

Session/Game: Polychronopolis/Rampage

Date: April 10, 2022

Polychronopolis Episode #13: The Two Towers

Campaign Date: Leo 6-22 , MY1195

Characters:

Tobimanthius Funke, human, MU-4, C (Andrew S.)

Hobgoblin Shemp, hobgoblin, F-1, N (henchman)

Brother Jake, human, CL-4, C (Craig J.)

Feelicks, catter, MU/Th-3, C (henchman)

Rune, changeling, Th-4, N (Quinton L.)

Smooth Roger Ironside, human, F-1, N (henchman)

Emrys, human, MU-3, N (henchman)

Knobulous Phantasma, gnome, MU-3, N (Dave N.)

Tingles, human, lackey-1, N (henchman)

Mercenary Support:

The Lucky Stiffs, human, neutral, XC, heavy crossbow x10

Judge: Dave N. and Andrew S.

LOG:

Leo 6-14—Portburg

After several weeks of resupply, rest and preparation, Tobi, Jake, Rune and Knobulous took their henchmen to Portburg where they hired a band of mercenary crossbowmen who called themselves "The Lucky Stiffs" to help on an expedition to the Towers of Chaos.

Leo 15-16—The Swamps

The expedition passed through the swamps without incident on the way to the Towers of Chaos.

Leo 16, Afternoon—The Towers of Chaos (R6)

The expedition passed into the grounds of the towers past a watchtower made from dinosaur bones (tower 3 on the map). The Lucky Stiffs led by Hobgoblin Shemp were sent to investigate the shrubbery around the base of the watchtower, whereupon animated vines of the deadly plants known as Death Blooms grabbed 3 of them. While one of the mercenaries (Diggs) was chewed up and killed by the monsters, three others and Hobgoblin Shemp were wounded before the plants were liquidated.

With the plants cleared, the party bribed a mercenary named George to climb up the tower to the middle floor, where he was attacked and critically injured, and sent flying off onto the ground below, by some Invisible Jerk. Tingles immediately began treating George's considerable injuries, saving his life. Hobgoblin Shemp then climbed the tower and was also critically injured by the Invisible Jerk. Feelicks levitated to the same level and threw dirt at the Jerk, allowing others to target it with bolts and arrows. All the attacks were having limited effect until Emrys used a Mind Reading spell to locate the Jerk and discern its weakness to holy water. Despite Tobimanthius missing every single throw of the holy water he had, others doused it with enough water to finally destroy it. Rune took some injuries in his attempt to rescue Hobgoblin Shemp.

Emrys then used his Mind Reading to determine that the upper level of the watchtower was inhabited by The Spectral Watcher, who was shrouded by a darkness spell. Brother Jake used a Light Spell to unveil the watcher and Rune climbed up to fight it. With some holy water support (although not from Tingles, who missed every single throw), Rune managed to slay the creature by using his magic sword, with some help from Knobulous' flash powder, Tobi's Stone Missile Spells and

Feelicks, who borrowed Rune's silver dagger to land the final blow. They discovered a valuable evil crown on the watcher and a mysterious jade key.

The team decided to spend the night in the tower and rest. They drove off some monstrous Hornets during the night (the Lucky Stiffs killed 2 of them, and the remaining 4 fled). Tobimanthous and Hobgoblin Shemp were both cursed by Hags infesting their dreams.

Leo 17—Towers of Chaos

On the morrow, the expedition decided to investigate the round keep of 2nd age elvish make (Tower 2 on the map). The ramparts above are covered in a strange, alien fog hiding the party's approach. They enter the first floor stair, where Rune hears Elf guards speaking in an ancient syntax inside talking. Knobulous magically disguises himself as a Silver Elf of olden times and enters the room. Inside, five elf-skeletal warriors led by an elf-wight leader question Knobulous.

"Hehe! Identify thyself! How didst thou arrive? Speakth the name of thy masters!!"

After a bit of confusion about the name of Polychronopolis, Knobulous convinces the elf-wight leader, who identifies himself as Grain Hugo Indiscriminate Subjunctive, that there's trouble outside and they should come out into the waiting arms of the expedition's ambush.

The undead rush to the attack, and the party fights them to a standstill. Brother Jake turns the undead and commands them to return to their posts. He asks that the elf-skeleton leader surrender his magical crossbow. The second the undead draw turn their backs, the team attacks and tears them to pieces. Rune is particularly successful in injuring the wight. Knobulous uses his spirit candle to give their side an advantage in the fight.

They discover a few items in the skeleton barracks, including a whispering horn. Knobulous tried to use his invisible chuggins spell to put the horn into a sack but Feelicks insisted on listening to its whispering, become literally blinded with hysterical fear from the blasphemies it uttered for the rest of the day.

Leaving Feelicks, and most of the crossbowmen outside, they climbed down the stairs to investigate the armory and treasury. When three skeleton warriors raced down the stairs from the roof, Brother Jake once again used his chaotic powers to order them back onto the roof, and Tingles and Rune locked them there. When reassembled, they peered into the armory, where Knobulous' invisible Chuggins collected some magical weapons, but this animated five suits of armor which attacked the party. The suits were destroyed, but they wounded Hobgoblin Shemp, Tingles and some of the crossbowmen. The party passed farther in to the treasury and collected some good stuff including an arming sword identified as the "Magi's Lament".

Next, the party climbed to the second floor, where the sorceress had had her lair in days past. The sorceress was naught but bones, but disturbing them summoned up a band of small demons with lage, grabbing mitts who rushed the party. They spread wounds about the team, before enough of the demons were killed to force the rest to flee. The expedition looted the wizard lair of its valuables, including a silver sarcophagus with a moving occupant. At Knobulous' suggestion, they used their ropes to tie the sarcophagus tightly closed and had the Lucky Stiffs carry it out, figuring it would be worth some extra cash to sell an intact sarcophagus with its own mummy to some degenerate in Polychronopolis. After taking stock, the party decided to spend the night in the round keep and depart in the morning.

Leo 18-22—Swamp, Portburg, Polychronopolis

The party marched back through the swamp to Portburg. They paid the Lucky Stiffs a bonus of 147gp and discharged them. Then they took the next boat back to Polychronopolis. The Remaining towers will wait for another day.

