Episode 32½
Mission to Orctown

Monday, May 22cd, weather breeze, partly cloudy. Midnight at Gold Mine Camp

1. What happens at midnight at Gold Mine Camp: A column of giant ants shows up from the east. Oliver assigned Elsapheth to be on watch at the SE corner. She sees them (darkvision) and blows them away with a 34 hp fireball. Seven giant ants that won't bite Atreyus, who was sleeping right in front of where they were headed. (Giant ants wouldn't have been stopped by that abatis, either!)

Tuesday, May 23d, weather breeze, partly cloudy. After Midnight at Gold Mine Camp

2. The following day, Tuesday May 22d, (after successful long rest) the convoy gets to Dervish without incident. It is unseasonably warm this day, with a light breeze. (There was a nest of poisonous snakes but they were hiding, and were far enough off the road that they were not spotted.)

Wednesday, May 24th, weather calm. Cloudy. Travel and overnight in Dervish

3. There is a southbound convoy of 6 wagons already in Dervish. The caravanmaster and your caravanmaster grab two of the four rooms in the tavern (at a cost of 5 gp each). The drivers (and, for the southbound convoy, 4 guards) will sleep in the courtyard under wagons (with canvas patches used to reduce air draft underneath). Your convoy has 5 wagons and 4 drivers. So, three wagons will be available for party members if they want to do that. Sleeping out in the open is possible too, but a bit cold maybe. (The two rooms remaining are at 5 gp each. You do get bath service and better than normal food and drink with that. But that's +4 gp. "extra expense.") Issue: keeping watches? It is possible for monsters to get into the courtyard. Spiders of various sorts particularly. The go over walls.
4. Well keep the same watch list. Oliver will sleep under a wagon (I rolled a d6=3; nothing attacked during the night.) So, on to Orctown the next morning (it's calm and clear).

Thursday, May 25th, breeze, partly cloudy on to Orctown:

5. After maybe three hours headed north from Dervish you encounter a merchant from Circe with a bodyguard and 7 pack animals led by two teamsters. He seems in a hurry. You'd guess that he's planning to go right through Dervish and try to get to Gold Mine Camp by tonight. He didn't seem interested in talking and sharing news of the road.

   A few hours later, here came a convoy of 5 wagons, apparently heavily laden, southbound. They have 4 guards. The merchant, on the lead wagon, demands your convoy move off the road and get out of his way. Your merchant calls back, "We have five too, and a more valuable convoy! You yield to us!!" Looks like a standoff. Oliver do anything? One way or another nothing terrible happens.

Friday, May 26th, calm and clear, Saturday May 27th, calm and cloudy: towards Orctown

6. Uneventful travel toward Orctown, with overnight stops at Freshwater Camp and Upwelling Camp. Nothing happens during either night.

Sunday May 28th, light breeze: arrive at Orctown

7. Travel continues with no interruptions. The merchant pays the tolls for entering the gate. Deliveries are made at the Orctown town square. Party members lodge at Dusteater's Tavern. Not as big or fancy as Guardraw Tavern, but decent. It's Sunday Night so nothing much going on. The party takes rooms for the night.

Monday May 29th, weather calm, partly cloudy: at Orctown

8. Party members can take a day of rest and training. The merchant is gathering up what he can find for a southbound cargo. At the end of the day, he tells all of you, "I decided not to haul stone back this time. There's some stuff worth hauling, but it would all fit in one wagon. I'm selling one wagon and the mules here, and the driver too. The other wagons will be nearly empty. What I plan is to go faster and further each day to make better time: two days to Dervish and then maybe three from Dervish to Guardraw." [**DM:** The convoy will travel at 3 mph +: so like "fast" for party movement.] The merchant also says that you are probably going to get only one Sovereign from Fargo per day instead of two since the cargo doesn't amount to much.

Tuesday, May 30th, weather light breeze and clear; Wednesday, breeze, clear: To Dervish

9. Travel to Dervish is uneventful. The night of May 30th the wagons park in a circle of four just off the road to the west. Nothing happens. At Dervish the party camps out with the wagons to save money since the weather is good. The merchant and his consort take one of the rooms.

Wednesday, May 31st, breeze, partly cloudy; Thursday, June 1st: Towards Guardraw:

10. The convoy got an early start out of Dervish southbound. The only event of interest was a pack of a dozen or so wolves that followed at a distance out to the east, but then departed. The convoy stopped again just off the road to the west not far from Gold Mine, maybe ten miles short of Sundown. The next day the convoy passed through Sundown before noon and got near to Dragon View before the mules decided that going further was against union rules. The camp was made just west of the road as earlier. There was something that seemed to be scouting the camp at a distance during the night. The mules were restless. But nothing happened.

Friday, June 2nd, calm, clear: To Guardraw:

11. The convoy got back to Guardraw, pulling in in the early afternoon.