

Episode 24 The Hot Caves under Sundown

Saturday, April 22nd: breeze, partly cloudy

1. The party relaxed in the tavern Saturday afternoon and evening. Slippa played a dulcimer to provide music, and the locals were enjoying the party. Oliver, Melodious, Groa, Corvyn, Veylann, Doil, Belfor were all there, discussing what was found in the adventure into the big sea cave that morning. Oliver, who had missed that outing while talking to Captain of the Guard Trudue, wanted the party to next explore the “hot caves” that the party had started to explore some time ago. He also told the others of Brother Sheth having been called back to Guardraw. A messenger with two horses had galloped into town around noon with a summons for Sheth to return to Guardraw immediately.

2. During the meal a young woman named Felicity seemed wanting to attach herself to Corvyn. (On a previous visit she had shown Melodious around the town.)

“You are a wizard?” she asks with incredulity and excitement.

The girl can’t have been as old as 20, but she was wearing what looked like adequate leather armor, and she had a shortsword and a shortbow. “I’ve been training to be a fighter,” she said. “Can I come with you and join your party? I want to do more than just shoot orc scouts or vermin at a distance.”

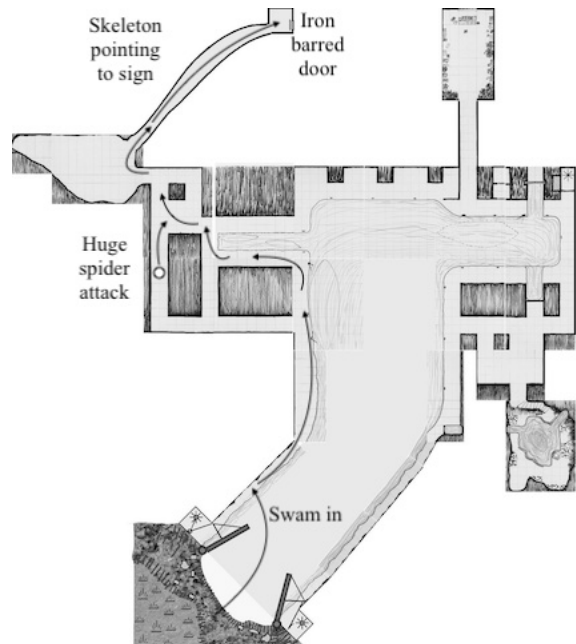
Maybe she was might be trying to find some way into bed with Corvyn, the way she is hanging over him. He didn’t bite, but asked the rest of the party, and the offer was made that she could come but without any expectation of pay. She appealed that she needed to save money for a longbow, and finally a concession was made that if a longbow was found she could have it, or half of that if none was found.

Her main goal, she said, was to get to Guardraw and find opportunities there, if not allowed to continue with the party. (You happen to see the bartender shaking his head as she is talking.)

Felicity arranged that she would meet the party in the morning after her night shift at Tower #3 was over.

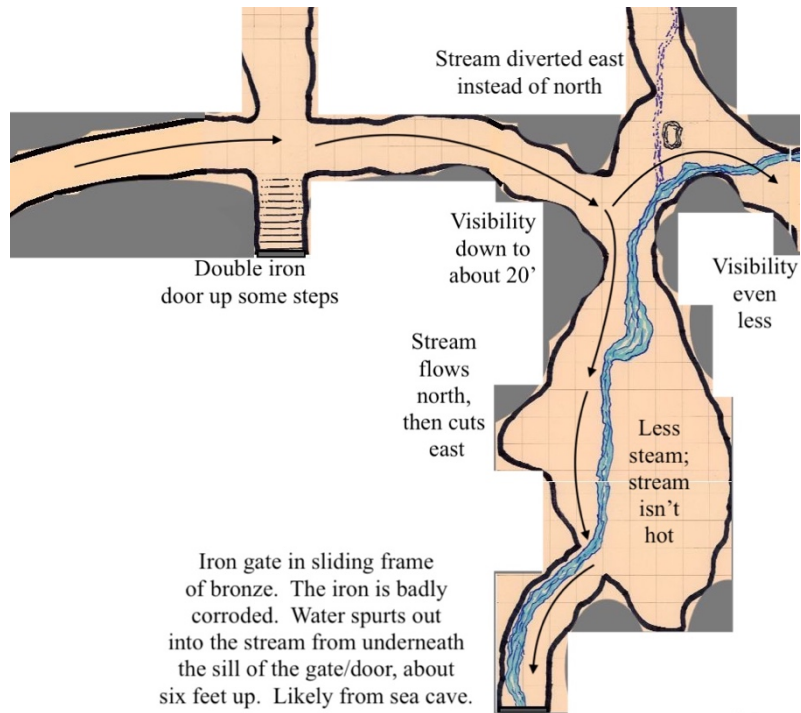
Sunday, April 23rd: brisk cold breeze from the north.

