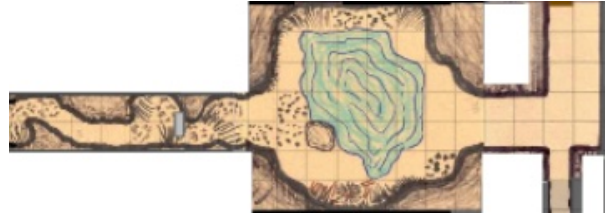
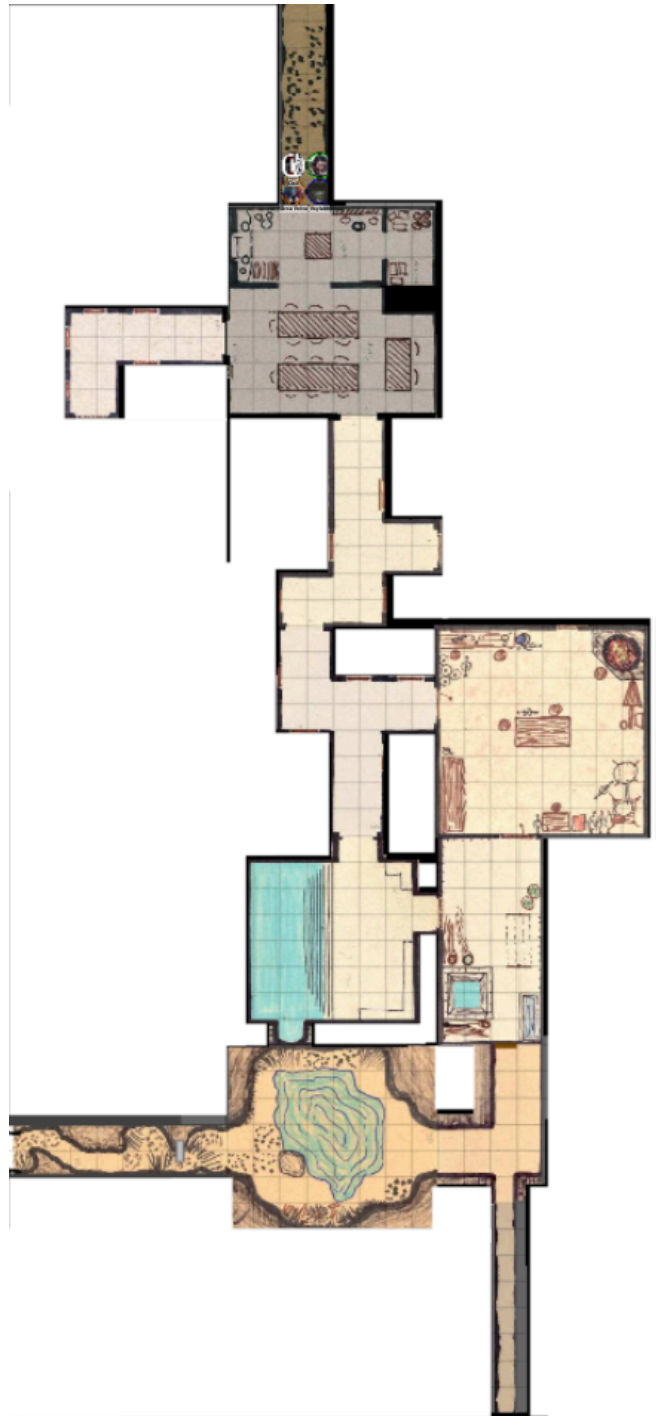


4. Melodious gave Doil the go-ahead to attack the barrier. He went at it with energy and determination, with shards flying every which way. It took several minutes of intense work, but he managed to cut through the rock a passage a couple of feet wide, enough to squeeze through, to a cavern beyond. The barrier had been about six inches thick. The cavern contained a deep pool, apparently a reservoir fed by the drainage ditches at the surface above. Beyond the pool was a well formed passageway. Veylann, Doil, and Melodious entered and proceeded carefully, wary of traps. Melodious provided light with his “Mage Hand” holding a lantern ahead of them. The three of them noticed a spot in the pool cavern where it looked like trash and debris had been burned. Beyond the cavern was a small door to the north, and an open narrow passageway south.

