

Session/Game: Polychronopolis/Rampage

Date: November 21, 2021

Polychronopolis Episode #5: Romeo's Theme

Campaign Date: Taurus 20, 1195 M.Y.

Characters:

Romeo of Portburg, human, fighter-3, lawful (Andrew S.)

Feelicks, Catter, Mu-Th-2, chaotic (Craig J.)

Gorgo of Barbaria, human, fighter-3, chaotic (Bob L.)

NPC Partners

Abominable Steve, Apeling, Fighter-1, Neutral

Slum Gullion, Half-orc, lackey-1, Neutral

Mystic Tanya, human, MU-1, neutral

Judge: Dave N.

LOG:

Gemini 3, M.Y. 1195—Polychronopolis

Romeo of Portburg was on a quest to investigate the Dungeon of Morthonk in the Long Wood, to look for signs of his long-lost grandfather who disappeared there 20 years earlier. He came to Polychronopolis, to Ramthor's Goblin in particular, to find a band of Lawful adventurers to help him defeat the chaos in the dungeon. Instead, he got Gorgo and Feelicks.

When too other members of the expedition failed to show up (Joe Average and Cypress Tristan Mercy Henceforth), the collected team felt less than able to meet the challenges. Therefore, they ankleed over to the Sellswords' Guild and talked to Harvey Deathblow about finding some partners. After Feelicks ponied up the 100gp fee (a loan to the group to be repaid by the first 150gp of treasure taken), they offered Slum Gullion, Abominable Steve and Mystic Tanya a joint share of the treasure to accompany them (as they were all under equipped neophytes). They three hitched up and they all came up with a plan to proceed.

Gemina 4, M.Y. 1195—The River, and the forest's edge

They booked passage on a barge hauling dragon-stone down river, taking it as far as the custom's dock of Castle Codros. The barge captain, Captain Obvious, suggested that they avoid the Codrus fiefdom and just head out cross country immediately. After the barge pulled into the dock and the captain paid the river-toll to "The Grim Shadow's" guards (accompanied by a kettle drum), it pulled across river and the adventurers jumped out on the north shore.

Crossing the northern farmland, they were attacked by a flock of 4 large hawks (approximately cow-sized). Feelicks proved effective with his bow, and Romeo alternated between his spear to fend off sweeping bird attacks and his heavy crossbow, peppering them from a distance. Slum Gullion proved himself useful by re-loading the crossbow between shots, and Romeo's quick draw skill proved invaluable in the maneuver. Abominable Steve was critically wounded in the battle, and even the smell of cooking hawk didn't revive him. The team rigged up a stretcher and hauled Steve along.

Reaching the edge of the forest, they heard the sounds of singing and loud sighing in the distance. Feelicks climbed a tree and spotted a fire. The crew approached to see a woman trying to read a book and a group of 6 old men trying to sing hymns. The woman, calling herself Holly Beek, said that they had a problem. She needed to finish reading the book to gain important knowledge for a quest, and they claimed that singing the praises of the Lords of Order was more vital than anything. Holly turned to Romeo and said that he must choose whether she be allowed to read, in which he would be rewarded by a parchment of useful information, or they be allowed to sing, in which case he would be rewarded with a mystery bag. The adventurers discussed the matter and decided that the mystery bag was too tempting and told Romeo to pick the choir, which he did. The choir-master handed Romeo the bag and then both the choir and Holly vanished in a radiant shimmer.

The mystery bag had several vials of Holy Water and an herbal bag with many useful herbs and herbal concoctions. They took a pot of healing salve from the bag and used it to restore Abominable Steve to consciousness. They spent a peaceful night of rest, feeling safe in this location.

Gemini 5th, 1195 M.Y., The Long Wood

The party moves deep into the forest. It was a frustrating day. They had to detour around an impassable patch of forest, losing some time. At night, they set watches, and at the middle one Abominable Steve swore that he smelled bananas. Feelicks equally swore that he didn't. Steve ran off into the woods and they soon lost track of him in the darkness.

Gemini 6th, 1195 M.Y. The Long Wood

The party spent the whole day tracking down and finding Abominable Steve. He was finally found passed out by a spring, smeared with semi-toxic berries.

Gemini 7th, 1195 M.Y. The Long Wood and the Dungeon of Morthonk

Pressing forward, the party heard the sounds of men doing work ahead. They discovered a lumber camp and subtly questioned the lumberjacks, finding the specific location of the dungeon by being told to avoid it because of the Death Sentence decreed for entering it.

They quickly found the dungeon and scouted the grounds. They investigated a cave on the grounds, and found a man sleeping inside. They rushed him and Feelicks put a knife to his throat. He introduced himself as The Hermit, Jimmy Funke, calling the cave his hermitage. After a bit of conversation, they gleaned that he was on the run from Polychronopolis having to do with his family. Also, that he was 44 years old (old enough to be Tobimanthius' father?). He made it clear that he never goes anywhere and was hiding here because no one comes here because of the death sentence. Feelicks was very threatening toward him, and Jimmy doesn't like him now.

Slum Gullion had found a crawlspace at the bottom of an open obelisk, but everyone thought going down that way was a terrible idea. Jimmy revealed that the obvious way down was the open doorway with the stairs in it. The team decided to go down the stairs.

At the bottom of the stairs they found a pack of 6 ghouls guarding the entrance. Romeo backed up the stairs and he, Steve and Gorgo formed a line to hold the ghouls off. Both Gorgo and Steve were paralyzed by the ghouls, but Romeo and Feelicks (using holy water from the mystery bag) turned the tide against them, killing 5 of the creatures. Romeo chased the last one down and killed it as it clawed at a door to try to escape.

The team decided to drag Steve and Gorgo back to Jimmy's cave, and he explained that the ghoulish paralysis would wear off in an hour or so, and something about porcupine quills being helpful. After waiting for the pair to recover, and patching up wounds as best they could, they proceeded into the dungeon again. They retrieved a silver belt and triceratops war horn from the ghouls, and pressed into the corridor beyond. The corridor was filled with garbage, but Slum told them to ignore it as it was filled with nothing but danger.

Opening the right-hand door in the corridor, they found a dead body of a hobgoblin from which Gorgo claimed a suit of scale armor and a battle-axe. However, as they were searching the room, they were ambushed by 6 medium-size ticks, dropping from the ceiling. Many were bitten by the ticks, and Steve and Slum were both rendered unconscious and critically injured from blood loss. The party eventually slays the ticks and decides to withdraw from the dungeon. Gorgo, however, checks the door across the hall and finds it filled with wine bottles. Not willing to spend the time searching through the racks, he also withdraws from the dungeon.

After Steve and Slum are restored to wakefulness at Jimmy's cave. The team decides to leave the dungeon area. They resolve to return with at least a cleric and perhaps some equipment and supplies. The treasure taken mostly goes to pay back Feelicks' loan to the party.

Gemini 8-10th M.Y. 1195, The Long Wood

The party returns to Polychronopolis. Feelicks tries to recruit Abominable Steve as a henchman, but he isn't interested