

Rescue from the Hive

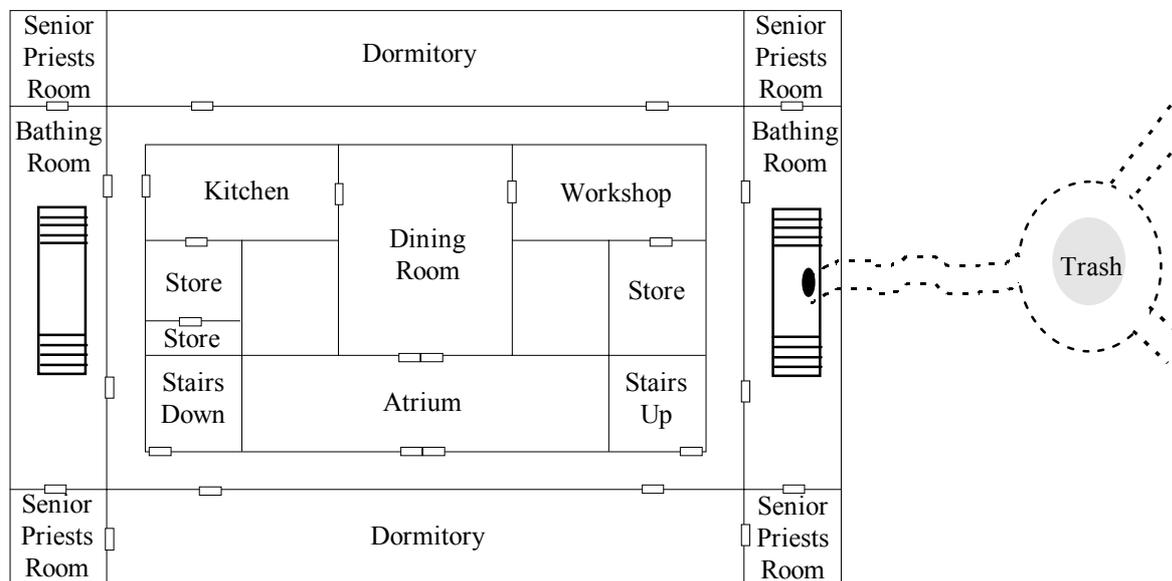
Mission : Two Adventurer Guild members were lost to enemy forces but were deemed rescueable.

Party : Bozo Crambally

Location : Luna

Travel : Use of an aerial sailing vessel was provided by California Smith. Encountered small high-speed stones which damaged the ship and a crewman.

Destination : Selenite colony under ruined complex on Luna. Complex explored and detailed by previous expedition. High mana thrones at entrance used to cast defensive magic. Level two of the complex :



Two selenite guards present in room, positioned in such a way as to make impossible to sneak past. Both guards taken out quickly and quietly. Trifling trap on door avoided.

Took left tunnel past trash, downward sloping for some distance to a T intersection. To the right the tunnel had collapsed. To the left opened out into a large crater, open to sky, and containing a lake. Crept around wall to left, and slipped past a sticky web into another tunnel. This tunnel lead to the selenite complex at the level that I called Level 3.

The complex can be thought of as a set of wagon wheels stacked on top of each other, with the hubs connected by a stairwell.

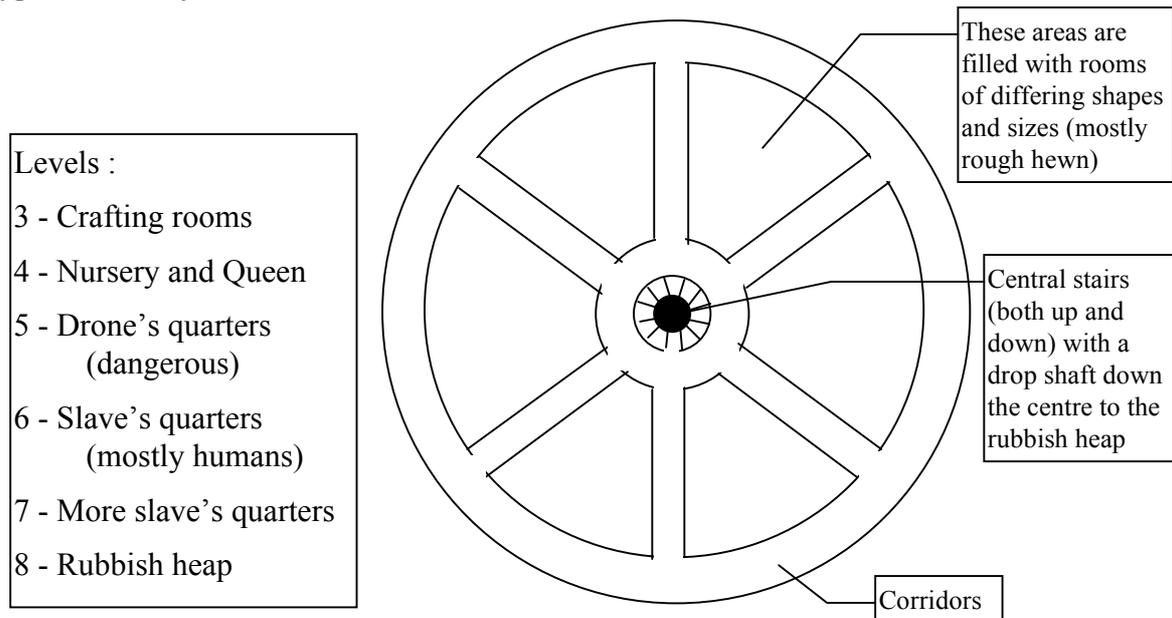
Selenites come in a number of flavours. The ones that I positively identified are :

Grey = Nurses (large and strong but not skilful fighters)

Red = Drones (Magic Users), about 80 in total : college breakdown is Celestial Dark ~15, Fire ~10, Air ~10, Moon ~10, Binders ~10, Bardic 8, E&E 6, Mind 5, Illusion 2, Rune 2.

Selenites cannot see invisible but have excellent hearing and the Mind Mages continually use Telepathy and Mind Speech.

Typical level layout :



Found Spandex on Level 6. He was drugged and spent his time sleeping, eating and servicing female slaves. A brief talk with him showed him to be in a pleasant but befuddled state, willing to accept any suggestions made to him.

Recovered equipment abandoned by last party from the rubbish tip.

Detected by a drone while attempting to locate Dramis. Captured drone and left complex by returning back to the rock fall. Interrogated drone. He will be missed in four hours time, and the Duty drone (mind mage) will know if he dies. Drone died under rock fall.

Returned to complex and located Dramis on fourth floor. His living body was being used to incubate a queen egg. Security had increased so retired to Level six and used an unused sleeping bay to rest.

Took Spandex up to fourth floor. Cast Darkness as a diversion and Walls of Light for protection. Broke into cell holding Dramis. Fought off a nurse. Got Spandex to carry Dramis. Web of Starlight used to slow drones. Tunnelled twice, angled upwards to get to floor above. Web of Starlight back down tunnel to ensnare drones in tunnel. Headed for exit. Two Walls of Starlight left behind while leaving. Back through other complex (past re-trapped door and new guards) to surface. Cast Wings of Starlight in order to fly back to rendezvous with California Smith. Blasted by magic while flying, but survived to reach California Smith's vessel for the return to Seagate.

Used a Wall of Starlight to kill queen egg in Dramis to avoid it hatching, and Healing to keep Dramis alive in the process.

Collected rewards generously posted by Kree and Engelton.