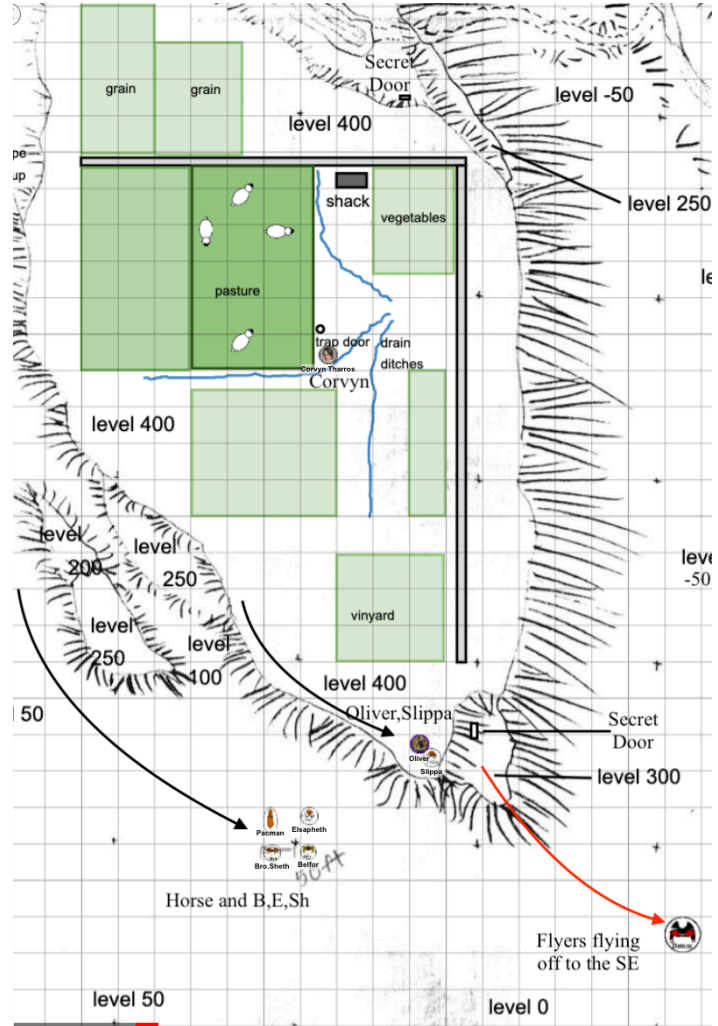


5. The north door opened into what appeared to be a laundry room. There were clothes of various sized from infant to adult, some still wet, hanging from pegs on the wall. The water in a well seemed to be at about the same level as in the pool cavern. There were buckets with long ropes, and a tub for rinsing clothing. A door to the north opened into a workshop for various endeavors, including a fire pit for a forge (but no anvil), a distilling apparatus, and some tools and glassware perhaps for brewing potions. Large cabinets containing other tools stood to the left. It looked like things had been left suddenly and incompletely. Furnishings were relatively crude, seemingly made from scrap wood as best possible with limited means. Veylann returned to the trap door

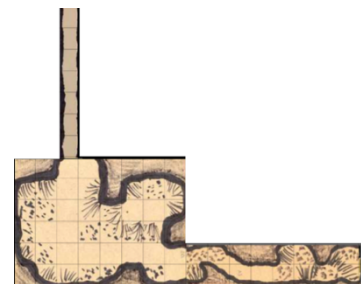


entry to ask Groa to come. Perhaps she could identify the potions. She came, and after looking at what was there, the herbs and liquids, thought that these might be healing potions being prepared. The party then continued exploring other doors and passages in the area, eventually finding several more rooms including a dining room and kitchen, as well as many doors that remained unopened.

6. Meanwhile, Slippa heard something. She and Oliver were following around the perimeter of The Crag paralleling the horse party. Slippa ran to the southernmost point, and there she saw several flyers, flying away from The Crag toward the southeast. Oliver came up and saw too, and soon Belfor, Elsapheth and Sheth could see them as well. There were three human sized creatures with bat wings, and five who looked like ordinary people without wings, flying as if by magic of some sort. Several of these seemed to be carrying small children. They were all flying southeast as fast as possible, it appeared. Oliver's calls to come back were ignored, or perhaps unheard. Apparently these were all flying away from a lower level spot at the southern extreme of The Crag. Corvyn, using his bullseye lantern for light, went into the hole to try and find the party with Melodious to let them know about this new development.



7. Melodious, Veylann, Doil and Groa then headed south. The narrow passage south from the pool cavern proved to lead through a cavern to a secret door out to that “south porch” of The Crag from which the residents seemed to have made their escape. Melodious and company then returned to exploring the passages and rooms, eventually finding a rough passage that sloped down to a secret door onto the “north porch” where the party had earlier found a pool, and had from there climbed to the top. Eventually, the party traversed these passages downward to the north porch to make an exit. Nobody did any looting, not that anything of great value was seen. Melodious left a note on the table in the workshop room. The party reunited at ground level.



8. This was the end of the adventure.

The flyers escaping from The Crag were seen to land about 2 miles to the SE, and continue in the SE direction on foot. Well, most on foot. There were still a couple flying about in the air above the rest, keeping a lookout, perhaps.

The party decided to camp at the foot of The Crag on the western side, since that allowed all to be reunited without exposing the horse Packman to attack during the night. Groa needed to use another “Feather Fall” spell to help Doil land softly, after removing the ropes from the climb up to the north porch. There will be some follow-up, an “Episode 20½.” (Also still pending: the note that Melodious left in the hold on the workshop table.)

Experience:	Oliver	Melodious	Groa	Corvyn	Veylann	Doil	Slippa	Belfor	Elsapheth	Sheth
this episode	229	229	114	114	114	114	114	57	57	57
Previous	7389	6924	6779*	302*	3691	3691	3616	3777	1188	248
Experience, after	7618	7153	6893*	416*	3805	3805	3730	3834	1245	305*

- Indictes sufficient xp's for advancement, but waiting for training or long rest to advance.

Training: Same as last time:

Oliver, Melodious, Veylann, Doil, Slippa, Belfor: All 0 days toward next level

Corvyn: 6 days (needs 6) so he's set to go up to 2nd level after next full long rest (at a base)

Groa: 12 days (needing 24 to 5th), and doesn't yet have enough xp's to “buy” the needed 12 days.

Elsapheth: 10 days (needing 18 to 4th), Sheth: 6 days (needs 6)

Status:

Groa has used three 1st level spells

(Feather Fall)

Sheth has used one 1st level spell

(Healing Word)

Melodious used one 2nd level spell

(Speak to Animals),

three “inspiration” uses

Doil is at -6 hp.

(has NOT used 2d wind);

Corvyn is at -1 hp.

Ropes and spikes have all been recovered.

Party is camped at the foot of The Crag on the western side. (As of April 8 evening).

