

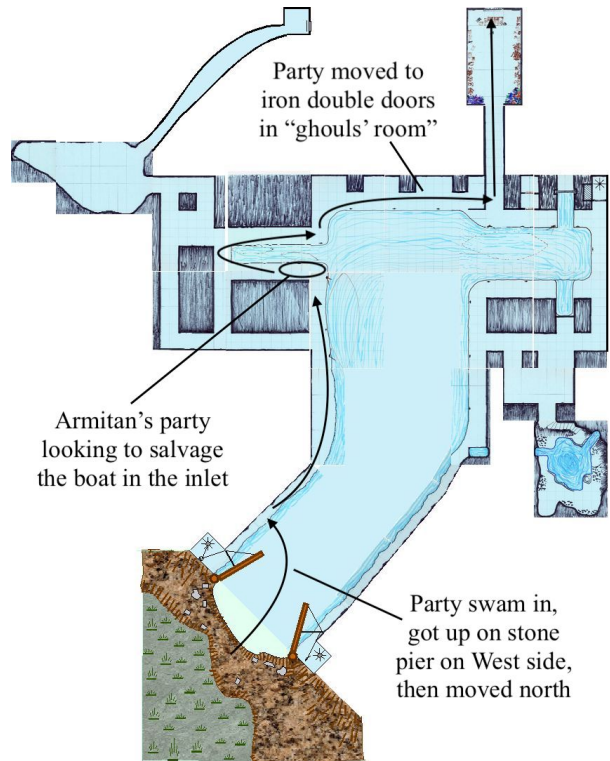
Episode 25 Denizens of the Steam Caves under Sundown

Monday, April 24th: breeze

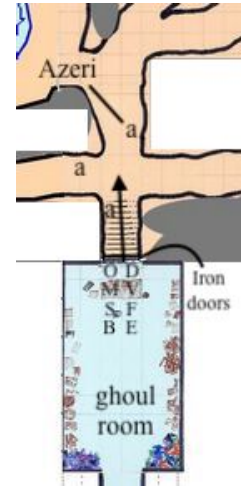
1. The party was in Sundown after having entered the “Hot Caverns” under Sundown the previous day and fought a squad of fire warriors. Entering through the big door to the sea cave, they had come to the large cavern where steam was being generated by water flowing to a lava pit. A dozen or so bronze warriors attacked out of the steam in the middle of the cavern. Afterwards the party explored a passage to the south up to a strange room, but retreated back to the sea cave and to town, as some were in need of fresh air after enduring the heat and steam. So, now the same party was returning, led by Oliver and Melodious. Groa had decided not to go, and was planning to return to Guardraw with a southbound caravan. Corvyn was thought to be traveling with her. So that left Veylann, Slippa, Doil, Belfor, Elsapheth, and Felicity to go with Oliver and Melodious. (Brother Sheth had been summoned back to Guardraw the previous day.) The party entered the sea caves having to swim through the doors to the west pier just inside.



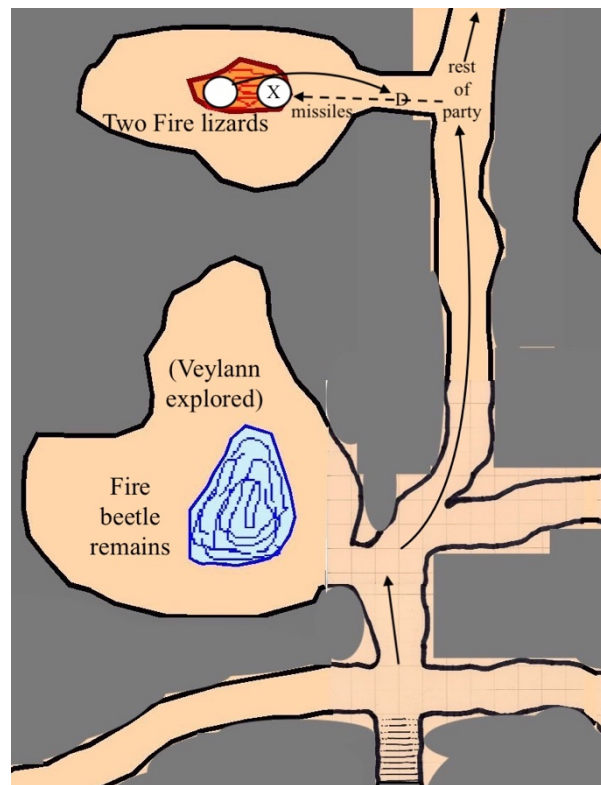
2. Making their way north, the party encountered a group of several people near the small dock where two sunken boats had been noticed. Armitan’s voice was recognized. These were all Sundown people. Armitan explained that they were planning to raise the boats, maybe both of them, to see whether either as worth salvaging. If nothing else, the wood and fittings might be useful. He also was surprised that the party had come in. “I didn’t think you were supposed to be here.” (Captain of the Guard Trudue had banned the party from entering the sea cave via the Mayor’s mansion entry, but the party had come in through the big doors open to the outside.) “I will have to tell him you were here,” Armitan said. He also reported, “Watch out; there are still some of those giant spiders around.” (With Armitan, others were recognized, including Poinger, Odar, Uncal, Prissimmon, Blystre, and the cleric Samovich.)



