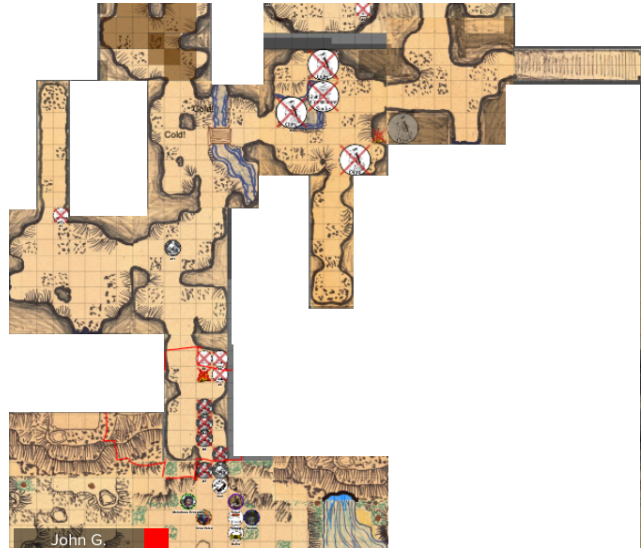


Episode 13:

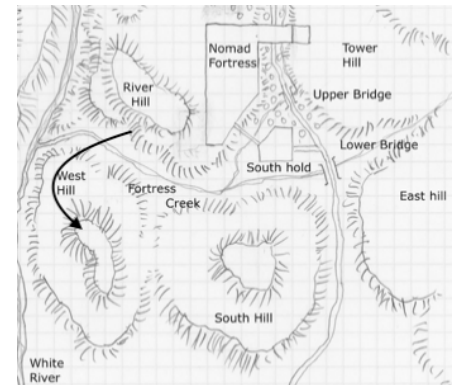
Wednesday, March 15, evening (partly cloudy)

1. The party completed a long rest (for Groa and Belfor) in the caves under the Dervish fortress while the rest of the party searched the nearby caverns for trap doors, treasure, and anything that might be of interest. This was where Episode 12 left off. It was after sundown when the party prepared to continue the adventure by searching the rest of the caverns.

2. For each of the remaining caverns, as the party worked their way toward the cave entrance toward Fortress Creek, two or three would guard while the remainder searched exhaustively. It took several hours. Slippa found some buried treasure in the south branch of the small pool cavern where the ogres had been camping. This was where the bandits had stored some of their stuff. She found a small pouch with 5 gold coins and 6 pearls. The party avoided approaching the brown mold, which was growing as far south as the entrance to the bridge cavern. No additional treasure was found.

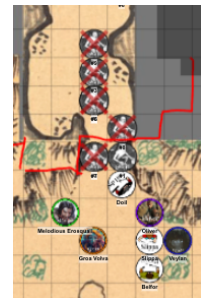


3. At the cave entrance, it was cloudy, so no moon, and a light drizzle of rain was falling. Oliver thought to look for a camp somewhere in the direction the thief that escaped from the bandits was going, to the southwest. Groa provided “dancing lights” for illumination. The party followed that way, crossing the creek, and eventually making their way to the peak of “West Hill” without finding anything. The party stopped to consider what to do next.



4. Groa remarked on having heard about a “portal” under Sundown. Might that be the one the party was looking for? That was about 40 to 50 miles to the south. She also remembered hearing the evil priestess, while under Melodious’s charm, talking about traveling a ways near the coast before reaching the portal, or maybe after reaching it. Oliver was able to tell the others that the seacoast was quite distant. It was about seven days’ travel of maybe 20 miles per day from Guardraw to Freshkill. (He had not been further than Nextonover himself.)

5. The party decided to go to Sundown, but first, back to the Dervish fortress. They re-entered at the cave entrance facing Fortress Creek, but a pack of ghouls were waiting there just inside the cave. There was a brief fight, in which Belfor’s “Spike Growth” spell immobilized the ghouls enough that most were easily killed with a variety of missile weapons, Doil finishing off the one or two that managed to get out of the cave.



6. The party then made their way through the caverns and back up the steps to the Hold sub-basement where the secret door to the caverns was. The door was standing open as the party got there. Oliver, using Doil's iron spikes, and adapting scraps of broken furniture from the junk in the room, pounded in the spikes and wood wedges to make the door very hard to open. The party then returned to the basement store room. It took an hour for the guardsman present to get the door shoring and spikes removed so that the party could re-enter.

