

## Episode 16: The Lurker Under Sundown

**Saturday, March 16<sup>th</sup>: after noon, in “East Room” of the Sea Cave complex**

1. The adventuring party, Oliver, Melodious, Groa, Veylann, Doil, Slippa, Belfor, Sensa and Armitan, had stopped in this soom at the eastern side of the big water pool complex under the Mayor’s House. Oliver had taken a peel into the cavern just to the south and decided that it looked like a place where trouble could be waiting. So, the party stopped and took a short rest. The fighters were all recovered to good condition, but the spellcasters were short on spells.



2. So, after that wait, the party ventured in. There was no immediate attack by a monster. Doil was first to notice gleaming in the water – coins? Yes. There were coins scattered on the bottom of the pool. The water wasn’t quite still – there was inflow from the east and an exit to the west. But the coins could be clearly seen. Melodious set his lantern down near the edge of the pool and used Mage Hand to disturb the water, trying to prod any waiting monster into action. Groa, also using mage hand, drew it across the water in a circular motion like a fishing lure. Nothing responded. There were just coins, until there was something else. A tentacle reached in under the water, right where Sensa and Groa were standing. Both noticed and reacted instantly, Sensa hitting twice with her rapier, and Groa with a fire bolt that appeared to hit the water, perhaps doing damage, perhaps not. The tentacle very quickly withdrew.

3. Groa couldn’t use her adaptation to water spell because her spells were nearly exhausted, but both Groa and Melodious could collect treasure using the “Mage Hand” cantrip. It wasn’t terribly efficient, since each hand had to be controlled from a distance and could only hold several coins at a time, but coins were plentiful. Over about half an hour or so the two of them collected 154 copper, 74 silver, and 26 gold coins in diminishing quantities over that time. All were very old coinage of the Kingdom of the Sun. Still there was no disturbance, no monster.



4. Sensa volunteered to go into the water and look around, and be bait for anything that might be waiting. She didn’t think anything was. After taking off her clothes she went into the water and swam around. She must have been doing that for several minutes, before she’d had enough. She was not attacked. She did notice and pick up one additional copper coin. Melodious gave her some magic aid (Presdigitation) in drying off, and she put her clothes and armor back on.

5. The mysteries of the coin pool cavern having been exhausted, Oliver led the party back to the northeastern corner of the big sea cave. Or, he started to. But, where was Armitan? Armitan had been at the rear of the party, keeping watch in case something approached from behind. He wasn't anywhere to be found! The party started searching. Belfor transformed into a brown bear to see if he could catch a scent. No, nothing he could distinguish as Armitan, apparently. Suddenly, there was Armitan, coming back into the room from the dock area to the west. He seemed somewhat disoriented.

6. Armitan said, "I don't know what happened to me. I had this image in my head. As if I wasn't myself, but was looking out at those enormous sea doors. From the water. As I was looking, they opened, and there was brilliant light flooding in. I felt, 'I have to go. I must go.' I started forward. Then, suddenly, I was elsewhere. In a great big cylinder. Transparent. I was in water. Suddenly a top, a ceiling, was removed and a big fleshy thing with five tentacle like things reached down and grabbed me. I was pulled up and squeezed. Squeezed hard. All my fluids left me. And I was put back in whatever it was, and the lid returned. Blackness. Then, the same scene, but the cylinder was smaller. Or, maybe I was bigger. The same thing from above dropped a big crab into the water. I was hungry. I grabbed it with my tentacles, and ate it. It was delicious. Blackness again. Then, smaller place, and I was grabbed from above, pulled out and squeezed again. And, then back into the container. Blackness. Then, I'm in the container. It's smaller still. I'm hungry. A long time since I ate. I had to get out. I maneuvered my tentacles up and twisted on the ceiling. It came off! I had the sense that there was a difficult trip in air. Hard to breathe, then into water. A lot of water. Then, again, I'm looking at the big doors, longing. I need to go out. The doors open, and the bright light again. I have to go out. I have to go to where I can mate, and spawn, and die. I crawl out through the doors into the light. Then, blackness, and a final scene. I see my own hand. Human hand, sifting through a chest full of coins. I don't know how long it was after that when I came to."

