

Episode 17 ½
In Guarddraw: Training, Talking, Waiting for Something to Happen

Sunday, March 26th light breeze, partly cloudy

1. Elsapheth wants to go to the church service in Guarddraw in the morning, but would prefer to not go alone. (She is disguised to appear human, as “Henna.” Doil didn’t want to go anyway, but he’d also be a risk to her going as a dwarf.) Slippa offers to go with Elsapheth. (Father Rupert is, coincidentally, the Pastor of St. Aether’s Church in Guarddraw.) Veylann is definitely not going. Belfor prefers not to. But, he has prepared “Detect Magic” and had cast it, finding that, yes indeed, he is being affected by some sort of necromancy magic. He doesn’t know how to detect anything further though. He had already tied a “Lesser Restoration” on himself without it doing any good. (This item repeats last item from Episode 17.)

2. Oliver, Slippa, and Elsapheth attend the Sundry morning Church service. Elsapheth is well disguised as a human, and wearing ordinary clothes so as not to be easily recognized as a cleric. She knows the Service, though, and can offer advice to Slippa and Oliver about details and “what comes next.” There are maybe 100 or so parishioners present, none except one of the barmaids and a couple of other workers from Guarddraw Tavern.

After the service, Father Rupert makes a point of finding the three of you and introduces himself and a Brother Sheth and a Sister Rahab who had assisted him with the service. Slippa identifies herself as in town temporarily from Sundown. Elsapheth says she is passing through, having come from the Gildegulch area further east. (Oliver?)

Oliver tells Father Rupert that he’s been troubled about something. A wizard, who happened to be checking for magic for an entirely different reason, noticed that he has a “necromantic aura” and suggested he ask Father Rupert about it.

Father Rupert involuntarily takes a step back, crosses himself, and says “Indeed? Let us see about that. If you don’t mind?”

After Oliver says “Go ahead, please,” Father Rupert casts a “Detect Magic” spell. He frowns. “Yes, I see it. Some magic effect. Or, perhaps a curse. Of late I would normally do a ‘detect evil’ but at present something is preventing that from doing anything but detecting evil creatures.”

Then he happens to glance at Elsapheth and Slippa, and his eyes widen. “Oh! What is this? Slippa, that was your name, right? It looks like you bear this same aura. Something is affecting you, too.”

Father Rupert turns to Brother Sheth and then Sister Rahab. “Would you two please, if prepared, also take a look. See if you can discern more about this.”

Both do so. Brother Sheth is first to speak. “Yes, both of them. Very strong, too. Powerful. And, not in a good way. I’d say dangerous.”

Sister Rahab adds, “Agreed. There’s an element of divination mixed in somehow. Predictable doom? I don’t know, but I too have the sense that a powerful effect seeks evil for these two.”

Father Rupert takes another step back. “Oh my word!” he utters. He then says apologetically, “These two, though young, exceed my powers of discernment when it comes to these things. I did not see all that, but I do not doubt that there is truth in what they say. Where have you been? What have you done? That such a fell aura, or effect,

should fall upon you? Have you not felt any sense of impending or present disaster or, ahem, 'difficulties,' let's say? Are there others so affected? It seems odd that this be on two of you, but not the one who came from Gildegulch."

Slippa is groping for words. Oliver makes a reply (presumably trying not to betray any secrets.)

Oliver will explain about the run in with the priestess from the KoS and how we had her necklace of Seth in the party for an extended period of time, but also that it is now destroyed and there are several other party members with the same issue that are not here."

[DM: Does Father Rupert have Dispel Magic prepared? d6=1, no. Dispel Curse? d6=5, no. Dispel Magic at 50%, and if he didn't have that one, Dispel Curse only 1/6.]

Father Rupert says, "I am not now prepared to do more. If you come back tomorrow, I will be so prepared to do what I may be able, though if this effect is indeed that powerful, I may need to refer you to the Bishop. Meanwhile, I would recommend you not do anything particularly risky, or dangerous. I don't know what else to advise."

Sister Rahab then suggests, "The element of divination is troubling. Even activities that may seem perfectly harmless may not be."

Father Rupert says, "If you think others are affected, bring them with you tomorrow. We need to know more about this. What happened, and why. And, how far this evil might spread when its effects come due."

