

## Expedition 1

10/07/2023

**Start Date:** 10/07/1023

**End Date:** 10/13/1023

### **Members of the expedition:**

Oinkers McGeorge, *medium*; Brother Waldgrave, *acolyte*; Charles Stroob, *medium*; Oramus Thalium, *veteran*; Theodora Capatzia, *veteran*; Jane Moose, *acolyte*

An expedition to the dungeon REDUX was organized by Oinkers McGeorge in search of the treasure of the SNAIL KNIGHT. The party had three maps: one showing the route from the town of Desire to the dungeon, and two purporting to be of the dungeon itself.

After assembling relevant equipment (including two mules), and having a short discussion about the division of treasure, the party set out into the wild. The first day a narrow path took them northwards to a bridged creek. The second day they were led to a hilltop, upon which sat the LONELY STEEPLE. Surrounding the steeple were a large number of orange, round, pumpkin-like objects.

Oinkers McGeorge hurried up past the party in order "to try and smell" the pumpkins. He got within a few steps of one before the thing turned to face him with a hideous grin and erupted from the earth, revealing itself to be a 12-foot tall BUGBEAR. Nearly a dozen other such creatures also emerged, putting the party in a precarious position.

Oinkers McGeorge, ever unflappable, stalwartly stood his ground and cast Cause Ruckus to disperse the foes. The spell had only little effect, whereupon the grinning bugbear in one backhand swipe knocked him dead. It is unknown whether there will ever again be an expedition leader so nobly resigned to his fate. The rest of the party quickly scurried down the hill and the bugbears did not pursue in the bright daylight.

After another day and a half of travel the party reached the site of the dungeon and found an entrance in the ruins. Down a stairway and then a shaft into a room, the party could not determine with any accuracy where, if anywhere, they might be on their maps. They went through two doors and found themselves in a corridor facing FOUR GOBLINS. The goblins did not speak Common very well, but claimed after some tense moments to be twenty-six in number. At length a rifle was fired, hitting Oramus Thalium in the shoulder but doing no serious harm.

The party then charged into a large triangular room, and melee ensued, the fighting being concluded with Theodora Capatzia lobbing a cherry bomb. A lone surviving goblin attempted to flee and then surrendered. This goblin only spoke its own language, but seemed to know where the Snail Knight's treasure lay. The party captured the goblin and returned with it to Desire without incident.

**Deaths:** Oinkers McGeorge

**Foes Encountered:** 10 bugbears evaded; 3 goblins killed; 1 goblin captured

**Treasure Recovered:** 4 goblin helmets (10 gp each); 4 goblin rifles (25 gp each); 7 goblin rifle clips (5 rounds per clip); 17 gp

**Experience Points:** 359 experience points were awarded to each party member, modified by experience bonuses

## Expedition 2

10/21/2023

**Start Date:** 10/21/1023

**End Date:** 10/28/1023

### **Members of the expedition:**

Magneto Silver, *medium*; Brother Waldgrave, *acolyte*; Stromulus Wax, *veteran*;  
Mars Oglethorp, *veteran*; Theodora Capatzia, *veteran*;  
Oregano Stiltskin, *veteran*

Another expedition was made to the dungeon in search of the treasure of the SNAIL KNIGHT. Again possessing two maps of REDUX, it was hoped that this and the goblin captured in the previous outing might aid in locating the treasure.

Brother Waldgrave suggested that the known region of the dungeon be explored radially, and so the party traveled northwards following a light until they came into a large triangular room with four openings on the South wall. The light belonged to the head of a large lightbulb-headed thing, along with some bodies surrounding it. They did not disturb it.

The party took the westernmost passage, which went for a long way before revealing two doors on either side. Entering the left door, the party discovered that it was the very same door they took in the previous expedition. Upon opening the right door, the captive goblin shouted out, apparently to his companions within a barbed-wire filled room beyond. The goblins quickly came to his aid, and Theodora Capatzia tossed a cherry bomb in and slammed the door. The party made their way back up the long hallway, and Oregano Stiltskin suffered a shot in the shoulder. The party fled and left the captive goblin behind. The goblins apparently did not pursue.

Checking the second passage from the East, a triangular room was discovered with two doorways. Heading back into the large room and checking the easternmost passage, it was discovered that the dungeon corresponded at least so far as that pathway was concerned.