Thursday March 16th morning: calm, foggy

7. The party was tired after several hours of intense searching and exploring. Day had broken, but it was a dim fog filled day. The issue was whether to get a good rest for everybody before departing, or to instead set out for Sundown immediately. Eventually the decision was to get a good rest, then make best time possible to get to Sundown within two days. So, the party rested in the courtyard, and then set off in the afternoon. The fog cleared giving moonlight in the early evening so the party did get a bit beyond Gold Mine Camp that day.

Friday, March 17th morning: clear, light breeze

8. The party continued on to Sundown. Early on the party spotted a writhing mass of snakes in the road ahead – big ones, about 50 yards away. Belfor remarked, “Those are poisonous – can be aggressive, too.” Groa suggested the party simply move off the road and pass by the snakes at a distance. That was what the party did, and the snakes untangled themselves and fled away to the east as the party moved around them to the west. There were about a dozen of them.

9. Upon arrival at Sundown, the party went to the Mayor's Residence there on the town square. It was early afternoon. Captain of the Guard Trudue was there. “I'm glad to see you,” he said. “Father Benaiah has been wondering what happened to that evil holy symbol of Seth, the one taken from that heretic evil priestess. We've received inquiries from Guardraw, too. What was done with it? To the Bishop?”

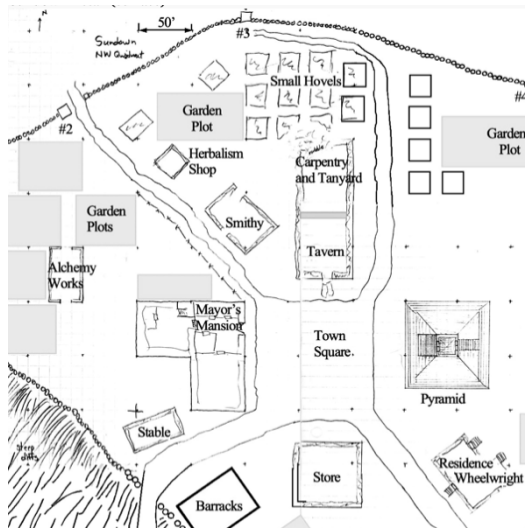
10. Doil pulled it out. “You mean this?” That was exactly what Trudue was talking about. He asked that it be given to him. “No, it's mine. Ours.” Doil repolled. Trudue sent the messenger girl to get Father Benaiah. Meanwhile Melodious took out his viol and started playing softly. Trudue didn't tell him to stop. Someone, Groa? Asked for a tour of the mansion. He said no, not now.

11. Soon Father Benaiah appeared. He, too, wanted the evil dog holy symbol, but Doil would not give it up. Benaiah was not prepared to do the divination spells at present, but would do so the next morning. Doil agreed that he wasn't planning on leaving, and he would allow that, but had no plans to surrender the item.

12. Father Benaiah left after failing again to get the item from Doil, and said he'd be back in the morning.

13. Trudue then gave the party a tour of the public areas of the Mayor's palace. That included a dining room to the south and a barracks for guardsmen to the west. In the basement under the dining room was the kitchen and some store rooms. Above the entrance and some offices was the Mayor's private quarters, reached by steps up to the balcony in the dining room. Someone remarked on the well in the kitchen. It has a metal grate over it to protect from monsters climbing the deep well shaft from below. That occasionally happens, maybe as much as once every month or two. Most often giant spiders. There's always guards present when the grate is removed and water drawn and used to fill a large basin there in the kitchen.

Mayor's Mansion



Treasure:

Found: Buried pouch, with 5 gold coins (KoS, NOT Sovereigns), 6 pearls (@100 gp.)
 Expended: 3 days of rations/bunkroom lodging@ .5gp/day each

Experience:

	Oliver	Melodious	Groa	Veylann	Doil	Slippa	Belfor
11 ghouls (OGB(MVSD)2200xp.	+440	+220	+440	+220	+220	+220	+440
10 gp.snakes(OMG)(VDSB)250xp	+50	+50	+50	+25	+25	+25	+25
Adventure(Ep. 13) Totals	+490	+270	+490	+245	+245	+245	+465
Previous totals	4487	4509	3898	2112	2081	2143	1953
Currently:	4977	4779	4388	2357	2326	2388	2418

Training:

Oliver, Melodius, Groa all: 0(to 5th); Diol, Veylann 1 day, Slippa 5 days, Belfor 0 days((to 4th);

Party staying in bunkrooms at Sundown assumed.