

Expedition R21

Expedition Date: January Week II

Lead Pursued: X Marks What, Exactly??? (Not completed)

Members of the Expedition: Windy Silverfox, Acolyte ; Daisy Ann Bee, Veteran ; Cellophane, Acolyte ; Terlich Streiten, Veteran

Hirelings: Pauline, Arms ; Wombus, Arms ; Mollie, Arms, Lights, and Treasure

Summary:

Party sought to investigate the secret doors in the square-filed northern edge of their map, one of which was marked with a chalk 'X'. Encountering no resistance getting to the place, they systematically mapped the area, uncovering several more secret doors in the process. Pushing, use of a crowbar, and careful feeling for protruding bricks or warm/cool spots yielded no entrance. Windy knocked with their mace upon the wall "Rat tat-a-tat-tat", which did not appear to be the proper knocking code, if there was one.

Daisy Ann Bee fiddled with her AM-FM radio, tuning in on AM to a weather report, some coded beeping, and a time signal. On FM, only static. The beeping signal could not be regained on future listenings.

Continuing to explore the square hallway structures (several dead-end loops), they came upon a door whose seams were blocked with thick black wax. They broke the wax, and discovered on the other side a Gelatinous Cube which promptly took chase. Burdened by their heavy armor and equipment, even the slowly oozing cube of acidic jelly was a treacherous pursuer. They led the cube around and discovered that without wax it had no difficulty oozing through the cracks in doors. Flaming oil seemed to stop it, but because of their flight path it became necessary to jump over and through their own flame puddle to escape it. Thankfully nobody got hurt. The party quickly sealed it up behind a door with found black wax, hurriedly trapping it.

A metal disc with some wire from the ceiling was cut down to be analyzed by someone at the university. On the way home a downwards stairway was discovered, along with an essay by Alfonso Ultima. The large stone head frequented by hobgoblins was today unguarded, although it spoke some ancient language nobody in the party knew.

The party returned home with no real wealth save that invaluable treasure: a slightly more complete underworld map.

Deaths: none

Rooms Traversed: 14

Foes Encountered: Gelatinous Cube (fled from, slightly singed, and trapped with wax)

Treasure Recovered: Small metal disc and some wire sent to university for analysis(3GP)

Experience Points: Base 0 (leads) + 3 (Level II) = 3 experience was awarded to each principal 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>Threshold to next lev.</u> |
|------------------|--------------|---------------|----------------|---------------|-------------------------------|
| Windy Silverfox | Aco. | 0 | 3 | 3 | 1500 |
| Daisy Ann Bee | Vet. | 1543 | 3 | 1546 | 2000 |
| Cellophane | Aco. | 1344 | 3 | 1347 | 1500 |
| Terlich Streiten | Vet. | 0 | 3 | 3 | 2000 |

* Reached XP threshold for next level this session