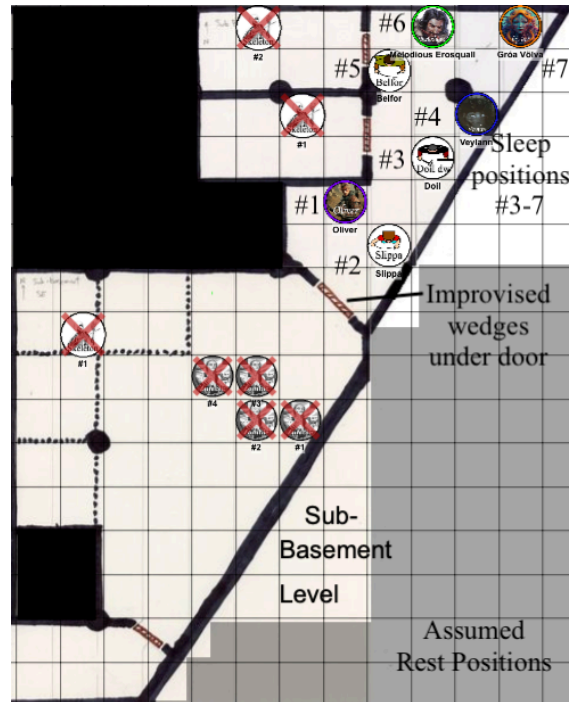


Circe Road, Episode 10 Preparation: night of Monday, Feb 12

Here is the assumed situation in sub-basement of Hold. 0-2 hours: Oliver & Slippa on watch (as shown) (O dkvision from B) 2-4 hours: Oliver & Doil (Slippa replaced Doil, vice versa) 4-6 hours: Veylann & Doil (Oliver replaces Veylann, vice versa) (V dkvision from B) 6-8 hours: Veylann & Slippa (Slippa and Doil swap again) 8 hours +: Belfor, Melodious, Groa up (and relearn spells), O,D,V,S either rest or ready to go start doing stuff (If go to +12 hours undisturbed, everyone has long rest). Until +8 hours: Groa - 2 x 1st spells, Melodious - 2cd spell, Belfor - 1st spell, 2x 2nd) Groa could cash (and did) 2 sorc. points for 1st lev slot.



1. A die roll was made for who has darkvision: 1 none, 2,3 Oliver, 4,5 Veylann, 6 both: d6= ...6! So, Belfor is out of 2nd level spells, but Oliver and Veylann are good for 8 hours each of Darkvision. That also means, presumably, no light is on, except possibly a lit but hooded lantern available to be "turned on" quickly. (Slippa has a bullseye lantern.)

It was resolved when "something happens." A d20 roll: 1,2 1st watch, 3-5 2nd, 6-9 3rd, 10-14 4th, 15-20 after the 4th. From 15-20, spells regained. Here goes: d20=4. So, second watch, with Oliver and Doil up, both with darkvision. Others are asleep. Doil made a listen check: d20=8 (+3 skill) +2 (stone)=13. He has been listening to the stone wall. He thought he heard something. Maybe a door closing or something like that. Somewhere. [He's a dwarf and it's stone, so he gets this opportunity.] He quietly tells Oliver. Note that a long rest has not been completed; spellcasters have not recovered used spells. Everybody HAS gotten a short rest.

2. Oliver chose not to awaken anybody at the time. Maybe ten minutes later Doil, still listening at the stone wall for sounds elsewhere in the hold, said he heard steps above. And a door. He thought whoever it was, was trying to be stealthy. Ten more minutes later, he thought he heard steps, perhaps like someone moving up or down a flight of steps. Five minutes later, he could hear some scraping. At the door, he told Oliver "Someone at the far door (which had been left wedged shut, as had the one where Oliver and Doil were watching). Oliver told Doil to start waking people up, and started removing wedges so that the door could be opened quickly. (It was still dark in the room, but both Doil and Oliver could see with Darkvision.)