3. Along the way it could be seen that all or almost all of the various crates and chests were gone. The Sundown crew had apparently been doing a thorough job of taking away anything remotely useful. Also, the water level was up a bit more than the day before, only six inches below the stone docks now. The party ultimately moved to the large iron double doors in the room where ghouls had been encountered before. The iron doors didn't seem as hot as before, and there was much less steam emerging from underneath. When the doors were opened, Melodious used Mage Hand to hold a light in the passages ahead, but that wasn't completely necessary at the moment because of the light from the three fire warriors. The party opening the door was a surprise to them, and the party managed to react first with a fusillade of arrows and bolts fired mostly. The fight was over in a hurry. The bronze fire warriors, on being slain, disintegrated into ash and dust on the sand floor of the passageways, leaving their bronze war-hammers and shields. From those remains a few gemstones were found: garnets cut and polished into what seemed to be standard sizes and shapes. There were six of them, reckoned to be worth somewhere around 30 Sovereigns each.



4. From there the party explored further north. The steam was not as dense as before. The sound of water hissing into steam could be heard from the west, especially the second passage to the right. To the left a cavern with a pool of fairly hot water was found. It wasn't deep, only a couple of feet, with sand and rock making an uneven bottom. The cavern was about 20 feet high in the middle. Veylann took a careful look around as others guarded. He found several dead fire beetles and remains of others but nothing of significance or value. The party continued north, with Veylann scouting ahead. As he looked around the corner into the second cavern on the left, he spotted two large lizard-like fire creatures that were seemingly playing in a lava pit. He wasn't noticed.



The party made plans, then suddenly attacked. Belfor led with a casting of "Spike Growth" and others poured in missile fire and spells at the nearest of the two bipedal lizard creatures. The nearest one fell under the fusillade of arrows and bolts, and collapsed into the lava pool and disappeared. But the other furiously charged Doil. Doil was hit once with the creature's spear, doing considerable damage, not only from its size, but also from fire. Then that second creature also collapsed under the party's attacks.

5. The party found some gemstones, also garnets, and took the two spears that the flame lizards had wielded. Then the party continued north, arriving at a bronze door. After preparation, the door was opened into a small bedroom with stone rock walls. There was a bed, a chest, and a ladder up to a trap door in the ceiling. Felicity recognized the room. “This is under Tower Three,” she said. Sure enough, the ladder up to the trap door opened to surprise Curdwell, who was sitting on one of the beds at ground level in Tower 3. The other person manning the tower in daytime was on the upper floor. “What are you doing here?” Curdwell asked. As it happened, the door the party had used was an unknown secret door from the tower side. Felicity said she had been in the room. She took turns on the night watch at Tower Three, and had been here many times. She had some of her things stored in the chest. But neither she nor any of the others knew about the well disguised door. The door, as it happened, had a secret latch in the stone facing that disguised it from the room side. So, having seen where they were, the party returned to the steam caverns and moved toward the double iron doors.