In this eastern corridor the party discovered a pamphlet titled "Has God Spoken to You? He Has Spoken to Many and His Words are Wise!" by Alfonso Ultima, PhD. The party studied the pamphlet for some time before it elected at the suggestion of Magneto Silver to take the second passage to the East again, towards a region marked with a star and a fish on one of their given maps.

The triangular room led to a rectangular one, failing to correspond to the maps they had. The party took one passage which led to a dead-end circular room, another to a circular room with an Ochre Jelly slowly approaching.

Through a door and through some passages the party found themselves in a room full of jars with animal specimens and a large python in a tank. The python begged to be let out, claiming to have been imprisoned there by a Dr. Strothen. Out of frustration during deliberations as to whether the snake should be trusted, Mars Oglethorpe smashed open the tank. The snake leapt out, spraying poison into Mars' eyes and blinding them, then slithering out of the room.

The party decided to collect specimens and leave, stopping to loot the bodies near the lightbulb thing in the large triangular room. Stromulus Wax strongly advocated for tossing dynamite into the dungeon on their way out, but this was not acted upon. The party returned on the three-day journey to Desire without issue.

**Deaths:** None

**Foes Encountered:** 6 goblins evaded; 1 Ochre Jelly evaded ; 1 Python released from captivity

**Treasure Recovered:** 2 drawers of butterfly specimens (154 gp total); 4 small jars of animal specimens (13 gp); 1 large jar of animal specimens (6 gp); 1 mirror; 2 lanterns (10 gp); 1 mace (5 gp); 1 shield (10 gp); 260 gp

**Experience Points:**

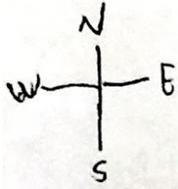
<u>Name</u>	<u>Awarded</u>	<u>Total</u>	<u>Next Level at</u>
Magneto Silver	501	501	2500
Brother Waldgrave (+10%)	551	946	1500
Stromulus Wax (+5%)	526	526	2000
Mars Oglethorp	501	501	2000
Theodora Capatzia (+10%)	551	946	2000
Oregano Stiltskin	501	501	2000

Map by Thomas/Brother Waldgrave:

