Episode 40
Beyond The Mosaic Cave

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

1. Sheth, after Elsapheth did a "Lesser Restoration," was at least somewhat healed from whatever damage the Mosaic had done to him. As planned, the party split, with Oliver leading the way back to the caverns (with Spawn, Finble, Doil, Slippa, Elsapheth, and Belfor), and Sheth, Felicity, Atreyous, and Veylan continuing on the road toward Tonstol. Soon after parting, Brother Sheth said he was feeling well enough to perhaps not need to go to Tonstol immediately. He really would like to take a careful look at that Mosaic before continuing on to Tonstol. Being able to describe it might be important.

   So, Sheth, Atreyus, Felicity, and Veylann followed the party to the caverns. They got there, found a few freshly dead goblins, then continue to the Mosaic, which Sheth wanted to study. Veylann thought he heard the party down the steps, so he passed through the Mosaic room and down the steps. Contact was made! The party has been looting the goblin chests in the bunkroom on the second level. Slippa had recently been hurt trying to disarm that scythe trap on the locked door.

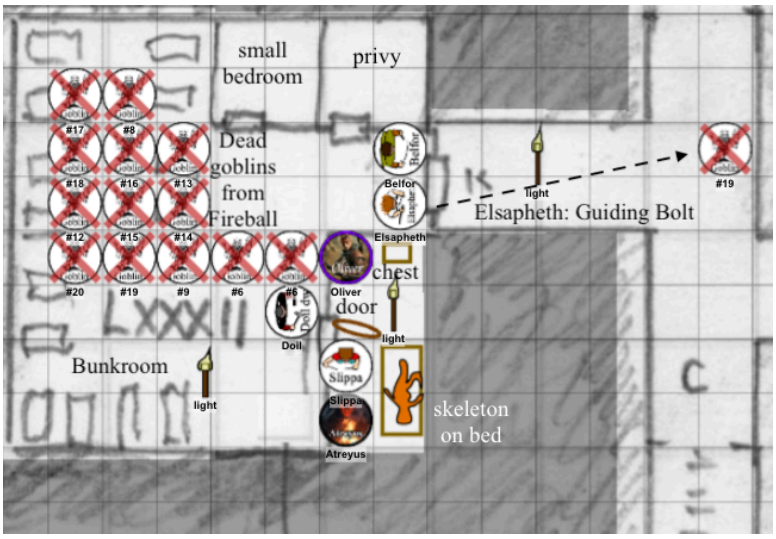
   Eventually, Sheth had enough time to study the Mosaic and write down some notes about it. (This thing is ancient. He couldn't read the writing, but it may be related to ancient Sunnite. It's not in glyphs, though, like the writing on tablets under Sundown.)

   Sheth wanted to continue on to Tonstol as originally intended. . He knows something is still wrong. He can still throw cantrips like "Light," but not leveled spells. Felicity is still happy to go with him. Spawn and Finble decided to go too. Veylann also. Atrayous decided to stay, since Spawn and Finble were going. So, with a bit of delay, Sheth with his escort depart for Tonstol, needing to hustle to get there before dark. The others, led by Oliver, continued their explorations. (They could stay longer, since they only need to get back to Torquis.

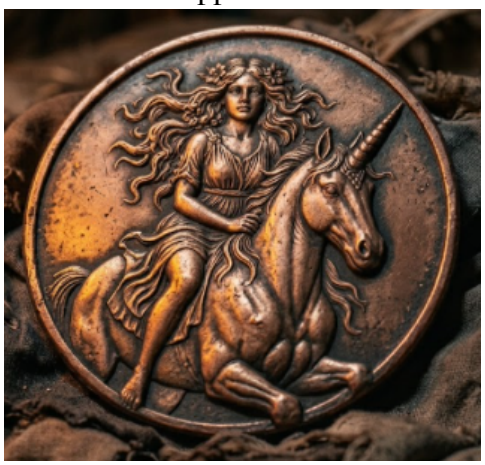
2. The trapped door in the east wall of the bunkroom presented a problem. There was a keyhole, but the key found in one of the goblin chests didn't fit. Any attempt to pick the lock brought down the scything blade which had hit Slippa earlier. Atreyous remembered that he had a "Knock" spell, and used it to force open the door, which opened to the left, revealing a small simple bedroom. But the trap still guarded passage into the room. It was Doil who figured out a solution. He managed to trigger the trap. The scythe swung down. Doil tried to hit it with his Warhammer, but missed. The swinging blade missed him, and withdrew into its slot in the ceiling. Having observed this closely, Doil triggered the trap again. This time as the blade swung down Doil struck it hard with his hammer. The blade tried to withdraw into its slot, but it couldn't. It was bent enough to prevent resetting. It swung down and up a couple of times, and finally just hung below the slot, no longer active. Doil tested it and said, "It seems to have run down. The blade seems to be powered by a spring or some other kind of mechanism."