Oliver will try to get everyone to the church on Monday

3. Doil offers to do a division of the unallocated treasure for a 5% cut off the top.

Oliver and Groa are not in a hurry to sell stuff, and prefer to wait in Guardraw and do training. (Presumably Melodious goes along.) Sensa is anxious to get her treasure share and will take Armitan's back to him. Lady Kaykenyon does find the statuettes interesting. While not of particular value to her, she may be able to extract information of one sort or another. She will buy the lot of them at the "nominal) value – 25 gp each if I recall correctly).

Fargo makes an appearance just after she left. As if he was waiting for her to leave. He asks that you come to Guard HQ. Including Sensa, Elsepheth too. You do.

"I don't know what is going on. I don't want to know. But, I have it from Mister Urtles that you people are sitting on a big pile of old coins from the Kingdom of the Sun. I'm also told that if all those coins were to suddenly show up, and be traced back to Guardraw, or anyone associated with Lord Grantt, there might be difficulties. Here's the deal. Mister Urtles is offering to exchange those coins at a premium over what you would get in Guardraw through the moneychanger. We don't want him involved. The moneychanger, that is. So, the offer is a Ducat for each copper, a Sovereign for each silver, 15 Sovereigns for each gold, of Kingdom of the Sun money. Yes, you might get more for the gold pieces in Selleze, but you'd have expenses. And you'd be gone for several days. You ought to accept that offer. Clear?"

"I'm not under your authority," Sensa says. "For mine, I want 20. Sovereigns per gold Solar. And that goes with a promise to stay quiet about it."

"I don't like you attitude, but this deal is above me," Fargo says. "I'll tell him."

Oliver is with Sensa on the exchange. "We have done a lot for Lord Grantt and his

territories. Don't cheat us on something as silly as 5 gp per coin. We will play along, but expect proper treatment in exchange.

You are all dismissed to return to the tavern.

Before the evening meal, Fargo finds you again. "You'll get your 20," he says. "I wouldn't interpret that as Mister Urtles going soft. He wouldn't be paying you that without reason, but like I said, I don't want to know. When they start passing out blame, it was none of my business."

(Go ahead and exchange KoS coins at the stated rates to resolve treasure, whoever is going to do that.)

4. When the men of the party retire to the bunkroom, Veylann asks Doil about Elsapheth.

Doil: "She is a follower of the Way of the Cross," he says. "But, how can she be a dwarf, and also a follower of the Way? Not impossible, I suppose, but I don't understand it. I've heard of Way clerics doing that sometimes, and even palling around with dwarves. Human women, I mean. Something wrong about that. But whether she's human pretending on occasion to be a dwarf, or a dwarf pretending sometimes to be human, is arbitrary. She wouldn't talk about her background. She spent time living in a dwarf hold. Of the Rockproud clan. I know that."

Doil sighed, and then added this: "She's a half breed. That's why she was kicked out of the clan, and made to leave the Hold. She came saying her father, Axel Forgebillow, was of our clan, and had willed that she join us. Well, yes, there had been an Axel Forgebillow in the clan, long ago, more than twenty years. He ventured out to go on his own way and never came back, nor was heard of again. Until she showed up. She seemed to be a dwarf. But, she didn't know dwarven ways very well. Not well at all. The shaman exposed her. She had mixed blood, not good pure dwarven blood. Not just that, but she had orcish blood. 'Intolerable,' the shaman said. She was sent on her way.

Now, I liked her. But she wasn't normal. Then, or now. You've seen. She can make herself look like an acceptable dwarf. And, when the need suits her, you wouldn't know she was anything other than a female human cleric.

I'll say this. She has a good heart, and a dwarven heritage. I honor that. She's capable. But, she isn't a pure dwarf. There's no getting around that. I'll add this. The shaman was very, very curious about what happened to Axel Forgebillow. She wouldn't tell him, even when he threatened. If he'd had the foresight to ask before deciding to kick her out of the clan, he might have got somewhere. I haven't asked. She doesn't want to talk about such things."

Belfor had drawn near to listen. "I understand," he said. "She is an odd one. I have not wanted to talk about my past either. There are some dark things there. Things that I'm not ready to uncover. I can guess she is dealing with heavy things as well. I mean, logically, her mother must have been a half orc. How would you like to think about having that in your background?"

(None of the other residents of the bunkroom are present. I'm going to assume that sooner or later someone tells Groa about this.)

Monday, March 27th: Breezy

5. In the morning to party goes over to St. Aether's Church to see Father Rupert. That would be Oliver, Melodious, Groa, Veylann, Doil, Slippa, Belfor, Sensa, and Elsapheth.

