

## Expedition R14

**Start Date:** 10/28/1025

**End Date:** 11/04/1025

**Lead Pursued:** Locate the Treasure of the Snail Knight (not completed)

**Members of the Expedition:** Gertrude Waldgrave, *veteran*; Trouble McSneeze Jr., *veteran*

**Hirelings:** James ; Hildegaard

### **Summary:**

An expedition was mounted in pursuit of the treasure of the SNAIL KNIGHT in late October 1025, more than 2 years following the first expedition in search of the SNAIL KNIGHT's treasure.

Once equipment was gathered and contracts signed, the party embarked north to Redux, at which they arrived without hassle.

Descending down into the dungeon, the first door they opened triggered a hidden canister of green poison gas, which they were able to quickly flee. In the next room was a mosaic of the SNAIL KNIGHT atop a snail-steed. While checking the mosaic for any kind of secret door the party was interrupted by a venturesome school of RUFF-FISH.

The fish were not at all harmful, but did engage in a long-winded chorus-like exposition of each of their own individuality, along with mention of their chosen faith, and urging the listeners to seek out and hear a Dr. Alfonso Ultima, Phd, before moving on south without offering any kind of further explanation as to how to locate Dr. Ultima.

The party investigated the door to in the east of the mosaic room, and discovered a brass elevator, marked with the buttons:

	o	α	
	o	LOP	
	o	ξ	

The party elected not to descend in the elevator at this time.

Following the fish, the poison gas having subsided, the party went through the two doors and into a hallway, and thence through a triangular room into another one. Here there were 3 GHOULS, which were dispatched in melee combat. In this room was a downwards staircase, as well as a chest containing many thousands of Copper Pieces and 450 Silver Pieces, the latter of which were gathered.

After consulting the given map to the SNAIL KNIGHT treasure, the party ventured northwards and encountered a GOBLIN position fortified with sandbags. They continued skirting around the goblin area, navigating barbed wire and engaging them at several points. The party discovered a triangular room and briefly searched it for secret treasure before fleeing a goblin party. After successfully evading the goblins, the party elected to fill the remaining empty space in its bags with copper pieces and return home.

**Deaths:** none

**Rooms Traversed:** 7

**Foes Encountered:** 100-200 Ruff-fish (*listened to*) ; 3 Ghouls (*killed*) ; 13 goblins (*5 killed*)

**Treasure Recovered:** 450 SP, 70 CP

**Experience Points:** Base 1146(I) experience was awarded to each player character, modified by experience bonuses and relative levels.

<u>Name</u>	<u>Level</u>	<u>Old XP</u>	<u>Awarded</u>	<u>New XP</u>	<u>Next Threshold</u>
Gertrude Waldgrave (+ 10%)	Vet.	0	1260	1260	2000 (2)
Trouble McSneeze Jr. (+ 5%)	Vet.	0	1203	1203	2000 (2)