

Episode 15: The Sea Cave under Sundown

Saturday, March 17th: about noon, in “Ghoul Room” of Sea Cave complex

1. The adventuring party, Oliver, Melodious, Groa, Veylann, Doil, Slippa, Belfor, Sensa and Armitan, remained in the room where a dozen or so ghouls had been slain earlier. Sensa and Armitan had agreed to reinforce the party for shares of the treasure. Earlier the nine had fought about a dozen skeletons as they came from the access shaft from the Mayor’s Mansion. The shaft had a south door which led through a small room trap (with a trap door floor) to the big cavern with a large pool. After killing the skeletons, the party had moved north to encounter the ghouls. Beyond the ghoul room a heavy rusty iron door led to steamy caverns and passages where fire beetles and some bronze bearing warriors of fire were encountered and overcome. The party retreated to the ghoul room to rest.
2. While resting, Belfor used a Cure Wounds spell to help Melodious, and Melodious used a hit die to regain full health. Armitan used “Second Wind” as did Oliver, Sensa, and Doil. Doil still needed to use two hit dice (leaving one) but while at full health remained exhausted (level 1) after going down in the fight with the bronze warriors. By the end, everyone was back at full hit points.
3. It's not until the party was resting that they got a good look at the treasure found in the ghoul room or taken from the “bronze warriors.” The war-hammers and shields are indeed bronze, which is very unusual. Doil is unsure whether there is a market. They are very well made. Best price would probably be in Selleze. Other places may see the stuff as just scrap metal. He'd have to examine them under better light to make more of an assessment. Doil has never seen the like of this equipment before. (As scrap bronze, figure about 2 sp. to 5 sp. per pound if you can find a buyer. (Won't in Sundown.)

The figurines are humanoid forms with strange animal heads of various sorts. A few have wings. They are not consistent in size. Some damaged. Not really a "set." Small idols maybe? They are well made and average 25 gp. each in a major town with a jewelry merchant.

The garnets (from the bronze warriors) are really nicely cut and worth probably about 100 gp. each. Oliver did find it very interesting that the coins we found from the ghouls/ghast are from the Kingdom of the Sun.

4. There was some private talk among party members. Slippa asked Oliver to go with her.

Background on Equinox and Solstice Celebrations:

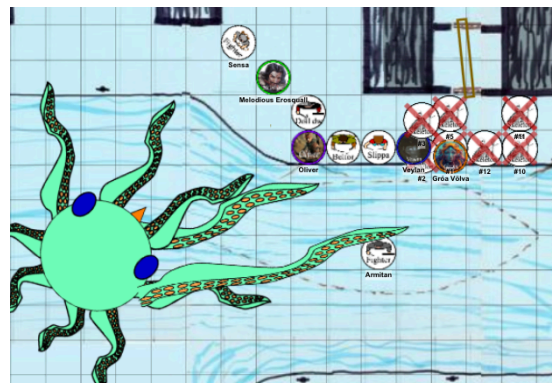
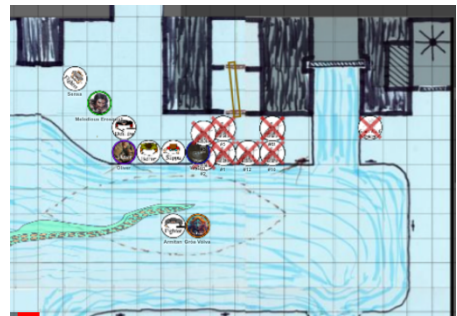
The Equinox, and the Equinox party, are on Wednesday, March 21st. There's actually going to be an Equinox party in Sundown too, but Slippa is somewhat dismissive of it compared to how they do things in Guardraw, and she's wanting to wear that mw dress she commissioned. So, there's time to get there. If someone want to buy new clothes or do other preparation or preliminaries, better to get there earlier than later. The equinox and solstice celebrations are a relatively new thing over the last couple of decades in Aarbat. Together with the New Year, those are the main holiday party events of the year. While primarily attended by younger people looking for fun and action, older people are showing up too, especially if single for some reason or another. The Church considers equinox and solstice celebrations as somewhat heathen, but tolerable, but doesn't condone the licentiousness that often occurs in the tavern celebrations. There will be a good bit more (and maybe better) entertainment than normal, and there will be better than normal food and drink (and also a larger charge for attendance - likely 2 gp. each, and rooms are more expensive for the occasion.