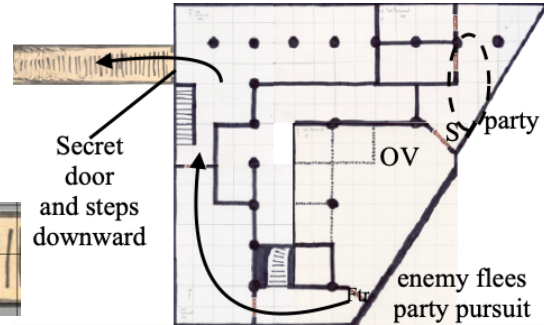
3. Oliver got his door open, and could see light under the far door. He and Veylann entered the prison room (where the zombie bodies were). When the far door opened, a big fighter could be seen. Both Doil and Oliver took shots and hit. The big fighter slammed the door shut. He and the others took off running. The party pursued past the steps down and then north toward the steps up. Oliver and Slippa caught a glimpse of the fighter escaping through the door and seeming to go right rather than up the steps. But when the party got to the northwest room of the

sub-basement, there was no fighter or others with him. They had seemingly vanished. Groa and Melodious checked up the steps, but they didn't seem to be there either. Doil, listening at the wall, said he heard steps running, but then fading away.

4. Slippa noticed where the debris on the floor had been disturbed, and

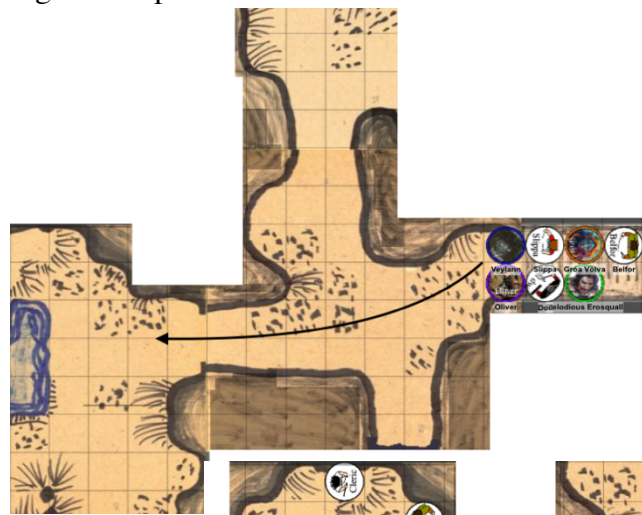


decided there had to be a secret door there. She and Veylann searched for it. Yes, there it was! Disguised as stone work. Indeed, it had a stone surface. But, how to open it? After a while, Melodious remembered that he could cast a "Knock" spell, and did so. The door opened up! There heading westward and down was a long flight of steps.



Groa was lighting the way ahead with a "Dancing lights spell." Up ahead was a cavern. Seemingly a well used cavern. Oliver looked for recent passage of feet, but the earth floor was hard packed from many passing through, both to the north and to the west. By the light provided by Groa a small pool could be seen in the passage directly ahead. That was the way the party went.

5. As they entered the room, the enemy party attacked. There was a thief type on either side that shot arrows and suddenly a cleric appeared directly in front of Oliver and hit him with a spell that caused severe damage (necrotic). He managed to stay up, though, and dropped back while Doil moved up to attack the priestess. There were arrows and spells and dagger swings all over the place. Veylann and Slippa moved through to get good positions, and the priestess was hit several times, but arrows seemed to go right through her, although she did seem to react. Still, she held up remarkably well. But the thief to the south decided to run, and the priestess at the rear seemed to think that a good idea too. The fighter was on his way out and the other thief just as quickly. Belfor moved up and after doing a Thunderwave (that caught the second thief and the fighter as well as Doil) he transformed to a bear.



6. The enemy was in full retreat, but that closest female cleric that had hit Oliver so hard was still there, despite being heavily hit.

Oliver decided that she had to be an illusion or something like that, and said so. Belfor, now transformed into a bear, was able to move right through her! Groa threw a cluster of Magic Missiles at the priestess at the rear who was trying to escape, and that took down that priestess, but also the illusionary one disappeared! It had not been real after all, for all her ability to inflict wounds on Oliver.