(I assume everyone goes.) Sister Rahab and Brother Sheth are present, ready to assist. On a small table near the altar are several vials of holy water, a candlestick sporting a greenish flame, and some other implements.

Father Rupert begins by having Rahab and Sheth cast Detect magic spells. First, he asks that those carrying magic put those implements aside. (I'll assume that they do.) Then Rahab and Sheth do their spells, as does Father Rupert as well. After what seems like several minutes, Sister Rahab goes over to Doil, and asks, "Are you still carrying some sort of magic item? I detect an aura of Abjuration, as well as the necromancy effect and Divination."

"Oh!" He says. "Maybe that ring?" He pulls out, after rummaging for a minute among his stuff, the ring found among the treasure in the ghouls' room.

With that put aside, Sister Rahab asks, "So, now like the others?"

Father Rupert says, "Yes. Necromancy, and I think maybe a bit of something else. Could be the Divination that you are seeing. All of them, that is, except ..."

"Elsapheth," Sister Rahab fills in.

"Same here; There is Divination tangled up in the Necromancy. All a singular effect, not just coincidental," Brother Sheth pronounces.

Father Rupert then says, "I am going to attempt to do a "Remove Curse. I'll do it on Oliver. He was the one who asked yesterday. This may not work. But, if it is a Curse, as I suspect, I should learn something." He then turns to Sister Rahab, and asks, "Would you bless this effort with Guidance, please."

"Of course, Father," she replies, and casts the "Guidance" cantrip. At the same time, Brother Sheth casts a "Bless."

(Would Melodious happen to think of Bardic Inspiration? I'll roll Intelligence for him to do that: $d20=19$ yes!) Melodious asks if Father Rupert would accept some help with Bardic Inspiration. "Yes, please do," he replies.

DM: Casting of "Remove Curse": Rupert $d20=15$ +guidance $d4=3$ +bard $d6=5$ +(Arcana/9/fails bless has no effect) = 23. Succeeds. Arcana or Religion /13 +4 = 17. He learns "Some useful information (may be vague)."

Oliver immediately feels that a weight has been lifted off of him, a weight he did not even know that he was carrying.

"That worked!" Sister Rahab proclaimed. She had again cast a Detect Magic.

Father Rupert needed a minute or two to gather his thoughts. "Yes, it did seem to remove that curse, that's what it was, from Oliver. But, my, but that was indeed a powerful curse! Without that extra help, I've say from, what, 'Melodious?' Without that help I don't think it could have been pushed aside." You notice that Father Rupert is breathing deeply, as if he had been exerting himself heavily.

Father Rupert continues, saying, "It would seem that you have taken something to your profit from a magical instrument intended to dispense blessings, some sort of divination device. Having despoiled this whatever it is, the powerful curse has been released on all present. Which, I assume, would be all of you who have appeared before me, Elsapheth excepted. Making right the damage might release the curse and restore things, but that's uncertain. Do you have any idea what this might be about? I fear that I could discern only the outline of the situation."

While party members consider this, Father Rupert says, "I do have three more castings I can do. I dare not delay on that which can be done today. I suppose that

should be you, Slippa, and for having helped, you, Melodious. And someone else. Let's try doing this again.

To be brief, with Slippa: Disp. Curse $d20=14$, Guid +4, bard +2 Bless Arc/10/fail = 20. Succeeds. Slippa is free of the curse.

For Melodious: $d20=2$ (the rest doesn't matter) fails.

For Melodious again: $d20=12$ Guidance +1 bless:Arc/11+7/yes +d4=2 bard+2 = 17 fails.

Father Rupert is exhausted. "That is all we can do today," he says. "The rest of you, do be careful, and avoid any risks as best you can. I will be prepared to try again tomorrow."

- On a daily event roll of 5 (party), 6 (positive), Oliver (randomly selected) has a chance to influence someone else positively with a loan, a good word, a compliment or some other form of positive outreach. Can be public or private. If the target succeeds in a Wisdom roll, that will give an adjustment of +1 toward Oliver in relationship score. He can do this toward player characters too, but it's up to them how they respond, and won't have a quantified effect on the game. (Sent Confidentially to Oliver.)