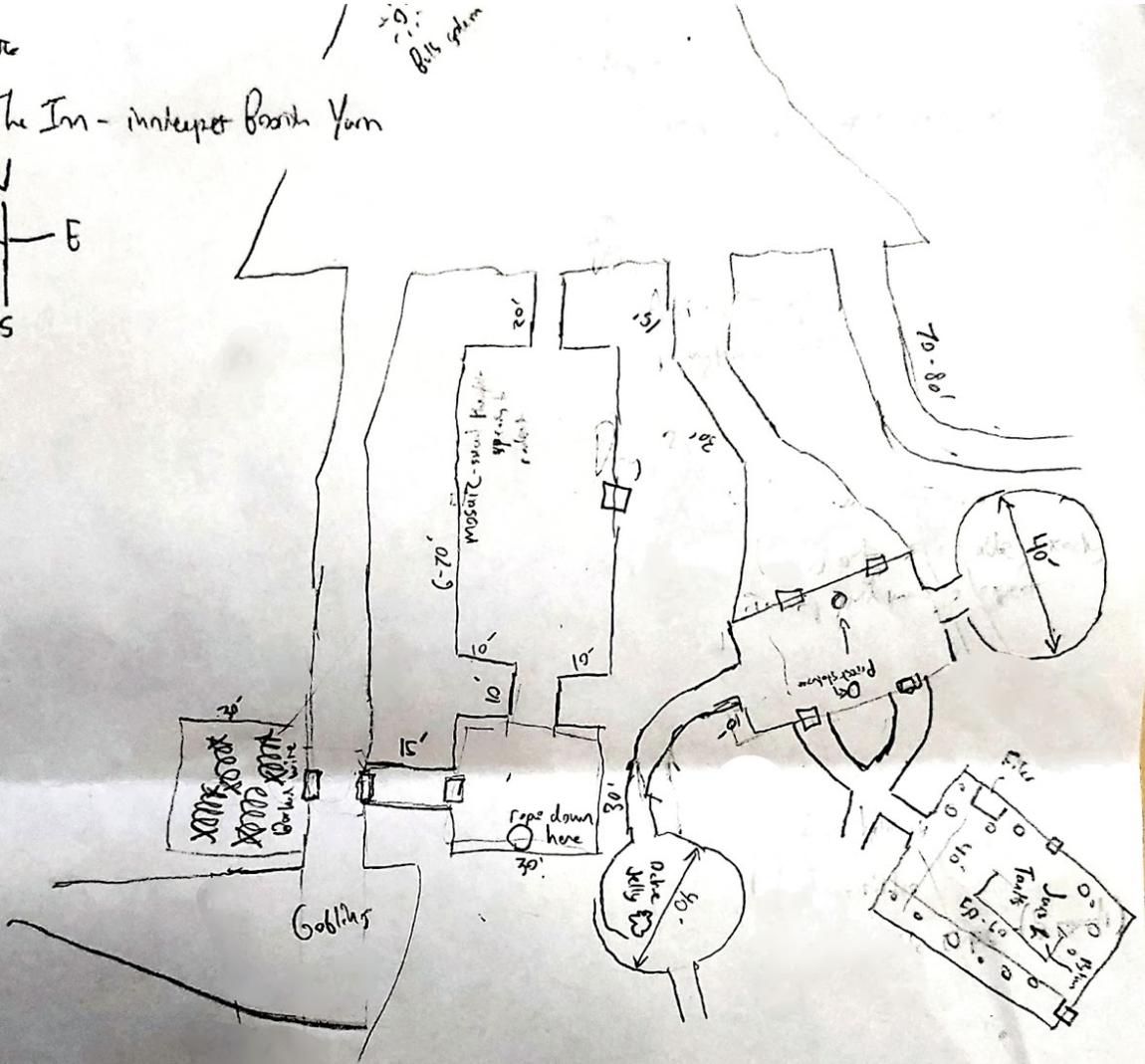
Desire

The In-Intercept Baseline Yarn

10' 0"  
Bull system



- rope



## Expedition R14

**Start Date:** 10/28/1025

**End Date:** 11/04/1025

**Lead Pursued:** Locate the Treasure of the Snail Knight (not completed)

**Members of the Expedition:** Gertrude Waldgrave, *veteran*; Trouble McSneeze Jr., *veteran*

**Hirelings:** James ; Hildegaard

### **Summary:**

An expedition was mounted in pursuit of the treasure of the SNAIL KNIGHT in late October 1025, more than 2 years following the first expedition in search of the SNAIL KNIGHT's treasure.

Once equipment was gathered and contracts signed, the party embarked north to Redux, at which they arrived without hassle.

Descending down into the dungeon, the first door they opened triggered a hidden canister of green poison gas, which they were able to quickly flee. In the next room was a mosaic of the SNAIL KNIGHT atop a snail-steed. While checking the mosaic for any kind of secret door the party was interrupted by a venturesome school of RUFF-FISH.

The fish were not at all harmful, but did engage in a long-winded chorus-like exposition of each of their own individuality, along with mention of their chosen faith, and urging the listeners to seek out and hear a Dr. Alfonso Ultima, Phd, before moving on south without offering any kind of further explanation as to how to locate Dr. Ultima.

The party investigated the door to in the east of the mosaic room, and discovered a brass elevator, marked with the buttons:

```
|o  α|
|    |
|o  LOP|
|    |
|o  ξ|
```

The party elected not to descend in the elevator at this time.

Following the fish, the poison gas having subsided, the party went through the two doors and into a hallway, and thence through a triangular room into another one. Here there were 3 GHOULS, which were dispatched in melee combat. In this room was a downwards staircase, as well as a chest containing many thousands of Copper Pieces and 450 Silver Pieces, the latter of which were gathered.

After consulting the given map to the SNAIL KNIGHT treasure, the party ventured northwards and encountered a GOBLIN position fortified with sandbags. They continued skirting around the goblin area, navigating barbed wire and engaging them at several points. The party discovered a triangular room and briefly searched it for secret treasure before fleeing a goblin party. After successfully evading the goblins, the party elected to fill the remaining empty space in its bags with copper pieces and return home.

