Session 15 - 12APR2025

Attendees

- Tim
- Walter
- Erica
- Jin
- Nick
- Alex

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Recap to Current Situation

- We find ourselves in the Zotogeus League and go about finding a local treasure hunter named Anje. After some gallivanting around town we get a lead that there are some small draconic creatures (kobolds) that Anje is going to lead us to. We end up attacking the kobold camp and killing all but a couple that we leave alive.

Session Notes

- Erica begins interrogating the creature that she kneecapped
- They try their best in very broken Common that the orb is "us" gesturing to itself
- To try to communicate better, Jin attempts to communicate telepathically
- Jin is able to deduce that the creature means that the orb doesn't belong to us, it is their people's treasure
- The creature is able to tell us who currently has the orb, but said that we wouldn't want to meet her
- They describe her as the great mother and the strongest
- We decide to ask for more information about "The Great Mother"
  - She is very large
  - She lives beneath the earth
  - She grants all these creatures a "gift" of draconic lineage (probably by converting them to Kobolds)
- We end up healing the two kobold. The main one we have been talking to is named Ugri. The other is Vokku.
- We decide to investigate the camp before heading out
  - We find 4 total (1 for each of us) potions of Cure Light Wounds

    - Nick picks up a +1 shield (~~but he can't use his Cleric abilities while wielding it due to having the wrong holy symbol~~ fixed by Erica)
    - We also pick up a scroll of Guiding Bolt
    - We also get ~50 gold each
        - Nick decided to give his cut back to the kobolds as part of reparations
- During the search of the camp, we find one of the tents is better furnished than the others
- This tent has a rug that covers a hole with a ladder
- We decide to rest before heading down the ladder and going to The Great Mother
- Erica attempts to affix Nick's holy symbol to his shield and is successful after a dope roll
- Next day, Vokku has organized the camp and is in the process of burying the dead
- Ugri joins us as we descend the ladder and head underground
- The tunnel is heading deeper and deeper as we go
- Eventually we reach a large chamber. There are other small holes entering the chamber
- Ugri warns us that when we meet The Great Mother, we should be respectful
- We head down one of the small holes in the chamber and make our way down a different tunnel
- Eventually we reach another large chamber that is actually lit
- The room is filled with ~100 kobolds that are chanting and gesticulating towards a large creature in the front of the room
- The creature is something similar to The Archivist in that they are part dragon/part person
- They are larger than The Archivist (huge, ~15 ft), but their dragon and human portions are all kind of mixed up and weird
- We head further into the room, to have an audience with The Great Mother, telling Ugri thanks for taking us this far
- As we enter the room, Erica deploys Boobo to do some aerial recon
    - There are exactly 53 kobolds in the chamber
    - The Great Mother is seated on a stash of shiny objects (looks like treasure)
- We decide to approach The Great Mother with a ruse
- We claim that we are from The Republic of Acium and searching for a group of mercenaries that were members of The Red Omen that were causing trouble
- We are searching for leads on The Red Omen due to the Zotogeus league being a haven of lawless mercenaries and offering a warning to her about The Red Omen
- Erica explains all this to The Great Mother
- The Great Mother replies in a large booming voice that she doesn't know who we are speaking about
    - If they come by, she will grant us power to deal with them
- Jin asks The Great Mother for her name and more of her history to learn more about her
- She says her name is Hurle, Protector of Creatures and she has always been what she is
- We tell her that we are seeking out the audience of Nibenah next
    - She doesn't really react and just spouts basically the same line about communing with her
- Erica asks if she has any magical items to provide to us to help us on our journey
    - A small kobold runs up to us carrying a brooch that depicts a small porcupine or hedgehog
    - If you are wearing this, and somebody is trying to touch you, they take some damage due to your spiky hair

- We decide to head back to The Archivist, but before we go, Nick checks out the surroundings with Detect Magic
  - All the kobolds have the effects of transmutation magic
  - There is a giant glowing orb inside the body of The Great Mother
- As we turn to leave, 10 kobolds block our path
- She insists that we commune with her before we leave, or we don't leave at all
- We decide to try to make a break for it
- Nick casts Thunder Wave on the kobolds blocking our path and they all die
- We bolt down the tunnels to escape, with Jin casting magic to slow down the people behind us
- We manage to break out of the tunnels and make it back outside to Anje
- We then head back to the town of Lonte
- > The weather is....a bit windy and pleasantly sunny
- We decide to try to intimidate Anje into not going after The Great Mother on his own and are seemingly successful
- We strike a deal with Anje...he is going to recruit help on his side to deal with the Kobolds as long as we can deal with The Great Mother
- We head back to The Archivist and relay this information to him
- He says that he is not familiar with this entity and that the only way to retrieve the orb is to cut it out of her and remove it
- He can offer us something to help us
  - A small stone in the shape of a cat's head called The Stone of Good Luck (+1 on saving throws and ability checks)
  - A blue cloak with chain mail embroidery (+2 to AC)
  - A pocket watch with an engraved triangle (clockwork aulet, automatically roll a 10 in an attack roll)
- We decide to get the stone of good luck and give it to Jin

Revision #7
Created 2025-04-12 18:04:04 UTC by Walter
Updated 2025-04-12 21:06:48 UTC by Walter