Cash situation:

| | | Oliver | Melodious | Groa | Veylann | Doil | Belfor | Slippa |
|-----------------------|---------------------|-------------|--------------|-------------|--------------|------------|-------------|-------------|
| totals to date | | 16 | 82 | 39 | 173 | 194 | 10.4 | 44.5 |
| Episode 16 | expenses pre eq | -1.5 | -1.5 | -1.5 | -1.5 | -1.5 | -1.5 | -1.5 |
| thru Mar19 | Pay for Mission | 48 | 48 | 48 | 48 | 48 | 48 | 48 |
| totals to date | | 62.5 | 128.5 | 85.5 | 219.5 | 241 | 56.9 | 91 |
| Episode 17 | lodging/party exp. | -11.5 | -11.5 | -5.5 | -9.5 | -7.5 | -7.5 | -2.5 |
| to March 24 | Pay, Lurker mission | 10 | 10 | 10 | 10 | 10 | 10 | 10 |
| totals to date | | 61 | 127 | 90 | 220 | 243 | 59.4 | 98.5 |

Experience: Credit for countering the Curse (so far):

Oliver, (Slippa) (Melodious) ((others?)) [Of course, primary Rupert, sec. Rahab, Sheth]

Tuesday, March 28th: rain and windy

- Melodious, Doil, Belfor, Veylann, Sensa go to the Church for help concerning the curse removal. (Elsapheth would go as a supporter – friend of Doil. Slippa too. Probably Oliver, just as a matter of being there. Skipping the theatrics, Father Rupert gets 4 attempts. (First casting at L4)

For Melodious: Rupert $d20=6+1L4 +3g +6bi (a/18/y) +4bl=20$ Success

For Sensa: Rupert $d20=20 + whatever$ Success

For Groa: Rupert $d20=1$ fails

For Groa: Rupert $d20=6 +3g +6 bi (a/18/y) +1bl =16$ fails

Melodious and Sensa have the curse lifted off of them.

Father Rupert is, again, very tired. He does ask if anyone has figured out what may have caused this curse to be bestowed. (I assume nobody knows.) He retires back to his quarters.

Sister Rahab asks Elsapheth, "Are you a dwarf? You have a bit of the look of one. If so, perhaps that is why you escaped the Curse?"

Elsapheth confesses, yes, she is a dwarf, but assumes a bit of disguise to avoid being treated unpleasantly. Clearly she doesn't want to talk further. Sister Rahab figures that out, and doesn't try to continue conversation.

Doil pitches in, saying, "Yes, our ancestors claimed that they, as dwarves, were resistant to magic. They say we of younger generations have lost that. I don't know why that should be, but here I am, and for whatever reason, cursed for something or other when I haven't done anything to deserve it! And, I'm guessing Father Rupert is going to be asking for a substantial contribution to pay for his services."

"He would have said so," Elsapheth said, "That is, if he was going to charge for services. He might appreciate a thanksgiving offering though."

"Well, yes, I'm sure that wouldn't be refused," Sister Rahab says. "But, there is no substantial cost for materials or supplies. Father Rupert is a kind man, and also alarmed by this Curse, which he may fear can spread."

Slippa asks where to put a contribution; she is happy to be out from under the curse.

Brother Sheth points to a bowl near the door. Slippa throws in several coins.

8. The party returns to the tavern to wait out the rain and wind, perhaps getting some practice in the stable. Fargo appears and asks those who are exchanging KoS coins for Aarbat coinage to come over to Guard HQ where that can be done. He also mentions that he's heard that there's some sort of a Curse on the party. Please let him know when that has been removed. He doesn't want to use a cursed party for any of Lord Grantt's business.

(Each KoS cp -> 1 sp (Ducat); Each KoS sp -> gp (Sovereign); Each KoS gp -> 20 gp (Sovereigns). (Hopefully by now all of the earlier treasure can be divided. Doil offered to do that for 5% off the top. Veylann offered to at 4%. Oliver said for Doil to do it.)

Wednesday, March 29th : breezy and partly cloudy

9. The party returns to the Church. Father Rupert again tries to remove the curse on individuals starting with Groa:

For Groa: Rupert d20=14 +1L4 +4g +1bi (a/3/fail) = 20 success.

For Veylann: Rupert d20=1 fails

For Veylann: Rupert d20=5 +4g +3bi (a/4/fail) = 13 fails

For Veylann: Rupert d20=15 +2g +2 bi (a/7/f) = 19 fails (obviously DC20)

Doil finishes working out the treasure distribution (see attached Appendix)

10. Groa receives a sealed written message from head bartender Liquidity. Otherwise, nothing of consequence happens the rest of the day. It's a good day for practicing over at the arena. Numerous people, at least half of them guardsmen, are over there. It seems that the Grey Cloak Scouts are back from Topaltown, too.