The NPC's: Slippa is determined to go to the equinox party in Guardraw. Veylann expects to go too. (He intends to ask Groa to go with him.) Doil is going to go and expect to spend the night drinking - lady dwarves are pretty rare, though Slippa said she'd ask around and see if she could find one for him. Belfor is rather indifferent. He expects to go but doesn't expect anything good to come of it. What the player characters decide to do is, of course, up to them.

5. Oliver: "Maybe we can stashed large bronze Warhammers and shields in the pit on the other side of the water trap, then go." As for where to explore, Oliver wanted to check farther down the dock area now, that the party knows a little bit about the steam caves. "It sounds like that is not the portal we are looking for." [DM: Clarification of point of confusion: I've referred to the big cave with the large pool as a "sea cave" but the Sea is actually far away, over 100 miles to the East, so calling this a sea cave isn't accurate. But, it does imply the vastness of it, and the term has been used among those few people in Sundown who know of it.]. Groa said, "I want to search the ship." Earlier the party had not really taken much notice of the sunken ship there at the pier side. Nobody had gone into the water to search the ship. It was just noticed in passing after fighting the skeletons. The water must have been at least 15 feet deep or so, assuming the ship is resting on the bottom. The water level is about 4 feet below pier level.

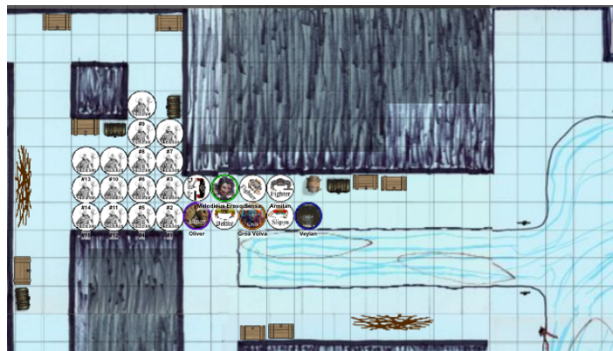
6. [This is where the in-person session started.] The party went out to check out the ship. Groa cast "Alter self" to adapt to swimming and breathing water. Armitan also went into the water, wearing his armor and all, but tried to stay on higher points on the ship and keep his head above water since he would be searching without the adaptations. He was primarily there to guard Groa. Groa and Armitan searched for over a half hour finding a few coins here and there, and Groa found a small coffer. It turned out that the ship's deck had collapsed down to the hull, so anything below the deck was hard to get at. Also, that meant the bottom wasn't as deep as initially thought, about 10 rather than 15 feet perhaps. It was a ship with provision for a mast, but the mast (of maybe 20 feet) was down. There were rowing positions for 8 to 10 on each side. The rest of the party remained on the stone pier keeping watch. Melodious was holding a lantern over the ship with "Mage Hand" and Groa's "Dancing Lights" were supplementing that illumination.

7. Suddenly the party on the pier noticed a disturbance in the still water, a dome-like swelling upward as something was approaching from the large pool. Warnings were called and those with arrows or bolts started shooting at the expected position of whatever it was. A tentacle grabbed Armitan. Groa managed to get to the pier and, with a helping hand from Veylann, got up onto the dock. The party members on the pier were shooting at the tentacle, which went limp. But a second tentacle grabbed Armitan before he could get away. And, now the body of the beast could be seen dimly from the pier just west of the ship. Arrows, and Groa with magic missiles, hit the tentacle. The monster released its grip. The water went inky black, and the monster was gone.

