

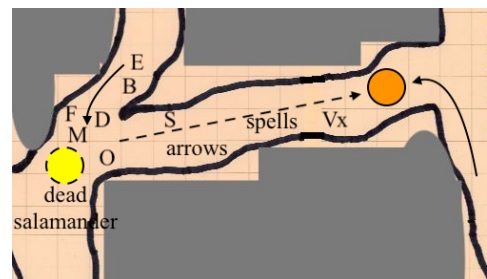
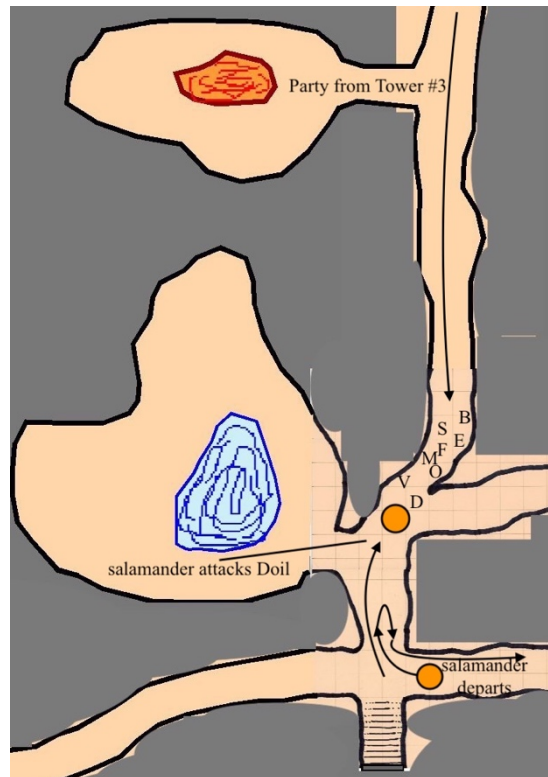
Episode 26 Salamanders and a Portal under Sundown

Tuesday, April 25th: calm, clear

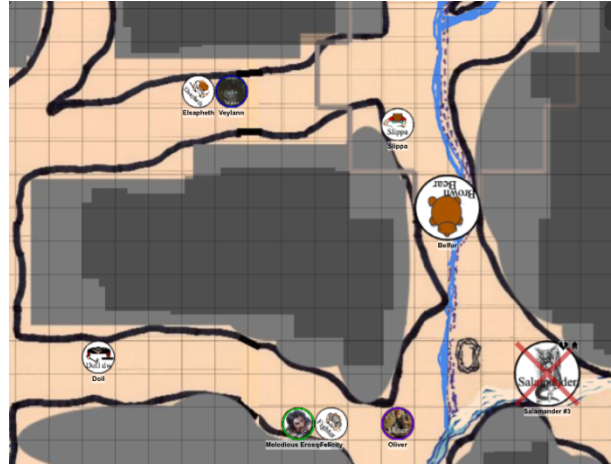
1. The party, now including Oliver, Melodious, Veylann, Doil, Slippa, Belfor, Elsapheth and Felicity, ventured down to the “Hot Caves” again. Captain of the Guard Trudue had men collecting stones to be used to block the secret entrance to the caverns under Tower #3, but he offered to wait on completing the job if the party wanted to go in that way. They wouldn’t start filling the basement room with rocks until the party came back out. (The iron doors from the hot caverns to the big pool cavern would all remain barred on the other (sea cavern) side, so no way to exit that could be counted on.) Groa and Sheth were presumably in Guarddraw. It wasn’t clear what Corvyn was doing. (Possibly taking stuff to Guarddraw to sell? There are all those bronze shields and warhammers as well as two salamander spears of unknown metal.)

2. Veylann led the way followed about 15 feet back by Doil and Oliver then the others. As he passed the intersection of a passage to the east, he saw the glow of a salamander ahead. He fell back to warn Oliver and Doil, then the three of them, followed by others, advanced. The salamander spotted them at about 30 or 40 feet away and attacked, hitting Doil with its tail and hurting him badly, this despite numerous arrow hits by Oliver, Veylann, Slippa, and Felicity. Also spells, including Ice Knife by Belfor and Melodious’s insult cantrip. It was obvious that these “salamanders,” as these things are called, were resistant to damage from normal weapons. A second salamander appeared behind the first one, but then doubled back and disappeared down the passage east from the intersection at the stairs up to the ghoulish room. Doil was hit again by the salamander and went down, but he was given healing immediately by Belfor with a “Healing Word” spell. Elsapheth cast “Bless” on Oliver, Slippa and Veylann. Arrows kept coming, and Belfor hit it with shards from a missed Ice Knife. Oliver made a “menacing attack,” but that had not been able to prevent the hits to Doil. Under a continuing barrage, that first salamander finally fell and disintegrated.