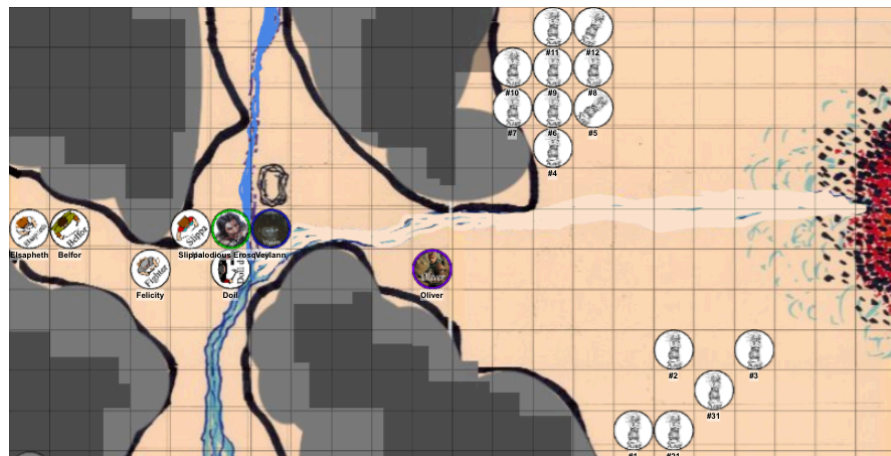
6. As the leaders approached the intersection at the foot of the steps, down from the still-open iron double doors, there were three of the flame warriors there on the left! The party attacked, yet again getting the jump on their opponents. One of them went down. The other two fled east toward the big cavern discovered earlier. The party gave chase. Oliver, by extreme exertion, got to the front and managed to get around the corner into the entrance of the big cavern in order to shoot. But, there were five of them, not just the two!



Oliver stopped and took his shots, felling one of the bronze warriors. But, there he was, isolated, in front of the rest of the party. The four remaining bronze warriors attacked. So did some others



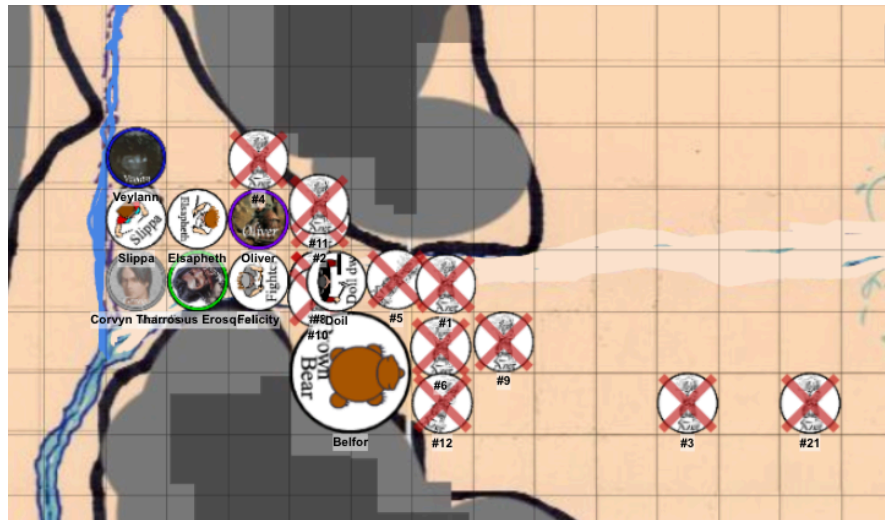
Oliver had not seen, that were around the corner to the north. Fortunately the rest of the party was not far behind. Also fortunate, Oliver was not yet so far out into the room



that they could get to him from all sides. There must have been a dozen or more. Doil managed to get to the front where he could deflect blows and shield others, and both Veylann and Slippa got in good hits.

The battle developed into a tight melee. The party was still using missile weapons as much as possible to avoid the flames emanating from the bronze warriors. Belfor managed to get in a good Thunderwave attack, and then get to the front as a Brown Bear. Melodious was using cantrips (his crossbow was broken in the fight with the flame lizards), but then he too got good effects with Thunderwave. Elsapheth managed to get near enough to the front to use “Radiance of the Dawn” effectively. Oliver kept getting good hits with his crossbows at short range. The fight surely took less time than it seemed. The bronze warriors were tough, and their morale never wavered. Then, in the middle of the battle, Corvyn appeared at the rear and started casting Magic Missiles. Felicity was getting good hits too. Everybody contributed. Until, finally, there were no more of the bronze

flame warriors. All that was left were the bronze shields and warhammers, as well as a variety of sizes of gems, all garnets. The warriors themselves were just ash and black dust staining the already dirty sand that covered the



floor of the cavern. Including the warrior that had fallen near the steps, 15 sets of warhammer and shield were taken, that in addition to the three earlier when the party had first come through those big iron doors.