7. The party quickly reached the conclusion that this had to be the Lurker trying to communicate. Melodious said he could cast "Speak with Animals." Maybe that would allow him to communicate with it. The party ventured to the water's edge and Melodious cast the spell (good for 10 minutes). Sure enough, out in the middle of the pool, the Lurker appeared, just under the water, looking at Melodious. Melodious found he could ask understandable questions in Common and receive telepathing communications in images and feelings back. Yes, the Lurker clearly wanted to get out through those doors. Melodious conveyed back that they were broken, but the party would try, within a couple of weeks. One of the questions asked was whether the Lurker would eat a crab or a parson. Melodious saw the Lurker's eyes a person and a big crab, with the Lurker reaching out to take the crab. There were other things and images exchanged, but they are hard to put into words.

Armitan asked, "Do you really want to set this thing loose in the White River?" He's the son of Ladlissa, who runs the boat service to Tonstol in season, and also supervises the fishing. There was discussion among the party members of the potential hazard that might create.

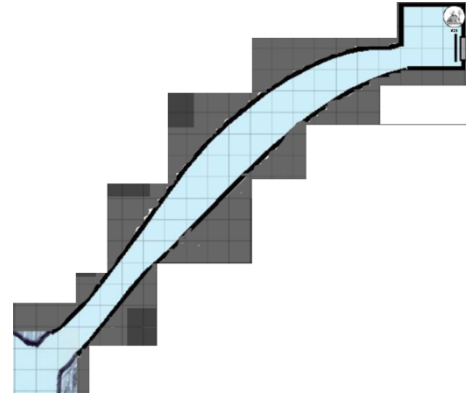
8. That done, the party finally went to the northeast corner of the sea cave where a rusty iron door resisted opening. Melodious decided to save his "Knock" spell. That could be checked later. The party crossed over to the western side with the plank and approached the northwest corner of the cave complex.



9. As the party entered, there were skeletons hiding along the south edge, the rear, and at a NE entrance to a cavern. They attacked, and there was a brief battle that saw all 12 skeletons quickly killed. Three crates against the north wall of the cavern holding bronze fittings and ropes were deteriorated, the leftmost one so badly to expose that it had a false bottom. Slippa noticed that, and found there were 100 copper coins hidden under the fittings and other contents. These were taken. Two chests at the far west end of the cavern held the rotting remains of clothing, but among those was 2 gold and 5 silver coins, of Kingdom of the Sun origin. Also a silver chain with a large jasper cabochon. Veylan thought that might be worth as much as 500 Sovereigns. This treasure was taken as well. Against the south wall were dozens of bronze bars, each one inch by two inches, averaging about 15 to 20 feet long maybe, and each quite heavy, well over 100 lb.



10. The party explored down the narrow passage northeast, and found themselves in a small room with a rusty iron door barred on this side. A skeleton the side gestured toward a sign on the door that read, in Common, "Open not to perils beyond without the permission of the Captain of the Guard." The skeleton didn't attack, but continually gestured emphatically at the sign. Disregarding the skeleton, Doil checked the door. "Hot," he said. "Somebody, Oliver?" Said "Cool." "Well, warm, anyway," Doil said. He removed the bar and opened the door. The door had pressure behind it, and warm air with cloudy vapor wafted into the room.



11. Entering, the party passed through rough-hewn passages to an intersection. Steps led up to rusty iron doors on the right. Oliver checked. "They seem to be barred on the other side." In fact, the place looked very familiar. The steam was denser here, allowing only 30 feet of vision. This was where the party had fought those four bronze warriors.



12. The party consensus was that it was time to go. Spells were pretty nearly all expended, and a big fight wasn't wanted. The party retreated back through the door the way they had come, and re-barrred the door. They stopped in the rooms near the western end to pick up three chests with the 73 ceramic tablets, and carried them the shaft, carefully crossing the plank over the trap door.

Trudue and two guardsmen had been standing by, and using ropes and care managed to lift up some of the party, then the cargo, and finally the last few. All of that took a while. "Safety first!" said Trudue. "Those ceramic tablets look very fragile." He also made a point of sending the messenger girl to get one of the priests from the Temple of the Sun to come over to see them. The stuff is moved up from the basement of the Mayor's Mansion to the front foyer.

13. Priests Limnis, Calypso, and priestess Canopus soon showed up, about the time all of the party was back up and the trap door over the shaft had been replaced and secured. The three of them examined the tablets. "None of us can read this," Limnis says. "It looks like it might be Old Sunnish, but the symbols are not right."

"If I was to guess, this is genealogies and historical records," Calypso says. "I believe I've seen these symbols before when I was studying for the priesthood. I think I can make out some numbers here and there. These lines seem to separate different entries. These ceramic tablets are used in the Kingdom of the Sun still for the most important records which must be conserved, but of course modern language and symbols are used."

