

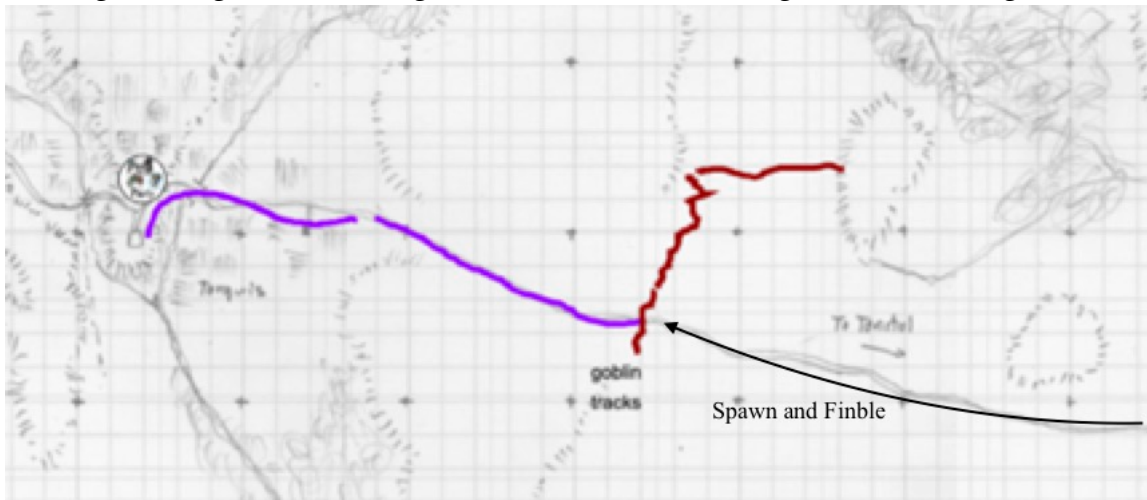
Episode 38

The Mosaic Cave

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

DM Comment: This Episode introduces two new characters to the party. Rather than plopping them directly into the ongoing saga, the most recent Episode, 37, was re-played under controlled conditions to give the new players an introduction to the online tools and the manner of play being used in this campaign. The initial combat with goblins played out very nearly the same as earlier, but with the new characters, Spawn and Finble, actively involved at the front of the party. The goblins ran and many escaped, though eight were brought down, pretty much the same as before, but with more characters sharing the fight. In this playing, though, the party continued through the Mosaic room and down the steps to fight giant centipedes, before withdrawing to the first room to find the secret trap door and open the locked small bedroom.

1. The party had come to Torquis the 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 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. The party of ten 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. But, as the party was looking over these tracks, here came something the other way. A caravan of pack mules came into view. They were hustling, as if trying to get well beyond Torquis before stopping. The caravan-master stopped long enough to tell Oliver, "Two of these traveling with me are yours, I expect. If you are Oliver."

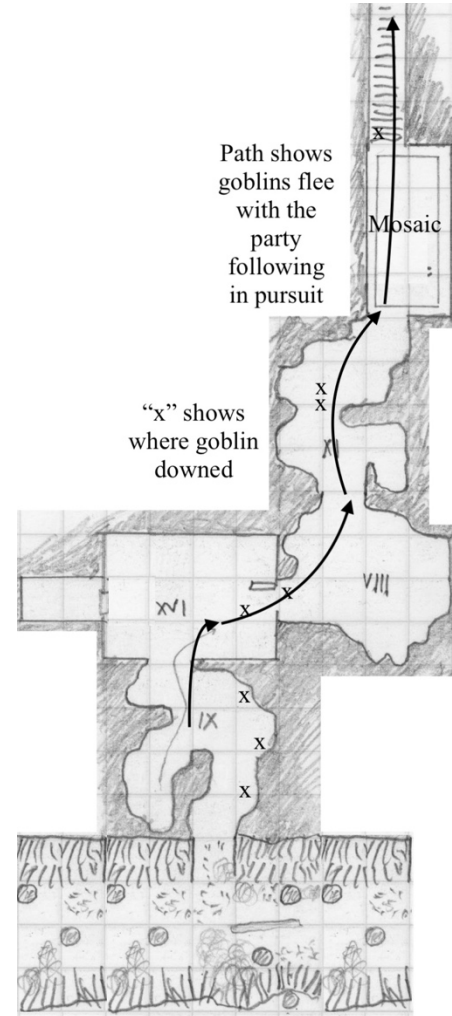
It turned out that Mister Fargo, one of Lord Grantt's agents, had found two additional adventurers in Tonstol. He had hired them on, and sent them to help: Spawn, a ranger, and Finbul, a "Rogue." He had said, "A divination says that Oliver's party needs some help. So, you are it. Catch them in Torquis or maybe on the road."

