanthius and paralyzing Rune. As Jake moved to flee like a loser, leaving his teammates to die like dogs, something caused him to momentarily unloser himself, and he turned and cast a Light Spell in the ghoul's eyes, blinding him and causing him to flee back upstairs. After 10 minutes, Rune and Hackstyn recovered from their paralysis and Jake managed to treat Tobimanthius' critical injury. The team rushed upstairs, cornered the blinded ghoul and chopped him to bits. Taking the ghoul's treasure—including a magic suit of chain armor that granted the power to see in all darkness (went to Jake), the team decided to cash out and head home.

Gemini 17-18 March of Chronos

The party returns to Polychronopolis.