

Session/Game: Polychronopolis/Rampage

Date: June 19, 2022

Polychronopolis Episode #16: Fungus Duke of the Citadel of Dreams

Campaign Date: Virgo 16-8th, MY1195

Characters:

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)

Annaias Maw, human, Th-4, N (Chris L)

Scamps, ratter Th-3, N (henchman)

Judge: Andrew

Virgo 16-17th

The party travels to the Towers of Chaos.

Virgo 18th

The party travels to the fourth tower of the five. Scamps runs up the wall, triggering the screeching of the giant, alien fungus that rings the tower. This summons a titanic chitinous centipede from the soil below. The party manages to deal with this threat with little trouble. The party heads for the roof and lowers a rope. Using the vined greenery on the side of this ancient tower and a lowered rope, the entire party unites on the roof. The top of the aged tower is covered in a thick layer of mud and leaves. They locate the trapdoor and open it.

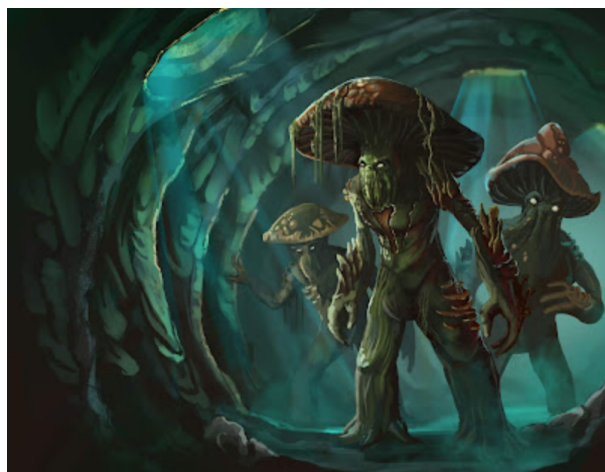
Inside, the party sees that the trapdoor magically connects to a titanic underground cavern filled with forests of fungus that spread out in every direction. In one direction, they hear some alien “music” of a type playing. In another, they see a thick fungus forest, split by paths.





A large, squat, well made but aged round building stands nearby. It is covered in moss and has a conical roof. This building is made of stone and masonry, and had a huge double door that looks like it is meant to facilitate a large oxcart. A huge, thick padlock holds the two doors closed. Annaias easily opens the comically huge padlock, and the party enters. Inside, a huge circular ramp leads down in a counterclockwise spiral into a darklight-lit area. At the bottom of the ramp, an iron golem in the shape of a rusty rabbit stands guard before a clearly trapped vault. After some experimentation, the rusty rabbit golem drives the party off after spitting a cloud of poison gas their way and nearly slaying Annias.

The party returns to the surface. Next they decide to head toward the fungus forest paths. Inside, they find a maze of twisty paths. While being sure not to stray too far from the paths, they explore this alien grove. They discover bushels of Comfrey Root and several beds of lotus plants growing beneath the alien illumination of this place. They find some most unusual flowering growths as well, which produce small gemstones.



As the party begins to count their finds, they are ambushed by alien fungus men. These beings are angry at the “mammals” for invading their tower which they call the “Citadel of Dreams.”

After another attack by wandering fungus men along with a four-limbed fungus hound of some sort, the party finds a boneyard of all sorts of remains of elves, dwarves, and men. They discover a magic shield left among the remains as well as a little bit of silver coin.

As the party moves to finish searching the fungus grove, they discover a blockade of sorts. Fungus men on fungus horses with magical alien crossbow bolts target the party. Luckily, Brother Jake's magic manages to hold the fungoid's crossbowmen in place long enough for them to be cut down by Rune and his henchmen. A fungus-man mage had a most alien type of spellbook, which turned out to be very valuable indeed as it carried nearly all necromantic arcane spells.



Finally, the party argues about whether to approach the most unusual music. Rune heads toward the site while the others stand watch from a nearby promontory. There they see more fungus men dancing around a bizarre silver idol of a fungus being with a large single eye, four mouths, and all sorts of mushroom-capped limbs. This idol looks heavy, but if it could be liberated from the tower it would easily be worth a fortune for its silver alone. The music seems calming, putting several of Rune's followers into a euphoric state of hypnosis.

The fungus people say that they have been expecting the party's visit. They ask Rune and his followers to take part in a ritual. They ask Rune "Who are you, gilded one? Are you one of the many seasons?" They clothe Rune in a magical gown and hand him a royal scepter in silver and emeralds. To complete the ritual, they ask him to drink a milky liquor from a wooden chalice. Rune manages to fight off the poison to sleep for eternity, and Rune is celebrated for the next few hours as the new "Fungus Duke of the Citadel of Dreams."

The party learns that the "Fungus Duke" serves the "Spore Queen" in all matters, and that the warehouse with "Rusty the Rabbit" is not available to the Duke. Rather, Rusty serves the Queen and her knights and it is the Duke's job to make sure that Rusty is not to be tested. Rune realizes that his garment is in fact a Gown of the Changeling and he wins the service of a squad of five fungus men for life. He does not need to pay upkeep on these monsters, but they would draw some ire about their proportions and smell if they were to come into a settlement. Rune is invited to return at any time (but not necessarily his companions) to rule from the Citadel of Dreams. The haul comes to 5253gp / +1200XP each.

The Fungoids

AC:12 HP:12 Move: 25'

Fungus Spear +5/1D6 damage

Move Silent & Hide in Shadow at D6

