

# Session 16

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## Spores, Mirrors, and the Bone Wagon

18/01/2026


### 1 OVERVIEW


The party emerged from a portal into a yellow spore-mist that warped sight and memory. In the haze they saw impossible visions, including the tavern from where their story began. After passing through an illusory wall into a false village whose inhabitants urged them to "stay," they escaped the spores, fought off Hook Horrors, fled a sinister buzzing threat, and finally encountered a chained carriage pulled by skeletal beasts. Valen's final Fireball was counterspelled, and Dino leapt onto the carriage as the session ended.


### 2 KEY SCENES


-  Portal exit into yellow spore-mist
-  Hallucinated tavern in the haze
-  The 'Stay' village beyond an illusory wall
-  Dino kicks a screaming 'rock'
-  Hook Horror battle
-  The bone carriage and the failed Fireball


### 3 PARTY SPOTLIGHT


 **Rigg** — scouted ahead, fought with his Big Ol' Wrench, and sneaked close to the carriage.

 **Leydrick** — supported the party with divine magic and Sacred Flame.

 **High Jinks** — blasted enemies with Eldritch Blast and used familiar support.

 **Dino Roar** — probed the village with Detect Thoughts, triggered the Hook Horror fight, then jumped onto the carriage under Heroism.

 **Valen Pyre** — tried to break the spores, destroyed Hook Horrors with Fireball, then had his last Fireball counterspelled.

 **Rook Varrek** — aided the party in combat with his ice-encrusted rapier.


### 4 THREATS & ODDITIES

 Spore hallucinations

 Shared-mind villagers

 4 Hook Horrors

 A loud unseen buzzing predator


 2 massive skeletal pullers


 ~6 shadow-like guards

 1 unknown figure inside the carriage


 Counterspell-capable enemy

### 5 LOCATIONS

 Portal exit region — thick yellow spore haze

 Illusory farmland and 'Stay' village

 Hook Horror ambush tunnel

 Dark roadway of the chained carriage

### 6 CLIFFHANGER

The party stands before a chained carriage pulled by skeletal beasts and guarded by shadowy figures. Valen's final Fireball is shut down mid-flight. Dino casts Heroism and jumps onto the moving carriage. The confrontation begins next session.

“ The Underdark doesn't do quiet — it just switches from hallucinations to hooks to counterspells. ”

 NEXT SESSION: 24/01/2026

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