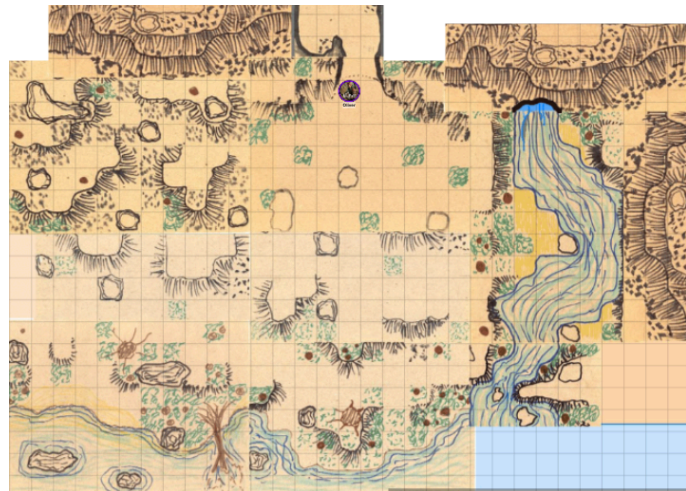
The first thief to break for the rear got away, but Belfor the bear caught up with the fighter south of the bridge cavern and brought him down. Slippa and Veylann led the way toward the south, where light could be seen up ahead. If they could see where that thief went, Oliver might be able to shoot him, even at long range.

7. The problem was, there was a cluster of five gnolls guarding the entrance to the cave from the outside. Alerted by the noises from within and the thief running past them, they were up and prepared when Slippa showed up. Five shots, four hit, and down she went. Veylann, coming up behind her, caught a volley too, and down he went. But Belfor came up and, resuming human form, cast an “Entangle” spell on the gnolls. It only entangles two of them, but one of those went down to arrow shots by Oliver and others following Belfor. Mel;odious cast Healing Word to get Slippa back up, and later Veylann too. Two of the gnolls managed to run away out of the cave. Oliver and a couple of others went out and took a look, but by then the gnolls and that other thief had disappeared.



8. The party gathered in the vicinity of the bridge cavern to loot the bodies of the big fighter, the cleric (just one of them after all) and the one thief. It was discovered that all three were still alive. Indeed, the big fighter was also conscious, and was trying to crawl discretely away. Belfor resumed bear form to subdue him.

Treasure was gathered, and a decision was made to carry all three of the downed enemy party back up to the fortress by the same route that the party had taken coming in. That is, up the steps through the secret door to the sub-basement, to the steps there to the basement level, then through the long tunnel to the basement of the Northwest Tower where Guard Headquarters was. The cleric was easily carried (S=9) but the one thief was heavy (S=15) and the big fighter was very heavy (S=18). Belfor as a bear was strong enough drag him though. The party made its way back up to the fortress.



9. I (the DM) need to insert an even into the wind-up of Episode 10:

This happens as the party is going up the steps from the caverns to the Hold sub-basement. The big fighter says to the bear (Belfor) “I will walk. Don’t drag. Know me beaten.”

He then says to the nearest human (I'll randomly roll who – that happens to be Slippa) “Hey, me make deal. Something need. You need. I tell, you get, me go free. Deal? Important. Help you, help me.”

(Party response? Slippa isn't going to make this deal on her own.)

This guy trying to make a deal is only possible because one of his death saving throws was a 20, so he is at 1 hp rather than unconscious at 0 hp. like the other two.

I should have thought of this at the time but we were trying to wind things up and this would have gotten involved. Easy enough to resolve by chat/message. (Some xp's may depend on how this plays out.)

Experience:	Oliver	Melodious	Groa	Veylann	Doil	Slippa	Belfor
From episode 9:	+175	+175	+175	+88	+88	+88	+88
TTFC(1550)(OMG(VDSB))	+310	+310	+310	+155	+155	+155	+155
5 gn (½:500)	+100	+100	+100	+50	+50	+50	+50
<u>mission: findings,prisoners</u>	<u>+60</u>	<u>+60</u>	<u>+60</u>	<u>+30</u>	<u>+30</u>	<u>+30</u>	<u>+30</u>
<u>Adventure (Ep. 9-10)Totals</u>	<u>+645</u>	<u>+645</u>	<u>+645</u>	<u>+323</u>	<u>+323</u>	<u>+323</u>	<u>+323</u>
Character Totals:	3454*	3360*	3010*	1492	1503	1539	1376

Training: The party has not had opportunity for rest or training since leaving Orctown, so the status remains as before this adventure:

Oliver: Has 5 days toward 4th level (needing 18). Can trade 30xp per day, 390 xp's to do that.

