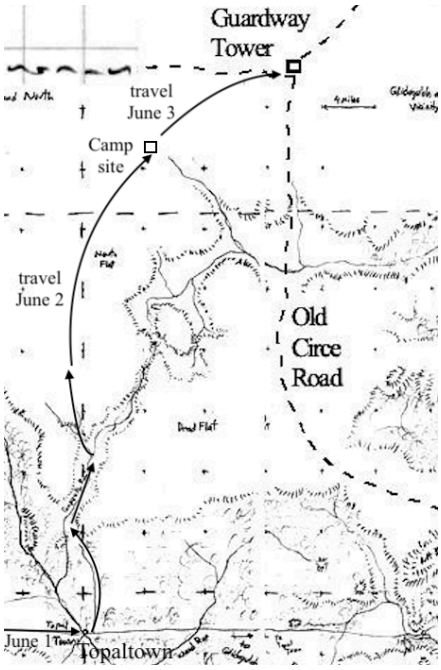
Episode 33
To Guardway Tower

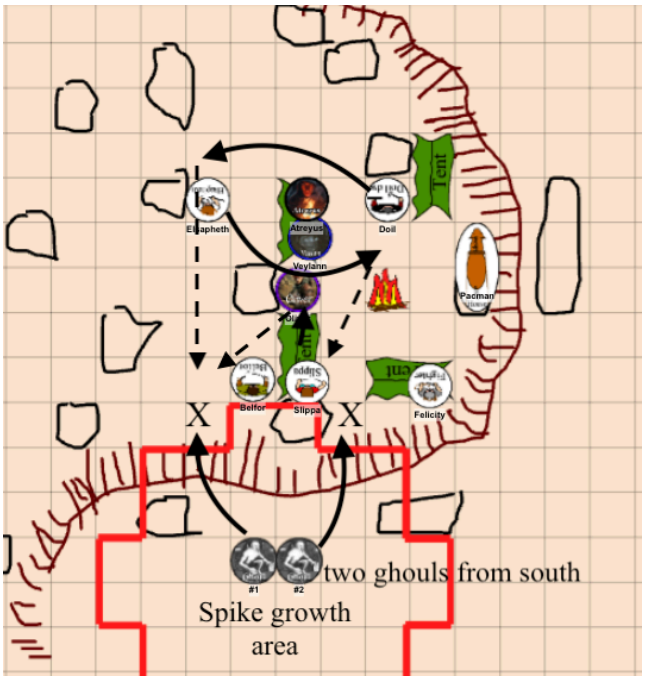
Saturday, June 3rd, calm and clear: From Guardraw to Topaltown:

1. The party traveled to Topaltown, hustling to get there before nightfall. They took lodging in the bunkhouse adjacent to the tavern to save on expenses. The party included Oliver, Atreyus, Veylann, Doil, Slippa, Belfor, Elsapheth and Felicity. Belfor managed Oliver's draft horse Pacman, which was carrying tents and ropes.