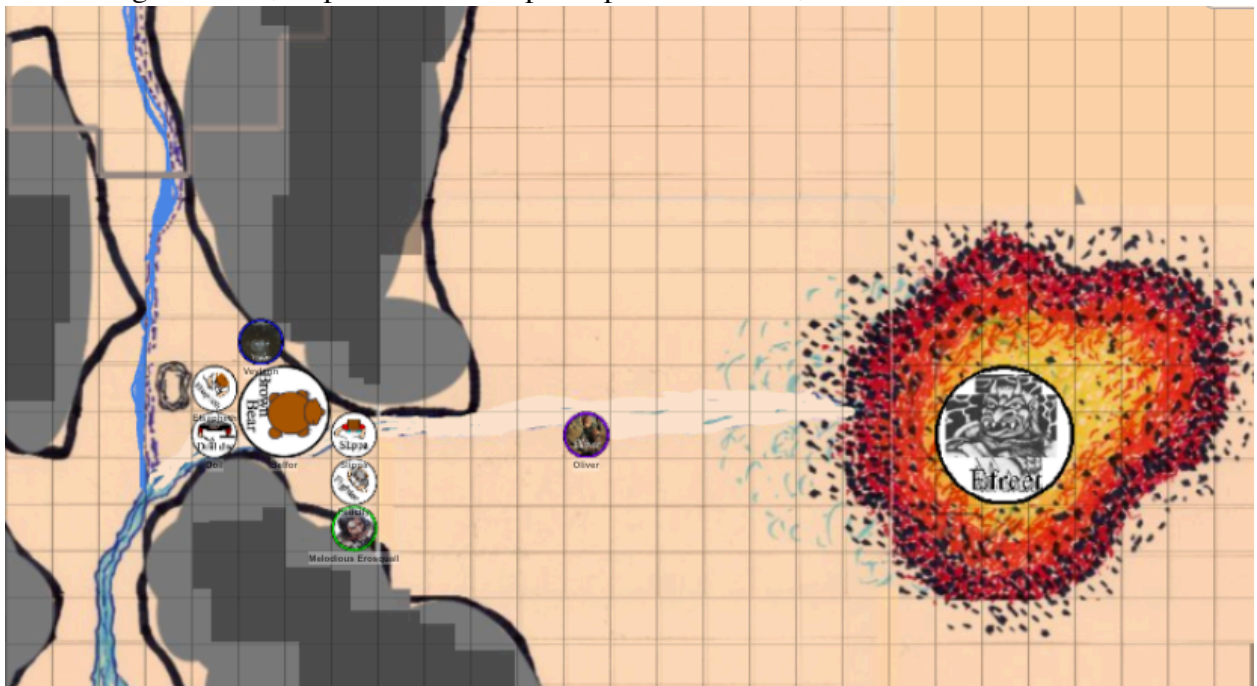
By this time Veylann had moved east down the side corridor to get a better angle on shots to hit the salamander. But, here came another one from behind him! It attacked with its tail, grappling him and down he went, badly hurt. The party concentrated now on this one.



Critically, Oliver hit the salamander with another “Menacing Attack.” Elsapheth did Healing Word on Veylann so that he could get up and away. The salamander fled. But, before it could, Belfor cast a field of “Spike Growth” behind the salamander, so as it retreated back around the corner it sustained considerable damage, even though its heat burned a path through the spikes. Belfor transformed into a brown bear to pursue it. Meanwhile Oliver, Felicity and Melodious followed around to the south and then east to try to kill the salamander before it could escape. Elsapheth gave Doil some more healing, and then Veylann, so those three lagged somewhat behind others of the party. The salamander absorbed several additional hits, but finally it fell and disintegrated from Melodious’s “Mockery” spell. Someone made a point of picking up the both of the salamander spears as well as a few loose stones found among the ashes.



3. Oliver headed into the big cavern in advance of the others, who were just getting to the entrance. Where was the second salamander, the one that had fled? Since water from the stream was no longer flowing into this cavern, it was mostly clear of steam, and Oliver could see the large lava pit in the middle of the cavern directly ahead. Suddenly a huge humanoid creature appeared standing in the glowing hot lava in the middle of the pit. Glaring at Oliver, it spoke with a deep and powerful voice, “Do Obeisance to me!”



“What’s that?” Oliver asked.

“Bow down to me!” the huge creature demanded.

Instead, Oliver fired off a volley of shots from his crossbows. They seemed to hit, though the creature didn't seem fazed by the damage at all. As Oliver did that, he fell back toward the rest of the party, and others came up to help make a defense.

The monster in the fire pit called forth, and a fire elemental sprang into being. It immediately headed toward Oliver. The huge humanoid declared, "I'll be back," and suddenly disappeared, leaving the party to fight the fire elemental. The elemental was apparently focused entirely on attacking Oliver, and he was burned somewhat. Doil and Belfor (as a brown bear) made attacks, costing them damage whenever they struck the elemental. It helped that Melodious had given Oliver, Belfor, Slippa and Doil "Mantle of Inspiration" aid. The fire elemental was defeated within half a minute. That was fortunate, so the party had a minute maybe to collect their thoughts before something else happened.



