Episode 32
Back from Strabis and a Mission to Orctown

Thursday, May 18th, weather calm and clear, now afternoon.

1. After stopping by the Simple Maze in Strabis, the party returned to Guardraw. On the way they passed a convoy of five wagons going the other way, probably on schedule to spend the night in Strabis as a stop on the way to Gildegulch. The party also saw several giant ants off in the distance to the left, but they didn't attack. It would have been a waste of ammunition at long range. They might have noticed and swarmed the party. You didn't want a long fight with giant ants. As it was, the party got back to Guardraw Tavern in late afternoon. They reported all the findings to Fargo, including mention of the other party being there, and that two bodies had been found, one being a local girl killed by giant spider.

   Fargo looked at the necklace and cape and said, yes, based on what you were told, this looks like clothing from this Lillith girl being sought. Too bad. He will keep them to send to the person that contacted him on the inquiry. He reckons the necklace at about 100 Sovereigns and the cape as worthless. So, he will give you 100 Sovereigns for the necklace, and says he will return more if he sells it or gets rewarded more for it.

   He was be very curious about the other party. (He wanted names, and to know if they found anything, say, remains of any of the other four adventurers sought.) It was a trip yesterday and return today, so he's giving you two days' worth of earned pay (as well as covering expenses). That's six Sovereigns each.

2. Fargo intends to send the party on a convoy mission to Orctown. There's been too many sightings or attacks by gnolls, of all things, and they are using dwarven-made bows - where are those coming from? Anyway, there seems to be more threat to convoys than usual. The convoy was still gathering, so the planned day of departure was Saturday.

   The party rented rooms in Guardraw tavern [**DM:** Paid for with monthly "expenses" allocation]. Oliver and Slippa were in room 4, Elsapheth with Felicity were in room 5, Veylann and Belfor were in room 7, and Atreyus and Doil in room 6. (Doil took the larger bed for himself.)

   In the common room a flute girl was playing but nothing much going on. A merchant came over and asked it you were the party Mister Fargo had lined up to escort his wagon train to Orctown. He was happy to see that there were six of you. "It's said to be dangerous. I don't want to end up dead like what happened to that convoy during the winter."

Friday, May 19th, weather clear and windy.

3. You have a chance to sell treasure in Guardraw the next morning. Fargo is still gathering wagons for the convoy, so you will have a free (and unpaid) day Friday. You practice at the Arena, or discuss tactics or such. (This counts as a day of training. Oliver can give "help" to two fighters of a lower level – that would be Doil and Felicity, if he wants to.)

   Oliver chose Veylann to do the treasure division (for a 4% share of the whole). The coins gathered in Minotaur Hill, mostly from goblins, were 601 Pennies, 543 Ducats, and 79 Sovereigns. The sale of the agates, the silver bracelet, the ivory comb, the copper mirror, and the silver ring brought in 163 Sovereigns. There's also the 100 Sovereigns

for the necklace from Fargo. The 29 goblin shortswords brought in only 5 Ducats each, the merchant generously giving 15 Sovereigns for the lot of them. Veylann took a 4% cut of the 311 Sovereigns, 3 Ducats total, so 12 Sovereigns and 5 Ducats, leaving 298 Sovereigns and 8 Ducats to be divided 8 ways, so 37 Sovereigns and 3 Ducats each. There was 4 odd Ducats so Oliver, Veylann, Belfor and Slippa each got an extra Ducat. Plus, Fargo gave each 6 Sovereigns for pay, so everybody got 43 Sovereigns and 3 or 4 Ducats total for the share distributions plus pay.

Party members kept the same rooms for Friday night. Friday was not a party night in Guardraw, but there was some musical entertainment. Larkette, the flute girl, again.

Saturday, May 20th, weather clear and windy.

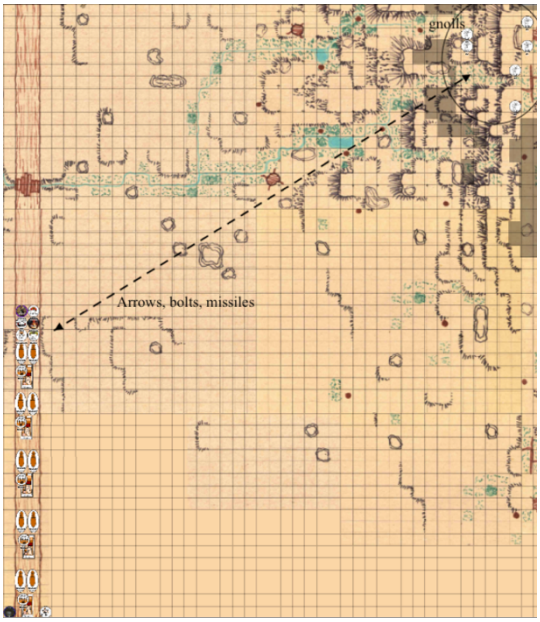
4. The party departed Guardraw with the convoy of five wagons loaded with foodstuffs and miscellaneous hardware and metal stock, fittings and such. The merchant and his consort led with the first wagon, followed by four others with a driver each. Oliver with Slippa led, followed by Doil and Atreyus, then Belfor and Elsapheth. Felicity and Veylann guarded at the rear after the last wagon. Nothing of note happened on the way to Dragonview Camp, a distance of only about 16 miles, but a lot of that was uphill. The moon was near new, so the night was dark but with it being close to the Solstice the first and third watches had a bit of daylight. Oliver organized the watch to be Slippa, Veylann and Atreus plus a driver, then at midnight Doil and Elsapheth and two drivers, and finally in the early morning Oliver himself, Belfor and Felicity with one of the drivers. As it was, there were no attacks or other significant events during the night.