3. With the trap defeated, Oliver, Slippa and Atreyous were able to move into the room. About then Elsapheth gave a shout. "Goblin!" she called out. She had been watching the corridor outside the bunkroom. When a goblin appeared, she hit it with a "Guiding Bolt"

spell, and it fell. Belfor moved up to help guard the entry to the bunkroom. The others continued to investigate the bedroom.



There was no furniture in the room but a bed and a chest. On the bed was a skeleton in clothing that was now just scraps. A few dead giant centipedes also shared the room; they must have eaten what remained of the corpse except the bones and remnants of clothing, then died. On top of the corpse, though, was a fairly large coin, sort of blackened copper. The exposed side of the coin seemed to show a woman riding a unicorn. The opposite side showed an image of a dragon.

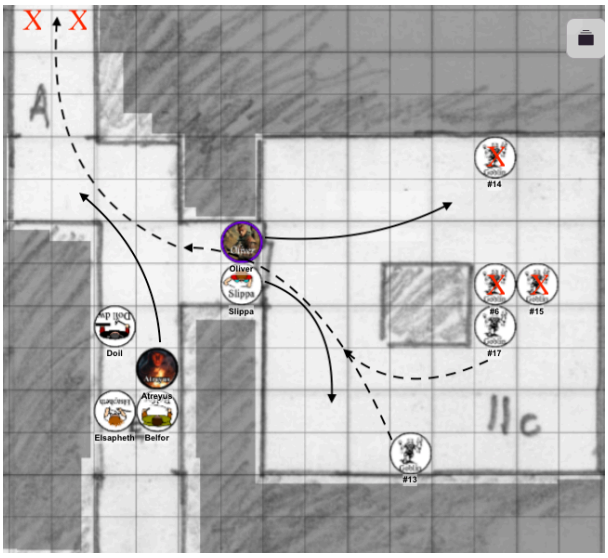




Slippa found that the chest was apparently trapped. There were numerous small holes which she believed to house darts that would fire out in various directions when the chest was opened, at least nine of them. "Does someone have a Mage Hand, that could open it from a distance?" she asked. Doil offered to simply smash the chest; that would surely break it open. But Oliver was afraid of ruining something delicate inside.

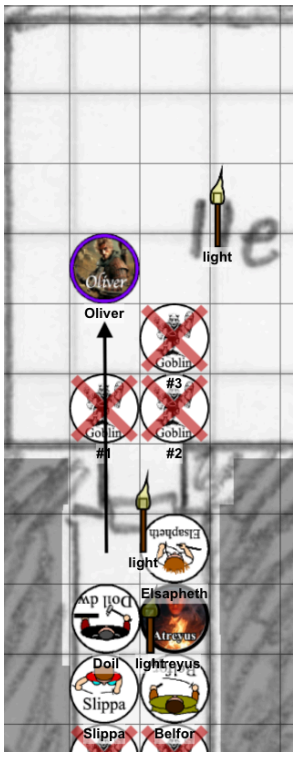
Atreyus did just happen to be able to cast the Mage Hand cantrip. He peeked around the door to see the chest and direct the spell. Indeed, as the hand opened the unlocked chest, several darts did fire out and bounce here and there within the room, none hitting him. Now the chest was open. Oliver took a look inside. There was a dagger, a shortbow of ordinary quality but unusually small, and a strange silk bag a couple of inches wide but long, about 2 ½ feet. Elsapheth was asked to do an Augury on opening the bag. She did, and pronounced, "Neither weal nor woe." She also reminded Oliver that the spell only has a half hour time horizon, so that might be taken into account. Oliver opened the bag and found three arrows. One had an arrow head made of a deep purple colored stone. Two other arrows had arrow heads of a bright transparent red. The coin and chest contents were put into Doil's Bag of Holding.

4. After consolidating the treasure, including a good shortbow and 18 pennies found on the goblin in the corridor, the party headed north to see what else would be found. There was a door to the north on the eastern side. No traps were found, but five goblins were waiting quietly on the opposite side. They swung shortswords and fired their bows, but without hitting either Oliver or Slippa, and then ran back into the room to try to hide. Oliver moved in and shot three of them down with his hand crossbow. But Slippa missed. The two surviving goblins ran out into the corridor and ran north, but Atrayus was waiting and he pursued around the corner, hitting them both with a Scorching Rays spell, felling both. These five goblins all had decent quality shortbows, as well as 35 Pennies, 33 Ducats and 2 Sovereigns in coins.



