

Session/Game: Polychronopolis/Rampage
Polychronopolis Episode #4: Two Rip-Offs
Campaign Date: Taurus 20, 1195 M.Y.

Date: November 7, 2021

Characters:

Tobias Funke, human, magic-user-3, chaotic (Andrew S.)
Hobgoblin Shemp, hobgoblin, fighter-1, neutral (henchman)
Feelicks, Catter, Mu-Th-2, neutral (Craig J.)
Woe Be Gone, Ratter, Th-3, neutral (Bob L.)

Hirelings:

Emerald Lawson, human, XC, neutral
Ralph Gorton, human, XC, neutral

Judge: Dave N.

LOG:

After Tobias was initiated into the Mystic Union on the 9th, he followed, invisibly, Hormelitious Funke on his rent-collecting rounds on the 10th. He mapped the collector's route and noted that he was guarded by 5 Bravos of House Capricorn, and that he stopped for lunch at the Tall Goose Restaurant in North Bridge at noon. Hormelitious made these rounds on the 10th and 20th of every month.

McGarnagle, of the Rat Bastard Gang, a Ratter himself like all the gang, brought Woe Be Gone up to speed on the smuggling shipment of Krangor leaves. House Leo was going to unload a wagon full of leaves in a small grove of trees south of the city wall of the Bazaar. They were then going to move them through an underground tunnel that led from an abandoned spring to a house cellar in the Bazaar. The Rat Bastards knew of a Rat Tunnel that intercepted the Spring Tunnel near the wall. If Woe and some friends would help, they would split the take 50/50. This smuggling operation was to take place the night of the 20th of Taurus, after dark.

Woe Be Gone, Tobias and Feelicks talked over robbing Hormelitious and the Smugglers and decided that they would attempt both heists, despite them being on the same day (one during daylight, one at night). Figuring they'd need some extra help with the Capricorn Bravos, they cast around Ramthor's Goblin, hiring two losers named Ralph Gorton and Emerald Lawson, but the more capable Hobgoblin Shemp (who even had his own axe), whom Tobias has met before during a stake-out north of the city.

THE HORMELITIOUS HEIST

The crew decided to rob Hormelitious right after he ate lunch, he would only have collected about half the rents, but would be easier to take down while leaving the restaurant. They found a merchant's house across the street with a convenient gated courtyard. The merchant was out of town, so they had no trouble using the house to set up. Feelicks hid on the roof; Tobias and Hobgoblin Shemp in the courtyard; Woe Be Gone was made invisible by Tobias and was nearer the restaurant; Ralph and Emerald were around the corner from the courtyard.

When Hormelitious and his 5 Bravos were out of the restaurant and passing down the street near the merchant house, the robbers struck. Feelicks and Woe Be Gone wounded Hormelitious with arrows (and Emerald hit him with a thrown rock too). Tobias used a sleep spell to drop 2 of the Bravos. The crew kept the initiative and Feelicks drops Hormelitious with another arrow. Tobias uses a 2nd sleep spell to drop a third Bravo. Hobgoblin Shemp charges and wounds another Bravo. Ralph Gorton tries to hit another Bravo, but only manages to break his club. Woe Be Gone rushes in and snatches Hormelitious' money sack and heads off down an alley. The last two Bravos panic and flee. Woe Be Gone, however, stumbles into a patrol of City Guards coming toward the street. Luckily, he gets the drop on them, turns around, and runs swiftly away on all fours. The rest of the crew run off down various alleys and side streets back to Ramthor's Goblin.

They examine Hormelitious' sack and find 600gp and a potion of invisibility. Feelicks takes the potion and they split the gold 3 ways. They pay off Ralph and Emerald and sent them on their merry way.

THE SMUGGLER HEIST

It was about 2:00pm at this point and there wasn't enough time for Tobias to sleep and replenish his spells before the evening heist. Woe Be Gone went off with McGarnagle to scout the tunnels awhile. They pair of Ratters got through the Ratter tunnels and found the Spring Tunnel, which led to a locked door to a cellar in the city. Neither Woe Be Gone nor McGarnagle were able to pick the lock (giving up after only 1 try, typical Ratters for you). They returned to the surface and did some quick Rat Calculations and decided that the tunnel must lead to a shop called Ruby's Tarts in the Bazaar near the wall.