Suddenly, High Priestess Vega enters without knocking or introduction. She is clothes in elegant golden clerical robes. "What is the meaning of this?" she demands of Limnis, Calypso, and Canopus. "Canopus, why was I not summoned?"

Canopus bows deeply. The two priests then bow as well. Canopus answers, “Your worship, you were conducting ablutions in preparation for the Equinox. I dared not disturb you.”

Canopus backs out of the way as Vega approaches the three chests. She picks up a tablet. “What are these?” she asks Calypso.

“Records from antiquity, your worship, found by these in caverns below.”

“See that they are brought to the Temple,” Vega replies. “Put them in my antechamber. We will look at them at our leisure,” she orders. Looking at Trudue, she says, “On behalf of the Priestesses and the Priests of the Sun, I thank you for having retrieved and given to us these precious records from our forebears. May you and yours be blessed.” She then turns, and makes her exit, not bothering to close the door behind her.

Canopus finally closes the door. “My, the High Priestess is interested in these, it would seem. That’s good. Isn’t it?”

“If she allows us to study them and read them, if we can,” Calypso replies. He then turns to Trudue and says, “I hope you will not be offended. High Priestess Vega is quite preoccupied with preparations for the Equinox, and what that will entail. If, perhaps, your men can give some assistance, we will carry these over to the Temple. In the interest of handling them carefully, I’d say we need two for each. Limnis and I will take this one. Canopus, maybe you can open doors for us.” Trudue rounds up the two guardsmen that had been standing by, and a couple of others who were in the bunkroom. The three chest are carried out.

14. “Well, that was a surprise. I hope we will learn something useful,” Captain Trudue says. “Now, what can you tell me about what is down below? Did you find this ‘Portal’ that you are seeking? You were gone for a long time, all day, in fact.”

(The party makes its report. TBD.)

| <b>Experience:</b>              | Oliver      | Melodious   | Groa        | Veylann      | Doil         | Slippa       | Belfor       |
|---------------------------------|-------------|-------------|-------------|--------------|--------------|--------------|--------------|
| Tentacle(GS(M(OAVDSB))) 200xp.  | +13         | +25         | +50         | +13          | +13          | +13          | +13          |
| Lurker (M(OGA(VDSBS) 1200xp     | +160        | +320        | +160        | +80          | +80          | +80          | +80          |
| 12skeletons(OMG(DVSBSA)600xp    | +100        | +100        | +100        | +50          | +50          | +50          | +50          |
| Mission (rpt)(OMG(DVSBSA)300xp  | +50         | +50         | +50         | +25          | +25          | +25          | +25          |
| <u>Adventure(Ep. 16) Totals</u> | <u>+323</u> | <u>+495</u> | <u>+360</u> | <u>+168</u>  | <u>+168</u>  | <u>+168</u>  | <u>+168</u>  |
| <u>Previous totals:</u>         | <u>6350</u> | <u>5863</u> | <u>5684</u> | <u>3027*</u> | <u>3116*</u> | <u>3058*</u> | <u>3117*</u> |
| Current totals                  | 6673*       | 6358        | 6044        | 3195*        | 3284*        | 3226*        | 3285*        |

**Training situation: Same as at end of 13<sup>th</sup> Episode.**

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

Note: Going to 5<sup>th</sup> level, each training day costs 30 xp (up from 20xp going to 4<sup>th</sup>).

(30 days needed to 5<sup>th</sup>, 24 days needed to 4<sup>th</sup>.)

**Treasure:** (in addition to what is pending from earlier Episodes):

From pool: 155 cp, 74 sp, and 26 gp (old KoS currency)

From crate in W cavern: 200 cp (old KoS currency)

From chests in W cavern: 5 sp, 2 gp (old KoS currency), silver necklace, jasper cabochon

**Anticipated future events:** (We'll do this mostly be email/chat.) **Episode 16½**

**Remainder of Saturday, March 18<sup>th</sup>:** Give report on what was found to Trudue\*\*. Lodge at tavern in Sundown (bunkroom, .5 gp. assumed) (Maybe talk to others? Sell/buy?)

**Sunday, March 19<sup>th</sup>:** windy (from SE). Travel to Guardraw (Sensa too). Encounter reroute\*\*. Stay at Guardraw Tavern (bunkroom assumed at .5gp/day) Possible event.

**Monday, March 20<sup>th</sup>:** light breeze. In Guardraw at tavern (.5gp/d bunkroom). Report to Fargo\*\*. (Someone needs to write what you tell him.) Buying/selling. Slippa business. Possible event. Training opportunity.