4. Oliver suddenly said, "This is the Portal! The fire pit is the portal!" He began to explain that by diverting the water away from it, perhaps the portal had been opened. But before he could say much more, a salamander suddenly appeared in the fire pit. Not sure if it was Oliver or Melodious, but someone said, "Let's get the heck out of here." (That made sense. Doil and Veylann had gone down and were exhausted from that, and a few others had absorbed some damage too.)

The party did just that. Belfor left another "spike growth" behind to slow down pursuit. That slowed down the salamander coming out of the fire pit and any that might have been following behind it. The party got back to the Tower 3 basement room and up and out the trap door to ground level. "Fill it up! Quick!" Oliver told the workers who were bringing and piling stones in readiness for doing so.

[DM: For future reference, for spike growth to be sustained, I'm ruling that the caster must maintain concentration as well as remain within sight and the 150' range of the center of the spike growth field. The salamanders would not have caught up anyway.]

5. There was some talk of immediately re-entering the dungeon. Oliver wanted to go in and find the sea cave iron gate that held water from flowing from the sea cave to the hot caves immediately to the north. If that gate could be opened, water could flow into the hot caves including the one with the gate, submerging it underwater. There was the 60 foot shaft down into the sea cave from the Mayor's Mansion (that had been prohibited). Perhaps better, the entrance through the big bronze doors opening toward the river. The party hustled to get down to the dock area and approach the entrance to the big sea cavern. This is where the play ended for Episode 26. There are a few issues:
 - a. Does the party take a short rest before going back in?
 - b. What spells are left? (Spell slots could not be checked off for Elsapheth.)
 - c. The odds on getting the gate open is completely unknown. Doil knows that the mechanism is broken, and the iron door rusted and frozen inside its bronze frame. Does "Knock" even work on a door that lifts instead of opening laterally?
 - d. Everyone needs an Intelligence/Investigation roll. (DC will vary with background.)

Experience: The adventure isn't over so this is not credited yet.

Experience:	Oliver	Melodious	Groa	Corvyn	Veylann	Doil	Slippa	Belfor	Elsapheth	Felicity
2+ salam(OM(VDSBEF))	810	810	-	-	405	405	405	405	405	405
Efreet(Q(MS))(VDFBE))	1694	424	-	-	212	212	424	212	212	212
Fire el(OM(VDSBEF))	360	360	-	-	180	180	180	180	180	180
Mission – find portal	200	100	-	-	50	50	50	50	50	50
Total this Episode	3064	1694	-	-	847	847	1059	847	847	847
Previous total	12811	11530	7877	3607*	6546*	6035	5941	6413	3107	1284
Current total	15875*	13224	7877	3607*	7393*	6882*	7000*	7260*	3954	2131

Training: Groa remained in Guarddraw and got a training day. Corvyn to Guarddraw. (Assumed.)

Oliver at +4 days toward 6⁺ level (needs 30)

Melodious at +3 days toward 6⁺ level (needs 30)

Groa: at +3 days toward 6⁺ level (needs 30)

Doil, Belfor, Veylann: All now at +3 days toward 5⁺ level (need 24)

Slippa at +4 days toward 5⁺ level (need 24)

Elsapheth: at+0 days (needing 24 to 5⁺).

Corvyn: at +0 days towards 4⁺ level (needs 18)

Sheth (at 774 xp): +5 days (needing 12) toward 3⁺

Felicity: at +0 days towards 4⁺ level (needs 18) and has not paid for “training” yet.

(Corvyn needs to pay 45gp training to 4⁺, Elsapheth 80 for training to 5⁺, and Felicity 45 training to 4⁺.)

(We can catch up on training expenses when a treasure distribution is done.)

Treasure, 3 times ago Episode 23 (not allocated yet):(with Groa, Corvyn, Sheth; not Felicity)

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, 2 times ago, Episode 24 (not allocated yet):(with Corvyn, Felicity; not Sheth, Groa)

11 bronze shields, 11 bronze war-hammers

Garnet gems: 5x200gp, 8x100gp, 8x50gp = 2200gp value

Treasure, last time, Episode 25 (not allocated yet):(with Corvyn, Felicity; not Sheth, Groa)

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

Treasure, this time, Episode 26 (not allocated yet): (with Felicity; not Sheth, Groa, Corvyn)

2 metal large spears (from salamanders) – unknown metal.

Garnet gems from salamanders: 6 x 50gp = 300 gp. value

Follow-up issues: Elsapheth has “Augury” prepared, and suggests maybe she cast it, if there is time. She can do it as a “Ritual” (not expending a spell slot) but that does require 10 minutes extra. If the party is going to do a short rest, the end of that time would be when it should be cast. Augury only concerns what might happen in the next half hour.

The party may get wet going in through the big double doors. Might be good to dry out before entering steam caverns.

Nobody seems to have taken notice of the party hustling out of Tower #3 and down to the docks. The docks are deserted. Some of the people normally there were up around Tower #3.

We can resolve some of these issues by email before the next session, hopefully.