

Expedition R16

Start Date: 12/7/1025

End Date: 12/13/1025

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

Members of the Expedition: Charles Stroob, medium ; Rambo Nammers, acolyte ; Daisy Ann Bee, veteran

Hirelings: Zox ; Michaelangelo ; Paul

Summary:

Charles Stroob, Rambo Nammers, and Daisy Ann Bee led an expedition into Redux in further search of the Snail Knight's treasure. Careful equipment checks were taken and contracts signed, and the group made off for the dungeon.

The party followed in the footsteps of a previous expedition and ran into another hobgoblin guard, which they ultimately dispatched with a lucky *sleep* spell. After this incident, the party heard a gurgling sort of growl. They spiked the door closed and the creature (or whatever it was) made some feeble attempts to open it before moving on. Once the coast was clear, the party rolled a hobgoblin cannon out into a large room, and pulled the cord of the Light-bulb headed thing. The thing came alive and the light went out, and was dispatched with the help of the cannon and a few smart swings by Rambo.

Charles Stroob attempted to speak to the giant stone head, and the head spoke back in a low drone, speaking an unknown language.

The party tacked north, killed two ghouls, and then turned south, followed some passages until it reached an area explored during a previous expedition, marked by goblin barbed wire.

Turning north again, a new area was found with zinc-plated doors and grey brickwork. There appeared to be several repeating square hallway sections. A wire was discovered running along the ceiling connected to some circular device, and what looked like a secret door was discovered marked with chalk, but no success was had in opening it.

Deciding to return home, the party overheard someone giving a sermon not too far distant, and they came upon Alfonso Ultima, PhD speaking to a gathering of Ruff-fish. The fish spoke in favor of their material and economic faith

and against violence or forced conversion. Alfonso greeted the party warmly, and urged them to supply him with material gifts for God, although he promised not to attempt to convert them to his cause. He appeared to be wearing the Snail Knight's armor and shield, and these seemed to have a special aura about them. The party gave Alfonso several things to be gifts for God, but he kept asking for more and more. Rambo flatly refused to give up his mace, to which Alfonso responded aggressively.

Melee ensued, and though Alfonso was able to kill poor Michaelangelo with a *Cause Light Wounds* spell, the scuffle was a draw. Fighting in such a manner not being worth Alfonso's time, he withdrew.

The party was able to return to the exit and thence to Desire without trouble.

Deaths: Michaelangelo (100 GP paid to family)

Rooms Traversed: 11

Foes Encountered: 7 Hobgoblins (killed) ; 1 Mysterious Creature (avoided) ; 1 Lightbulb-Headed Monstrosity (killed) ; 2 Ghouls (killed) ; Ruff Fish (listened to); Alfonso Ultima, PhD. (battled)

Treasure Recovered: 100 SP, 23 GP, 4 Hobgoblin Muskets (15 GP Each)

Leads Completed: Meet Alfonso Ultima, PhD.

Experience Points: Base 50 (Lead 004) + 1493 (Level I) = **1543** 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>
Charles Stroob (+5%)	Med.	377	1620	1997	2500
*Rambo Nammers (+10%)	Aco.	0	1697	1697	3000
Daisy Ann Bee	Vet.	0	1543	1543	2000

* Reached XP threshold for next level this session