

Session/Game: Polychronopolis/Rampage

Date: October 24, 2021

Polychronopolis Episode #3: The City in Taurus

Campaign Date: Taurus 2-9, 1195 M.Y.

Characters:

Thrax, human, cleric-3 (Mother Earth), Neutral (Bob L.)

Rune, changeling, thief-3, Neutral (Quinton L.)

Joe Average, human, cleric-3 (Lady Mercy), lawful (Jason L.)

Tobias Funke, human, magic-user-3, chaotic (Andrew S.)

Ibson, half-elf, Mu-Th-1, neutral (Craig J.)

Judge: Dave N.

LOG:

A random set of adventurers (Thrax, Rune, Joe, Tobias, and Ibson) were sitting around The Buckets talking with the barkeep Buddy Brewski. Tobias was dropping large hints that he'd like to have the rest help him rip off the House Capricorn rent collections that were carried out by his "distant cousin" Hormelitious Funke on the 10th and 20th of each month. Rune, rather oddly for a thief, seemed much more interested in solving the mystery of the children disappearing from North Bridge and Tantown. Ibson and Thrax, however, are more interested in trying to hunt down and capture a breeding set of 6 Crab People, for the large reward offered by House Cancer. Rune decides to investigate the children on his own, while the others decide to do some leg work to find out about Crab People (thinking to come back to The Rent Collection in a few days).

Scene 1: Taurus 2—Tobias and Joe in Dockville

Tobias and Joe head to Dockville to begin some research into Crab People and so head to Dockville to talk to some sailors or fishermen. A random yahoo points them to "The Prophet Ignatz", who knows all about Crab People, and who stands on the next corner. They walk over and start talking to him, but he proves to be completely mad. Ignatz manages to whack Joe on the back of his head with a stick and break Tobias' nose with the same stick before Tobias uses a sleep spell to drop the prophet in the street. They steal his stick, but don't take his collection of mole skulls. Put out by the broken nose, Tobias goes back to Ramthor's Goblin, closely followed by Joe.

Scene 2: Taurus 2—Rune quests for children in North Bridge and Tantown

Rune has some pretty good success talking to the proprietor of a North Bridge Academy, a book-learning school the sons of merchants in North Bridge. The teacher, Heziciah Grammaticus, tells him that a few children have disappeared in the early evening, when the sun starts to go down, but before the gate closes, in North Bridge, but the problem is much more severe in Tantown, but who cares? They all smell down there. Rune makes a quick visit to Tantown, finding that it is a rather pleasant place, except for the rancid odor from the tanneries. After ruminating a bit, he heads back to the Goblin.

Scene 3: Taurus 2—Ibson and Thrax get their hats handed to them in Big Tim's Hole, Beertown.

Figuring that Beertown was the best place to find out about Crab People (I guess), Thrax and Ibson go to Big Tim's Hole, a tavern in that ward. Inside, they just try to listen in on the conversations of others. However, this catches the eye of a group of 4 expert half-elf thieves who get pissed off about dirty spies and narcs hanging out in their turf. The thieves pick a fight to which Ibson responds by setting magical flames onto one of them (Baldo) wrecking his equipment but only minorly scorching him otherwise. They stab Ibson in the guts who drops to the floor in mortal danger and beat on Thrax until a sufficiently large crowd of locals show up. They rob Ibson of what little he has and rush off. Thrax revives Ibson with sacred magic and the two stumble back to the Goblin.

Scene 4—Taurus 3—Revenge on the Thieves, Marvelous Myron's Madhouse, Beertown

Ibson, burning with thirst for revenge convinces the others to help him hunt down the thieves. They try to set a trap at Big Tim's Hole, but the thieves don't show. Who does show up are 4 members of the Poor Brothers of Charity who are collecting alms for the poor. Joe gives them 10gp and after some conversation between the Brothers, Big Tim and Joe, the team finds out that the thieves are likely over at Marvelous Myron's Madhouse, another tavern a few blocks away.

Tobias renders Ibson invisible and he scouts out Myron's place. The thieves are indeed inside, but so are 5 city guardsmen and Myron (all of whom are half-elves, hee-hee). The team decides that they drinkers and Myron are all going to die and the bar be burnt down. As Ibson backstabs one of the thieves, Tobias puts 4 of the guards to sleep and Rune kills the 5th by backstab. After a brief exchange of blows Ibson kills his first target. Rune, Joe, Thrax and Tobias join in the fight against the remaining 3 thieves. Joe's mace is damaged in the fighting, and wounds are inflicted right and left. Finally, the last thief is killed. Ibson and Rune murder the sleeping guards and Myron the bartender. They thoroughly loot the dead and the bar (finding a fair amount of gold and some jewelry, plus a magic pair of boots of leaping and a Herring Divine). When everything is collected, they pour out all the lamp oil they can find into the basement and set it afire, leaving quickly.

Scene 5—Interlude, Taurus 4: Ramthor's Goblin and the Bazaar

The team takes a day to rest, identify and sell the loot. Ibson keeps the boots, but they sell the Herring Divine. Joe goes over to the Bazaar and gets a replacement mace.