Sunday, June 4th, light breeze: From Topaltown north toward Guardway Tower

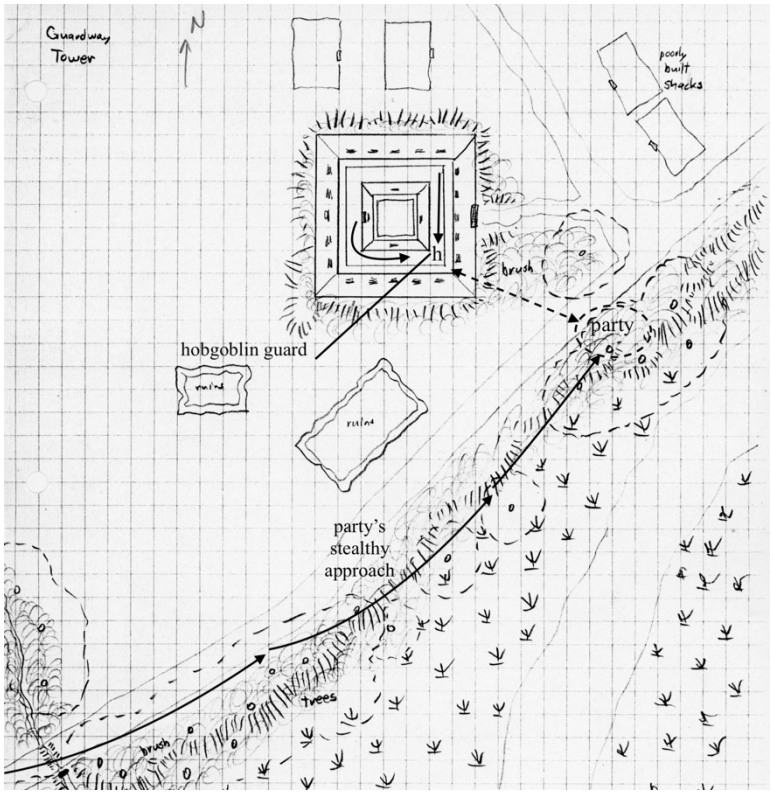


2. The party went east to where Gapgully Run Road headed north toward the old ruined manor house of the Lifrimham estate. Moving at a normal pace, the party got through the forest and up into Gapgully Run Canyon. Crossing Gapgully Run, the party slowed down and climbed up to North Flat through a side draw to the northwest. Continuing north on the flatlands the party marched three extra hours until dark, then made camp among some boulders up against a low slope where there would be a bit of protection. The moon was gibbous and waxing, a few days beyond the first quarter.
3. Oliver has assigned Doil, Elsapheth and Belfor to the third watch that would be during darkness after the Moon had set. During the early morning hours two ghouls appeared just to the south. Belfor noticed them and immediately cast "Spike Growth" around them, and called out a warning. That slowed them down and damaged them. As one of the ghouls converged on Belfor despite the spikes he hit it with "Produce Flame". Elsapheth hit the other one with a casting of "Guiding Bolt" and that put it down. Doil missed on a bow shot. Oliver had been asleep but he managed to get to his feet and fire off bolts with his hand crossbow, and that put an end to the last ghoul that was about to claw Belfor. Dawn came, and the day was clear with a breeze blowing from the southeast.



Monday, June 5th, clear and SE breeze: To Guardway Tower.

4. The party continued on to the northeast, coming upon what had to be the Old Circe Road, which approached Guardway Tower from the west. There were some trees along a rivulet that masked the party's initial approach, but beyond there just some brush alongside a long slow moving stream or pond to the right. Beyond that the party continued stealthily along the margin of the stream where brush and trees provided at least some cover. The hobgoblin guards were staying well hidden also. The party saw nothing of them until, after reaching a spot southeast of the tower about 100 feet away, a hobgoblin on the third level platform spotted the party and shot Areyus with his longbow.



5. Guardway tower has an elevated base of built-up earth, with masonry construction. The footprint is square, about 70 feet on a side. The sides are steeply sloped so at higher levels the size shrinks to 50 foot square at the third level. There is thick brush growing all around except where there is a door to the east. The door seems to be made of bronze, showing that typical green color from weathering. There is a second level with high windows. Just above the that level is the third level which is actually the roof of much of the structure. That's where the hobgoblin guards seem to have been. Centered in that roof are two more levels of enclosed rooms, 30 to 20 feet square as you go up, with apparently a flat roof on top, the sixth level counting from the ground.
6. The party immediately started shooting back at the guards, with Oliver, Felicity, Slippa and Atreyous all scoring hits. Oliver accounted for two of them. Three other guards converged from other corners of the third level, and a fifth hobgoblin started shooting from the highest roof. That was the one Felicity got. Atreyous was hit again, but all of the guards were downed except for one that ran away to the west and around the corner, yelling something in the goblin language. Likely an alert. Just after that a bell started clanging, seemingly from up on the tower, maybe in one of the rooms up top.
7. At the moment there seemed to be no hobgoblins in sight. Elsepheth cast two Cure Wounds spells on Atreyous. Party members were watching the windows and roof levels of the tower. Upon Oliver's suggestion, Belfor got a rope from Oliver's horse Pacman and moved to the base of the tower at the southeast corner, and took on a wild shape of a flying squirrel, planning to ascend the tower and get a rope rigged. Then stuff happened.

8. Suddenly the doors of the two shacks to the east of Guardway Tower opened and hobgoblins poured out. Elsapheth knew exactly what to do. "Fireball!" She hit them and all seven fell. At about the same time, another hobgoblin appeared on the third level platform on the south side to try and take a shot. Oliver ran out into position and nailed him. Maybe that was the one that ran before?

(Above: Situation At End of Episode 33.)

9. The session ended at this point. The battle is not done, but there's no enemies in sight at the moment. Five dead hobgoblins are up on the third level of the tower, and seven burned ones are to the east of the tower that were put down by the fireball. The bell is still clanging. The party is in a waiting posture, presumably with held shots should a hobgoblin suddenly appear (?).

Experience:	Oliver F6	Veylann T5	Doil F5	Slippa T5	Belfor D5	Elsapheth C5	Felicity F4	Atreyus S3
Mission: Orctown trip(all)900	113	113	113	113	113	113	113	113
2 ghouls(BOE(DV)((AFS)))400	70	35	35	17	139	70	17	17
12 hobgoblins(EOAF(VS((DB))1200	320	80	40	80	40	320	160	160
Total this Episode	503	228	188	210	292	503	290	290x2
Previous total	21117	9092	7970	8883	9276	8626	3776	2146
Current total	21620	9320	8158	9093	9568	9129	4066	2726*

Training credit: One day of training earned (Except Melodious Groa, Sheth, Corvyn +12d)

Oliver at +9 towards 7th level(needs 36).
Melodious at +20 days toward 7th level(needs 36)
Groa: S5 at +30 days toward 6th level (needs 30) excess will swap for xp's here on.
Doil, at +18* days toward 6th level (need 30) *: +2 due to help from Oliver
Belfor, Veylann: Now at +9 days toward 6th level (need 30)
Slippa at +9 days toward 6th level (need 30)
Elsapheth: at+9 days toward 6th level(need30)
Corvyn: W3 at +26 days towards 4th level (needs 18) Extra days later to xp's
Sheth: at +28* days (needing 18) toward 4th level *: +2 for help at the Church Extra days later to xp's
Felicity: at +8* days (need 24) toward 5th *: +2 due to help from Oliver
Atreyus: at +2 days (needs 12) toward 3rd.

Treasure: None yet. **Money:** Each of the 8 characters +31gp. for mission, -20 June expenses.