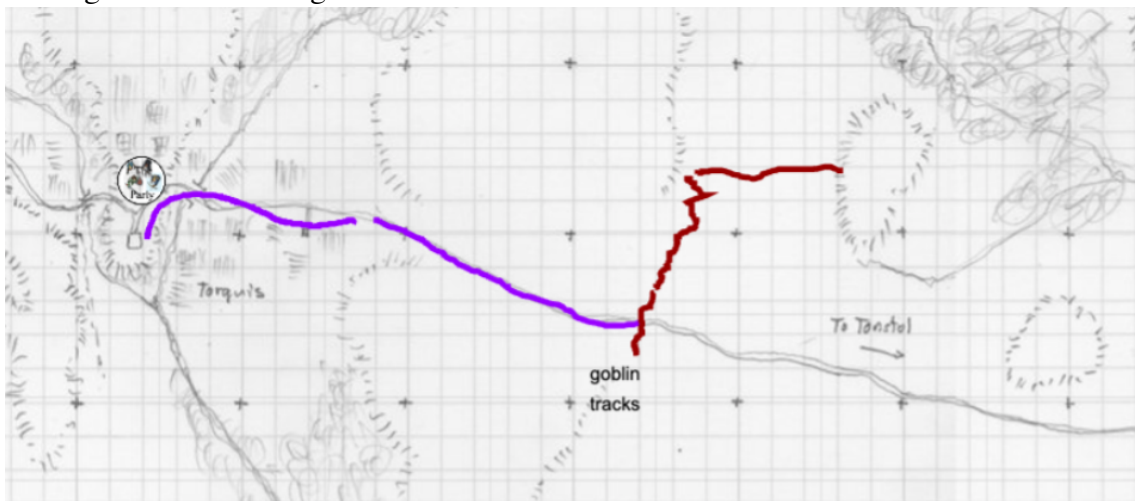


Episode 37 The Mosaic Cave

Saturday, July 1st: windy (N); in Torquis

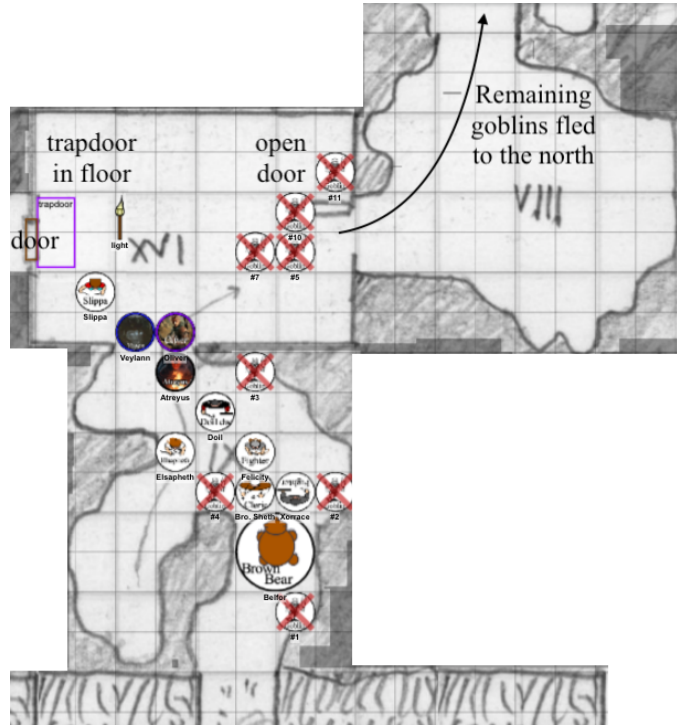
1. The party had come to Torquis the day before as help sent from Lord Grantt to assist Lord Ovenberg of Torquis with a goblin problem. Goblins had been raiding, attacking merchants, on the road that goes from Tonstol, past Torquis, and on west to Ripeview and Standpipe. The party included Oliver, Atreyus, Veylann, Doil, Slippa, Belfor, Elsapheth, Felicity, and now Brother Sheth. There was some concern about a Red Vaporous Apparition appearing at night along the road, but at least at the moment Lord Ovenberg is more concerned about the goblins. When he met with the party on the morning of June 1st, a Saturday, he asked the party to take his son and heir, Xorrace, along with them. So, it was a party of ten that set out that morning heading eastward along the road to Tonstol, looking for evidence of goblins.



2. The party was moving slowly trying to maintain some degree of stealth as they moved along the road through more or less open country. It was after about four miles that Veylann noticed goblin tracks crossing the road, headed north. The party didn't have a ranger, but Belfor transformed himself into a bear. With his general knowledge of the wilderness, and with the tracks being relatively fresh, the party followed the tracks north, then they cut over toward the east. There's a spot on a low plateau-like hill where a gully about 40 feet wide cuts into the hill. That's where the tracks led. There was a cave on the left. Just inside the cave were goblins. The party got the jump on them and attacked, with Doil leading the way with his darkvision, and Elsapheth throwing a light stone in to provide vision for the others. Four goblins were killed before the rest could react. Then the others ran, shooting as they did.



3. It turned out that there were over a dozen goblins camped in or just beyond that cave. The goblins didn't just panic. They took shots at Oliver and Doil as they fled, but none of those shots hit. There was a rectangular room beyond the entry cave into which the goblins ran, and a doorway to the east through which they fled. Oliver was first in pursuit, and managed to shoot down a couple of them with shots aimed by ear alone. Doil scooped up the light stone and threw it into the room. That gave enough light to let Veylann and Slippa get off aimed shots and Atreyus a handful of Magic Missiles. Four dead goblins were left behind as the goblins continued their flight into the dark caverns beyond.