3. With Belfor's 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 Oliver leading the way, and Veylann, Spawn and Finble following, with Elsapheth throwing a light stone in to provide vision for the others. Three goblins were killed before the rest could react. Then the others ran, just about as fast as they could. It turns out goblins are very good at running away.

4. It turned out that there were over a dozen goblins camped in or just beyond that cave. The goblins didn't just panic. They may have taken some shots as they fled, but none of those shots hit. But more goblins fell as they got in each others' way at constrictions. The party was somewhat limited by light, but Veylann or Slippa would pick up the lightstone that Elsapheth had cast and pitch it ahead to allow sighting.

There was a rectangular room beyond the entry cave into which the goblins ran, and a doorway to the east through which they fled. Veylann was first in pursuit, and managed to bring the lightstone along. Slippa later scooped up the light stone and threw it into the cavern beyond. That gave enough light to let Veylann and others get off aimed shots and Atreyus a Fire Bolt. Spawn dashed up to try to keep close to the fleeing goblins and managed to put down a couple of them. More dead goblins were left behind as the goblins continued their flight into the dark caverns beyond. Finally the goblins fled down

a set of steps on the far side of a room in which there was a large mosaic. Someone got that eighth goblin just as it started down the steps. Veylann followed across the mosaic.



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.

9. 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 that 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, and so 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.
10. That done, the party returned to Torquis. Brother Sheth received some healing from Elsapheth. That helped, but he remained unable to cast spells. He did know who he was, but remained confused, not really remembering what this trip to Torquis was all about, and having trouble initiating talk or responding to questions.
11. 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 any of those.) Coins found on the eight dead goblins included 104 Pennies (cp.) and 39 Ducats (sp.).

Experience: 13goblins(8k,5u) (OASpFi(VESSh(FDBX))) 525xp (7 shares) goblins are CR¼.
 Mosaic (ShOASpFiV(ESFD) 300xp (10 shares) (special)
 8 g.centipedes(k) (QSpAFi(VESF(ShDBX))) 400xp (8 shares) g. centipedes CR¼.
 Trap door (SFi(V)((OASp(DBShEFX))) 200xp (4 shares) CR1 trap.
 Mission: goblins found, 1st level explored: 150xp (12 shares)

Notes on credit: (underlined>=double share, (normal, ((½ share, (((1/4 share, (((((1/8
 Full credit on enemies usually, but down to ½ credit if many run away unharmed.

	Oliver	Veylann	Doil	Slippa	Belfor	Elsapheth	Felicity	Atreyus	Spawn	Finble	Sheth	X
13 goblins 525	75	38	19	38	19	38	17	75	75	75	38	19
Mosaic 300	60	30	15	15	-	15	15	30	30	30	60	-
8 centipedes 400	100	25	13	25	13	25	25	50	50	50	13	13
Trap door 200	13	25	13	50	13	13	13	13	13	50	13	13
Mission 150	13	13	13	13	13	13	13	13	13	13	13	13
Episode total	261	131	73	141	71	104	83	181x2	181x2	218x2	137	58
Previous total	23723*	10212	8656	9619	10566	10481	5438	4060*	0	0	2393	50
Current total	23984*	10343	8729	9760	10637	10585	5521	4422*	362*	436*	2530	108
	23424 at 7 ^a							4122 at 4 ^a			2990* at 4 ^a	

The credit allocated to the characters above **replaces** credit earned for Episode 37, since this episode is a replay which got a bit further (completed exploring the whole 1st level)

Training: Four days of training for the week after the Solstice. (This duplicates Episode 37.)

(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 7th level(needs 36). Picked up +4d train = +22. Trade for 14d= -560xp now 0d.

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

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

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

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

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

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

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

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

Spawn: at +0 days (needs 6) toward 2nd level. Not enough xp's to trade 120xp for 6 days.

Finble: at +0 days (needs 6) toward 2nd level. Could trade 120xp for 6 days to become 2nd level now.

Treasure (none allocated so far):

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 lodging expenses. So for the party has paid for lodging 1 night in Torquis Tavern (the previous night).

As the adventure session ends the party is back in Torquis, but has not yet reported to Lord Ovenberg, and there are some things that can happen in town before the next outing. (The weather for the next day remains unknown, for example.) The treasure has not yet been divided.