**Deaths:** none

**Rooms Traversed:** 7

**Foes Encountered:** 100-200 Ruff-fish (*listened to*) ; 3 Ghouls (*killed*) ; 13 goblins (*5 killed*)

**Treasure Recovered:** 450 SP, 70 CP

**Experience Points:** Base 1146(I) experience was awarded to each player character, modified by experience bonuses and relative levels.

<u>Name</u>	<u>Level</u>	<u>Old XP</u>	<u>Awarded</u>	<u>New XP</u>	<u>Next Threshold</u>
Gertrude Waldgrave (+ 10%)	Vet.	0	1260	1260	2000 (2)
Trouble McSneeze Jr. (+ 5%)	Vet.	0	1203	1203	2000 (2)

## Expedition R15

**Start Date:** 11/23/1025

**End Date:** 11/29/1025

**Lead Pursued:** Meet Alfonso Ultima, PhD. (not completed)

**Members of the Expedition:** Gertrude Waldgrave, *veteran*; Turtle Scourmeister, Medium | Later: James Heretic, *sub-acolyte*

**Hirelings:** James ; Astonishment ; Zox

### **Summary:**

After accompanying a caravan south to Devnishrash for three weeks, Gertrude elected to return to Redux in order to try and meet Alfonso Ultima, PhD, who had been spoken of so highly by the fish in her previous expedition. Accompanying Gertrude was Turtle Scourmeister, a fresh face in Desire who had just gotten over a nasty bout of ectoplasmic rash.

After hiring some helpful hands (including James again) the party made it to Redux without event, and descended to the depths. Gertrude had forgotten to bring a rope on this journey, but thankfully one was left from the previous expedition.

The party travelled north into a large triangular room with a figure with a lightbulb for a head. Deciding not to bother it, they went through a door which led straight into a HOBGOBLIN OUTPOST. Quick use of a *sleep* spell put most of the Hobgoblins to sleep before they could reach their muskets or cannon, whereupon the commander and the remaining subordinate took it upon themselves to flee.

In the room was a massive greenish stone head, which seemed to react somewhat to waving a hand over its eyes (or was that only a trick of the light?). Also present were two chests and a lockbox, containing all told 1000 SP, 500 GP, a golden goblet, and a map written in Hobgoblin.

The party was rather short of hands to carry all of these newfound coins, so they decided to return to the entrance of the dungeon and haul up the stuff into the relative safety of the upper room before continuing their venture.

While finishing up the hauling, 4 GIANT SENTIENT RADIOACTIVE BANANAS burst out from behind a door in ambush, and made short work of the completely

surprised Astonishment, and the less surprised but nonetheless totally scrubbed Scourmeister. James made a lucky dash to the rope and was hauled up by his fellows who were already up. The incident shook James to his core, and, discovering a need for *some* faith in his life, took to the path of Clerichood.

**Deaths:** Astonishment ; Turtle Scourmeister

**Rooms Traversed:** 4

**Foes Encountered:** 7 Hobgoblins (2 routed, 5 killed) ; 4 Giant Sentient Radioactive Bananas (fled from)

**Treasure Recovered:** 1000 SP, 500 GP, 5 Hobgoblin Muskets (15 GP Each), 1 Hobgoblin Map

**Experience Points:** Base 1175(I) experience was awarded to each player character, to be modified by experience bonuses and relative levels.

<u>Name</u>	<u>Level</u>	<u>Old XP</u>	<u>Awarded</u>	<u>New XP</u>	<u>Next Threshold</u>
*Gertrude Waldgrave (+ 10%)	Vet.	1260	1293	2553*	4000 (3)
James Heretic (+ 10%)	Aco.	0	1293	1293	2000 (2)

\* Reached XP threshold for next level this session

## Expedition R16

**Start Date:** 12/7/1025

**End Date:** 12/13/1025

**Lead Pursued:** Locate the Treasure of the Snail Knight (not completed)

**Members of the Expedition:** Charles Stroob, medium ; Rambo Nammers, acolyte ; Daisy Ann Bee, veteran

**Hirelings:** Zox ; Michaelangelo ; Paul

### **Summary:**

Charles Stroob, Rambo Nammers, and Daisy Ann Bee led an expedition into Redux in further search of the Snail Knight's treasure. Careful equipment checks were taken and contracts signed, and the group made off for the dungeon.

