

The Trouble with In-Laws

Session 1 14-3-00 Mercy Mission

Next Session Tuesday 21-03-00 At Brian's

One bright and pleasant morning in Hardby, an Elven Cleric with the entirely sensible name of Lello Thubmarine is summoned to the Temple. He is instructed to convey a package to the Temple Hospital in the coastal town of Carnach. The contents are a melange of herbs, which will save the lives of 12 people suffering from a rare plague, presumably brought in on a trading ship. The outbreak has been successfully contained by Carnach's local Priests however the herbs must be delivered with 14 days to ensure the survival of the afflicted. Lello is offered 100gp to cover expenses and the use of a fast vessel to make the short journey over Woolly Bay. He accepts immediately and is advised that it would be sensible to take some companions along, especially with the renewed Pirate activity in the Northern Bay area. The usual motley crew are sought out with the addition of a mysterious character known as D'Ayve and the party race down to the docks pausing only to pick up a couple of adventurer type items on the way.

The "Pride of Flanaess" looks like a well rigged merchant ship and as they are welcomed on board the lines are dropped and the ship moves steadily out into the bay. Once out of sight of land however additional sail is piled on and the party notice that this ship is rather faster than the average merchantman. During the short voyage Llewellyn entertains all with his pleasant singing voice and Len muses upon his last visit to Carnach. He describes the town and which is of a similar type to Hardby but rather smaller. The vessel has to make several course alterations to avoid encounters with numerically superior pirate forces and eventually the Captain decides to land them one day's march north of Carnach. Night is falling and ominous clouds are gathering overhead so our heroes seek out shelter. They soon find a dry cave as a torrential downpour begins. Looking around the cave they see a narrow exit to the northeast, which they decide to check out before settling down for the night. Len creeps silently around the corner and using infravision is able to make out a larger cavern. Nothing seems to move so he skulks back to the party claiming, "There's nothing living in there." The others however want to take a look. After all treasure isn't alive and Lello does recall reading about Orcish burial caves in this district. They light a torch and creep around the corner noting what seem to be some chicken bones on the floor. They see a large cavern with more bones and a skull. The southern wall appears to drop away to a lower level. As Looloo carefully surveys the ceiling Lello looks at the skull as Llewellyn strides over and picks it up. "Hmmm, looks Orcish to me", he says.

Down at the south wall they see a steep (60°) decline that slopes down 15-20 ft to a lower corridor. It looks to be very smooth so Looloo hammers a dagger into a crack in the rock and ties on a rope. Lello helpfully explains basic rappelling technique as they throw down the torch and descend one by one. They see a long corridor extending to the west and the east. From the east they can just hear the sound of water dripping and they head in this direction. A larger cavern is revealed with a lake in the centre about which are strewn various piles of bones. Surveying the cavern from the entrance Larry spies a bright glitter toward the south end of the lake, which he points out to the others. There is a brief but loud discussion about the merits of being tall ending with Len moaning, "What is point of me moving silently if you lot keep shouting!" "Shut up shorty!" someone says in typically diplomatic fashion.

Lello ties a rope to himself and as Rasputin takes the other end and braces himself against the wall he advances cautiously out toward the glittering object. D'Ayve holds the torch as Looloo and Len cover him with bow and arrow, Larry prepares to cast a spell and Llewellyn readies his mace. Everyone eyes the lake carefully as Lello rushes out and grabs the glittering item. Simultaneously two large dark objects pounce from a ledge high on the southern wall and a surprised Lello is thrown to the ground as one of the Giant Spiders inflicts a gruesome wound with its disgusting mandibles. Fortunately for Lello he saves against the Spider's poison as Llewellyn bravely rushes forward to heal his fallen comrade. Len and Looloo open fire and Len scores a decent hit on one of the Spiders. Llewellyn is able to successfully heal Lello under very difficult circumstances as Larry's Sleep spell hits centred on the Spiders. One spider and Llewellyn collapse to the ground as Lello struggles to escape from the other creature taking another hit and successfully resisting the deadly poison again! Another volley of arrows fly out and Len hits the sleeping Spider, sending it to sleep for good. Larry grabs the torch and hisses at D'Ayve to cast a spell as Lello successfully escapes the Spider's clutches. Clutching wildly at his blood-soaked mace he swings and strikes the monster as simultaneously Looloo's arrow and D'Ayve's Magic Missile strike home. The creature collapses dead!

Lello examines the glittering object which is a beautifully crafted golden heart-shaped locket suspended from a delicate gold chain, the clasp of which remains intact. Inside there is an inscription: *For Dolores: My Life; my love. Warden Grange.* Len recognises the jewellery as a wedding locket, customarily given by upper-class grooms to their wives on their wedding night. Len remembers the name of Grange as a powerful local lord from his previous visit to Carnach. Searching around Lello finds a short sword. It is in good condition and has obviously not been here long. Larry spots the ledge from which the spiders leapt and suggests that they search there as well. Len scrambles nimbly up the wall to the ledge and sees a pile of bones and three bodies. Climbing back down the 30ft wall Len becomes overconfident and amazingly slips, falling 20ft – ouch! Lello and Llewellyn both try to heal him and Lello succeeds in restoring him to health. Rather embarrassed by this Len scrambles back up the wall this time tying off a rope so that the others can take a look. The spiders' nest contains the fresh bodies of their three most recent victims, three men dressed in leather armour and armed with short swords, two of which are sheathed, the other scabbard is empty. One is short and chubby, one tall and thin and the last is of medium build but is bald and wears a leather patch over his left eye. Scattered around the nest are 120sp, 38gp and a small topaz gem. Llewellyn says some words over the bodies as Looloo retrieves some of his and Len's arrows since Len never bothers to pick his up.

Searching the rest of the cave they find a bat infested Orcish burial chamber but unfortunately it has been looted long ago. They don't find any secret doors or compartments and there is no trace of the mysterious Dolores. They spend an uneventful night and next day they resume their journey to Carnach where a grateful Temple hands over the promised 100gp in return for the herbs. It is early evening and you are standing outside the Temple.

Reason for XP	LooLoo	Larry	Rasputin	Llewellyn	Len	D'Ayve	Lello
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Opponents	140	60		60	140		140
Spells		30					
Proficiencies				60	30		20
Ideas	40	30		20	10		20
Problem Solving							
Role Play	10	10		20	30		20
Treasure							
Finishing							
Fun Factor					20		10
Penalties							

Total (This session)	190	130		180	230		210
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Grand Total	490	410	250	510	500		210
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DM's Notes:-