

Expedition R23

Expedition Date: February Week I, 1026

Lead Pursued: Locate the Helmet of Temporal Lobe Control (Not Completed)

Members of the Expedition: Altruism Johnston, *conjurer* ; Cellophane, *acolyte* ; Zibble Strawstrap, *warrior* ; Windy Silverfox, *acolyte* ; James Heretic, *acolyte* ; Gertrude Waldgrave, *swordsman* ; Stripey Mcknees, *acolyte* | Battlefield Commission: Mollie, *veteran*.

Hirelings: Mollie, Thalia

Summary:

Since Cellophane had been receiving letters from a Sylvester M. Moon mentioning a certain hat-like object, he elected to lead a party in search of the Helmet of Temporal Lobe Control. Rather than visit Moon directly to obtain further information, the party marched forthwith into the dungeon on their own.

The party stopped by the large stone head, and attempted to transcribe its words and then cast “Read Languages” upon the transcription. Remarkably, this yielded some results, and the following words or concepts were gathered from the project: “...Lorian.....6 generations.....old areas [or ancient places?]......Lord Moth.....”

After this, they quickly moved through well-travelled areas of the map to the west and east. They came to several empty unexplored rooms, until they were met with a strong lemon cleaner-like smell, which evidently belonged to 5 Wyverns which immediately attacked the party. Without using any spells the party was well over-matched by the poison-tailed lizards; in the first round Zibble Strawstrap, Thalia, and Gertrude Waldgrave were struck down, two with poison and Zibble killed outright. Cellophane immediately broke off melee, grabbed Gertrude, and fled. Thankfully the Wyverns did not immediately pursue. They spiked doors behind them, and attended to Gertrude, who lost many hit points but did not succumb fully to the toxin.

At this point the party decided that pushing further in this area was probably a bad idea, and so turned around to explore the areas made available through the Magic Booth. The whole party was able to safely make it to the hexagonal room discovered earlier, although Mollie found herself in a “square room” briefly.

In the hexagonal room were a lot of stairs, and the party stormed down them in search of treasure. Eventually they found some; a chest in the center of a pool. After much argument and

speculation about how to get to the chest safely (again, no spells were used), Cellophane just swam over to it and opened the thing. Some gold, silver, and gems were discovered.

The party turned to go home, and noticed one of the stairs connected to a winding passage discovered

Deaths: Zibble Strawstrap, Mollie, Thalia

Rooms Traversed: 17

Hexes Traversed: 18

Foes Encountered: 5 Wyverns

Treasure Recovered: 862 gp ; 938 sp ; green gem (50) ; orange gem (100) ; Rusty Trowel ; Orange fern

Leads Completed: *Explore Wizard Turf in Redux*

Photographs Taken: 2

Experience Points: Base 0 (leads) + 1107 (Level V) = 1107 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>
Altruism Johnston	Conj.	5507	1107	6614	10000
Cellophane	Aco.	1347	1218	2565	3000
Windy Silverfox	Aco.	3	1107	1110	1500
James Heretic	Aco.	1543	1218	2761	1500
Gertrude Waldgrave	Swo.	5984	1218	7202	8000
Stripey Mcknees	Aco.	1440	1218	2656	1500
Mollie	Vet.	0	1107	1107	2000

* Reached XP threshold for next level this session

Referee Rulings Notes:

- Wyvern poison immediately paralyzes those characters who do not make a poison save. Following this, the character must make a number of saves equal to their hit dice (once per turn). They take 1 wounding hit for each save failed, until they either die or make one.
 - Antidote, healing potions will negate the need for future saves; holy water will increase chance of making save by one level group step.
 - Poisoning takes 1d6 weeks to recover from, after which a system shock roll is made. If this is failed, another 1d6 weeks, etc.
- Characters wishing to “break off” from melee may do so during their combat phase, and may make a full movement for this purpose, without incurring attacks of opportunity.
- Photographs must be drawn; it is the responsibility of the player whose character takes the photo to draw it.