

## Expedition R18

**Start Date:** 12/01/1025

**End Date:** 12/07/1025

**Lead Pursued:** Palace of Nork (Praise Nork!) (completed)

**Members of the Expedition:** Cellophane, acolyte ; Clay Potts, veteran

**Tag-alongs:** Bill Voist ; Mauri Dodd

### **Summary:**

In the first week of December, Cellophane and Clay decided to investigate the Palace of Nork (Praise Nork!) in search of treasure that they might find there. In town they conversed with Goss Ip, village priest, Daisy Whoops, tavernkeeper, Theodore Rustworthy, Dr., Boorish Yarn, Innkeeper, and Tracy Rambleworn, storekeeper. None of these characters had much to say that was helpful about the Palace of Nork (Praise Nork!), and they all seemed, rather frustratingly, uninterested in adventursome topics. Tracy Rambleworn was willing to lend a fishing rod to Cellophane, for a deposit of 5 silver pieces.

The duo took the road southwards towards Devnishrash, and after a days' journey spotted the huge Gill Lake, taking the road further around the eastern edge the following day. Here they discovered a smaller track running eastwards into the forest and, along this, were set upon by three bandits. Cellophane and Clay explained to the bandits that they had no money whatsoever to speak of, but that they were, just at that moment, engaged in an expedition to find treasure, and asked if the bandits would like to join them. Two of the bandits, Bill Voist and Mauri Dodd, elected to join the party in order to find this treasure, although they seemed quite bewildered by the whole project.

The path led into the woods and the Palace of Nork (Praise Nork!) was discovered in a clearing. After a rest and some arguments about who was to hold the torch, the party descended into the dungeon and came upon a room with a humming copper door. Clay tossed a crowbar at the door, and a great many sparks ensued. In an adjacent door there were steps leading downwards and an acrid, acidic smell. Next to this was a passageway, which terminated in a door with a sign saying "Do not open this door!". The party chose a different door containing Braziers and a series of mirrors, along with a brass plaque saying "Praise Nork!". The braziers were lit, and the party

began shouting praises to Nork (Praise Nork!) and lo and behold the wall split in two, revealing a treasure room painted with images of a massive crocodile, presumably Nork (Praise Nork!), as well as chests full of treasure. Bill and Mauri quickly snatched up big handfuls of treasure and scampered off. Cellophane and Clay retrieved what was left, which included several gems, gold, and a fine jade pendant.

The duo decided to return home, but stopped along the way for some good fishing at Gill Lake. Happy, with bags full of treasure and bellies full of fish, the pair returned to Desire and Clay Potts bought a horse.

**Deaths:** none

**Rooms Traversed:** 2

**Foes Encountered:** 3 bandits (convinced 2 to join party, who later fled with some treasure)

**Treasure Recovered:** 159 GP, 339 SP, 100 GP gem, 100 GP gem, 50 GP gem, Jade Pendant of unknown value

**Leads Completed:** Palace of Nork (Praise Nork!)

**Experience Points:** Base 100 (Lead) + 993 (Level I) = 1093 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>
Cellophane (+ 10%)	Aco.	0	1194	1194	1500
Clay Potts (+ 10%)	Vet.	0	1194	1194	2000

\* Reached XP threshold for next level this session