**Tuesday, March 21<sup>st</sup>: The Equinox** – breeze. In Guardraw. Party arrangements. Preparations. Follow-up meeting with Fargo + \*\*. Possible event. Party in evening: door charge 2 gp., bunkroom 1 gp., rooms 5 gp (minimal, for 2, 1 bed) up to 15 gp. (luxury).

**Wednesday, March 22<sup>nd</sup>:** breeze. Training opportunity. (bunkroom up to 1 gp/day)

**Note:** \*\* indicates possible additional experience points depending on content. There's also possible experience points for other character initiated events.

**Encounter:**

I think we can play out the encounter on the way to Guardraw without having to get together. I'll post or make available the initial situation as seen by the characters. Then you each say what you are doing and make rolls, and I'll adjudicate and give results. We'll do that for each round. There shouldn't be all that many rounds. OK? (A way to pick up some xp's. But, also, something else that you will perhaps find out.)

**Reminder:** Be sure your character sheet shows any gems and jewelry you might have from earlier adventures. As we go, gems and jewelry (and maybe KoS coins) will be increasingly important as a way to carry wealth without it adding to encumbrance.

## Appendix: Party treasure (Doil) at end of Episode 16

|   |               |
|---|---------------|
| Priestess of Seth: pearl(100)   | 100           |
| Ogres: 29 gp., 6 pp., 4 agate figurines(@25gp.), 7 ivory “dice” (@10gp.)              | 259           |
| Pool Cavern Treasure chest (@3gp):100cp.,100sp.,500gp.,<br>pouch: 5 pearls (@100 gp.) | 509.92<br>500 |
| 2 Orcs: 19 sp., 5 gp.   | 6.73          |
| Treasure, small pool room: pouch: 5x KoS gp. "Solars", 6 pearls(@100)                 | <u>650</u>    |
| Total for Dervish party – party of 7  | 2025.65       |

|   |         |
|---|---------|
| Ghouls: 18 cp., 10 sp., 7 gp. (KoS), 8 figurines (gods?) (@25gp avg.)       | 281.49  |
| a potion, and a ring. (value unknown), 12 vials ??                          | ???     |
| 4 “Flamers”: each lg br Warhammer, 1 bronze shield,                         | 8       |
| 2 garnets each=8 (est. 100 gp each)   | 800     |
| From ship: 10 cp, 15 sp KoS   | 15.91   |
| From chest: 12 vials of clear fluid; 12 empty vials                         | ???     |
| Five chests of 71 scribed ceramic tablets, value unknown                    | ???     |
| Silver tiara with gouged out gems (worth maybe 50 gp.)                      | 50      |
| From pool: 155 cp, 74 sp, and 26 gp (old KoS currency)                      | 347.95  |
| From crate in W cavern: 200 cp (old KoS currency)                           | 18      |
| From chests in W cavern: 5 sp, 2 gp (KoS), silver/jasper necklace(500 est.) | 525     |
| Total for Sundown party – party of 9(through Ep. 15)                        | 2046.35 |
| Total (without the possibly magic stuff)                                    | 4072    |

|  |                |
|--|----------------|
| Potion: has gone bad (no value).                                     | 0              |
| Ring: thought to be +1 protection (value 1000 gp. +)                 | 1000           |
| Vials of acid: 12 x 12 gp. each                                      | 144            |
| Empty vials: 1 gp. each  | 12             |
| 73 Scribed ceramic tablets: 2 lb. each. no value known – unreadable. | <u>???</u>     |
| Total for magic, special   | <u>146</u>     |
| With magic/special added (Sundown)                                   | <u>2192.35</u> |
| Total with magic/special added                                       | 4218           |

A perfectly even distribution at numbers given for each party member would be:

Party of 7:  $2025.65 / 7 = 289.38$

Party of 9:  $1301.4 / 9 = 243.59$

So each of party of 7:  $532.97$

But, the gems, platinum are more valuable than gp. The KoS coins are evaluated as 1 cp. = .09 Sovereigns, sp=1 Sovereign, gp= 10 Sovereigns. Can do better than that in Selleze.

Also, the gems are more valuable than coins for same spending power since lighter weight.

The ring is more valuable than anything – don’t think anybody can afford to “buy it” out of the treasure.

So, doing a fair distribution is still an issue for the party to decide. Appoint treasurer?  
The DM should not be doing treasure distribution. (If I do, I will give the NPC’s first picks?)

(Note: The “small coffer” from ship has already been accounted for and distributed.)