

## Expedition R19

**Start Date:** 12/21/1025

**End Date:** 12/27/1025

**Lead Pursued:** Find God (Not completed)

**Members of the Expedition:** Charles Stroob, medium ; Clay Potts, veteran ; Cheese Strawford, medium | Paul Laup, Acolyte

**Hirelings:** Hildegaard ; Paul (later Acolyte) ; Mollie

### **Summary:**

Charles Stroob led an expedition into Redux with a clear aim; extracting the Snail Shell discovered by an earlier party. With a horse, a wagon, a pulley, and extra rope, the party ventured into Redux and swiftly made their way to where the shell lay undisturbed. With great effort, they pushed and dragged the unwieldy treasure up to the first room, and set about strategizing how to lift it up the shaft. Clay Potts explained an idea and it was put into action smoothly. The rope, while strained, did not break, and the party managed to extract the treasure.

Turning back into the depths, it was decided that god must be found, or at least investigated. Not too far in, however, they were set upon by THE ARTIFICIAL CHIMERA, a fiendish sewn-together creature composed from many animals which attacked immediately, killing Hildegaard. The party fled into a large triangular room, and sought to enter the room with the large stone head, which contained 8 hobgoblins. The hobgoblins fired some muskets, but to no effect. Charles Stroob quickly cast *sleep*, and so that threat at least was dealt with, however the Artificial Chimera was coming close behind. Hoping that the Chimera would choose the sleeping hobgoblins for its dinner rather than themselves, the party pushed forward north, into a brick-work region of dungeon separated by large zinc-plated doors. The Chimera did not pursue.

The party noted wires on the ceiling until they reached a point where they entered into a wall, and pulled hard on the wires, tearing them out and revealing quarter-inch audio jacks. The party then sought to discover the secret of the 'X' mark on one of the walls noted during a previous expedition, and found this after some confusion. Pushing upon the door, knocking rapidly, and further inspection left the door unyielding.

At this point a squad of GOBLIN PIONEERS caught up with the party, and almost had them surrounded were it not for Clay Potts's leadership. They fled south. The zinc-plated door was spiked closed, and the goblins did not appear to make sufficient efforts to force their way through it. The party elected to try and return home.

Charles Stroob wished to explore an area not filled out on the map, and so the party entered a hallway filled with landmines. The landmines were plain to see, but required a ginger step to navigate around. Burdened by curiosity, Charles elected to venture on his own. At the end of the hallways was a door, which he opened, surprising two goblin sentries. Remembering earlier mapwork, Charles surmised that going *rightwards* rather than backwards would be the quickest way to safety, and thus he ran, only to discover that the way had been blocked by a mass of barbed wire. As he was entangling with these, one of the goblin sentries shot him in the back, and Charles Stroob was no more.

The remainder of the party waited some time for Charles to return. When they heard the gunshots of the goblins, they suspected the worst, and made their way with haste back to the entrance. They left a rope hanging, just in case Charles needed a way to get out.

In Desire, the party attempted to sell the Snail Shell to Tracy Rambleworn, who offered them 500 gold pieces for it, but suggested it might be worth more if it could be appraised, offering to write another letter to Remus Fro on their behalf. Clay Potts signed an agreement with Tracy Rambleworn, wherein she would loan him 100 gp to pay the family of Hildegard, and he would repay her back with 50 extra once the shell sold.

**Deaths:** Hildegard ; Charles Stroob

**Rooms Traversed:** 11

**Foes Encountered:** The Artificial Chimera (fled from) ; 8 Hobgoblins (fled from) ; 9 Goblins (fled from)

**Treasure Recovered:** The Snail Knight's giant brass snail shell, of unknown value.

**Experience Points:** Base 0 (Lead) + 1000 (Level I) = 1000 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>
Cheese Strawford	Med.	0	1050	1050	2500
Paul Laup	Aco.	-	1000	1000	1500
Clay Potts* (+ 10%)	Vet.	1194	1100	1294	2000

\* Reached XP threshold for next level this session