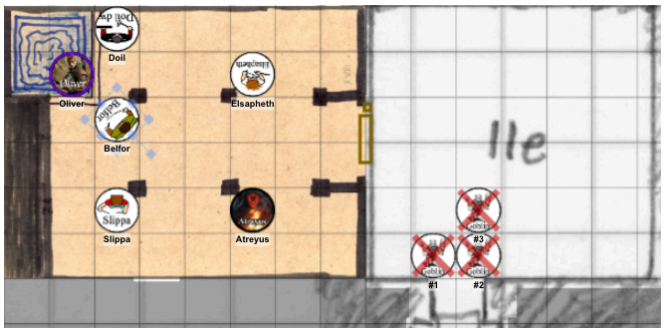
5. The room was briefly searched, revealing nothing more than debris left by the goblins camping there. The room was unremarkable except for having a big pillar in the middle to support the ceiling. It was all stonework, but not of any particular quality, like the corridor. The corridor itself continued north to another door. Here, too, the party checked for traps then opened the door to find more goblins, three of them. The goblins got the jump on the party, hitting both Elsapheth and Oliver, neither seriously, and then they were overwhelmed and died. Again, these goblins had decent bows, and also 22 Pennies and 36 Ducats.

The room the goblins had been occupying was of stone, better quality than the others, and not strewn with debris. Dust, yes, but the goblins seemed not to have used this as a camp. There was no other exit, so Oliver asked that the room be searched. As it turned out, he was the one who found what turned out to be a secret door hidden in the stonework of the western wall. Slippa found a loose stone that turned out to unlock the door. The door opened to reveal yet another room, and the sound of running water.



6. The room beyond the secret door was also of good stonework. Six stone monolithic pillars supported the ceiling. The room was otherwise empty except for a small pool in the northwest corner of the room. Water spilled in from somewhere above, and out over a small opening in the back which kept the pool at a constant level. The surrounding stone wall was about four feet high, and water level about a foot below the ledge. But, the pool was deep; well below the floor. Oliver dropped one of the lightstones into the

pool. The bottom could be seen to be several feet below floor level. Among some debris something was shiny. So, after taking off his armor, Oliver went into the pool, using a rope around the nearest pillar and dived in deep, dagger in hand. What he found was that there was a skeleton there at the bottom, but also a silverish cylindrical object. Back on the surface, he discovered that what he was holding was a flute, which was still remarkably shiny despite having been in the pool for who knows how long.



7. After searching a bit, nothing more was found. Oliver asked Elsapheth if there was something she could do for the dead, the skeleton here in the pool, and the one in the small bedroom adjacent to the goblin bunkroom. So, she said a prayer for the departed there in the pool, and again in the bunkroom as the party was on the way out.

   The only problem on the way out was crossing the Mosaic. Each person in turn was able to get across until the last one to cross was Elsapheth. She used a goblin body, as had some others, as something to step on instead of the floor itself on top of the Mosaic. But her foot slipped and onto the mosaic itself. There was a flash of light, and she was injured. Not incapacitated as Sheth had been, but hurt. She was able to continue with the party the rest of the way out, and travel with them back to Torquis.

8. Back in Torquis, the bartender Bourbon passed on to Oliver a message to come to the Palace and report to Lord Ovenberg. He did so and found that Mister Twidlee opened the door to greet him. "Ah, yes. Mister Oliver. His Lordship has been wanting to talk with you. Please come with me." After closing the door, he lead Oliver to a room that seemingly serves as a lounge or antechamber to an office. Lord Ovenberg then returned with Twidlee.

   "We are happy to have you helping us with this goblin nuisance," he tells you. "I understand from Xorrace that you found where they have been raiding from, and have done something about it. Good! According to Master Xorrace, there was some misunderstanding about treasure. Goblins generally don't have anything much to speak of, so of course you are entitled to keep whatever you find. They do occasionally have decent bows or shortswords, I understand. That's part of your reward for service, in addition to what Mister Fargo is paying on my behalf." (Perhaps Oliver has some sort of response to this before Ovenberg goes on?)

   Lord Ovenberg continues, saying, "I understand from Father Festus that one of your party, your cleric, was hurt badly by a trap within the caves where the goblins were staying. That he's under a 'Feeblemind' curse, or something like that, and has been taken to Tonstol for the Bishop to tend to. I will reimburse any fees for treatment that the Bishop might charge you. I do with to extend my best wishes, but also if there is something I can do to help, please let me know."

   He then asks if the party is in need of anything, before the conversation ends and Oliver returns to the others.

9. You found that a traveling couple named Mister and Mistress Pillsberry were staying overnight at the tavern in Torquis, and had rented one of the rooms for themselves. Both looked rather well fed, and though not elderly, have white hair, and dress mostly in white. They have come from Standpipe with two wagons of baked goods and delicacies, and expected to travel on to Tonstol the next day. With them were a driver and three convoy guards. Mister Pillsbury was interested in what might be expected on the way to Tonstol. He had heard of the goblin danger, and that you and your party have been doing something about it. He's always worried that something bad would happen on this trip.