Trusting the mathematical ability of Ratters implicitly, Feelicks, Tobias and Hobgoblin Shemp decided to scout Ruby's Tarts. After a heated discussion with Ruby about how she didn't serve Hobgoblin cuisine (no Mushroom and Radish Tarts for Hobgoblin Shemp), the team realizes that there are two businesses here, a tart-bakery on the ground floor and a brothel on the second. Feelicks also gets Ruby to talk about her basement, where they keep ingredients and "bad tarts."

Around 7pm, Feelicks, Tobias and Hobgoblin Shemp return to Ruby's Tarts and find that the bakery is closed and a large Half-Orc is guarding the lobby. He ushers them upstairs, but they find no way to the basement there. They return downstairs, where Tobias uses his last prepared spell "Fear" to scare away the Half-Orc. They push into the kitchen and find the stairs to the basement. To their absolute surprise, there is no door to a tunnel in Ruby's basement. They all leave Ruby's and begin to search wildly around for another possible place for the shipment to be headed.

Meanwhile, in the tunnels. Woe Be Gone and three members of the Rat Bastards (McGarnagle, Chucky and Herman—Tooth would have been there too, but he got sick) were spying as the smugglers approached. There were 6 half-elf smugglers (hee-hee) leading 16 goblin slaves each carrying a big sack of Krangor leaves. In case you are wondering why the entire crew wasn't there, the rat-tunnels were too small for humans, hobgoblins or catters.

Back on the surface, Feelicks reasoned that the smugglers would probably want to load the Krangor leaves onto a wagon and looked around for one. He spotted a wagon in front of an abandoned house near the wall, but there were 7 Marvins hanging out around the wagon. Feelicks drank the invisibility potion they had taken from Hormelitious and climbed onto the wagon. He used a Shocking Grip spell on the wagon driver, killing him instantly. The remaining six Marvins rushed the wagon and two managed to wound Feelicks, dangerously. Tobias, out of prepared spells, attempted to use the Mystic Reserve training learned from his old master to throw another Fear Spell. He was successful beyond his expectations. Just after Feelicks leaped from the wagon, the spell landed and all 6 remaining Marvins and the wagon's horse all bolted and fled in terror. It would later prove that the Marvins were not part of the smuggling operation but rather were there to try to hijack the shipment too.

Hobgoblin Shemp led the way into the basement, followed by Tobias, with the badly-wounded Feelicks lurking to the rear. They arrived as the first 3 smugglers and the lead of the goblin-train were entering the cellar. Hobgoblin Shemp charged the smugglers and engaged one in combat. Hearing the noise and the calls by their comrades, Woe Be Gone led the Rat Bastards out of the tunnel, slaughtering a handful of unarmed goblin slaves in the corridor, causing the rest to panic and flee. They killed some more as they fled. Feelicks wounded one of the smugglers with arrows. Tobias tried to summon his Mystic Reserve again, but this time only managed to burst a small blood vessel, getting sick and woozy for a few moments. The smugglers, however, at this point lost their nerve and began to withdraw.

The sound of fighting, however, managed to awaken a monstrous horror (A giant ball of walking garbage known as a Garbaggio) waiting in the drainage reservoir that stood between the cellar and the spring exit. The creature destroyed 5 of the goblin slaves who attempted to run past it. The three smugglers who were at the back of the line managed to successfully slip past it. The three

smugglers at the front of the line (one wounded by Feelicks) attempted to run past the Rat Bastards, but they killed 2 of them as they tried to pass. The last escaped past the Garbaggio to safety.

Gathering up the Krangor sacks from the 11 dead slaves, the crew split them 50/50 with the Rat Bastards, who took their 51/2 bags and fled back down the tunnel. When they were gone, the crew searched the bodies of the two dead smugglers and found an additional 120gp.

The crew returned to Ramthor's Goblin and spent a few days to quickly fence the Krangor leaves (to the Crazy Krangor Clowns, as it happens) and spilt 300gp in profits. Woe Be Gone met up with McGarnagle and was formally initiated into the Rat Bastards gang.

