

Episode 39 Torquis and Again to the Mosaic Cave

Saturday, July 1st: windy (N); Torquis

1. The party returned from the Mosaic Cave to Tonsol without incident. That included Oliver, Veylann, Atreyus, Spawn, Finble, Veylann, Doil, Slippa, Belfor, Brother Sheth, and Felicity, eleven in all. Brother Sheth was still having trouble, being somewhat confused in mind from whatever that Mosaic did to him. But Felicity and Elsapheth helped shepherd him back to Torquis. Once the party reached the Torquis Tavern, Xorrace, Lord Ovenberg's son, who had been with the party, insisted that the treasure be taken out and examined, and half delivered to Lord Ovenberg. This treasure was, after all, found within Lord Ovenberg's domain, and so naturally was his property, from which he would likely share a fair portion with the party.

The treasure in question was still in Doil's possession. He had taken the chest found in the small bedroom and stuffed it into his Bag of Holding after it had briefly been opened and inspected in the room where it was found. The robes and other stuff found in the cabinet had been put in the Bag of Holding too. (In addition some money from the looted goblins, 104 Pennies and 39 Ducats, were still in the possession of various people who had looted the goblins.) Oliver refused Xorrace's request, and told Doil to leave the treasure in the bag. Instead, Oliver insisted that he would talk to Lord Ovenberg himself.

So, Oliver and Xorrace walked over to the "palace" (such as it was). Xorrace knocked, and Twidlum answered the door. Both were admitted. Oliver requested to speak to Lord Ovenberg. Twidlum went to consult with His Lordship, and soon returned to say, "Lord Ovenberg is not available at this time."

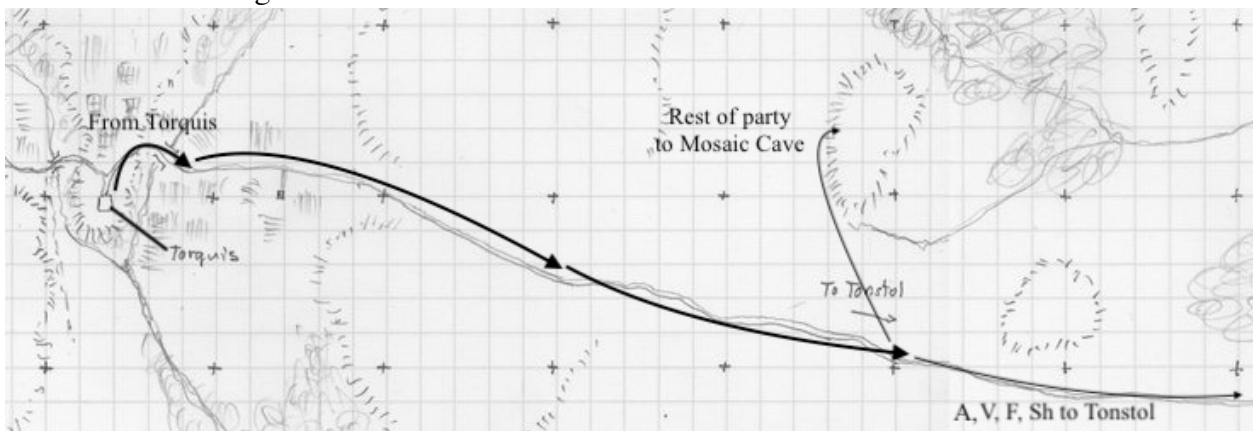
Xorrace again insisted on receiving half of the treasure, "For his Lordship." Oliver again deflected this, and asked that word be brought to the tavern when Lord Ovenberg might be available. With that he returned to the tavern. Xorrace stayed at the Palace.

2. Elsapheth had been examining Brother Sheth and suggested they go see Father Festus, the local cleric. Oliver decided to go with them. Father Festus didn't know anything he could do, but did suggest that Brother Sheth should be taken to Bishop Issachar in Tonsol. Surely he would know what to do. After Father Festus was unable to help, Elsapheth decided that she would attempt a "Dispel Magic," in case the effect was some sort of magically induced curse. She did that back at the tavern in one of the rooms that party was using. It seemed not to make any difference. With preparation the next morning of a "Minor Restoration" spell, she could then try that to see if that might help. But clearly Brother Sheth was not in any condition for adventuring, and would need an escort getting to Tonsol. Elsapheth was reluctant to go, however. She really felt that she needed to avoid any contact with Church authorities in general, and the Bishop in particular.
3. No message came from Lord Ovenberg in the Palace.