Thursday, March 30th: windy

11. To the Church again: Father Rupert is obviously tired to begin with. Still, he perseveres.

For Veylann: Rupert d20=11 +1L4 +4g +3bi (a/13/y) +4bl = 23 success

For Doil: Rupert d20=2 fails

For Doil: Rupert d20=8 +4g +2 bi (a/10/f) = 14 fails

For Doil: Rupert d20=5 +1g +1 bi (a/14/yes) +2bl = 9 fails

Nothing of consequence during the day. Just conversation, training, perhaps more.

12. "A Tavern Tale"

This being a Thursday night, things were relatively quiet at The Guarddraw Tavern. At a table closer to the vacant stage a fellow was holding forth about a demon he had seen. Brother Sheth, who happened to be in the tavern, and another fellow named Fraggit, to whom Sheth had been talking, moved a bit closer so they could hear better. The guy speaking was becoming more animated. Your hearing was good. The room corner behind them seemed to make the conversation louder where you happen to be sitting.

"It shot them with arrows. Killed one," the fellow was saying. "The rest ran, leaving me tied up on the ground when they dropped me. Quite honest, I was scared of the demon too. I mean, the orcs were just going to kill and eat me at sometime or other. The demon, I figured, would drag me off to Hell. But it didn't. He landed, cut the ropes, and pointed off in a direction. Didn't say anything. I figured it out; I was supposed to walk that way. The demon pointed to the orcs's axe. So, I took that too. Then started walking. I couldn't believe he let me go. I didn't dare look back. When I did sneak a peek, he was off in the distance, flying away."

"I think it was a dire bat that attacked the orcs," a skeptic at the same table voiced. "You were dizzy. You just imagined that it was a demon."

"Where's the axe?" someone asked.

"I dropped it; it was too heavy to carry far. It was maybe 20 miles until I got to the road."

"So where did this demon come from?" someone asked.

"I don't know. I couldn't see from how I was carried."

"And, yet you saw it shooting orcs while it was flying about."

"Well, I did catch a glimpse. I could hear good. It didn't take a genius to figure out what was happening."

"Your story ain't worth the silver I paid to hear it," said one man, who stood up and walked away.

"It's true! There's demons out there!" the storyteller said.

"No demon is going to do anything to help you," the skeptic still at the table remarked. "That can't have been a demon. Doesn't sound like an angel, either, not with the bat wings and bow. An angel would use a sword. I think you made the whole thing up. Good day, sir." He stood up and left.

A woman still sitting there said, "Why would you and none of the others be spared?"

"Well, they ate some nearly right away," the man said. "Other orcs had left hauling off what they wanted, and with the prisoners, 'livemeat' they called them, tied up. I happened to be with the last group of orcs and with my lame leg. One of the orcs decided to carry me."

"I have to agree with the others," she said. "It all sounds most unlikely. I'm not demanding my silver back. It was an imaginative story. I don't believe it though." She too got up and left, leaving just one man seated at the table.

"What color was his hair?" he asked.

"Red, of course. Not that I'd seen any demons before, now. But, yeah, red."

"The arrows, what did they look like?" the other asked.

“Well, I didn’t really notice anything about them. Ordinary arrows, I guess.”

“Red feathers?”

“Well, yes, I suppose so. Now that you mention it. Red and black, rather.”

“And, a shortbow. Not a longbow.”

“Yes. He had to use it while flying, after all.”

All this went on for a while as the remaining patron tried to get more exact descriptions of the demon’s cape, his belt buckle, eye color (blue!) and other assorted “facts.” Fraggit got up and drifted away after saying, “I’ve heard enough.”

Brother Sheth seemed more curious though. He went over to the table and sat down, and asked the man with the story to repeat it for him. He had to pay a silver piece for the experience. You continue to listen from a distance without seeming to pay attention. It turned out you had not missed much. The man said he was from a convoy that had been overrun by orcs several weeks ago. The demon had pointed and he had followed in that direction to a place called Dervish, and made his way to Orctown. Later he returned to Guardraw once it seemed that things in Orctown wasn’t to his liking. Too many half orcs and worse.

Sheth asked a key question. “Was the demon wearing any sort of jewelry? Like some kind of necklace?”

“Why, as a matter of fact, yes!” the man exclaimed. “It looked just like yours there. But smaller. Dangled to right about here,” he said, pointing to a spot that would have been right over his breastbone.