The party followed in the footsteps of a previous expedition and ran into another hobgoblin guard, which they ultimately dispatched with a lucky *sleep* spell. After this incident, the party heard a gurgling sort of growl. They spiked the door closed and the creature (or whatever it was) made some feeble attempts to open it before moving on. Once the coast was clear, the party rolled a hobgoblin cannon out into a large room, and pulled the cord of the Light-bulb headed thing. The thing came alive and the light went out, and was dispatched with the help of the cannon and a few smart swings by Rambo.

Charles Stroob attempted to speak to the giant stone head, and the head spoke back in a low drone, speaking an unknown language.

The party tacked north, killed two ghouls, and then turned south, followed some passages until it reached an area explored during a previous expedition, marked by goblin barbed wire.

Turning north again, a new area was found with zinc-plated doors and grey brickwork. There appeared to be several repeating square hallway sections. A wire was discovered running along the ceiling connected to some circular device, and what looked like a secret door was discovered marked with chalk, but no success was had in opening it.

Deciding to return home, the party overheard someone giving a sermon not too far distant, and they came upon Alfonso Ultima, PhD speaking to a gathering of Ruff-fish. The fish spoke in favor of their material and economic faith

and against violence or forced conversion. Alfonso greeted the party warmly, and urged them to supply him with material gifts for God, although he promised not to attempt to convert them to his cause. He appeared to be wearing the Snail Knight's armor and shield, and these seemed to have a special aura about them. The party gave Alfonso several things to be gifts for God, but he kept asking for more and more. Rambo flatly refused to give up his mace, to which Alfonso responded aggressively.

Melee ensued, and though Alfonso was able to kill poor Michaelangelo with a *Cause Light Wounds* spell, the scuffle was a draw. Fighting in such a manner not being worth Alfonso's time, he withdrew.

The party was able to return to the exit and thence to Desire without trouble.

**Deaths:** Michaelangelo (100 GP paid to family)

**Rooms Traversed:** 11

**Foes Encountered:** 7 Hobgoblins (killed) ; 1 Mysterious Creature (avoided) ; 1 Lightbulb-Headed Monstrosity (killed) ; 2 Ghouls (killed) ; Ruff Fish (listened to); Alfonso Ultima, PhD. (battled)

**Treasure Recovered:** 100 SP, 23 GP, 4 Hobgoblin Muskets (15 GP Each)

**Leads Completed:** Meet Alfonso Ultima, PhD.

**Experience Points:** Base 50 (Lead 004) + 1493 (Level I) = **1543** experience was awarded to each player character, modified by experience bonuses and relative levels.

<u>Name</u>	<u>Level</u>	<u>Old XP</u>	<u>Awarded</u>	<u>New XP</u>	<u>Next Threshold</u>
Charles Stroob (+5%)	Med.	377	1620	1997	2500
*Rambo Nammers (+10%)	Aco.	0	1697	1697	3000
Daisy Ann Bee	Vet.	0	1543	1543	2000

\* Reached XP threshold for next level this session

## Expedition R17

**Start Date:** 12/14/1025

**End Date:** 12/20/1025

**Lead Pursued:** Locate the Treasure of the Snail Knight (completed)

**Members of the Expedition:** Gertrude Waldgrave, Warrior ; Stripey Mcknees, acolyte ; Bernie Inglenook, acolyte

**Hirelings:** Zox, *arms* ; Paul, *arms*

### **Summary:**

A sturdy group of adventurers embarked in further search of the treasure of the Snail Knight. Gertrude was keen to use the dynamite she purchased, so the party made their way swiftly to the room which someone had partially attempted to mine through. They were interrupted by a chorus of Ruff-fish, who said their piece and moved on.

Three sticks of dynamite were detonated in succession, blasting a rough cramped corridor which led to another hallway. Miraculously, these explosions did not draw any unwelcome creatures into the party's midst.

Down the discovered corridor the party discovered an ajar door marked with a distinctive snail-like spiral. The room beyond the door clearly used to contain the treasure of the Snail Knight, but it had since been looted. All that remained was an essay entitled "How to Make Decisions" by Alfonso Ultima, PhD. and a large, heavy brass snail shell. Attempts to move the snail shell were largely ineffective, although it's clear that it would be exceptionally valuable.