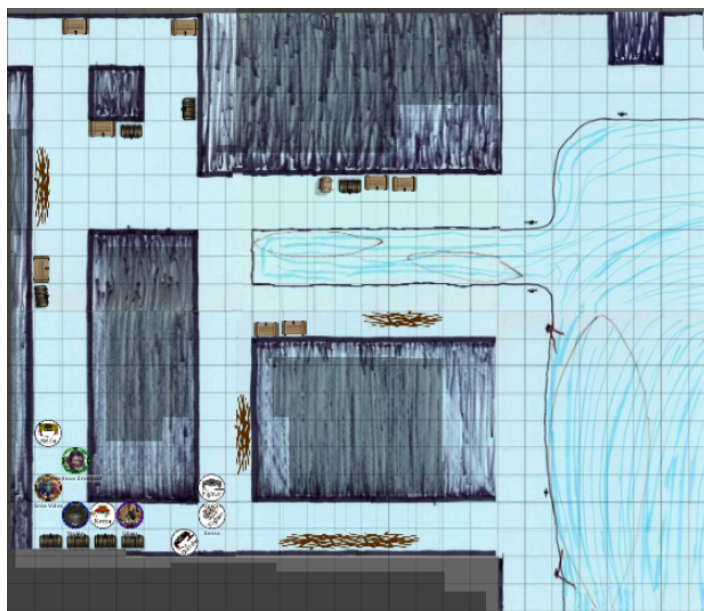


8. Groa had time left for her Water Adeptation spell, and wanted to go in to see if she could find more treasure. Armitan had been hurt quite a bit by the two tentacles, so Sensa volunteered to go in as guardian for Groa. Sensa stripped off her clothes and armor. She didn't want to get that nice leather armor wet. She just took her masterwork rapier with her into the water. But, nothing attacked. Groa did find a few more coins. In all, Groa found 10 cp. and 15 sp. all in old coins of the Kingdom of the Sun, as well as the small coffer and its contents. She did look in the coffer and found 5 sp. and 10 gp., also of Kingdom of the Dun origin, and a sealed bottle of ink, as well as remnants of paper and debris. (Armitan with "Second Wind" got +7 h.p., and remains at about ½ total.)
9. Groa proposed a deal. She would keep the coffer and its contents in exchange for giving each of the party members 3 gold pieces (Sovereigns). Nobody objected, so the deal was done. Groa gave out the 24 Sovereigns to the other 8 party members.

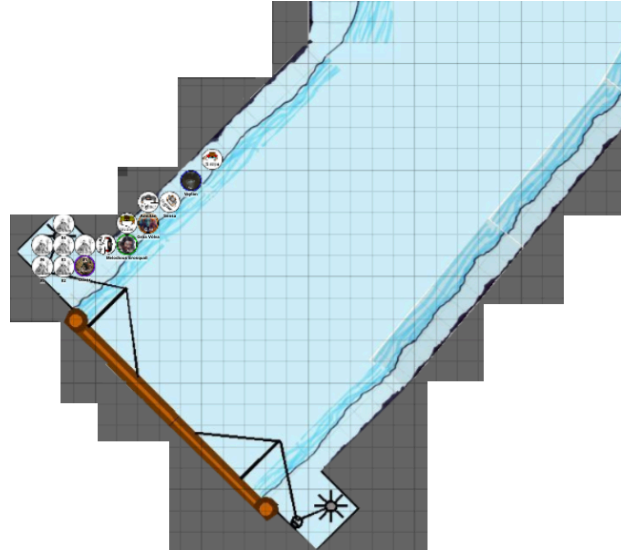
10. The party now moved west along the dock, coming to a set of rooms and passages. Here and there were rough crates and chests and occasionally piles of oars, spars, boathooks, and lumber. They checked out the crates and chests as they went. One crate had bottles of what might have been wine. A chest had 12 vials of clear liquid with sealed glass stoppers, as well as another 12 vials now empty that apparently were sealed with cork stoppers, now disintegrated. The party took the intact glass vials. Another chest contained fittings and tools that Armitan said might be useful for boatbuilding. Then the party encountered a crowd of skeletons, a dozen or so, and there was a thick fight. Even though the skeletons got the jump, the party was able to contain them without much damage. Doil was hit twice, Oliver once, and Belfor as a bear once before all the skeletons were disposed of.



10. The party explored the passageways to the south. Four chests were found that contained ceramic tablets with scratches marked into them. Ancient writings? Nobody could say. There were about 80 of these tablets. The chests were in bad shape, but using some other empty chests the party managed to consolidate these into three chests and eventually carried them back to the area where the shaft was. Nearby was yet another sunken ship, this one perhaps a bit larger than the other.



11. The party then continued south until, finding a pair of huge bronze doors. And a clutch of several skeletons that were quickly slain by those near the front. The bronze doors were huge, spanning the cavern, but the ceiling was only about 15 to 20 feet above the water where the doors were. No light could be seen at any of the edges or underneath. There was a nearby capstan apparently rigged to open the near door inward. But the mechanical parts seemed too corroded to work properly, they were probably frozen in place. Apparently the doors were designed to open inward. A matching door with its mechanism was on the other side. The two doors were held in place by a large brass bar that obviously couldn't be lifted by normal human means. Doil commented later that it looked like there might be pressure on the doors from the outside.



