

Expedition R17

Start Date: 12/14/1025

End Date: 12/20/1025

Lead Pursued: Locate the Treasure of the Snail Knight (completed)

Members of the Expedition: Gertrude Waldgrave, Warrior ; Stripey McKnees, acolyte ; Bernie Inglenook, acolyte

Hirelings: Zox, *arms* ; Paul, *arms*

Summary:

A sturdy group of adventurers embarked in further search of the treasure of the Snail Knight. Gertrude was keen to use the dynamite she purchased, so the party made their way swiftly to the room which someone had partially attempted to mine through. They were interrupted by a chorus of Ruff-fish, who said their piece and moved on.

Three sticks of dynamite were detonated in succession, blasting a rough cramped corridor which led to another hallway. Miraculously, these explosions did not draw any unwelcome creatures into the party's midst.

Down the discovered corridor the party discovered an ajar door marked with a distinctive snail-like spiral. The room beyond the door clearly used to contain the treasure of the Snail Knight, but it had since been looted. All that remained was an essay entitled "How to Make Decisions" by Alfonso Ultima, PhD. and a large, heavy brass snail shell. Attempts to move the snail shell were largely ineffective, although it's clear that it would be exceptionally valuable.

The party decided to locate Alfonso Ultima by travelling northwards, making a small detour to fill in the map. Here they discovered a portrait of Augustus Lorian III hung askant. They decided to adjust the painting from a distance using a 10' pole, whereupon a canister behind the painting exploded in poison gas! The party fled southwards into a passageway which was blocked by barbed wire. Caught so, Zox succumbed to the gas. Everyone else, while shaken and coughing, were alright.

Behind the painting was a combination-lock safe, which they knocked the pins off and pried the door partially open. Using Gertrude's 12" ruler, they were

able to scoop out 179 SP and 3 gems. Some silver and gems remained in the safe, inaccessible by ruler.

The party then decided to make their way home, going up around northwards, and filling in a crucial loop on their map. As a final stop, the party attempted to enter the room with the large head, but, as it was filled with hobgoblins, they spiked the door and made a retreat out of the dungeon.

The trip back to Desire was made safely.

Deaths: Zox (100 GP paid to family)

Rooms Traversed: 11

Foes Encountered: Ruff Fish (listened to); 2 Goblins (observed) ; 8 hobgoblins (fled from)

Treasure Recovered: 100 SP, 50 GP yellow gem, 500 GP red gem, 100 gp green gem

Leads Completed: Locate the Treasure of the Snail Knight
Locate the Treasure of the Snail Knight

Experience Points: Base 400 (Lead) + 718 (Level I) = 1118 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%)	War.	2553	835	3388	4000
Stripey McKnees (+ 10%)	Aco.	50	1190	1240	1500
Bernie Inglenook (+ 10%)	Aco.	100	1190	1290	1500
Krampus Snooze (+ 10%)	Med.	100	1190	1290	2500

* Reached XP threshold for next level this session