The party rented both rooms as well as the six bunks in the bunkroom, and someone needed an extra bunk to be assembled and put into one of the rooms. (Who was in what room wasn't resolved. Presumably it didn't matter.)

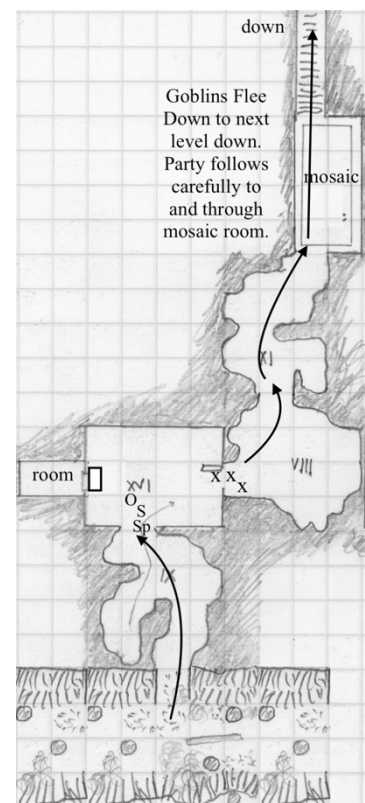
Sunday, July 2nd: breeze with scattered clouds, wind from the north: Party in Torquis

4. In the morning Elsapheth prepared “Minor Restoration” and cast it on Brother Sheth. He immediately showed improvement! He could talk, and said he had felt that his mind was filled with fog. He still didn’t feel quite right. Something he couldn’t understand had happened to him in that cavern. When Elsapheth proposed that he should still be taken to the Bishop, Brother Sheth agreed. “Yes, I think that best,” he said. Felicity, Atreyus, Veylann, Doil, and Slippa offered to go with him.
5. Oliver’s plan was for the full party to head back to the Mosaic Cave and see what might be found at the lower level. The idea was that Brother Sheth and a couple of escorts then proceed to Tonstol. They would go along the road eastward from where the party left to the north to get to the cave.



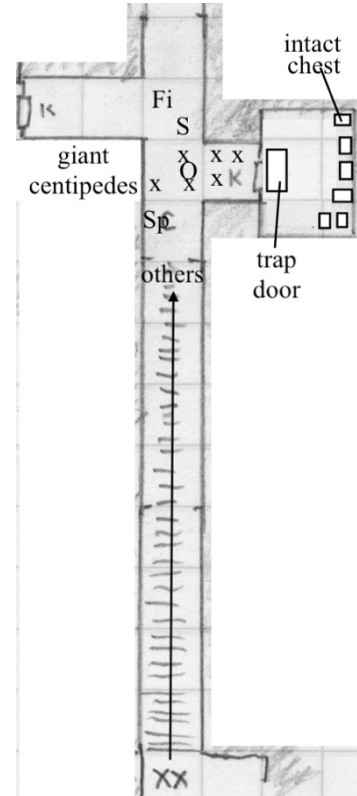
Felicity, Atreyus, Doil, Veylann and Slippa offered to escort Brother Sheth. Oliver, however, decided that Slippa needed to stay with the party as the one remaining experienced thief, and Doil as a front line fighter too. Felicity, Atreyus, and Veylann should be enough, especially since Brother Sheth was now doing better, and the four of them together could hustle along to get to Tonstol quickly. That was the plan executed.

6. At the Mosaic Cave, the party entered only to find a cluster of goblins in the first room just beyond the entry cavern. Oliver, who was in the lead, managed to shoot down three of them with rapid fire from his hand crossbow, helped by a lightstone that Elsapheth had thrown in. There was pursuit but the remaining few goblins, maybe three of them, managed to run away through the Mosaic Room and down the steps. The party stopped short of the Mosaic Room, then crossed through it one at a time trying to avoid stepping on the mosaic itself. Most did manage to get to the steps down without touching the mosaic, but a few did lose balance enough to touch the mosaic, including Doil. Nothing happened though. The party then proceeded down the steps, with a lightstone ahead and carrying other lightstones.