The party decided to locate Alfonso Ultima by travelling northwards, making a small detour to fill in the map. Here they discovered a portrait of Augustus Lorian III hung askant. They decided to adjust the painting from a distance using a 10' pole, whereupon a canister behind the painting exploded in poison gas! The party fled southwards into a passageway which was blocked by barbed wire. Caught so, Zox succumbed to the gas. Everyone else, while shaken and coughing, were alright.

Behind the painting was a combination-lock safe, which they knocked the pins off and pried the door partially open. Using Gertrude's 12" ruler, they were

able to scoop out 179 SP and 3 gems. Some silver and gems remained in the safe, inaccessible by ruler.

The party then decided to make their way home, going up around northwards, and filling in a crucial loop on their map. As a final stop, the party attempted to enter the room with the large head, but, as it was filled with hobgoblins, they spiked the door and made a retreat out of the dungeon.

The trip back to Desire was made safely.

**Deaths:** Zox (100 GP paid to family)

**Rooms Traversed:** 11

**Foes Encountered:** Ruff Fish (listened to); 2 Goblins (observed) ; 8 hobgoblins (fled from)

**Treasure Recovered:** 100 SP, 50 GP yellow gem, 500 GP red gem, 100 gp green gem

**Leads Completed:** Locate the Treasure of the Snail Knight Locate the Treasure of the Snail Knight

**Experience Points:** Base 400 (Lead ) + 718 (Level I) = 1118 experience was awarded to each player character, modified by experience bonuses and relative levels.

<u>Name</u>	<u>Level</u>	<u>Old XP</u>	<u>Awarded</u>	<u>New XP</u>	<u>Next Threshold</u>
Gertrude Waldgrave (+ 10%)	War.	2553	835	3388	4000
Stripey McKnees (+ 10%)	Aco.	50	1190	1240	1500
Bernie Inglenook (+ 10%)	Aco.	100	1190	1290	1500
Krampus Snooze (+ 10%)	Med.	100	1190	1290	2500

\* Reached XP threshold for next level this session

## Expedition R19

**Start Date:** 12/21/1025

**End Date:** 12/27/1025

**Lead Pursued:** Find God (Not completed)

**Members of the Expedition:** Charles Stroob, medium ; Clay Potts, veteran ; Cheese Strawford, medium | Paul Laup, Acolyte

**Hirelings:** Hildegaard ; Paul (later Acolyte) ; Mollie

### **Summary:**

Charles Stroob led an expedition into Redux with a clear aim; extracting the Snail Shell discovered by an earlier party. With a horse, a wagon, a pulley, and extra rope, the party ventured into Redux and swiftly made their way to where the shell lay undisturbed. With great effort, they pushed and dragged the unwieldy treasure up to the first room, and set about strategizing how to lift it up the shaft. Clay Potts explained an idea and it was put into action smoothly. The rope, while strained, did not break, and the party managed to extract the treasure.

Turning back into the depths, it was decided that god must be found, or at least investigated. Not too far in, however, they were set upon by THE ARTIFICIAL CHIMERA, a fiendish sewn-together creature composed from many animals which attacked immediately, killing Hildegaard. The party fled into a large triangular room, and sought to enter the room with the large stone head, which contained 8 hobgoblins. The hobgoblins fired some muskets, but to no effect. Charles Stroob quickly cast *sleep*, and so that threat at least was dealt with, however the Artificial Chimera was coming close behind. Hoping that the Chimera would choose the sleeping hobgoblins for its dinner rather than themselves, the party pushed forward north, into a brick-work region of dungeon separated by large zinc-plated doors. The Chimera did not pursue.

The party noted wires on the ceiling until they reached a point where they entered into a wall, and pulled hard on the wires, tearing them out and revealing quarter-inch audio jacks. The party then sought to discover the secret of the 'X' mark on one of the walls noted during a previous expedition, and found this after some confusion. Pushing upon the door, knocking rapidly, and further inspection left the door unyielding.

At this point a squad of GOBLIN PIONEERS caught up with the party, and almost had them surrounded were it not for Clay Potts's leadership. They fled south. The zinc-plated door was spiked closed, and the goblins did not appear to make sufficient efforts to force their way through it. The party elected to try and return home.

