

THE SYLVAN TRIO PLUS ONE – Episode 2: Won't You Be Mine?

Campaign Date: 14 April YOR 2021

Characters:

Renly Faire, half-elf, cleric/thief-2, N, Lakshmi (Quinton L)

Chiron Glenstorm, centaur, cleric-1, CG, Nodens (Quinton L)

Zephilus Brookside, satyr, magic-user-1, CG, Ogma (Quinton L)

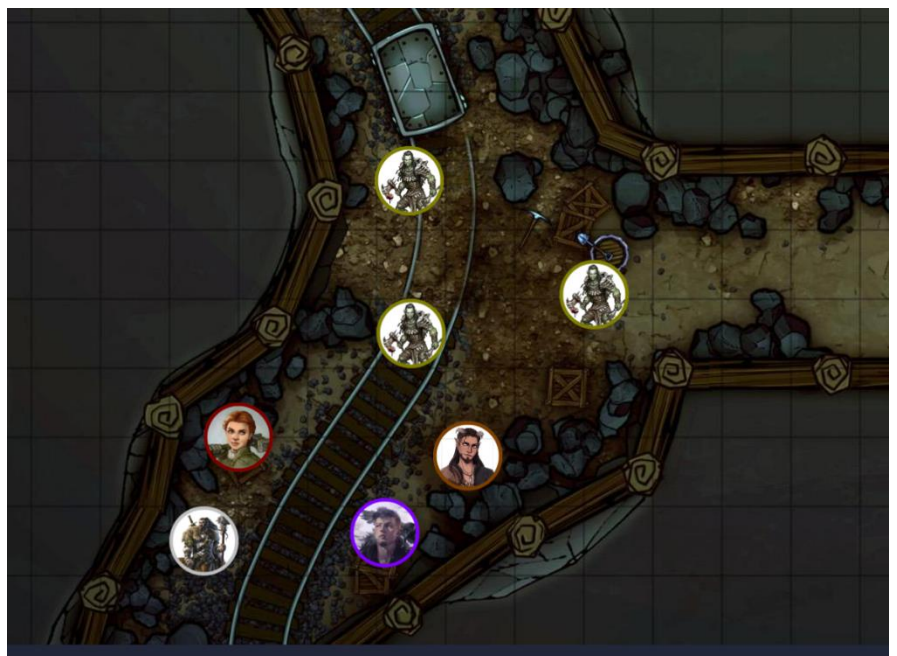
Bridgit Mithrilhall, dwarf, fighter-1, LG, Ukko (Quinton L)

Judge: Quinton L

Log: *April 14, a mine near the southern edge of the Pine Wood*

Renly had heard about an abandoned mine in the Ostkrags to the south of the Pine Woods. He enlisted Chiron, Zephilus, and Bridgit to check it out. Rumor was that it was a gem mine that had stopped producing profits and was abandoned. Adventurers had tried their luck in seeing if there was still anything of worth left in the mine, but none have ever returned. Some say it is haunted, others that it is a bandit stronghold. The Trio plus One felt that they could find out its secrets.

The group found the entrance to the mine relatively easy. It was slightly overgrown but there were still tracks for mine carts that led inside. Phosphorescent mushrooms line the walls of the mine as the daylight fades to allow for some light. The group did not think to sneak into the mine as it did not seem to be used, but as soon as they entered the mine entrance, they were surprised by three orcs. Zephilus spoke to them in Orcish, telling the orcs that they were not looking to fight, and they would leave if the mine belonged to the orcs. The orcs did not respond and had a glazed-over look in their eyes. Renly noticed a greenish glow in their eyes as well. The nearest orc hit Zephilus with his battle axe landing a deep hit, putting Zephilus on the verge of death. The other orcs tried to land blows on both Renly and Bridgit but missed both times. Chiron charges the orc that hit Zephilus and kicks him with his hooves and hits the orc with his warhammer. Noticing that the orc was pretty banged, up Renly sidesteps the orc that was front of



him and stabbed the injured orc with his shadow sword, finishing him. Bridgit swings her warhammer at the orc that had her trapped at the wall but misjudges and completely misses. Zeph throws acid at the orc near Chiron, Renly, and him, hitting the orc in the face. The orc retaliates at Zephilus but misses as his vision is blurred. Chiron hits the orc with his warhammer squarely in the chest, killing it. Bridgit hits the final orc with her warhammer. Renly tries to stab the orc but is deflected by its armor. In a frenzy of activity, the orc, Chiron, and Bridgit all attack but miss their targets. Zephilus takes an opening to head butt the orc, which barely feels it even in its weakened state. Renly manages to stab the orc in the back ending the encounter. The crew searches the area around them, while Zeph takes a drink of wine. The area is well worn and mostly rock and debris. 100sp worth of gems is found in a half-broken mine cart.



