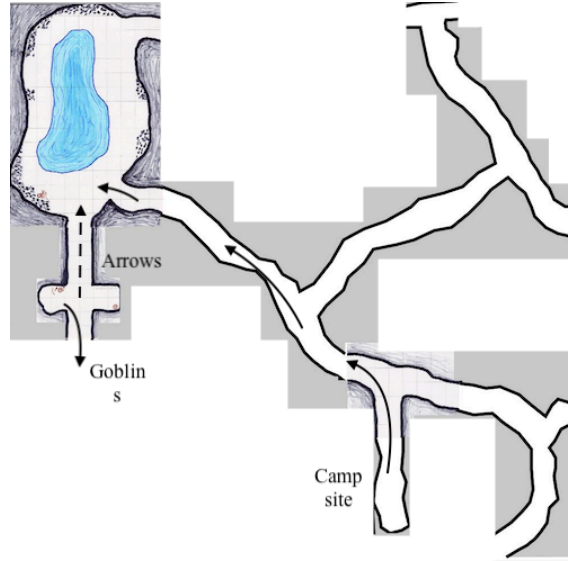


Episode 31 Goblins in Minotaur Hill

Thursday, May 18th, weather calm and clear Party in Strabis, inside Minotaur Hill

1. Oliver and others of the party were in the tunnels and caverns of Minotaur Hill to look for a woman Lilith thought to have entered Minotaur Hill with three others and not seen again, about a month ago. The party included Oliver, Veylann, Doil, Slippa, Belfor, Felicity, and Atreyus. The party had paused to rest briefly in a dead-end passageway after battling a number of giant spiders and then five giant lizards, and then exploring the various passages thought to be to the northeast of there. Now, though, the party headed northwest, and found themselves in another cavern that featured an underground pool. Oliver heard noises to the south, and took a look. Several arrows were shot at him and Doil, then footsteps running away. Goblins, most likely. The party carefully explored down that passageway, passing a couple of watch-stations, and then finally down to a bend toward the left. Atreyus provided light by advancing a pair of Dancing Lights.



2. Oliver was first around the corner, followed by Doil and Atreyus and Veylann. Immediately there was a shower of javelins and arrows shot by a crowd of goblins in a big cavern around the corner. Oliver and Doil were both hit. When Atreyus and Veylann moved through the corner the party was able to see because Atreyus's lights were now able to move into the room. Oliver quickly returned fire killing a few of them, and Slippa and Veylan scored too, but the arrows and javelins, concentrated on Veylann who had moved to the front, hit him several times and he was barely standing.



Goblins were falling but still kept up an intense fire on the party. Belfor came to the rescue. He ran around the corner and unleashed a "Tidal Wave" spell the knocked out several goblins, then transformed to a brown bear and absorbed the brunt of the attacks at the front as others came up and decimated the remaining goblins. Oliver too was singled out and hit several times, but kept up his attacks even so. Felicity was hit too. But the goblins eventually broke. Two tried to escape running through the party up toward the pool cavern, but were killed.



- Two of the remaining goblins fled through a secret door at the far end of the cavern. Veylann was in pursuit, and was able to figure out how to get the door open. But, a goblin was trying to hold it shut on the other side. Veylann is a lot stronger, and was able to jerk the door open. Doil went through and killed



that goblin, and found a smaller cavern that must have been the goblin leader's quarters. But the goblin leader escaped out of yet another secret door at the far side that opened into the lizard dead end passage where the party had camped. That was the secret door Veylann and Slippa couldn't open earlier (during Episode 30).

The battle wasn't quite over, because four giant rats showed up from the pool cavern. Elsapheth was on watch there and hit two with a Scorching Ray attack. Veylann and Oliver finished them off, except for one that ran away.

The Dancing Lights were brought to the far corners of the cavern. In an alcove to the north there were maybe ten baby goblins. Those were left alive. The party harvested loot from the dead goblins in the cavern. The goblin bows were of junk quality, but their shortswords were decent, though still below normal commercial quality. Maybe worth 5 to 10 Ducat's each if sold in Guardraw. 179 copper Pennies, 178 silver Ducats, and 27 gold Sovereigns were found in the coin pouches of the thirty or so goblin dead.

- The party spent considerable time searching both the big goblin dwelling cavern and the leader's cavern. In the big cavern 202 additional Pennies, 151 Ducats, and 12 Sovereigns were found, as well as two agate gems worth about 10 Sovereigns and another worth one Sovereign maybe. A copper mirror and silver bracelet worth 50 Sovereigns were found.

