

Nailing Jelly to a Wall

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Events

Having killed the Hobgoblin sub-commander; Quinn, Hazel and Chant charged to attack the Ochre Jelly that had arrived. On realising how large and dangerous it was, they called for assistance from their compatriots in the next room.

The jelly was powerful damaging those it struck quite seriously. The main combatants took turns in attracting it's attention, dropping back to rest when needed. These tactics made it likely that the group should be able to deal with the Jelly successfully even after it had split in two.

Things tilted against the group when two spectres appeared behind Shamash and Jonn distracting their attention from the Jelly. Shamash called on the power of the gods to repell the spectres, one of which succumbed and was forced back. The other stood firm but rather than face a scion of the gods slipped passed the rearguard and prepared to pick off some easier prey in the form of the heavily damaged Hazel or Chant.

The smitten wraith recovered to a degree and unleashed it's hate and misery via Spectral Barrage. Hazel finished off half of the Jelly and Jonn destroyed the other. Shamash struck down one of the spectres, the second phased into invisibility and tried to escape. Chant gave chase, unleashing a Blade Burst in the area the Spectre had vanished. Caught and damaged by the magic, the Spectre reappeared and unleashed another barrage of hate and malice causing Chant to pass out. Quinn and Hazel quickly finished it off. The group retreated back to the fountain room to rest and recover before continuing.

Technical Comments

This was a challenging encounter as it was effectively two in a row. By chasing the hobgoblin you tripped the cut scene!

Rather than having daily or encounter powers, many monsters have a recharge power. After they have been used, the power recharges if a target number or higher is rolled on a d6. The roll is made each turn, until the power recovers. Spectral barrage is a recharge power.