   In fact, just last night when they were camped out to the west a day's travel away. During the night, some sort of ghost or the like had appeared. The guard on watch had called out a warning, but the monster, a rather ephemeral looking thing or amorphous red shape, had soundlessly advanced, floating through the air, toward Billbuck, the guard. He had run, but the thing followed him, before suddenly turning and disappearing back into the forest. Mister Pillsberry had seen it himself, just before it vanished.

   Billbuck and one of the other guards, a woman named Lisajou, had rented the second bedroom. The driver for the second wagon was staying in a nearby barn where the wagons were being kept. The remaining guard, a young fighter woman named Springbok, had expected to stay in the bunkroom. The problem is, the bunkroom has only 6 bunks, coincidentally just enough for the party members present (Oliver, Slippa, Doil, Atreyus, Belfor, and Elsapheth). Mistress Pillsberry suggested to Springbok that she go to the barn and find a spot in the loft, so that Oliver's party can have the bunkroom to themselves. You do also notice that Springbok kept looking over to where the party was seated at their table, and seemed to be looking at Atreyus in particular.

   Elsapheth did a "Detect Magic" spell the next morning. The gemstone arrows and flute are magic.

   This was where the adventure session ended (plus a little bit at the end in Torquis). The party gets a "long rest" at the end of this Episode.

Experience: 1 goblin(k) (E(BAO(DS))) 50xp (4 shares) goblins are CR¼.
Trap on door (DS(OA(EB))) 200xp (4½ shares) CR1 trap.
5 goblins(k) (OA(S(DBE))) 250xp (5¼ shares) goblins are CR¼
3 goblins(k) (OA(SE(DB))) 150xp (5½ shares) goblins are CR¼
Mosaic info (E(OA(DSB) 100xp (2¾ shares) (special)
Mission: Sheth to Tonstol: 100 xp. (SpFi) (VFeSh credited) (A- credited)
Mission: 2nd level fully explored: 150 xp. (OA(SpFiDSBE(VFeS))) (5¾ shares) (special)

	Oliver	Veylann	Doil	Slippa	Belfor	Elsapheth	Felicity	Atreyus	Spawn	Finble	Sheth
1 goblin 225	6	--	3	3	6	25	--	6	-	-	--
Trap door 200	22	--	89	44	7	7	--	22	-	-	--
5 goblins 250	95	--	3	24	12	12	--	95	-	-	--
3 goblins 150	27	--	7	14	7	14	--	27	-	-	--
Mosaic 100	18	--	9	9	9	36	--	18	-	-	--
Mission 150	19	5	10	10	10	10	5	19	10	10	5
Episode total	187	5	121	104	51	104	5	187x2	10x2	10x2	5
Previous total	23599	10368	8832	9963	10718	10884	5546	4147	670*	744*	3015
Current total	23786	10373	8953	10067	10769	10988	5551	4521	690*	764*	3020
After paying for training:									570**	644**	

Spawn and Finble make second level.

Training: Nothing more since Episode 38 (The below list nearly 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 +0 days (needing 24) toward 5th
Felicity: at +34* days (needs 24) toward 5th Picked up +8 more (help from Oliver)
Atreyus: at +4 days (needs 24) toward 5th.
Spawn: at +0 days (needs 6) toward 2nd level. Should trade 120xp for 6 days to become 2nd level now.
Finble: at +0 days (needs 6) toward 2nd level. Should trade 120xp for 6 days to become 2nd level now.

Treasure (none allocated so far)**:**

From Episode 38
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)

From Episode 39 (so far):
From chest centipede room: 100 Pennies and 90 Ducats
From goblin bodies: 16 shortbows (@10), 74 Pennies, 86 Ducats, and 26 Sovereigns
From Goblin chests: 80 Pennies, 200 Ducats, 4 Sovereigns
3 daggers(1), shortsword(4), a sling with bullets(0), spear point(1) spike(0), silk rope(5), a bottle of cheap liquor (1), petite woman's green dress, good (2), key(0)
From Episode 40
From goblins: 9 decent shortbows, 75 cp., 69 sp., 2 gp.
From skeleton: 1 large blackened copper coin (unicorn, maiden, dragon)
From chest: dagger, small shortbow, silk bag with 3 gemstone arrows (purple, 2 x red)
From skeleton in pool: Silver flute
Elsapheth does "Detect Magic" next morning: the gemstone arrows and flute are magic.

Note: Party is to be paid 2 Sovereigns per day plus 5 Ducats per day toward logging expenses. So far, the party has paid for lodging 3 nights in Torquis Tavern.