3. The party gathered in the morning at the tavern, including Felicity. Groa planned to go visit the potion works to talk to Dahnya instead of going into the caves. The rest set off for the sea cave by going down the path toward the docks and then swimming inside through the great open bronze doors in much the same manner as the previous outing. Melodious helped with people drying out their clothes once on the pier to the west side of the opening. (The water level in the cave was now just a bit more than a foot below the dock level.)



4. Proceeding past the sunken ship and boats, a giant spider attacked from one of the side passages, but was quickly killed before it could bite anybody. The party continued to the small room with the barred iron door. There was still the skeleton animatedly pointing and gesturing toward the sign on the door reading, "Open not to perils beyond without the permission of the Captain of the Guard."
5. The party opened the door and entered. Gasses, hot air and steam, gushed out the door. Visibility was only about 30 feet. Doil and Veylann led the way in. They had not gotten far when a hellhound attacked Doil. Oliver, Veylann, and Slippa all got off shots and Doil hit too. That hellhound died but a second one came up right behind and bit Doil savagely. It too was killed by a fusillade of crossbow bolts from Oliver. Elsapheth did some healing on Doil, and he did stay at the front.

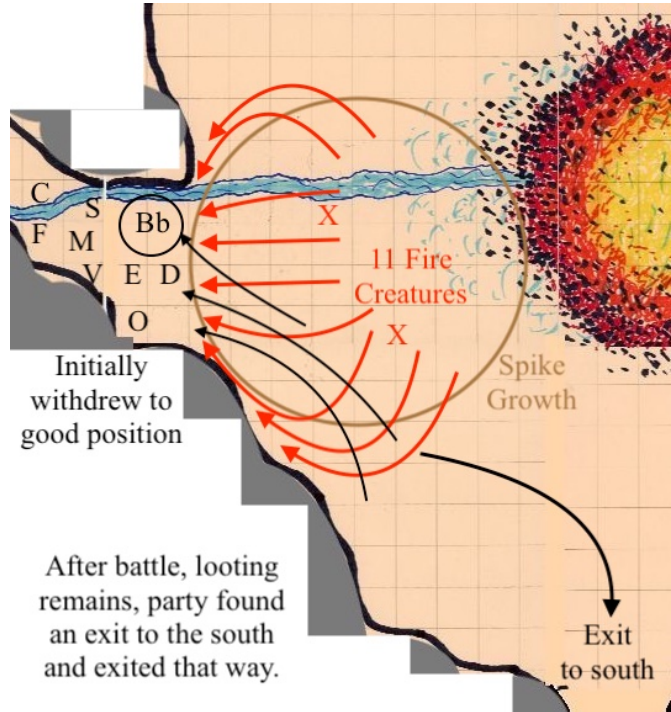
6. Continuing east, the party found the steps up to the double iron doors. That was where the party had entered more than a month ago, fought fire beetles and then four bronze fire humanoid form creatures, and then turned back. Visibility declined further as the party continued east. Then, there was a stream, flowing from a cavern to the south. The party followed the stream through a large cavern to its source. It wasn't quite as hot and the visibility



was a bit better. That source was a corroded iron gate that Doil figured must connect to the big sea cavern. Water was squirting out under the gate at the sill where there was no longer a good seal, forming the stream. The slides that the gate was designed to lift in were of bronze, not so badly corroded, but the mechanism seemed to be broken. The gate, if it failed, or rather when it failed, would open these deeper hot caves to a flood of water from the sea cave. Someone seemed to have built up a berm to direct the stream to the east rather than as it originally flowed northward at the intersection of the passages.

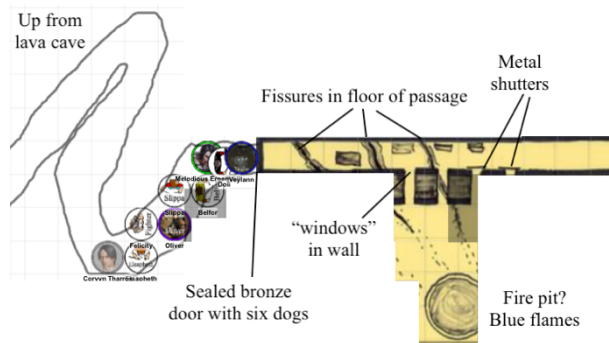
7. The party continued, following the flow of the stream eastward. The steam was increasingly dense, limiting visibility to 15 then to only about 10 feet as the party entered what seemed to be a large cavern. It was hotter. Veylann and Melodious with Oliver led, following the right (south) wall. Sizzling water into steam could be heard ahead, and something else. Metal moving, perhaps. It was a bunch of those bronze humanoid monsters attacking from ahead.

