

Session/Game: Polychronopolis/Rampage **Date:** June 5,2022
Polychronopolis Episode #15: A Second Two Towers
Campaign Date: Virgo 5-11

Characters:

Tobimanthius Funke, human, MU-4, C (Andrew S.)
 Hobgoblin Shemp, hobgoblin, F-2, N (henchman)
Brother Jake, human, CL-4, C (Craig J.)
 Feelicks, catter, MU/Th-3, C (henchman)
Rune, changeling, Th-4, N (Quinton L.)
 Thurmond Burke, human, F-1, L (henchman)
 Reccared, human, F-2, L (henchman)
 Emrys, human, MU-3, N (henchman)
Knobulous Phantasmio, gnome, MU-4, N (Dave N.)
 Tingles, human, lackey-1, N (henchman)
Annaias Maw, human, Th-3, N (Chris L)

Mercenary Support:

 The Ravagers, human, F-1, heavy foot, Ch, x10 (starring the irrepressible Rancid)

Judge: Dave N. and Andrew S. (but mostly Dave N.)

LOG:

Virgo 8—The Towers of Chaos

After several weeks of resupply, rest and preparation, Toby, Jake, Rune, Annaias and Knobulous, their henchmen and a squad of mercenaries arrived back at the Towers of Chaos to attempt to find the mystic treasure that was rumored to be worth a whole freehold.

Having already cleared towers 2 and 3 on their previous expedition, they headed toward tower 1, which had an eerie similarity to a giant snake, pointed up in the air. Hobgoblin Shemp and Feelicks climbed up to the entrance porch by way of Tingles' grappling hook and rope. After Feelicks checked the door, Hobgoblin Shemp easily pushed it open. Meanwhile, Rune had climbed up to the porch as well. The chamber inside was guarded by 3 snake-man warriors who rushed to the door. Feelicks used a levitation spell to step off the porch and fight from nearby, while Hobgoblin did battle with 2 of the snake-men in the doorway. Eventually, Hobgoblin Shemp succumbed to wounds and tumbled off the porch (being shot by one of his own men at one point). After a long drawn out battle, filled with arrows, darts, devil grease, cling fire, oil and the like, all three snake men were finally killed. Tingles managed to treat Hobgoblin Shemp's critical wound and get him on his feet.

The entire party ascended to the first floor of the tower, finding a white, bony ladder at the back of the tower. Feelicks (with help from Jake's light spell) peaked into the second floor and saw a myriad of holes all over the walls therein. The Ravagers decided to charge up en mass and poke in the holes. This unleashed a torrent of acid streams from the holes, killing 5 of the Ravagers and injuring to one degree or another the rest. Rune and Hobgoblin Shemp carefully climbed the ladder, ignoring the holes and reaching the third floor. Here they found a series of nasty cones sticking out from the walls. They tried to "disarm" them, but Rune was stabbed by one and fell down the ladder poisoned. After some medical and magical treatment, he was back on his feet.

Thinking a bit, the party decided to smoke out the fang floor using mighty cigars, assassins smoke, flash powder and torches. Once the smoke dissipated and the whole tower sneezed a bit, the party rushed straight through to top floor. Here they found a crystal orb mounted into some sort of short pillar. The orb emitted a mind attack, stunning over half the party. Jake threw a net around it and the remaining members yanked on it until it came loose. They hanged it suspended while they made preparations to contain its power. Tobimantius and Hobgoblin Shemp fetched an empty chest

from tower 2, while Knobulous prepared a Circle of Protection. They put the orb in a sack, lowered it into the chest in the circle, filled the chest with dirt and closed it up.

Moving on to Tower 5, they couldn't get the front door open until Rune remembered the Jade Key they had recovered on the last expedition, which opened the front door. When Rune opened the door, Hobgoblin Shemp walked in and immediately "fell upward" smashing into the ceiling of the 3rd floor. He found that he had surprised 10 morlocks lurking there. He immediately opened the ceiling trapdoor and ran onto the roof. Knobulous temporarily shrouded him with a spell, until the bulk of the party climbed up to assist him. After a brawl on the roof, the morlocks were wiped out, with some serious wounds passed around (mostly to the Ravagers). When the morlocks were defeated, the party wanted to get at the treasure chests on the first floor, but they discovered that the whole building was under some sort of anti-gravity spell and the floors were ceilings and vice-versa. They noticed that the second floor was infested with 3 gelatinous cubes, and the bulk of the party was disinclined to deal with them. Feelicks rigged up a rope that "dropped" from the first floor to the third through the fall-hole. He and Hobgoblin Shemp eased up the rope and onto the ceiling "above" the chests. Feeling lazy, Rune however decided to climb "up" from the third floor to the first by the rope, rather than going outside. He was surprised by a gelatinous cube who was lurking next to the fall-shaft. It paralyzed him and partially engulfed him. The party threw everything they had at the cube to try to save Rune, with Feelicks hitting Rune's feet and burning him with a torch. Finally, Tobimanthius used a sleep spell to knock out the cube, who had resisted 2-3 previous spells, and Knobulous used an Invisible Chuggins spells to push the sleeping cube into the fall-shaft, which caused it to fall up to the 3rd floor and finally die.

They managed to get Rune onto his feet and immediately put him to work opening the treasure chests on the first floor. All three chests were locked and trapped, and Rune took some damage from a dart and was poisoned by a needle (luckily saved with some white lotus). Having collected the treasure they packed up and returned to Polychronopolis.

Virgo-11, Polychronopolis.

The party returned to the city and sold off their loot. Tobimanthius decided to keep the remaining Ravagers in his employ.