“A cross? A demon wearing the symbol of the Way of the Cross?!” Brother Sheth exclaimed. “That is simply unbelievable! You have to be making all of this up. Going from tavern to tavern telling this abominable tale!” Brother Sheth got up and left the tavern.

The fellow with the story shrugged and gestured with his hands. The storyteller, having gone through his whole audience, went over to the bar and spent one of his recently earned silvers for a stiff drink.

Belfor comments quietly for those others of the party who still happen to be there, “I had heard rumors of some sort of demon in this area. The story has been around, told every once in a while, since I was young. Usually just that it flew over. Most say, yes, likely just a dire bat. Not that dire bats aren’t dangerous. Well, that was where the mystery seems to stand. Yet one more peril to haunt peoples’ dreams.”

Friday, March 31st: windy

13. To the Church yet again: Father Rupert is now very tired. Still, he keeps going.

For Doil: Rupert $d20=3 +1L4 +...$ fails

For Doil: Rupert $d20=7 +3g +2bi +(a/6/f) = 12$ fails

For Doil: Rupert $d20=10 +2g +1 bi (a/19/y) +4bl = 17$ fails

For Doil: Rupert $d20=20$ success! Now just Belfor left under the curse.

Nothing else of consequence during the day.

Belfor, Doil, Slippa, Veylann (1 coin) and Elsapheth have all donated something.

(Have any player characters made any donations to the Church?)

Saturday, April 1st: breeze, partly cloudy

14. To the Church yet once more: Father Rupert is now barely able to function.

For Belfor: Rupert d20=3 +1L4 +... fails

For Belfor: Rupert d20=9 +4g +6bi +(a/5/f) = 19 fails

For Belfor: Rupert d20=2 fails

For Belfor: Rupert d20=18 +3g +4bi (a/18/y) +2bl = 27 success! Belfor OK now

There is a party at the tavern this evening since it is a Saturday night. Doil says that is convenient, since the party needs to celebrate having that Curse lifted! During the day, more training. Fargo does not show up.

(This is where we will start next time.)

Experience: Credit for countering the Curse: (Note: Source of curse not identified.)

| | Oliver | Melodious | Groa | Veylann | Doil | Slippa | Belfor |
|------------------------------|--------|-----------|------|---------|-------|--------|--------|
| Curse(RuMRaShO(SIG(VDB))1800 | +232 | +232 | +116 | +58 | +58 | +116 | +58 |
| Previous totals: | 7085* | 6670* | 6356 | 3351* | 3490* | 3382* | 3491* |
| Current totals: | 7317* | 6902* | 6472 | 3409* | 3548* | 3498* | 3549* |

*: indicates sufficient xp for next level (5th for Oliver, 4th for V,D,S,B) but still needing training.

Training: March 24, 26, 27, 28, 29, 30, 31, April 1= 8 days

Oliver, Melodius, Groa all: 11(to 5th) needing 24;

Doil 12 days, Veylann 12 days, Slippa 16 days, Belfor 11 days((to 4th) needing 18.

Oliver could pay 390 xp to buy 13 days of training (@30 xp/day) to go up to 5th level. Melodious likewise. Groa is still short 28 xp and 13 training days still. All of the NPC's currently with the party can go up to 4th level trading for needed training days at 20 xp per day. (Elsapheth is not part of the party, just a peripheral NPC at present.) Swaps to get to the next level will be held up for the NPC's until an adventure is pending so as not to sacrifice xp's unnecessarily.

Money: The treasure distribution was:

Oliver: 5jasper(100),132g,7s,9c

Melodious: 5pearl(100), 132g,7s,9c

Groa: silver & jasper necklace(500), 132g,7s,9c

Veylann: 5pearl(100), 132g,7s,9c

Doil: magic ring, 223g,7s

Slippa: 3jasper(100),6p,272g,7s,9c

Belfor: 632g,7s,9c

Sensa: 300g,6s,9c

Armitan: 297g,2c

Doil explains: The ring was one share, and that went to the most senior member of the party without a magic item. Everyone else got the same total, distributed in order of seniority in the party with those most senior getting the fems or jewelry up to 500gp worth. (The two only in the Lurker adventure came last based on seniority in the party; they came after the Dervish phase.)