Melodious: Has 3 days toward 4th level (needing 18). Can trade 450 xp's to do that.

Groa: Has 3 days toward 4th level (needing 18). Can trade 450 xp's (30 per day) to do that.

Doil: Has 1 day toward 4th level (needing 18).

Veylan: Has 1 day toward 4th level (needing 18).

Belfor: Has 0 days toward 4th level (needing 18)

Slippa: Has 5 days toward 4th level (needing 18).

Treasure: Numbers give expected value for selling the item in Sovereigns (gp.), Guardraw.

Previously: 3 x good quality (dwarven made) longbows (25), 36cp, 11sp.

Fighter: mw greatsword (175), mwlbow (175), studded armor(22) 2 potions(?), 110sp, 40gp.

Thief: mw rapier (162), mw lt. xbow (162), nice leather armor(?), 12 gp.

Cleric: mw dagger (151), dagger x 2 (1), bracers(?), ring(?), necklace(?), dog medallion(?), 11 gp.

Gnolls: 3 x good quality (dwarven made) longbows (25), 3 decent morning stars (4), 16cp, 27sp.

Note: The “?” items might be magic. Potential price depends on identification and place.

Other possessions of these people were on the ground where they were camping rather than on their persons. Primarily low value adventuring gear, like bedrolls, lanterns, oil, backpacks, rations, etc.

Groa (temporarily?) in possession of cleric's ring, necklace. Other allocations?

The party gets back to the Fortress via the door in the NW tower, which is opened for you once you knock and confirm that you are not spooks or other enemies attempting to enter. The fortress garrison was concerned at how long your time in the Hold had been. It's past normal suppertime, but you will be able to get fed at the tavern. What happens with the prisoners remains To Be Determined.

Episode 10 ½: (After adventure on way back up to Fortress, night Monday, February 12)

Oliver: Oliver would hear this fighters offer out, but ultimately, Oliver's intent with the "subdual" damage was technically to knock him back out so he was unconscious. So this conversation only happens if you rule it so Johnny. I didn't make myself clear on that point. Sorry about that. He would like to hear what he has to say though.

Fighter: OK, good. Bouncing around he apparently regains consciousness, and his first reaction is to want to walk for himself to avoid his head banging on each step as the bear drags him along. Or something like that.

"Me know important. Make deal. Tell you and me go free, gimme that? Best now. Not later." (His knowledge of Common obviously is very limited.)

Oliver: He can tell us and then we will decide if he will go free or not. If he won't take that deal, then we will just continue with our original plan and drag him back to Guardraw

Fighter: "Them be captures. Tradesman and girl. You leave, gobblers will eat. Maybe money. Ransom. Find now. Back at camp." He points back down the steps. (By the way: this big fighter guy seems to have some orcish bloodline.)

Oliver: So what this prisoner is saying, is that the merchant and daughter from Circe are captured and being held back at their camp. Is that what I'm understanding? If so, it does seem important for the party to go rescue them. Additionally, Oliver wants to know what this group was doing in the fortress hold and why they keep coming here?

DM: When you mention the "daughter" and use the word "camp," the fighter shakes his head and says "Yes. Yes. Yes!"

As to your question about the fortress hold, he shrugs and says, "Just guard. Nasties no bother. She say." He points to the unconscious cleric.

Oliver: Got it. Sounds like we can make the deal of having the fighter bring us back to camp for the merchant and his daughter, let him go and keep the brains of the operation (the cleric) and take her back to Guardraw. One less prisoner would make the trip easier anyway

What does everyone else think?

DM: To Oliver, Yes. The guy is offering a pretty good deal, actually. He's going to be potentially difficult to manage if he wants to be.