12. The party returned to the pier near the shaft, carrying the box and chests that they intended to take back to the surface. This cargo was left there near the shaft and trap rooms while the party explored to the south. The plank over the trap was used to bridge the short channel to the iron water door just to the east. There was a tunnel away from the dock southward that led to a room containing crates, chests, and skeletons. Another battle ensued in which about ten skeletons were killed.



The chests and crates were checked. One chest full of ruined clothing from long ago had a silver tiara from which the gems had been gouged out. Still perhaps worth 50 gold or so, Slippa commented. The other crates contained more ship supplies including topes, fittings, tackle, and such, much of it in poor condition. As in the western rooms there were piles of oars, spars, lumber, and poles here and there. These skeletons, like the others, seemed to be former nomads, Sensa said, based on what scraps of clothing and weapons some carried.

13. Oliver took a look though the south exit, helped by light from Melodious's Mage Hand held lantern. There was a natural looking cavern with steps down to a small pool. Water was gurgling in on the eastern side, and an exit seemed to be taking overflow off to the west toward the big pool cavern. Maybe there were flecks of something shiny in the water.

Oliver backed up, suspicious that something was there. "This looks like the kind of place where something is waiting," he said, or something like that. So, the party gathered and prepared to enter the cavern. This was where the adventure session ended.

Experience:	Oliver	Melodious	Groa	Veylann	Doil	Slippa	Belfor
Lurker(OGA)(MVDSBS) 1800xp.	+300	+150	+300	+150	+150	+150	+150
15skeletons(OGD)(MVSBSA)750xp+125	+63	+125	+63	+125	+63	+63	+63
6skeleton(O)(MGVDB(SSA))300xp	+71	+35	+35	+18	+35	+18	+35
9skeletons(OD)(MGVSBSA) 450xp	+82	+41	+41	+41	+82	+41	+41
Adventure(Ep. 14) Totals	+578	+289	+501	+272	+392	+272	+289
Previous totals:	5772	5574	5183	2755*	2724*	2786*	2828*
Current totals:	6350	5863	5684	3027*	3116*	3058*	3117*

*: Veylann, Doil, Slippa and Belfor all have xp's to go up to 4th level. All need training.

Treasure:

From ship: 10 cp, 15 sp in ancient Kingdom of the Sun currency

Small coffer: 5 sp, 10 gp in ancient Kingdom of the Sun currency, bottle of black ink (Groa "bought this" by paying each party member 3 gp – Sovereigns.)

[Groa: add this stuff to your character sheet. I'm not putting it in "Treasure" list.]

Ruined chest: 12 intact vials of clear fluid with glass stoppers. 12 empty vials.

Silver tiara with gouged out gems (worth maybe 50 gp.)

Four bad condition chests: 73 ceramic tablets with what may be ancient writing on them.

Left behind: Several crates with tools, bronze fittings, ship parts and materials – maybe 50gp in all? Unlikely to be going anywhere. Left where they are for now.

Money Transactions: Since Episode 13, .5 gp. each for overnight accommodations.

Groa: -24 gp for "buying" the coffer. All others +3 gp for their share.

Party damage situation at end of Episode 15:

Armitan is at -27/46. Hasn't used "Second Wind" after s. rest. Does: d10=9 so +15= 42

Doil -6, -6 from 31/31. Doil will do Second Wind: 8 +3= +11, so he's at 30/31 now.

Oliver -6, -5 from 36. (Second wind before entering cavern?)

(Belfor damage as Brown Bear went away when he resumed normal form.)

Party spell situation at end of Episode 15:

Belfor: Has 1 x 1st, 1 x 2nd level spell slots left

Melodious: Has 2 x 1st, 1 x 2nd level spell slots left (used 2d lev TW spell in Episode 15)

Groa: Had used 2 x 2nd level slots (shown on sheet). Used last (3rd) one for swimming.

Also used a second level mm vs. tentacle, a 1st level mm vs. tentacle, and 1st level mm vs skeleton. The 4th 2nd level spell must have come from Metamagic (used 3 sorcery points). Plus a mm on last pack of skeletons. So, has left 1 1st level spells and 1 s.p.

Training situation: Same as at end of 13th Episode.

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