

Expedition R27

Expedition Date: February Week IV, 1026

Lead Pursued: *Locate the Well of Orr* (completed)

Members of the Expedition: Terlich Streiten, veteran ; Daisy Ann Bee, veteran ; Carr Lightsmith, warrior ; Ruby Gem, veteran ; Clay Potts, warrior | **Hirelings:** Worm

Summary:

Despite the new taxes dampening everyone's spirits, a party was assembled in the village of Desire in search of the Well of Orr, which had been pointed out on the map by the Botanist.

Getting to the general location of the well was easy enough. The first room the party tried contained some skeletons and the remains of a Miserly Groll, in whose pockets they found some silver pieces two purple potions which looked the same but tasted different, and a small brooch containing emeralds. In a nearby room a cloud of poison gas was triggered, and they waited it out before returning to discover some skeletons had been awoken by the commotion. Easy.

The next room contained the Well of Orr. A bucket was lowered, but even its 100' of rope was not sufficient to reach the water below. Through a crevice in the rock was spotted another room which Clay Potts explored. There was some discoloration which the party suspected might be a secret door, but without much success they left it.

The party went across a hallway and came upon three Carrot Monsters which had hideous grins. These were sliced up by the party with ease. Further along, a room with a portrait of Isabella Lorian was discovered, and behind this was a safe which could be effectively drilled through. In here were silver pieces.

Another room had a covered pit which had gold and silver at the bottom. More skeletons were encountered and dispatched.

Pushing west and northwards, the party discovered the result of a cave-in which killed a colossal snake, the vertebrae of which trailed northwards. The party did a loop and opened a door containing a whole lot of oddly positioned statues. Clay Potts, fearing the worst, immediately began to close the door, but not before a medusa caught his eye. Clay was turned to stone, frozen forever trying to protect his companions.

The party fled immediately. While the medusa called after them and pursued for a time, they went into the first door they could and spiked it shut. This was not the location the party

expected to be, and so they trepidatiously attempted to find a way home. In one room they found a Giant Sentient Tongue, which seemed too big a fight. Another room contained a Mace +2, a tremendous find! The party tried shooting the tongue with a Colt .45, but this did not work. The party tried to go around another way, and found a room filled with wrapped presents, including Gold and silver, and a green potion later identified as a potion of *Ruminate Upon Past Failures*.

Finally it was decided to risk another encounter with the medusa in order to get home. They went back past the Well of Orr and made it out to safety weighed down with a hefty bevy of treasure and heavy hearts.

Deaths: Clay Potts

Rooms Traversed: 17

Hexes Traversed: 18

Foes Encountered: 18 skeletons killed, 3 carrot monsters killed, Giant Sentient Tongue fired at harmlessly, Medusa fled from

Treasure Recovered: 100gp brooch, 1750 sp, 320 gp, painting of Isabella Lorian, telescope, mace +2, ???

Leads Completed: *Locate the Well of Orr*

Experience Points: Base 100 (leads) + (Level I) + (Level III) = 4118 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>
Terlich Streiten	Vet.	203	???	2339?
Daisy Ann Bee	Vet.	1743	???	???
Ruby Gem*	Vet.	0	1905?	???
Worm	Hir.	0	2096?	???

* Reached XP threshold for next level this session

Referee Notes

- Giant Sentient Tongues are impervious to normal weapons and have 8 HD