Oliver: A trade of a probably worthless guard for a merchant and his daughter from a far-away land that will owe us a favor sounds like a good deal. By worthless, I mean that he won't have much info to further our mission. I believe our party is already too big to try and add another NPC. Or Oliver would ask if he wanted to work with us.

DM: OK. Whatever you decide concerning whether you release him or not, can I assume that you go back down into the caverns (nearly at the time) and rescue the merchant and his daughter? [**Oliver:** I would like to do that.]

DM: Rescuing the merchant and daughter should be an automatic. You all do it. They are in the dead-end passageway south of the pool cavern. You would also find some various minor items from the bad guy party since they were using that for storage - things like tents, packs, rations, spare ammunition, some stolen weapons, and like stuff. (Misc. adventure gear worth ~15 gp.

DM: The merchant speaks, "I am very grateful for your rescue of us this day. I regret that I have no reward or even resources by which I might travel home. From what I heard, the thieves have already left with the fortune in pearls that I was carrying. These several remained to attempt to obtain a ransom for us. They did not expect an answer for several more days."

The girl speaks briefly, but in a language you do not understand. You would suppose she might be fifteen, old enough to be a woman, but still of obvious youth.

"My daughter gives her thanks as well," the merchant says. "Are we somewhere near that big fortress, the place called 'Dervish'?" he asks.

"Yes, right under the fortress, in fact," Veylann replies. "Come. If you can walk, we will return there."

Both the merchant and his daughter can walk, but they are unsteady from being tied up and immobile for some days. They had apparently not been abused. Someone, Doil? hoisted the body of the evil cleric or the thief and carried them with the rest of the party back up the steps.

The half orc fighter says, "I go? My sword?"

When you get back to the door to the basement store room of the tower, the door was closed and barred. A guardsman on watch there in the room responds to your pounding and removes the shoring and opens the door for you.

What are these? He asks, upon seeing the two bodies being carried (possibly three if you still have the half orc fighter) and the two freed prisoners.

"You need to go see the Captain!" he tells you.

It does happen to still be night. Still before midnight. The sergeant keeping watch in Headquarters (ground floor) is reluctant to disturb Captain Wishhook. "It can wait until morning," he says.

Morning of Tuesday, February 13th: Bad weather – rain and wind from the northeast.

The merchant says his name is Thizmour. Of the bandits, he says there was a gang of a dozen or so, including the four who held them prisoner in the caverns, and a handful of gnolls. A few of the bandits had left to carry a message to a contact in Selleze, named Stradmire. He is the man to whom Merchant Thizmour had been traveling, both with a cargo of pearls, and his even more precious daughter, expecting that an arrangement for marriage would be fulfilled.

At that point the daughter says something, and Merchant Thizmour "translates," saying, "My daughter says she is unenthusiastic about that marriage, and merely wants to go home." The two of them, father and daughter, have a short conversation in a foreign tongue, at the end of which, Thizmour says, "She says that without a dowry, I can expect no help from Stradmire. But, I have done business with Stradmire before. He will surely accept, pending a return, to make good what had been lost to these thieves. Perhaps I may obtain a loan from you so that I can afford suitable accommodations as we travel on to Selleze. 100 of your Sovereigns, perhaps. I will repay in the future with whatever interest you choose, once I have reached Selleze."

Melodeous: Melodious wants to get the girl back home safely. I think the group can spare 100 Sovereigns to help them travel. I wanna do an insight check to try and detect any deception. [DM: I'm assuming on Thizmour.]

Oliver: Oliver tells the half orc that he may go, but the sword wasn't part of the deal. He will give him a dagger (non mw) and his studded leather armor back, so he's not defenseless on his way out. If he's as big he sounds to be, he should be fine. Oliver wants to make a point of telling the sergeant that the party found entry into the Hold through the caverns underneath, and the secret passage connecting them. We have prisoners that we found inside the hold. If the Captain doesn't wish to see them tonight, then we will need somewhere secure to keep them until he does. I'm sure he will have questions.

I don't know if we have 100 sovereigns yet to loan him, but Oliver agrees that we can provide that once the items we have found and don't want are sold.