8. Melodious used his inspirational talents to help those party members nearest the front pull back from the fire creatures' initial assault to a more defensible position at the cavern entrance. Belfor's "Spike Growth" spell hampered the attackers' advance, while those party members ready with arrows and missiles brought down two of the attackers. Then, as the bronze fire warriors attacked, Belfor as a bear and Doil with his shield up and Warhammer swinging held the line as others used missiles, and in Corvyn's case, magic missiles. Belfor in bear form and Doil absorbed an awful beating, because whenever they were hit they suffered fire damage, and as well



when they hit one of the bronze attackers. Oliver eventually took position to Doil's right after Elsapheth was hit, but sustained her Bless spell. Eventually Belfor's bear form collapsed. As a human he then cast a Thunderwave, and regained bear form. But then after being hit hard the Spike spell collapsed as did his second bear. But by then only a handful of the bronze warriors remained, and the party won the battle. Felicity happened to be the one to get the final fatal hit on the last of the bronze fighters. Like the others, he collapsed into a scattering of ash on the sand floor of the cavern.

9. While looting the remains of the bronze warriors party members found gemstones – garnets of various sizes, it would turn out. It was now possible to approach what was in the cavern as a source of intense heat, a lava pool it would seem, hotter yet beyond as the party members could see. The steam came from the cold water of the stream hitting the stoned and solid lava around the magma pool, issuing forth air so thick with steam that it was difficult to breathe. Veylan found a passage going south as he followed in sight of the south wall, where the steam density was lower. The party needed a rest, but how to find a refuge from this hot sweltering steam? Maybe this path south. The party followed as a path led upward through several switchbacks, eventually arriving at a very substantial bronze door sealed closed by six "dogs" that wedged the door tight against its bronze and stone frame. Was this a way to safety?



10. Veylann, with help, opened the door. A light stone from Elsapheth cast forward showed a long peculiar passageway with

a couple of fissures in the floor and “windows” to the right, from which some sort of flickering could be seen. What as it? Veylann didn’t know, but said, “This looks dangerous. Not a place to rest.” So, the party shut and re-dogged the door, and made an exit from the hot steam filled caverns by the way they had come. On the way, they paused to knock down the berm that directed the stream eastward. The water now flowed north, along its original course. The party then made an exit by the way they had come, closing and re-barring the iron door where the skeleton continued to point out his warning. The passage back through the sea cave and back through the water to outside was uneventful, except of course everybody got wet swimming through the water. Several of the party members were completely exhausted, not so much from strenuous exertions but from the steam filled atmosphere and heat in those “hot side” passages.

This was where the adventure session ended.

Experience:	Oliver	Melodious	Groa	Corvyn	Veylann	Doil	Slippa	Belfor	Elsapheth	Felicity
g spider(O(BDFMC(VSE)	47	24	-	24	12	24	12	24	12	24
2 hhound (O(VDSMC(BEF	329	165	-	165	165	165	165	82	82	82
11Azeri(OMB(CDSVEF))	825	825	-	413	413	413	413	825	413	413
Groa with Dahnya info	-	-	100	-	-	-	-	-	-	-
<u>Mission:find steam src.</u>	<u>50</u>	<u>50</u>	<u>-</u>	<u>50</u>	<u>25</u>	<u>25</u>	<u>25</u>	<u>25</u>	<u>25</u>	<u>25</u>
Total this Episode	1251	1064	100	652	615	627	615	956	532	544
<u>Previous total</u>	<u>8867</u>	<u>8327</u>	<u>7777</u>	<u>2521</u>	<u>4594</u>	<u>4348</u>	<u>4266</u>	<u>4477</u>	<u>1714</u>	<u>0</u>
Current total	10118	9391	7877	3173*	5209	4975	4881	5433	2246	544*

Training: Groa got credit for a day of “training.”

- Oliver +4 days toward 6th level (needs 30)
- Melodious +3 days toward 6th level (needs 30)
- Groa: +3 days toward 6th level (needs 30)
- Doil, Belfor, Veylann: All now +3 days toward 5th level (need 24)
- Slippa +4 days toward 5th level (need 24)
- Elsapheth: +14 days (needing 18 to 4th)
- Corvyn: +3 days towards 3rd level (needs 12) can “pay” 20xp/day= 180xp to get to W3 (now at 2993 xp.)
- Sheth (at 774 xp): +3 days (needing 12) toward 3rd
- Felicity: Has training needed for 2nd level. (Goes up to 2nd level)

Treasure, last time Episode 23 (not allocated yet):

- Magic shortsword (needs minor repair) (~1150 gp)
- Coins from chest (all KoS): 250 cp, 140 sp, 50 gp
- Navigator’s kit (needs refurbishing) (6 gp)

Treasure, this adventure, Episode 24 (not allocated yet)

- 11 bronze shields, 11 bronze warhammers
- Garnet gems: 5x200gp, 8x100gp, 8x50gp = 2200gp value total

Groa gained considerable information talking to Dahnya:

Selling potions is the most important money earner for Sundown, primarily healing, fertility, infertility potions. Church doesn’t like the latter two, but no official ruling. Good market in Guardraw and Tonstol, growing market Selleze. The Sisters of the Mysteries of Life buy fertility potions regularly, shipped to Gildegulch. Sisters of the healing Arts in Bedrest buy healing and some antivenom potions. The infertility potions mostly get sold to brothels in Selleze, but maybe 10 per month to Guardraw. Dahnya’s researching new potion possibilities.