Charles Stroob wished to explore an area not filled out on the map, and so the party entered a hallway filled with landmines. The landmines were plain to see, but required a ginger step to navigate around. Burdened by curiosity, Charles elected to venture on his own. At the end of the hallways was a door, which he opened, surprising two goblin sentries. Remembering earlier mapwork, Charles surmised that going *rightwards* rather than backwards would be the quickest way to safety, and thus he ran, only to discover that the way had been blocked by a mass of barbed wire. As he was entangling with these, one of the goblin sentries shot him in the back, and Charles Stroob was no more.

The remainder of the party waited some time for Charles to return. When they heard the gunshots of the goblins, they suspected the worst, and made their way with haste back to the entrance. They left a rope hanging, just in case Charles needed a way to get out.

In Desire, the party attempted to sell the Snail Shell to Tracy Rambleworn, who offered them 500 gold pieces for it, but suggested it might be worth more if it could be appraised, offering to write another letter to Remus Fro on their behalf. Clay Potts signed an agreement with Tracy Rambleworn, wherein she would loan him 100 gp to pay the family of Hildegard, and he would repay her back with 50 extra once the shell sold.

**Deaths:** Hildegard ; Charles Stroob

**Rooms Traversed:** 11

**Foes Encountered:** The Artificial Chimera (fled from) ; 8 Hobgoblins (fled from) ; 9 Goblins (fled from)

**Treasure Recovered:** The Snail Knight's giant brass snail shell, of unknown value.

**Experience Points:** Base 0 (Lead) + 1000 (Level I) = 1000 experience was awarded to each player character, modified by experience bonuses and relative levels.

<u>Name</u>	<u>Level</u>	<u>Old XP</u>	<u>Awarded</u>	<u>New XP</u>	<u>Next Threshold</u>
Cheese Strawford	Med.	0	1050	1050	2500
Paul Laup	Aco.	-	1000	1000	1500
Clay Potts* (+ 10%)	Vet.	1194	1100	1294	2000

\* Reached XP threshold for next level this session

## Expedition R20

**Expedition Date:** January Week I

**Lead Pursued:** Find God (Not completed)

**Members of the Expedition:** Bernie Inglenook, acolyte ; Gertrude Waldgrave, warrior ; Carr Lightsmith, veteran ; Myrtle Stupendous, medium ; Zibble Strawstrap, veteran

**Hirelings:** Pauline, Mollie

### **Summary:**

Following the New Years celebrations, a party set out to Redux in search of treasures and Alfonso Ultima's god. Reaching Redux in the usual 3 days, the group swiftly made for some as-yet-unexplored northwards regions of the map.

Coming upon a sideways safe, the party worked at the rusty combination lock for the greater part of an hour, until Myrtle Stupendous managed to get the thing open, revealing the silver, gold, and gems inside. To the north the party ran into a spider, which was killed immediately.

The party went north a little further, and found a gold-painted booth in an oval room. The booth had a red curtain and a lever, into which Gertrude stepped. With a *whoosh* Gertrude found herself removed from the oval room and placed within a hexagonal one, painted purple with stars and crescent moons. Not wishing to be separated from her companions, Gertrude stepped back into the booth and, with another *whoosh*, returned to the oval room.

The party resumed exploration south and east, and alerted a large number of hobgoblins which proved no match for the well armed and *sleep* spell possessing troupe. These being killed or chased off, it was decided enough treasure was gotten that day, and to return home to Desire.

**Deaths:** none

**Rooms Traversed:** 9

**Foes Encountered:** Giant Spider (killed) ; Hobgoblins (11 killed)

**Treasure Recovered:** 11 Hobgoblin muskets (15 gp each) ; 600 sp ; 600 sp ;  
Gems: 100gp, 10gp, 100gp, 100gp, 10gp, Hobgoblin gong (5 gp)

**Experience Points:** Base 0 (Lead) + 1360 (Level II) = experience was awarded to each player character, modified by experience bonuses and relative levels.

<u>Name</u>	<u>Level</u>	<u>Old XP</u>	<u>Awarded</u>	<u>New XP</u>	<u>Threshold for next level</u>
Gertrude Waldgrave*	War.	3388	2596	5984	4000
Zibble Strawstrap*	Vet.	0	2360	2360	2000
Myrtle Stupendous	Med.	0	2360	2360	2500
Carr Lightsmith*	Vet.	0	2596	2596	2000
Bernie Inglenook*	Aco.	1390	2596	3986	1500

\* Reached XP threshold for next level this session

## **Expedition R23**

**Expedition Date:** February Week I, 1026

**Lead Pursued:** *Locate the Helmet of Temporal Lobe Control* (Not Completed)

**Members of the Expedition:** Altruism Johnston, *conjurer* ; Cellophane, *acolyte* ; Zibble Strawstrap, *warrior* ; Windy Silverfox, *acolyte* ; James Heretic, *acolyte* ; Gertrude Waldgrave, *swordsman* ; Stripey Mcknees, *acolyte* | Battlefield Commission: Mollie, *veteran*.