It sounds like the merchant is heading to Selleze, and Oliver obviously has interest in going there himself, once we make it back to Guarddraw with the prisoners and collect our reward for getting to Orctown and back. Maybe we can offer to travel with the merchant once we've concluded our business in Guarddraw. [To the rest of the party] What do yall think?

DM: Merchant Thizmour is delighted that you might be willing to escort him to Selleze. He will do his best to see that you are well rewarded. If you will do that, he doesn't need 100 right now. Ten or twelve maybe, and he will see if the Merchant Guild contact in either Guarddraw or Tonstol will advance some money to help him the rest of the way. The charge for a room at Dervish is a ridiculous 5 Sovereigns. Normally that would be a trivial annoyance not worthy of notice, but under present circumstances... (Obviously he's planning to spend the night in the room with his daughter.)

The big half orc fighter says, "Fair. You get the bodies, I get gone." (He does. Looks like he's headed toward the cave exit.)

The sergeant says, "Keep them with you in the store room until morning. When my relief sees the Captain, he'll tell him you people want to see him, and you have some prisoners."

Melodious, I'm going to make a d20 Insight check for you (rather than wait for the back and forth; hope that's OK): d20=5 (+2). That's not going to do it. Your perception is that he is typically slimy for being a merchant who caters to wealthy clients. No particular reason to think dishonest, but he is going to try to please to get what he wants. You can tell that the daughter doesn't seem enthusiastic.

DM: FYI, the party was pretty well short of funds. If you add all the money for everybody together without taking into account future expenses, you can expect to get to Guarddraw with about 120 gp. total. That's not counting what you just picked up from pilfering the three enemies you just defeated. You have about 75 gp. of loot in coins that you just collected. You don't want to be selling stuff in Dervish, or even Sundown. Guarddraw is the place to sell the weapons and stuff to earn best prices. Or Selleze. If some one person lends 10 or 12 to Thizmour, that will make the bookkeeping easier. (But, it's not impossible that he will have to come back and ask for more.)

DM: Reviewing: You are already obligated to escort 4 wagons and 4 drivers with a load of ashlar to Guardraw. (And, then be paid.)

You accepted Effate into your company to help her get back to Guardraw. (She's paying her own way from her remaining resources. She hopes to get a job at the tavern when she gets there.) She's using the store room for bedding down like the rest of you.

You just acquired two prisoners (thief, cleric) that Captain Wishhook is going to refuse to accept responsibility for, telling you, "Take them to Guardraw and give them to Lord Grantt!"

You also now have, traveling with you, the merchant Thizmour and his daughter, assuming you agree to let them come with you to Guardraw and perhaps all the way to Selleze where Thizmour expects to be received well by Stradmore, who is to marry his daughter. Thizmour wants some money to pay for rooms appropriate to one of his standing.

DM: I can resolve Dervish to Guardraw ahead of time and what happens at Guardraw if you wish. Any special provisions for the prisoners? Does Thizmour receive a loan (so he can pay for lodging in Dervish, Sundown, Guardraw)?

DM: Bandit accoutrements found in camp (prices for sold in Dervish. Prices ½ nominal in Guardraw): 4 backpacks (@5s), 16 waterskins (only 4 are full; the empty ones are in a sack)(@5 cp), 4 bedrolls(@2 sp), 2 mess kits(@5 cp), compass(@5 gp), 2 tinderboxes(@1sp), 5 flasks of oil(@4sp), hooded lantern(@12 sp), bullseye lantern(@2 gp), writing quills, bottle of ink, and scroll case with several sheets of parchment in a box(1gp together). Worth about 15 gp in Dervish all taken together. Inside the box with the paper and ink is a pearl (100 gp).

Episode 10 3/4: Tuesday, February 13 daybreak Dervish: Storm- rain & snow mix. from NE Thizmour and daughter (and prisoners?) are taken to see Capt. Wishhook. (Separately, likely.)

Oliver: When the party does talk to Wishhook, even if he isn't interested in speaking to the prisoners about what they were doing in the hold, we want to make sure we mention the secret passage that we found and hopefully they can get it barred up and secure it so its no longer usable from the cave side.