Veylann is outraged. "That ring was evaluated at 1000 gp. So Doil received a total of 1224 gp total value. That almost an extra 600 gp beyond anybody else. He was supposed to get only 4% bonus for doing the division. And, what's this BS about seniority? Oliver, Groa, Melodious, Doil and Veylann were all hisred at the same time. Veylann says he has as much

right to the ring as Doil does. Especially since Doil is already much better protected, at the cost of betraying stealth with his noisy armor. Doil is being too greedy. Veylann says he should swap shares with Diol and get the ring, and Doil would get the about 630 gp. Besides, Veylann should have had the opportunity to do the division anyway. He bid lower, at 4%, first. He happens to be better at doing calculations anyway; he doesn't trust what Doil did.

Doil makes a correction: Belfor gets 632gp, 7s, 9c.

So, right now there's rather a spat between Doil and Veylann. Doil will go on to point out that he needs the added protection (assuming that's what the ring is) more than Veylann. Doil's at the front, absorbing attention so others don't get hit. Veylann's always hanging around at the back. Besides, what's done is done. If Veylann doesn't like it, he knows what he can do with it.

(The Player Characters can force a different distribution. That's up to them to initiate.)

After receiving the distribution, Sensa departed to Sundown with her own and Armitan's shares. She intends to tell Armitan that he may have been affected by a Curse.

| | | | | | | | | |
|--------------------|---------------------|--------|-----------|-------|--------|-------|--------|--------|
| totals to date | | 62.5 | 128.5 | 85.5 | 219.5 | 240.5 | 56.9 | 91 |
| Episode 17 | lodging/party exp. | -11.5 | -11.5 | -5.5 | -9.5 | -7.5 | -7.5 | -2.5 |
| to March 24 | Pay, Lurker mission | 10 | 10 | 10 | 10 | 10 | 10 | 10 |
| totals to date | | 61 | 127 | 90 | 220 | 243 | 59.4 | 98.5 |
| contrib's church | | | | | -1 | -5 | -20 | -10 |
| lodging M25-31 | | -3.5 | -3.5 | -3.5 | -3.5 | -3.5 | -3.5 | -3.5 |
| treasure distr | | 132.8 | 132.8 | 132.8 | 132.8 | 223.7 | 632.8 | 272.8 |
| April expenses | Modest lifestyle | -30 | -30 | -30 | -30 | -30 | -30 | -30 |
| totals to March 31 | | 160.3 | 226.3 | 189.3 | 318.3 | 428.2 | 638.7 | 327.8 |
| | | Oliver | Melodious | Groa | Veylan | Doil | Belfor | Slippa |

Saturday, April 1st: breeze, partly cloudy (continued)

15. There is the usual Saturday night party at Guardraw Tavern. It's just a "+2" party.

Telerey (the singer) is gone. So is Sharrarrume. You hear later from the barmaid Underlina that Mister Foxconner, the entertainment manager, has sold Tellerey to Rivendown and Sharrarume to Orctown, and is looking for replacements. Cheap replacements. One of those is Squeekily. Larkette played her flute, or her lyre and sang. Then she supported the new singer Squeekily, and then Politsa doing a strip act. Squeekily in particular struggled. The dance was uninspired too.

Doil and Elsapheth stay friendly. Veylann with Quessa, a girl who works in the General store. Belfor get nowhere Rahab, one of the clerics from the Church in town. Slippa wants Oliver again, and he was happy to keep her company. Ambosia shows up wanting Melodious (So, what does he do?). Groa is approached by Merchant Hayso, and assuming she deflects him, then Foverall (who runs a leather shop and works in Guardraw). I'm assuming whatever characters want to do with the party does not affect things happening later.

Sunday, April 2nd: calm, clear

16. There's the Church service Sunday morning. Slippa, Elsapheth, Veylann, and Oliver go. (Oliver avoided a contingent event.) Melodious?

Monday, April 3rd: breezy

17. The party received a mission from Fargo Monday (departing Tuesday) to look for orcs east of Sundown and Dervish. There have been signs of danger. Could be a bunch of

them somewhere. (I'm assuming the party will say yes to the mission but, can do otherwise.)

Fargo says he's not paying for Elsapheth. Doil will try to convince him that the party needs a cleric. He says, "Well, should have asked! I can see if Father Rupert can spare one." (Anyone want to say something to "Persuade" him one way or another?)

Elsapheth is willing to join the party. She needs something to do. (She is not being supported by the Church; seems there's some issue there. When going to the church, she is not garbed as a cleric.) Doil tries to persuade Fargo to pay Elsapheth: $d20=3,7 = 7$ (got "help" from Elsapheth)+1 vs $10+4$ fails. "I'll pay her myself if I have to!" Doil says. "Go ahead then," Fargo tells him. "I expect you owe her anyway."