**Hirelings:** Mollie, Thalia

### **Summary:**

Since Cellophane had been receiving letters from a Sylvester M. Moon mentioning a certain hat-like object, he elected to lead a party in search of the Helmet of Temporal Lobe Control. Rather than visit Moon directly to obtain further information, the party marched forthwith into the dungeon on their own.

The party stopped by the large stone head, and attempted to transcribe its words and then cast “Read Languages” upon the transcription. Remarkably, this yielded some results, and the following words or concepts were gathered from the project: “...Lorian.....6 generations.....old areas [or ancient places?]......Lord Moth.....”

After this, they quickly moved through well-travelled areas of the map to the west and east. They came to several empty unexplored rooms, until they were met with a strong lemon cleaner-like smell, which evidently belonged to 5 Wyverns which immediately attacked the party. Without using any spells the party was well over-matched by the poison-tailed lizards; in the first round Zibble Strawstrap, Thalia, and Gertrude Waldgrave were struck down, two with poison and Zibble killed outright. Cellophane immediately broke off melee, grabbed Gertrude, and fled. Thankfully the Wyverns did not immediately pursue. They spiked doors behind them, and attended to Gertrude, who lost many hit points but did not succumb fully to the toxin.

At this point the party decided that pushing further in this area was probably a bad idea, and so turned around to explore the areas made available through the Magic Booth. The whole party was able to safely make it to the hexagonal room discovered earlier, although Mollie found herself in a “square room” briefly.

In the hexagonal room were a lot of stairs, and the party stormed down them in search of treasure. Eventually they found some; a chest in the center of a pool. After much argument and

speculation about how to get to the chest safely (again, no spells were used), Cellophane just swam over to it and opened the thing. Some gold, silver, and gems were discovered.

The party turned to go home, and noticed one of the stairs connected to a winding passage discovered

**Deaths:** Zibble Strawstrap, Mollie, Thalia

**Rooms Traversed:** 17

**Hexes Traversed:** 18

**Foes Encountered:** 5 Wyverns

**Treasure Recovered:** 862 gp ; 938 sp ; green gem (50) ; orange gem (100) ; Rusty Trowel ; Orange fern

**Leads Completed:** *Explore Wizard Turf in Redux*

**Photographs Taken:** 2

**Experience Points:** Base 0 (leads) + 1107 (Level V) = 1107 experience was awarded to each principal character, modified by experience bonuses and relative levels.

<u>Name</u>	<u>Level</u>	<u>Old XP</u>	<u>Awarded</u>	<u>New XP</u>	<u>Threshold to next lev.</u>
Altruism Johnston	Conj.	5507	1107	6614	10000
Cellophane	Aco.	1347	1218	2565	3000
Windy Silverfox	Aco.	3	1107	1110	1500
James Heretic	Aco.	1543	1218	2761	1500
Gertrude Waldgrave	Swo.	5984	1218	7202	8000
Stripey Mcknees	Aco.	1440	1218	2656	1500
Mollie	Vet.	0	1107	1107	2000

\* Reached XP threshold for next level this session

### **Referee Rulings Notes:**

- Wyvern poison immediately paralyzes those characters who do not make a poison save. Following this, the character must make a number of saves equal to their hit dice (once per turn). They take 1 wounding hit for each save failed, until they either die or make one.
  - Antidote, healing potions will negate the need for future saves; holy water will increase chance of making save by one level group step.
  - Poisoning takes 1d6 weeks to recover from, after which a system shock roll is made. If this is failed, another 1d6 weeks, etc.
- Characters wishing to “break off” from melee may do so during their combat phase, and may make a full movement for this purpose, without incurring attacks of opportunity.
- Photographs must be drawn; it is the responsibility of the player whose character takes the photo to draw it.