In the leader's room a chest was found containing 200 Pennies, 200 Ducats, and 40 Sovereigns. Among the coins a silver ring was found. Also in the chest was a silver necklace with a pale blue aquamarine that Doil thought might be worth 200 total, half for the gem and the rest for the silver. There was also an ivory comb in good condition. Among the scattered rags and junk was a formerly nice blue gown that must have been of masterwork quality. There was also a black cape that is now somewhat worse for the wear, but still serviceable. The cape was draped over the one chair found in the room.

- All of this searching took an hour or more. The party then made an exit by the way they had come. In the stirge / pool cavern, there was Mardur and his party. They were examining bones and contents of a ruined backpack that had been retrieved from the pool there near the western end of the cavern. "Looks like this might have been a thief type, since he had some thief tools. But, there's also this shield. Look: you can make out something that looks like the number four on it. So, with this one, that gives us two bodies we've found. Father Mahershallalhashbaz at the church thinks the one from the spider was a girl named Orphallia. She was orphaned by an orc attack on her family's homestead. The house was burned but she managed to hide. But she was reduced to poverty, and was trying to make a living scavenging.

6. The party returned to Strabis, and yes, Backardian, the bartender, said that the blue gown and cape looked like Sellest's, and the silver and aquamarine necklace too. "So, the goblins got her, I suppose. Or a spider, and then the goblins scavenged what she had I suppose. I wonder what happened to the rest of them. Oh well, we now know about that one. Not a safe place to go scavenging. I heard about that other girl, Orphallia. Now this one, and no doubt the other three someplace in there or other."

(This was the end of the adventure session, with a bit of extra follow-up added.)

At Conclusion: Thursday, May 18th, weather calm and clear, now afternoon.

Experience:

	Oliver	Veylann	Doil	Slippa	Belfor	Elsapheth	Felicity	Atreyus
	F6	T5	F5	T5	D5	C5	F4	S2
30goblins(QAB(VDSEF))	508	127	127	127	254	127	127	254
4 g rats(OE(VA)(...))	25	6	6	6	6	25	6	13
<u>Mission (explore further)</u>	<u>25</u>	<u>25</u>	<u>25</u>	<u>25</u>	<u>25</u>	<u>25</u>	<u>25</u>	<u>25</u>
Total this Episode	558	158	158	158	285	177	158	292x2
<u>Previous total</u>	<u>20027</u>	<u>8801</u>	<u>7679</u>	<u>8459</u>	<u>8540</u>	<u>8316</u>	<u>3379</u>	<u>1270*</u>
Current total	20585	8959	7837	8617	8825	8493	3537	1854*

1614 after adv.

Melodious (Bd6) remains at 16182xp; Groa (S5) remains at 7877 xp.

Corvyn (W3) remains at 3607* xp.; Sheth at 2193xp.

Training credit: No days have elapsed. Training still as it was before

Oliver at +7 towards 7th level(needs 36).

Melodious at +7 days toward 7th level(needs 36)

Groa: S5 at +17 days toward 6th level (needs 30)

Doil, at +14 days toward 6th level (need 30)

Belfor, Veylann: Now at +7 days toward 6th level (need 30)

Slippa at +7 days toward 6th level (need 30)

Elsapheth: at+7 days toward 6th level(need30)

Corvyn: W3 at +14 days towards 4th level (needs 18)

Sheth: at +14 days (needing 18) toward 4th level

Felicity: at +4 days (need 24) toward 5th

Atreyus: at +0 days (needs 12) toward 3rd. (-240xp if swap made to allow advancement) =1614xp

Treasure: Episode 30: From spider nest: 20 cp. From lizard lair: 14 sp.

Episode 31:Goblins 179 cp, 178 sp, 27 gp, 29 sswords (@5sp)

Cavern: 202 cp, 151 sp, 12 gp, agates (2x10,1), Cu mirror(1), Ag bracelet(50)

Leader's chest: 200cp, 200sp, 40 gp, ivory comb(90), silver ring (?),

Ag necklace with aquamarine(200)

In leader's room: torn blue masterwork gown (-), black cape (1)

DM: Remark about goblins: I have been allowing goblins to use "Nimble Escape" to do a "Dash" action rather than the "Disengage" or "Hide" given in the Monster Manual, though the Dash must be taken along with other movement to try to escape. I intend to continue doing this as a "House Rule" for this campaign. The point is that goblins are particularly good at escaping. This somewhat matches the "Aggressive" feature of orcs, though in escaping rather than attacking. For orcs, I'm allowing the feature to be used only when all of the orc's movement is toward an enemy it can see, including normal movement and perhaps a dash action. That's usually the case anyway. So, likewise for goblins, they can get extra movement when running away, something of a mirror image of the orc's feature.