

The Incandescent Grottoes

Session 8 15-8-23 Dicing with Death

Next Session 24-8-23

In world time 13:00.

The Battle of The Island

The party draw their weapons as the Priestess and her 2 Ooze Wights advance on them and a desperate melee battle breaks out.

Angus is immediately injured by an Acolyte's sword but Vlad delivers the same treatment back to The Priestess. Reme, running around to the back also manages to stab her. "Hmmm, this won't take long", he thinks as Fenella starts to cast and indeed completes her Faerie Fire spell, lighting up the Priestess quite nicely. The injured and illuminated Priestess grasps at Angus, carving her claws into his face and as he fails to resist her malign influence, the Ranger collapses unconscious to the ground. Reme gets a scratch from an Acolyte as he, Vlad and Fenella all fail to hit their enemies.

Lying badly wounded (2 hp), vulnerable and unconscious on the ground, Angus is attacked by the Priestess as she gleefully stamps down onto his face yet somehow she totters off balance and misses. The Acolytes and the adventurers all dance and fence around trying to get a strike in past their opponent's defence. Renewing their attack, an Acolyte strikes Fenella, wounding the Druid severely as the Priestess tries again to stomp Angus's face into pulp yet only manages a glancing blow (1 hp damage, Angus is now on 1 hp) before a wounded yet focussed Fenella spears the evil Priestess through the heart, killing her instantly!

Luckily for Angus the nearest Acolyte hasn't yet noticed how vulnerable he is and continues to attack and miss Fenella as Reme takes another sword wound from his Acolyte while Vlad swears and curses as he misses again! A fierce attack from her enemy wounds Fenella so badly she collapses to the ground (0 hp - bleeding out, 1 more hit will kill her). Sick of being used as target practice for an inept sword-wielding Acolyte Reme deals serious damage to his opponent but it still (only just) continues to fight.

As Fenella's Acolyte attacker attempts to finish her off, raising its sword high above her helpless body, it somehow stumbles and misses! Conscious of their dire situation with 2 of the party down and terribly vulnerable, both Vlad and Reme desperately renew their attacks, finally finishing off the vile Ooze Wight Acolytes!

Quickly attending to their fallen comrades they realise Fenella is in the worse state so they try to find a way to stabilise her and bring her back to consciousness. Hoping it might work, Vlad puts one of the holy wafers in her mouth and is relieved to see her eyes flicker open but she is in a bad way and will not be able to fight until she has been properly attended to. She does however (exceptionally) manage to read the scroll of Cure Light Wounds restoring Angus to consciousness. Carefully roping Fenella to themselves, Reme and Vlad make their way across the river as Angus, who wants to explore the bodies and the area, reluctantly accompanies them as they leave the grotto without incident.

Travelling cautiously (they are all wounded) through the forest with both Rangers scouting, sweeping the area and covering tracks, after about 3 1/2 hours, they arrive safely back at the Forestry Camp.

Resting at The Forestry Camp

They spend 2 nights (2 gp per head per night) resting and receiving cures from the Cleric.

Exceptionally, some merchants have delivered 4 CLW potions as part of the forester's regular supplies. They negotiate the price and Fenella manages to get a markdown. Each of the team take one potion. (see GM Notes regarding potion prices).

Additionally, you hear a rumour regarding the grottoes...

A water dragon lairs in a great submerged cavern.

And a reminder of previous rumours you have heard...

The caves may appear beautiful to the eye but stink of Troglodyte.

An Imperial Prismist entered the grottoes a few months past and never returned.

Back to the Grottoes

Refreshed and fighting fit again they return to the Grottoes and go down to the underground river island without incident. They find tracks of web-footed creatures and the lingering scent of rancid, rotting fish in the air. The bodies of the Priestess and the Acolytes have been looted, even the embroidered robe has been taken.

Turning their attention to the now empty sarcophagi Angus and Reme both notice scratches on the ground next to the central one so they both square up and give it a good push but it's too heavy so Vlad joins in and with the 3 of them they are able to push it aside.

There is a concealed compartment containing a large wooden box marked with the same evil eye symbol that the Priestess had as her 3rd eye. Angus and Vlad check for traps and not finding any, they open it to reveal a rich cache of 3000 gp. Since the coins would be quite heavy they decide to leave the trove in its hiding place and return to pick it up later. Angus and Reme use their Ranger skills to disguise any interference to the concealed compartment.

They approach the intact bridge to the boat beach with Vlad leading the party over. As he gets a few steps across he is surprised by a large flipper that rises suddenly from the water, sweeping him from the bridge and into the river. The Cave Turtle bites Vlad as Fenella immediately begins to cast Faerie Fire on the dim shape she can see moving below the surface as Reme and Angus let fly with their bows. Vlad manages to swim to the island bank. The arrows fly and miss as the submerged turtle, shot at by arrows and lit up with the eerie glow of Faerie Fire thinks better of this encounter and swims rapidly off down the river to the southwest in search of an easier lunch. Vlad hauls himself out of the water and quaffs his healing potion. They cross the Bridge to the beach with no further incident.

The Boat Beach

They set foot onto another white sand beach with an alcove to the west containing shelves with barrels and stores tidily arranged. There is a boat with oars beached securely on the beach. There are various hexagonal crystals visible across the beach that on casual inspection seem to be more "artificial" than the other crystals they have seen in the grottoes. There are no visible tracks here. Vlad takes a look at the stores and stocks up on some rope and torches.

Angus wonders if the crystals are perhaps some sort of alarm while Vlad gives them a closer examination noticing that the crystals do not look as if they emerged here naturally so he tugs at one, pulling it out of the sand as an incredibly bright flash of light momentarily blinds everyone. Blinking and looking around, Angus can now see that where the storage alcove stood there is now a corridor leading to the west, emitting a soft scintillating prismatic light. The others are not so sure but as Angus informs them that it is an illusion and describes what he can see, they are able to disbelieve it and gradually they all see through the trick. Vlad notices that his extra rope and torches are no longer present.

In world time 09:30.

GM notes

I don't think I've ever seen 7 rounds of combat where the party didn't win initiative even once! And with 2 of the party cheating death multiple times!

Encumbrance:

I'm not currently adhering very firmly to encumbrance control but the following from the OSE rules is a good guide for how much you can carry.

Maximum load for any character is 1600 coins worth of weight. Characters carrying more than this cannot move.

For the future we will probably move to a simplified slot-based encumbrance system that makes it much clearer to operate and easier to manage. We'll sort that out when the current adventure has completed. In the meantime don't expect any particular problem getting your loot back to civilisation.

Costs of Potions:

It turns out I was already giving you a great deal on the potions at 100 gp because received understanding in the old school D&D community is that a purchasing a potion of healing has a base cost of 300 gp and indeed these are not the sort of items that are usually on sale since the creation is non-trivial.

For this one, I suggest we split the difference and say your negotiated price was 200 gp for each potion for this transaction only.

For any of you with a nerdy interest in this sort of thing, this is the best summary of the received knowledge. <https://themanwithahammer.blogspot.com/2021/05/osr-how-much-is-potion-of-healing-in-ose.html>