It was also noted that the diversion of the water from this cavern, as done the previous day, was still intact. The stream of water from under the water gate coming from the sea cave was now flowing north. There surely was more lava in that direction, since steam sizzling could be heard, but the greater distance accounted for the improved visibility in the caverns and passageways now.

7. The party decided to make an exit by the secret door lading to Tower #3. But, how would the big double doors to the ghoule room get shut and barred? Veylann offered to go that way and take care of that. Slippa offered to go with him. Presumably they could join up with Armitan’s party if they were still there, and one way or the other make an exit safely. As to the other six in the party, there were no additional obstacles or encounters. They woke Curdwell up, annoying him, passing through the ground floor of the tower again. This was the end of the adventure session.

Experience:	Oliver	Melodious	Groa	Corvyn	Veylann	Doil	Slippa	Belfor	Elsapheth	Felicity
3Azeri(OM(VDS(BEF)))	338	338	-	-	159	159	159	79	79	79
2Salam(QMV(DSBEF))	1108	554	-	-	554	277	277	277	277	277
15Azeri(OM(CVDSBEF))	1227	1227	-	614	614	614	614	614	614	614
Mission – find Twr3 exit	20	20	-	-	10	10	10	10	10	10
Total this Episode	2693	2139	-	614	1337	1060	1060	980	980	980
Previous total	10118	9391	7877	3173*	5209	4975	4881	5433	2246	544*
Current total	12811	11530	7877	3787*	6546*	6035	5941	6413	3226*	1524*
After training xp swap				3607*				3607*	1284*	

*: Corvyn has enough experience for 4^a level. He needs to swap xp's for training to get to 3^a now, (4^a later)
Veylann now has the xp's for 5^a level but still needs training. Not enough xp's to swap for what's needed.
Elsapheth has experience for 4^a level, and should trade xp's for training to go up.
Felicity has experience for 4^a level, and should trade xp's for training to go up.

Training: Groa traveled to Guardraw and didn't get "training" for the day. (??? Assumed.)

Oliver at +4 days toward 6^a level (needs 30)
Melodious at +3 days toward 6^a level (needs 30)
Groa: at +3 days toward 6^a level (needs 30)
Doil, Belfor, Veylann: All now at +3 days toward 5^a level (need 24)
Slippa at +4 days toward 5^a level (need 24)
Elsapheth: at+14 days (needing 18 to 4^a). Trades 30xp x 4 days to go up to 4^a (so now 0 days)
Corvyn: at +3 days towards 3^a level (needs 12) can "pay" 20xp/day= 180xp to get to W3 (now at 3607 xp.)
Sheth (at 774 xp): +3 days (needing 12) toward 3^a
Felicity: Has xp needed for 3^a level. Trades 20xp x 12 days training to 3^a. (Goes up to 3d level, 1284xp)
(Corvyn needs to pay 45gp training to 4^a, Elsapheth 80 for training to 5^a, and Felicity 45 training to 4^a.)

Treasure, twice ago 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, last time, Episode 24 (not allocated yet)

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

Treasure, this adventure, Episode 25 (not allocated yet)

18 bronze shields, 18 bronze war-hammers
2 metal large spears (from salamanders) – unknown metal.
Garnet gems from salamanders: 3 x 50gp = 150 gp. value
Garnet gems from Azeri: 2x200gp, 10x100gp, 12x50gp = 2000 gp. value

What Corvyn was doing pending his arrival in the middle of the fight in the big cavern needs to be determined. Suggestion: He was planning to go to Guardraw with Groa and a caravan that expected to depart this day. For some reason he changed his mind. Traveling down to the big sea cavern doors, he used "Mage hand" to help him swim over to the stone pier inside. Finding Armitan's party, he persuaded some of them to help him get to wherever Oliver and his company had gone. They did, getting him to the iron doors, which were standing open. "I don't like this!" Armitan said. Corvyn said he thought he could find the party. A dead flame warrior's shield and sword were there on the sand just to the east. Then he heard the battle. Calling to Armitan, he expressed confidence he knew where the party was, and set out east quickly to come up during the battle. Armitan called to him as he went asking that they close the iron doors when finished.

It also needs to be determined what Groa is doing. I assumed returning to Guardraw.