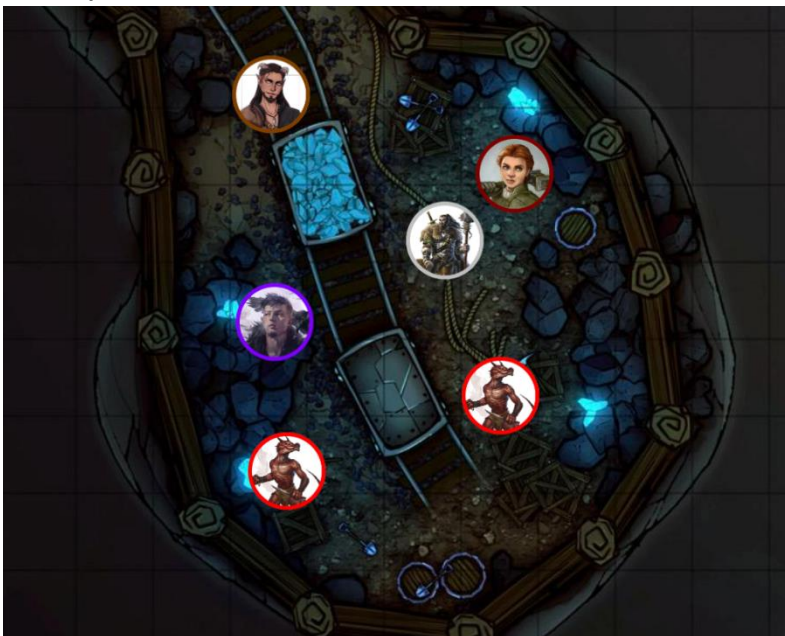
Seeing a hallway off to the right with a door at the end, the team decides to check it out. Renly checks for traps and finds none. The wooden door at the end is not locked but is stuck. Chiron kicks the door open easily. Luckily, this room had no surprises or enemies in it. Zephilus examines the bookcase and finds two books. One that is full of worms and another worth 50gp. Chiron finds an opened crate with a lantern and 6 vials of oil. Zephilus uses the lantern so that Chiron and himself can see better. The group takes the rest of the vials to save. Renly easily opens a locked chest and checks for traps. it was not trapped and contained 100gp.

The friends go back at the hallway and follow the tracks north. The tunnel opens up to a large cavern with numerous tracks and tunnels branching out from the room. The team is quiet as they enter the area. In the center there is a turntable for the mining cart and they see a large Barbarian fighter staring back at them. She has glowing green eyes and looks haggard and feral. Neither party is surprised by the other and the Sylvian Trio plus One are beginning to think that there might be something to these eyes of glowing green. Bridgit misses the fighter with her arrow. Zephilus knows that he is not healthy enough to fight so he hides behind an overturned mining cart. Renly misses with his sword and Chiron trips as he charges towards the fighter. The fighter misses in her attack on Renly. Bridgit steadies herself for her next shot and manages to hit the fighter right between her armor, causing her to bleed. Renly swings his sword again but it is countered by the fighter's javelin. The fighter finally lands a solid hit on Renly in his leg. Bridgit hit the fighter again with her shot. But Renly can not land a hit. Chiron finally manages to get back on his feet and charges. His kick knocks the fighter over and as she is on the mine floor,

Chiron raises his warhammer landing it into her skull, killing her instantly. Renly and Zeph drink some of their wine as Bridgit looks for her arrows. Chiron investigates the area for anything of worth. He finds a crate of moth-eaten work clothes, a mining cart with 100ep of gems in it, and a small barrel of wine. The team replenishes their wine skeins. Renly finds a pile that he checks. He manages to find a small hammer in the pile but nothing else of use. Bridgit finds 10gp on the fighter as she checks her body.



The group feels tired from their exploits so far but decide to try one more tunnel. They take the first one to their left from the tunnel they entered from as it looks like it goes back towards the mine entrance. The tunnel doesn't go to far before it ends. The team heard sounds coming from behind broken mine carts. As they got closer, two kobolds jumped out. Zephilus calls out to them in kobold but once again only gets the blank stare of glowing green eyes looking back at him. Seemingly remembering that he is a magic user for the first time in the adventure, Zephilus casts sleep on the two kobolds. The team dispatches them quickly once they fall asleep. There are a couple chests, a jar, and a sack in the area. The sack contains 2 sprigs of comfrey, the jar has wine inside. The one chest is open and Zephilus finds a scroll of burning hands inside. Renly finds the other chest is not trapped or locked but is stuck. A swift kick from Chiron opens it, to find 100ep worth of citrine.



The team decides to rest before continuing further in the mine. They agree to camp outside in the woods incase the mine is truly haunted and is somehow causing the creatures they have meet to be changed. They return the way they came without problem and travel a distance from the cave before setting up camp.