Scene 6—Taurus 5: Stake Out Near Northern Gate

The team waits until evening, now firmly switched to the missing children mystery instead of the crab people hunt for some reason. They decide to stake out the gate and hide on the north side of the river watching. There's no action until they meet Hobgoblin Shemp a poor loser searching for mushrooms to eat. Hobgoblin Shemp says he knows lots about the missing kids—that the Witches from Tantown are behind the disappearances because they use children parts to make potions. After they send Hobgoblin Shemp packing, they hear the warning gong for the closing, of the gate and return to the Goblin.

Scene 8—Taurus 6: Visit to the Alchemist, South Bridge : Joe, Thrax, Ibson, Tobias and Rune

Thrax steps out the front door of the Goblin and sees an Alchemist Shop across the street, figuring that Witches must use all sorts of alchemical whatzits, Joe, Thrax, Ibson and Tobias all head over. Thrax and Tobias buy some Mighty Cigars and the owner, Old Weebler Tod (a gnome), points them to the Mystic Union and Legion of Sorcery as the two chief magic guilds in town who dabble in magic ingredients of all sorts. While Joe, Thrax, Ibson and Tobias figure that that sounds like a bum lead, and decide to go to Tantown directly, Rune feels compelled to follow it up and goes to Bookburg alone.

Scene 9—Taurus 6: Joe, Thrax, Ibson and Tobias Gumshoe around Tantown

When Rune heads off to Bookburg, the rest leave the city proper and visit Tantown. In one of the tanneries, they ask the steward about the witches. He forcefully warns them not to ask any questions about the witches and throws them out. Finding another tannery, Ibson goes in and chats with the steward about some dinosaur leather, but after a while Thrax butts in demanding to know about witches. He throws them out too. Soon, a pair of half-ogre loudmouths appear and rush the party. One strikes Thrax, but Ibson, made invisible by Tobias gets around them and shoots that one down from behind. To his horror, Joe smites the other to the ground. To avoid his goddess' injunction against killing, he uses his Treat Critical Injury skill to revive the wounded half ogre. The team departs the ward for the city proper, but on the way out a woman rushes up to Joe and pays him a small purse of silver for sparing her half-ogre husband's life.

Scene 10—Taurus 6: Rune's Bookburg Ordeal

Reaching Bookburg, Rune stumbles across 2 members of the Mystic Union, resplendent in their purple robes, in the street. He tries to question them, but they are having no insolence from a dirty normie. He tries to pick their pockets, but fails miserably and is caught doing it. The magicians paralyze him, rob him of everything he has down to his underbritches and throw a disguise spell on him to make him look like an animated skeleton and leave.

He recovers from the paralysis, and stumbles toward the Legion of Sorcery headquarters, but everyone screams and panics when he appears. This attracts the attention of Mad Gerald, another insane street preacher, who rushes up and tries to smite him with his stick, but only manages to break it. Skeleton-Rune and Mad Gerald have a pathetic street fight which ends up with Rune having a series of rock-bruises and Gerald unconscious in the street. Rune steals Gerald's clothes and his wooden ice-cream scoop and hides in an alley until the disguise spell wears off. While he lies in an alley pretending to be an actual dead skeleton he notices the glint of gold in a disgusting puddle of crap. He manages to scoop out some money, takes it to Weaverton and buys a new set of clothes and shoes (and finds a club to use).

Returning to Bookburg, Rune walks up to the front door of the Legion of Sorcery where he is rebuked twice when he doesn't know the secret hand signs. Then they refuse to open the door at all. He walks over to the Humble House of Inkwells, where he talks with Bertrand Inkmeister, the half-elf owner. Bertrand didn't have any good information about how to talk with the 2 magician unions, but did put forth that Witches don't use much ink or paper. Rune decided to return to the Goblin for some evening Stew.

Scene-11: Taurus 7: Another Stake-Out, Near Tantown

After resting most of the day, Ibson, Thrax, Rune, Tobias and Joe decide to lay a trap for the witches. Hiding on the hill that separates Tantown from the caravan road, they Tobias created an illusion of a sleeping child on the Tantown side. After several hours, a small troop of Badgermon appeared, and were righteously outraged at the negligence of leaving the child outside, and were even more outraged when they discovered it to be an illusion. However, the stench of Tantown prevented them from tracking down the hidden adventurers and they wandered off.

A few hours later a caravan stopped on the far side of the hill. 5 guards sneaked away from the train and began to dig a hole. They buried a small, locked box and went back to the caravan. The adventurers sent invisible Rune to steal some shovels from the caravan, which they used to dig up the box. Discovering a nice amount of Shadarian gold pieces in the box, the team decided that that was way better a result than rescuing children, and returned to Ramthor's Goblin.

Epilogue: Taurus 9: Tobias Pledges to the Mystic Union

Hearing just how awesome the Mystic Union was from Rune, Tobias went to their pledge rush on Taurus 9 and joined up.



The Massacre at Myron's Madhouse