

Session/Game: Polychronopolis/Rampage **Date:** January 2, 2022
Polychronopolis Episode #8: Curses, Hoonged Again
Campaign Date: Gemini 19-27 MY1195

Characters:

Big Jake, human, cleric-3, Chaotic—Slaughter King, (Craig J.)
Rune, changeling, thief-3, Neutral (Quinton L.)
Tobimanthius Funke, human, Mu-4, Chaotic, (Andrew S.)
 Hobgoblin Shemp, hobgoblin, F-1, Neutral (henchman)
Hackstyn, human, fighter-3, Neutral (Dave N.)
Thrax, changeling, cleric-3, Neutral (Bob L.)

Judge: Lords of Hack GM Emulator

LOG:

Gemini 19-21, Polychronopolis

Jake, Rune, Tobimanthius, and Hackstyn recruit Thrax to join them and spend 3 days shopping and reequipping in Polychronopolis

Gemini 22-23, March of Chronos

The expedition trudges cross country back to the Lost Village of Hoong.

Gemini 24-25, M.Y. 1195—Lost Village of Hoong

Jake, Tobimanthius (with Hobgoblin Shemp), Rune, Thrax and Hackstyn arrived in the Lost Village of Hoong in the East Grasslands looking to find the arms of the long dead imprisoned orc chieftain in the Hall of the Order of Hoong. They entered the Hall and found that the first floor was largely collapsed, exposing tunnels of the dungeon level below. They could also see a stairway to the upper floor.

The tunnels were swarming with around 60 orgy gobins whom the party surprised and attacked. While Hackstyn and Thrax charged the southern tunnel, the rest took the northern tunnel. In the north, Tobimanthius used a sleep spell to temporarily incapacitate a batch of goblins, while Rune, Jake and Hobgoblin Shemp killed a few by surprise. Tobimanthius then threw some combustibles among the creatures and Jake used a Darkness Spell to stymie the lot of them. The remaining goblins tried to rush out of the tunnel onto the first floor landing and managed to critically injured Hobgoblin Shemp before they were wiped out.

Meanwhile, to the South, Thrax and Hackstyn blocked the tunnel and began to slaughter goblins. Hackstyn hacked down so many goblins that his sword and axe were both damaged in the process and he was forced to use knives in his rage. Hackstyn received a critical injury by the mob of goblins but fought on, ignoring his gaping wounds. While Jake stayed behind to tend to Hobgoblin Shemp, Rune joined Thrax to hold off the western tunnel and Tobimanthius backed up Hackstyn in the eastern tunnel. Tobimanthius used 2 fear spells to drive off the two small batches of remaining goblins, whom Hackstyn, Tobimanthius, Rune and Thrax managed to chase down and wipe out. Hackstyn smeared his critical injury with Healing Salve and then collapsed when the last goblin fell.

After an hour's rest, Hackstyn was back on his feet. Thrax used a potion to cure Hackstyn's other wounds and Jake managed to repair the fighter's sword. Various herbs and liquors got Hobgoblin Shemp back on his feet as well.

The party decided to climb the stairs to the upper floor. There they were surprised by Sapazz the Incomprehensible, the leader of a gang of Magic-User/Thieves known as the Intangible Growth. The floor was being used as a hide-out/stash-house/planning room by the gang, but only Sapazz was currently present. Sapazz punished Tobimanthius with a stream of magically propelled rocks and then tried to pin the party down by summoning a handful of minor spirits to attack them. As Tobimanthius fled, being nearly critically injured by the stones and as the rest fought off the spirits, Hackstyn and

Thrax ignored the spirits and rushed Sapazz and beat him severely. Sapazz responded by using some Assassin's smoke to cover a retreat to a hiding place. Tobimanthius returned and picked a spot where he suspected Sapazz to be hiding and dropped a dirt pile spell there to try to trap him, but it was a wrong guess. Sapazz, realizing that if he were spotted even for a second he would almost certainly be killed, used an Earth Shift Spell to escape through the stone structure of the building.

The party discovered 2 treasure chests and a bookcase holding the gang's treasure. They safely recovered a good store of gold, an apprentice spell book, a pair of scrolls and a "vest of the ape" in the treasure.

They then decided to spend the night at the ruined alchemist's shop across the street to recover some of their strength. Hackstyn killed a snake during his watch. During the last watch, the party ambushed and wiped out a band of 5 Ratter thieves in the street. However, their meagre goods were infested with finster weevils which contaminated all the party's rations, so they had to make do with snake for breakfast.

Reentering the Hall of the Order of Hoong, the party discovered the old torture chamber in the South-West tunnel. There was a single ghoul haunting the room. Jake used his infernal powers to control the ghoul and had it lead them to the location of the orc chieftain's remains. They discovered in the South-East tunnel a series of 4 cells with a magical clone of the orc standing guard in front of each cell. The party had a long fight against the orc-clones, with Hobgoblin Shemp needing to withdraw because of his wounds, before all 4 were killed at last.

Each of the four cells was cursed and locked. Tobimanthius activated 3 of the four curses onto himself (immense body-hair growth, being forced to recite verse instead of acting for the first two rounds of combat, and having to make a DEX check or fall down each time he tries to cast a spell). Rune only managed to open one of the 4 locks and Hackstyn and Jake having to break down the doors the old fashioned noisy way. Inside they found the 4 pieces of the orc's magical gear—a +3 giant-slaying short sword, a +1 shield, a +1 mace, and a pair of boots of the orc. Jake took the shield, Hackstyn the sword, Thrax the mace, and Rune the boots. Tobimanthius got the spell book and several scrolls from above.

Having accomplished their goal, and having all their food ruined by weevils, the party headed home.

Gemini 26-27, March of Chronos

The party walks back to Polychronopolis, stopping at Castle Amra for food.