

Session/Game: Polychronopolis/Rampage

Date: December 5, 2021

Polychronopolis Episode #6: Breaking the Law

Campaign Date: Gemini 14-18, 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.)

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

Cypress Tristan Mercy Henceforth, golden-elf, cleric/fighter-2, Lawful, Lord Protector (Quinton L.)

Judge: Dave N.

LOG:

Gemini 14, M.Y. 1195—The River Country

Romeo, Gorgo, and Feelicks, having recovered and resupplied from their recon of the Dungeon of Morthonk, convinced Joe Average and Cypress Tristan Mercy Henceforth to accompany them on a second expedition. They paid for a ride on Captain Crunche's coal barge and road down to just shy of Castle Codros where they leaped off on the north shore. Marching north, they were stopped by 12 of the King's Foresters, led by Warden Willy, the only significant Willy in Portburg, who warned them against entering the grounds of Morthank and also told them of a cave where they could rest overnight.

During the first watch, Feelicks spotted a golden-horned stag in the forest. He allowed it to escape without challenge. Although Joe did wake up Gorgo, which he didn't like.

Gemini 15—The Long Wood

Heading toward the lumber camp they had visited earlier in the month, the party encountered a rough surly man carrying an axe. Gorgo and the stranger instantly disliked each other and started to fight. The man, however, transformed into the shape of a bull and proved invulnerable to the weaponry of Gorgo and his friends. Joe Average stepped forward and used a Stun Blasphemer spell to stun the were-bull long enough for the party to escape his rage.

Reaching the lumber camp near nightfall, the party arranged to sleep in a lean-to for the night.

Gemini 16—Dungeon of Morthonk

Arriving at the grounds of the dungeon after daybreak, the party found that their friend Jimmy Funke the Hermit was in the middle of being set-up for a hanging by a group of 7 of the King's Sergeants on patrol in the forest. The party rushed the sergeants and killed them all, suffering a variety of wounds in the process (Joe, for one, was knocked flat by a crossbow bolt). They looted the gear of the soldiers and (despite Jimmy's lame attempt to hide it) took their mule.

Not wasting time, after they were patched up, the party climbed back down into the dungeon. Romeo entered first and found that the guardian ghouls had reanimated. This time they were easier deal with than the last. Cypress Tristan Mercy Henceforth stoop forth and called on the power of Lord Protector and forced the creatures to cower in the corner until they were slain by a barrage of arrows and bolts from the party.

The party pushed deeper into the dungeon this time, opening a room which was inscribed with a large pentagram, at the corners of which were 5 Skeleton-Warriors. The party slew the skeletons rather quickly, with Romeo being the only one who took significant damage. Romeo discovered that the skeleton who had cut him was none other than his own grandfather! He claimed his grandsire's mail as Gorgo rushed the pile of coins. They recovered 1400gp and a magic dagger (which the golden elf shoved in his bag, much to Gorgo's discontent).

Moving westward, Feelicks began to check some large bloodstains on the floor and walls for traps. However, the stains proved to be Red Goo creatures. The creatures proved impervious to fire, but not normal weaponry. They seemed to have a taste for Gold Elf and constantly attacked

Cypress Tristan Mercy Henceforth. The team killed the Goo at last, suffering many injuries in the process. They used their last of their healing to patch themselves up and decided to try one more room.

They wandered into a room at the end of the corridor. However, they did not see the 6 man-sized crabs lying in wait who ambushed them. As Joe, Feelicks and Cypress Tristan Mercy Henceforth fled headlong, Gorgo and Romeo covered their retreat. The team returned to surface.

Gemini 17-18 Dungeon of Morthonk

The team rests for 2 days at Jimmy's cave.