Sunday, May 21st, weather breeze, partly cloudy.

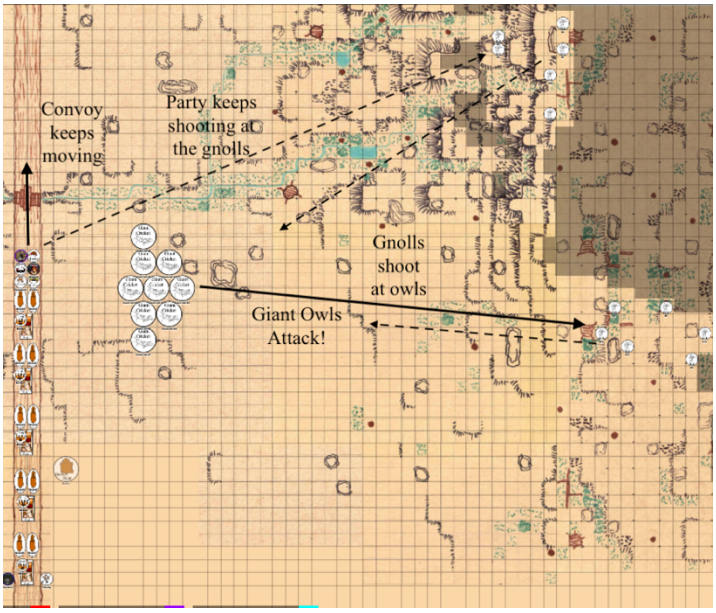
5. The convoy traveled the rest of the way to Sundown, sixteen miles or so. The wind had slacked off to a breeze, so no longer so big a problem for archery. About noon, as the party came over a rise, there in front was a pack of wolves. Oliver spotted them and he and Slippa started shooting, dropping two of them, and Oliver dropped another as they ran away. The convoy continued on into Sundown. There was no other convoy in town so there was no trouble finding rooms in the tavern.

Monday, May 22nd, weather clear and windy.

6. The next leg of the trip was to Gold Mine camp, some 20 miles north of Sundown. The same order was maintained. In the afternoon, gnolls attacked. Six gnolls surprised the party with long ranged arrow fire from heights to the east of the road. Their fire was not very accurate, but still Belfor and Slippa were hit and sustained minor wounds in that initial exchange. The party shot back quickly, with Oliver and Felicity hitting on good shots. Atreyus demonstrated his remarkable long-ranged talents by hitting a gnoll with magic missiles at his extreme maximum range (240').

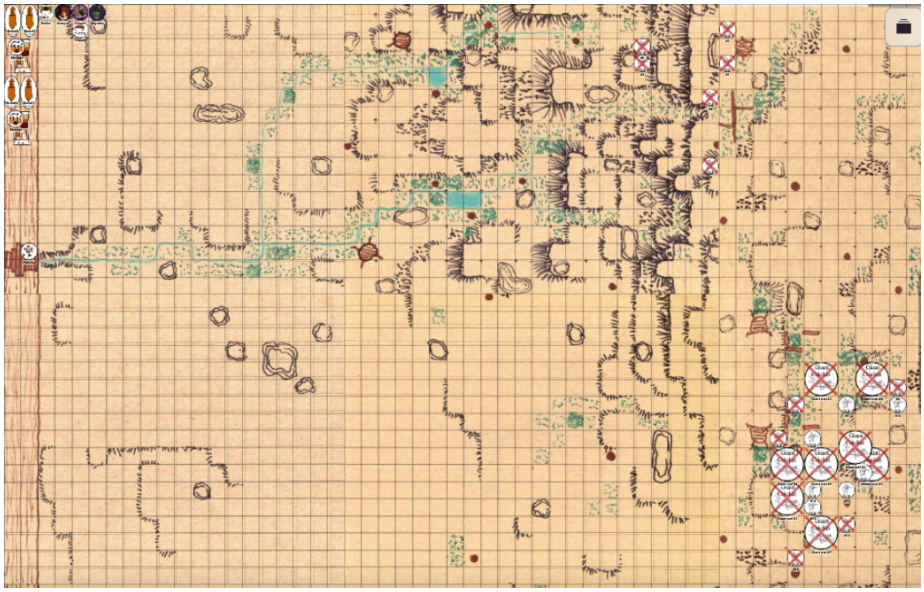


7. As the exchange continued, another several gnolls appeared to the right of that first group and joined in shooting at the party. A dozen of gnolls versus the eight party members now, and the gnolls had an advantage in all using longbows. They were too far away to be hit by most magic spells. It was at this point Belfor came up with an inspired solution. He conjured from nowhere eight giant owls, and sent them to attack that newly revealed squad of gnolls. Meanwhile the convoy kept moving, though at a slow enough pace not to overrun the six party members at the front exchanging shots with the gnolls. The owls served as a powerful distraction.