He would also like to see if they could have a couple sets of manacles to secure these prisoners about little better. We want to make a point of keeping the cleric's mouth gagged as well.

I'm sure Melodious and Oliver can help out with 10-12 gp to Thizmour.

Oliver would like to try to speak with this cleric prisoner, to see if she speaks common, or responds at all. If she does, perhaps Melodious can charm her so we can find out what she was after in the Hold?

DM: When the cleric comes to, she is determined to remain silent. You don't know how long she has been conscious. The thief also seems to be unresponsive.

Captain Wishhook was taken aback at discovery of a passage from the Hold to the Caves. "No, of course not. Surely not here. We had no idea that they were in those caves off to the west. No idea at all. We are here to serve the caravan trade on the Circe Road, not bandits that prey on our good merchants!"

Veylann asked Thizmour, “Do you recognize either of these? This cleric? This thief? Do either of them stop by, perhaps as a traveling party or convoy escort people, and lodge in the tavern or get food or supplies there?”

Merchant Thizmour said, “I never saw either of them before.”

Slippa says, “The point is, they didn’t just materialize from nowhere. They came from somewhere, and have returned to sell Thizmour’s pearls to somewhere. Those that didn’t stay to collect a ransom.

Thizmour said, “The ransom plea was sent to Stradmore. In my hopes he would credit us for the extra expenses, until I can make those good. I would suppose that those going to convey the message also took the pearls to be sold in Selleze. They are quite valuable there.”

Captain Wishhook said, “I’ll send a messenger over to the tavern. We’ll see if any of the tavern staff recognize these two, the cleric and thief, that is. We could question the cleric, I suppose. Just what religion is she?” he asked. “That might give us a clue.”

[DM: Who examines the still-living body of the priestess? Slippa is willing.] Slippa will not be particularly gentle, stripping off this and that to search thoroughly. “Those bracers may well be magic,” Slippa comments, as they were removed from the cleric’s wrists. “That ring, too.” [DM: Groa takes the ring and the other necklace to here, we can suppose.]

“Well, will you look at that!” Slippa says, after retrieving a pendant, one of two. “This must be her ‘Holy Symbol.’ What god has a dog for a holy symbol, or holy animal? Or wolf, maybe.” Nobody knew. [DM: This may be when you find the other stuff she is carrying, coins too.] “There are also some symbols on this (the dog pendant), but I don’t recognize any,” Slippa says. But I may have seen some of these. Elsewhere. I want to ask in Sundown.”

To sum all of this up and conclude it, nobody of the sergeants watching the gates or the kitchen or tavern staff recognize the cleric. Some of them thought they might have seen the thief before. Maybe as a convoy guard. But, if so, not recently. “Those furtive thief types pretty much alike to me,” one of them said.

Thizmour is happy to accept a loan of 12 Sovereigns from Oliver. He uses 5 of those to rent a room in the tavern for himself and his daughter.

Tuesday, February 13: daytime: Rain & snow mix continues, not as much wind (“windy”), NE
DM: You do need to periodically let the priestess and thief somewhat loose for food and water, but I’ll assume you make a point of always having six or more present for that. She is resistant, and won’t speak, but doesn’t attack anyone. The thief likewise. But, you have the sense that they are waiting for opportunity.

Oliver’s Issue: Does the old have a set of manacles? Maybe. I’ll roll high=yes. d6=4. So, yes. More than one? d6=1, no. You are given these to use as you wish.

If Melodious is going to attempt to persuade or charm the priestess, I need to know exactly how he is going about doing that. (Including help, if any.)

Oliver: I believe it was Slippa who previously mentioned that the cleric’s language sounded a lot like the language of the priestess’ in Sundown

I think we need to have multiple people guarding these 2 at all times. I think it’s important that their hands, feet, and mouths are bound while we travel between towns. I think that is their best opportunity to escape, and when we need to have the most eyes on them. Oliver doesn’t know how loyal that fighter is to this group, or the other thief that got away, but they could have told someone, and Oliver is mentally preparing for an ambush on the road between

towns. He will share that with the party and remind everyone that we don't know for sure, but the gnolls could also be working with these people, and they can attack from quite the distance away. We need to be hyper aware of our surroundings as we travel. Oliver also makes a point of discussing this out of ear shot of the prisoners.

