

Episode 25½
Steam Caves under Sundown Follow-up

Monday, April 24th: breeze (still, but now afternoon)

1. Does someone (presumably Oliver and/or Melodious) report to or talk to Captain of the Guard Trudue? (You will recall that Armitan was going to report to Trudue that your party had been encountered in the Sea Cavern, and that they knew you had gone into the “hot side” caverns to the north.) If the answer is “No,” then it is possible that you will be summonsed or he will seek you out.
2. Felicity needs to pay for training expenses. She asks that, if she’s going to be given treasure for helping the party these last couple of days, perhaps she could receive some of that now?

Felicity talks a bit about herself too. She has grown up from being a child at Sundown, and wants to get away, travel, and see the wider world. She’s long wanted to be a convoy guard, and now thinks of herself as old enough to do that, since at age 16 she’s an adult now. Convoy guarding would be better than just serving with the local Guard, looking at the same terrain day after day after day. Her mother died five years ago. She had come from Selleze, and told Felicity all sorts of stories of the wonders of that city. Her father’s name is Bartlett. Felicity doesn’t get along with him. He’s always trying to tell her what to do, and she knows better than he does. Besides, he’s lazy and unambitious. Felicity hopes to be allowed to stay with the party, and that you will have a mission to go to Selleze before long.

3. Doil cannot identify the type of metal used for the spears carried by the salamanders. He is very curious. Whatever it is, it is a metal not in use by any dwarves as far as he knows. Not that he’s an expert. He takes pride in his smithing skills, but such unusual metals are beyond his expertise. He suspects the metal is brittle and of questionable quality for weapons. (These two spears are larger than normal and would be treated as “pole arms” for a normal sized person. Probably should be treated as a glaive or pike for a normal sized character. That won’t matter unless someone decides to keep one.)
4. Elsapheth advanced to 4th level C, took +2 Wisdom, added cantrip “Word of Radiance” Felicity advanced to 3rd level F, took “Champion” Archetype (d20=19 counts as critical) Corvyn should advance to W3 (Evoker), learns 2 new spells (one from Evocation)

5. Report made to Trudue. (Melodeous: I vaguely remember talking about keeping some things to ourselves, something bronze? Other than that I think we'd give a normal report.)

DM: The bronze war-hammers and shields from the Azeri - you've got a lot of them now. Doil is wondering if they are safe and sellable. Earlier ones were sellable. Not hugely valuable though. (One issue - is the bronze poisonous? Some bronze is made with Arsenic instead of tin. The Azeri probably don't care.

Trudue is a little annoyed that you bypassed his prohibition on entering via the shaft in the Mayor's Mansion, but he is very curious about what you found. I'm assuming that includes a description of the fire lizards (salamanders) and fire warriors (Azeri). Trudue warns that wherever they are coming from, you could meet something even worse.

During Lord Grantt's time something like a couple dozen demons or devils came in, presumably by the same portal these salamanders or Azeri are using. It took Lord Grantt and a troop of recruited Norse Warriors a big fight to slay them all. He's concerned that what you are doing may trigger some sort of counter-attack. That's what he figured caused the devils to attack, though the priests said it was retribution for the inhabitants of Sundown not properly following the ways of their religion. They are worried about something like that happening again.

Oliver: Yes, Oliver would have been honest with Trudue about what they found so far and what their goals are of figuring this whole thing out, kind of exasperated that the people of the town don't want to know, or aren't curious about what is going on just beneath their feet. Especially given the demon attack on Lord Grantt. Oliver would definitely tell him about the hidden passage and door under tower 3, speculating that there may be more.

Melodeous: We would absolutely tell them about a major backdoor into the defenses.

6. Trudue is curious about what is down below, but he is cautious about shaking things up. He'd be dead and who knows what else if Lord Grantt had not been present when those demons or devils or whatever they were erupted from below. Trudue is shocked at there being a secret door from the "hot caverns" to Tower 3. (He will see that the door there is sealed up, one way or another.) He also wonders if there are other exits. Trudue says that he knows that the priests of the Sun are concerned about something like that demon attack too. He's been told that they are trying to "get things right" but there are some disagreements among them on what should be done. Trudue is also considering sealing up the shaft in the Mayor's Mansion. But there doesn't seem to be a way to re-close those doors from the sea cave to the outside. So, keeping those iron doors to the hot side closed and barred is important.

Trudue is going to start getting organized on blocking up that passageway to Tower 3. What he has in mind is filling in that stone basement room with stone. (He could delay until after your next foray down if you want to enter that way.) "Uh, do you have a map of these Hot Caverns?"

7. Brother Sheth in Guardraw has gained 150 xp. for his part (so far) in deciphering the ceramic tablets from Sundown: 150 xp. + Prev. total 774xp. = 924xp. He does not have enough xp. to trade for the needed 7 days of training to make it to 3rd level. (He got the equivalent of 1 day with help (x2) in Guardraw). It is possible that he will return from Guardraw with Groa. If that happens, this is his status: waiting for training to make 3rd level. (Rahab and Lady Keykenyon are continuing this work.)

[DM: This is a provision to allow Groa to participate in the game if possible.]