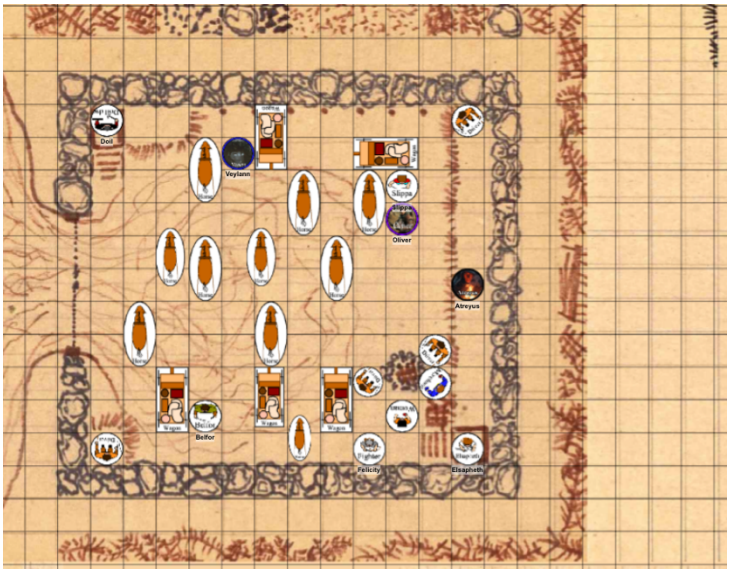


8. The flight of the owls also happened to reveal that there was yet another squad of gnolls hiding further to the right of the ones the owls were sent to attack. So, the owls had a tough fight and eventually were all killed. But by that time the initial six gnolls were all down from arrows and other missiles shot by the party. The eight owls surely accounted for several of the gnolls. Those that were left were outnumbered by those who had fallen. They didn't pursue. Likely they were congratulating each other over their great victory over eight giant owls, and by the way, taking the treasures of those that had fallen. The party and convoy escaped to the north without pursuit, and eventually came to Gold Mine Camp.

During the fight, Elsapheth and Belfor had each cast a couple of healing spells, so at the end only Belfor was carrying damage: -2 hp. Atreyus, Elsapheth and Belfor had each used three spell slots, all 1st level except for the 3rd level conjuration by Belfor. (Conditions noted on the character sheets.)



9. The arrangements made at Gold Mine Camp were similar to those earlier at Dragon View Camp. Oliver directed posting of the guards, but drivers and party members were free to arrange their own positioning while not on watch. The merchant and his consort slept in the first wagon; apparently there was enough room in that one, though the others were heavily laden. The image shows the disposition when, in the middle of the mid-watch, something happened. (To be continued… This was where the session ended.)



Experience:

	Oliver	Veylann	Doil	Slippa	Belfor	Elsapheth	Felicity	Atreyus
	F6	T5	F5	T5	D5	C5	F4	S3
3wolves(O(SA)((VDBEF)))350	108	27	27	54	27	27	27	54
18gnolls(OBASF(VDE))	424	106	106	212	424	106	212	212
Total this Episode	532	133	133	266	451	133	239	266x2
Previous total	20585	8959	7837	8617	8825	8493	3537	1614
Current total	21117	9092	7970	8883	9276	8626	3776	2146

Training credit: One day of training earned

Oliver at +8 towards 7th level(needs 36).
Melodious at +8 days toward 7th level(needs 36)
Groa: S5 at +18 days toward 6th level (needs 30)
Doil, at +16* days toward 6th level (need 30) *: +2 due to help from Oliver
Belfor, Veylann: Now at +8 days toward 6th level (need 30)
Slippa at +8 days toward 6th level (need 30)
Elsapheth: at+8 days toward 6th level(need30)
Corvyn: W3 at +15 days towards 4th level (needs 18)
Sheth: at +16* days (needing 18) toward 4th level *: +2 for help at the Church
Felicity: at +6* days (need 24) toward 5th *: +2 due to help from Oliver
Atreyus: at +1 days (needs 12) toward 3rd.

Treasure: None.

Money situation:

	Oliver	Melods	Groa	Veylan	Doil	Belfor	Slippa	Elspth	Corvyn	Sheth	Felicity	Atreyus
total gp May 21	43.4	3	3	58.9	90.3	47.4	44.4	46.3	31	4	43.3	43.3
total pp May 21	0	3	3	4	47	4	1	3	31	4	0	0

Next session 32½ : Midnight at Gold Mine Camp