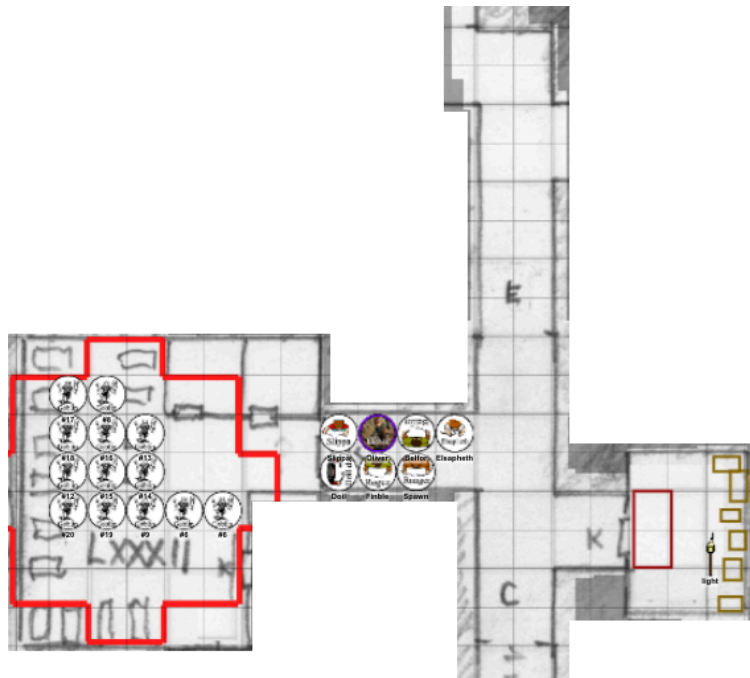
7. There at the bottom of the steps were, as last time down here, a bunch of giant centipedes. The party attacked, with Oliver using his hand crossbow, Spawn charging down to try and hit one with his sword, and Finble hit one, and Slippa too. Doil got the last of the six nasty things. Finble and Slippa took position where the passage led further north. The giant centipedes had come out of an open door to the right that looked like a small room. Belfor suggested that the goblins had probably pulled the door open as they ran past.

That wasn't the only surprise though. When Oliver went into the room to take a look, a trap door opened under him. He fell down into a pit about 10 feet deep, slightly injuring himself. Fortunately someone had a rope that could be lowered, and Oliver was able to climb out. The room was a mess. There were tunnels into the walls that would admit giant centipedes and other vermin. There were six chests, five of which were broken open and had the decayed remains of foodstuffs within, now all rotted and covered with slime and mold. One small chest in the northwest corner was still intact. It turned out to hold 100 Pennies and 90 Ducats. Oliver took all that, except the worthless chest.



8. Meanwhile, Finble had been looking north using his darkvision, and noticed that the passageway took a jog left then continued north. Slippa checked out the door to the left just ahead. "I hear goblins!" she told Oliver, talking low. Oliver gathered the party there at the door and prepared. Slippa was able to use her thief tools to open the lock. When Oliver opened the door, it turned out that, yes, there were goblins, and they were ready. A barrage of perhaps a dozen arrows flew at the two of them, but the only one that hit, hit Slippa. She remained upright, though wounded. Beyond the door was a large bunkroom with lots of goblins. Oliver called back, "Elsapheth, do it!" Elsapheth threw a fireball into the room. That was the end of what turned out to be 13 goblins.

The bunkroom had numerous beds, five small chests, and debris from goblin meals and trash. Three doors were apparent. Those to the north went to a privy and a small bedroom, likely the room of the leader.



9. The party searched the bunkroom and adjacent privy and small bedroom, but the other door in the east wall was a keyhole door that was locked. Slippa, fortunately, spotted the trap. It was a scything blade that would sweep down from the ceiling and hit anyone standing in front of the door. Well, that's what a thief is supposed to take care of. She tried. It didn't go well. The blade swung down and struck Slippa with a glancing blow. It could have been worse! The trap reset itself, the blade disappeared into its slot into the ceiling over the door.