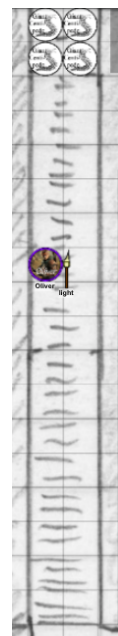


4. Oliver called a halt to the pursuit. The party would search the caverns they had discovered thoroughly and deliberately. Especially the rectangular room. So it was that Slippa discovered a secret trap door in the floor right in front of a keyhole type door to the west that had been closed when the goblins had fled. She was able to drive in some spiked that ought to prevent the trapdoor from opening so that someone could reach the keyhole. Veylann discovered that the trigger mechanism for the trapdoor seemed to be rigged to the doorway, so that opening the door would trigger the trap. The fix to the trapdoor held up while Veylann picked the lock, allowing access to the room beyond.
5. The party found a simple, small bedroom (measuring 10 feet by 20 feet) containing a single bed, a cabinet, and a chest. It was clear the room had been abandoned by its owner for a very long time. In the cabinet were four ceremonial robes (worth about 4 Sovereigns each) that were neither cleric nor wizard garments, an unfamiliar silver coin, a lantern, a few candles, and one ancient pure platinum coin. In the chest Slippa found a collection of shiny, ancient coins that did not belong to the local Aarbat currency, as well as deteriorated clothes and leather goods. The coins were 6 pure gold coins and 6 pure platinum coins of undetermined origin. These coins were made of highly valuable, unadulterated precious metal resembling "Solars," or other coinage from the Kingdom of the Sun, worth far more than typical Aarbat currency. These may be even more ancient though. (Note: There were no magic arrows. I mis-remembered what was in the chest. Didn't have time to look it up.)
6. The party continued to search the cave complex following the path where the goblins must have run northward. That brought Oliver and Doil to another room carved from the

rock. This one had a fine mosaic on the floor covering all but about a six inch margin along the edges. The mosaic had an ancient look to it, but was in remarkably good condition, even looking like someone had recently cleaned it, unlike the dust and grit of debris that was on the floor in other parts of the complex. The scene showed about a dozen figures, both men and women, lounging in a garden-like setting and eating fruits and drinking. The border of the mosaic had what was perhaps writing in some unknown alphabet or symbols having some other significance. It would obviously be difficult to avoid stepping on the mosaic in order to reach the portal at the north end of the room, which appeared to lead downward. Oliver gave it a try. He was able to use his momentum to step rapidly along the western wall of the room and get to the open doorway without touching the mosaic.



7. From there steps led down. Tossing one of Elsapheth's light stones ahead of him, Oliver explored down the steps. The distance the steps went horizontally was about 100 feet, dropping maybe fifty feet or so downward. There where the steps stopped was a bunch of giant centipedes, heading up the steps. The rest of the party remained in the cavern on the south side of the mosaic room, keeping their guard up. (This was where the adventure session ended. The next session will need to begin by picking up the story at this point.)
8. Note: The chest found in the small bedroom was put into Doil's Bag of Holding without being emptied or carefully checked. It's assumed that the contents of the cabinet (candles, lantern, platinum piece, silver coin, and four robes) were taken and are carried by someone. The goblin bows were worthless, and the swords almost so – perhaps worth a Ducat or two apiece. (Nothing had been said about taking those.) Coins found on the eight dead goblins included 104 Pennies (cp.) and 39 Ducats (sp.).



Experience:

	Oliver	Veylann	Doil	Slippa	Belfor	Elsapheth	Felicity	Atreyus	Sheth	X
13gob(8k)(QADVE(SSh(BXF))) 525	135	68	68	34	17	34	17	68	34	17
Trap door (S(V)((OA(DBShEFX)))200	18	36	9	73	9	9	9	18	9	9
Episode total	153	104	77	107	26	43	26	86x2	43	26
Previous total	23723*	10212	8656	9619	10566	10481	5438	4060*	2393	50
Current total	23876*	10316	8733	9726	10592	10524	5464	4232	2436	76
	23316 at 7 ^a							3932 4 ^a	2896*	4 ^a

Training: Four days of training for the week after the Solstice.

(Doil, Felicity have enough days of training but the surplus isn't enough to trade for xp's to advance.)

Oliver was at +18 towards 7^a level(needs 36). Picked up +4d train = +22. Trade for 14d= -560xp now 0d.

Doil, at +35* days toward 6^a level (need 30) Picked up +8 more (help from Oliver) now at +43d (needs 30)

Belfor: Now at +21 days toward 6^a level (need 30)

Veylann: Now at +27 days toward 6^a level (need 30)

Slippa at +22 days toward 6^a level (need 30)

Elsapheth: at+25 days toward 6^a level(need30)

Sheth: at +64* days (needing 18) toward 4^a can trade 46d for 460xp and go up to 4^a level

Felicity: at +34* days (needs 24) toward 5^a Picked up +8 more (help from Oliver)

Atreyus: at +4 days (needs 24) toward 5^a. (Traded 30xp/day x 10 days = 300xp to get to 4^a level.)

Treasure:

From goblins: 104 cp., 39 sp.

From cabinet: 1 ppp, 1 psp, 4 robes (@4gp), lantern(1gp), 4 candles(@.01?)

From chest: 6 ppp, 6 pgp

Oliver's "charm" (acquired from girl in Tonstol, Ep. 36 7/8)

Note: Party is to be paid 2 Sovereigns per day plus 5 Ducats per day toward logging expenses.
So for the party has paid for lodging 1 night in Torquis Tavern.