Are the wagons we are taking back to Guarddraw covered?

DM: The wagons were not covered (ashlars don't care) but the drivers may have asked to keep the tarps needed for the trip north. I'm making a die roll for that (you want high). d6=3. OK: some tarps but minimal, what you'd lay flat over a wagonload of goods.

With the weather as bad as it is, none of the drivers want to set out. Sleeping under the wagons, even in the wagons under what little protection there is, is going to be miserable, and it is winter. Thizmour isn't going - he's not eager to be miserable, and he isn't going to subject his daughter to this either. She's had a bad enough time lately as it is. So, can I assume you wait a day? (That could allow another foray into the Hold but you'd be leaving the two prisoners much less guarded. Yeah, some of the guardsmen could keep an eye on them every so often.) If you do set out, you could get to Gold Mine Camp, but it would be a grueling trek. There'd be a couple of constitution rolls for exhaustion, and no "long rest."

Belfor (Outlander background, druid, observant) has the feeling that this weather isn't on the edge of getting any better.

Captain Wishhook may have a "brig" that he'd allow you to use if you don't move on down the road today. he certainly doesn't want that thief or evil cleric running loose in his fortress. d6=2. OK, no prison cell as such, but a more secure room that can be locked with a key. Two doors, but the other isn't used. It's in the basement level of one of the upper gate towers. (If you trust that arrangement, I'll assume you put the manacles on the cleric?)

Melodious: Sorry hectic ass week, yup I'm in for tonight, Amy might be late

1. Yes melodious will try to charm the priestess, go at it from the good cop angle, tell her we just want to get her back to her people safely

2. Patrick — 5:11 PM

Oliver would prefer to let the weather be at least reasonable enough for Thizmour to be willing to travel, as he is worried about that ambush, and the road from dervish to Sundown is probably the most dangerous portion of road as it relates to such, so he would prefer to stick together with the merchant. We will manacle the cleric. If we have to have an extended stay in dervish, we will take Wishhook up on the bright, but Oliver feels obligated to keep watch, and hopefully taking turns with other party members. I don't think we need another delve into the Hold while trying to keep these prisoners secure. Perhaps we could persuade Thizmour to move on if the weather is going to be as bad as you've made it sound for more than a day or 2

Melodious: Yes melodious will try to charm the priestess, go at it from the good cop angle, tell her we just want to get her back to her people safely

DM: On charming the cleric: Melodious, you cast "Charm." The priestess gets a saving throw, and this is clearly an adversarial situation like combat. (With no cleric, I don't think there's anybody in the party to give "guidance.") Here goes: d20(advantage)=6!

[**DM:** Wow. Well, that changes the script! Didn't expect that!]

It lasts for an hour. I assume that you did this after coming up from the caves, right? Or before, or after, meeting with Wishhook? So, she is friendly, and seems willing to talk, and maybe even more.

Oliver: Oliver would prefer to let the weather be at least reasonable enough for Thizmour to be willing to travel, as he is worried about that ambush, and the road from dervish to Sundown is probably the most dangerous portion of road as it relates to such, so he would prefer to stick together with the merchant. We will manacle the cleric. If we have to have an extended stay in dervish, we will take Wishhook up on the bright, but Oliver feels obligated to keep watch, and hopefully taking turns with other party members. I don't think we need another delve into the Hold while trying to keep these prisoners secure. Perhaps we could persuade Thizmour to move on if the weather is going to be as bad as you've made it sound for more than a day or 2

DM: Oliver, You can try to persuade Thizmour to go bad weather or no. And the drivers, who will probably go along if you insist.

Your passive intelligence roll indicates that ambush is actually less likely in bad weather. The nasties (at least intelligent ones) will assume you wouldn'ty be traveling. Of course, very intelligent ones know that and might figure that's exactly when you'd travel. I guess we need to see how Melodious does with his new girl-friend first!

Oliver: Yes we will wait for that, but Oliver is itchy about the prisoners. He doesn't like the responsibility of getting them where they need to go hanging over his head lol