Meanwhile the party had been checking out the goblins' five chests and looting the dead goblins. Like the three goblins slain earlier near the entrance, these goblins had good shortbows. Quite a difference from usual goblin weapons. They, together with the earlier three, also had a total of 74 Pennies, 86 Ducats, and 26 Sovereigns, also better than the average goblin encountered so far. The chests had typical goblin stuff including ragged clothing, bones, scraps of moldy meat, and the like. But there were also coins: a total of 80 Pennies, 200 Ducats, 4 Sovereigns. Most also had weapons of one sort or another: 3 daggers, a shortsword, a sling with 7 bullets, and a spear point. There was also a spike, a long silk rope, a bottle of cheap liquor with a bird image on the label, and a petite woman's green dress in good condition. There was also a key that did not seem to fit the trapped door or anything else.

This was the conclusion of the adventure session. The next adventure session will pick up at this point.

Experience: 6goblins(3k,3u) (Q(SESFi(DB))) 225xp (4½ shares) goblins are CR¼.

Mosaic (OSpFi(DSBE) 100xp (5 shares) (special)

6 g.centipedes(k) (QSpSFID(EB))) 300xp (7 shares) g. centipedes CR¼.

Trap door (Q((SpDBEFiB))) 100xp (3½ shares) CR½ trap.

13 goblins(k) (EOS(SpFi(DB) 650xp (5 ½ shares)

Mission: Sheth to Tonstol: 100 xp. (AVFSh)

	Oliver	Veylann	Doil	Slippa	Belfor	Elsapheth	Felicity	Atreyus	Spawn	Finble	Sheth
6 goblins 225	100	--	13	25	13	25	--	--	25	25	--
Mosaic 100	20	--	10	10	10	10	--	--	20	20	--
6 centipedes 300	86	--	43	43	21	21	--	--	43	43	--
Trap door 200	57	--	7	7	7	7	--	--	7	7	--
13 goblins 650	118	--	30	118	30	236	--	--	59	59	--
Mission 100	--	25	--	--	--	--	25	25	--	--	25
Episode total	175	25	103	203	81	299	25	25	154x2	154x2	25
Previous total	23424	10343	8729	9760	10637	10585	5521	4122	362*	436*	2990
Current total	23599	10368	8832	9963	10718	10884	5546	4147	670*	744*	3015

Training: Four days of training for the week after the Solstice. (This duplicates Episode 37.)

(Doil, Felicity have enough days of training but the surplus isn't enough to trade for xp's to advance.)

Oliver was at +18 towards 7th level(needs 36). Picked up +4d train = +22. Trade for 14d= -560xp now 0d.

Doil, at +35* days toward 6th level (need 30) Picked up +8 more (help from Oliver) now at +43d (needs 30)

Belfor: Now at +21 days toward 6th level (need 30)

Veylann: Now at +27 days toward 6th level (need 30)

Slippa at +22 days toward 6th level (need 30)

Elsapheth: at+25 days toward 6th level(need30)

Sheth: at +0 days (needing 24) toward 5th

Felicity: at +34* days (needs 24) toward 5th Picked up +8 more (help from Oliver)

Atreyus: at +4 days (needs 24) toward 5th.

Spawn: at +0 days (needs 6) toward 2nd level. Could trade 120xp for 6 days to become 2nd level now.

Finble: at +0 days (needs 6) toward 2nd level. Could trade 120xp for 6 days to become 2nd level now.

Treasure (none allocated so far):

From Episode 38

From goblins: 104 cp., 39 sp.

From cabinet: 1 ppp, 1 psp, 4 robes (@4gp), lantern(1gp), 4 candles(@.01?)

From chest: 6 ppp, 6 pgp

Oliver's "charm" (acquired from girl in Tonsol, Ep. 36 7/8)

From Episode 39 (so far):

From chest centipede room: 100 Pennies and 90 Ducats

From goblin bodies: 16 shortbows (@10), 74 Pennies, 86 Ducats, and 26 Sovereigns

From Goblin chests: 80 Pennies, 200 Ducats, 4 Sovereigns

3 daggers(1), shortsword(4), a sling with bullets(0), spear point(1)
spike(0), silk rope(5), a bottle of cheap liquor (1), petite woman's
green dress, good (2), key(0)

Note: Party is to be paid 2 Sovereigns per day plus 5 Ducats per day toward lodging expenses.
So for the party has paid for lodging 2 nights in Torquis Tavern.