Father Rupert has two available clerics, Brother Sheth (C1) and Sister Rahab (C2), neither of whom are vital to the functioning of the Church. Brother Onesimus cannot be spared and Sister Sassafra is unavailable for other reasons. Both Sheth and Rahab are "Knowledge Domain" clerics, and might be interested, given the mysteries of what you have been doing. Both helped with the "Remove Curse" efforts. (Neither has been asked, as things now stand.)

18. Advancement: Oliver, Melodius, Veylann, Doil, Slippa, and Belfor can trade xp's to advance to the next level (5th for O,M); 4th for the NPC's. To do so it is necessary to trade xp's for training days.

Training: April 3 adds one day.

Oliver, Melodius, Groa all: 12(to 5th) needing 24;

Doil 13 days, Veylann 13 days, Slippa 17 days, Belfor 12 days((to 4th) needing 18.

(Groa is still short 28 xp and 12 training days still.)

| Experience: | Oliver | Melodius | Groa | Veylann | Doil | Slippa | Belfor |
|--------------------------|--------|----------|------|---------|--------|--------|--------|
| Previous totals: | 7317* | 6902* | 6472 | 3409* | 3548* | 3498* | 3549* |
| For training days needed | -360 | -360 | - | -100 | -100 | -20 | -120 |
| Current totals: | 6957** | 6542** | 6472 | 3309** | 3448** | 3498** | 3549** |

NPC Advancement: Veylann: Dex+2; Doil: Str+2; Slippa: Dex+2; Belfor: Ch+2, +2nd, swim bst

Upcoming Mission:

Mission from Fargo Monday (departing Tuesday) to look for orcs east of Sundown and Dervish. There have been signs of danger. Could be a bunch of them somewhere. Fargo's instructions for this mission are fairly vague. "East of Dervish and Sundown" covers a lot of territory. You are free to start from either Sundown or Guardraw or even Topaltown. Generally, don't go much beyond the Old Circe Road. Main issue is whether orcs are there somewhere in numbers, or if it's just smallish scouting parties of up to 6-10 that are in the area. Orcs aren't shy. If they are out there, you will probably find them. Try to avoid too much risk; your report is needed.

Fargo is not paying for Elsapheth. Doil says he'll pay her out of his own money. Fargo is likely willing to pay for a cleric from St. Aether's Church though (Rahab or Sheth).

Appendix: Party treasure (Doil) done during Episode 17.5 v1.

| | |
|---------------------------------------------------------------------------|------------|
| | Totals: |
| Priestess of Seth: pearl(100) | 100 |
| Ogres: 29 gp., 6 pp., 4 agate figurines(@25gp.), 7 ivory "dice" (@10gp.) | 259 |
| Pool Cavern Treasure chest (@3gp):100cp.,100sp.,500gp., | 509.92 |
| pouch: 5 pearls (@100 gp.) | 500 |
| 2 Orcs: 19 sp., 5 gp. | 6.73 |
| Treasure, small pool room: pouch: 5x KoS gp.(@20) "Solar", 6 pearls(@100) | <u>700</u> |
| Total for Dervish party – party of 7 | 2075.65 |

| | |
|-------------------------------------------------------------------------------|------------|
| Ghouls: 18 cp., 10 sp., 7 gp. (KoS), 8 figurines (gods?) (@25gp avg.) | 351.64 |
| bad potion, ring(unknown guess @1000?), | 1000 |
| 4 "Flamers": each lg br Warhammer, 1 bronze shield(to Urtles) | 8 |
| 4 "Flamers":2 garnets each=8 (100 gp each) | 800 |
| From ship: 10 cp, 15 sp KoS | 15.91 |
| From chest: 12 vials of acid(@10); 12 empty vials (@1) | 120 |
| Five chests of 73 scribed ceramic tablets, value unknown (To Sundown clerics) | -- |
| Silver tiara with gouged out gems (50 gp.) | 50 |
| From pool: 155 cp, 74 sp, and 26 gp (old KoS currency) | 608.09 |
| From crate in W cavern: 200 cp (old KoS currency) | 18.18 |
| From chests in W cavern: 5 sp, 2 gp (KoS), silver/jasper necklace(@500) | <u>545</u> |
| Total for Sundown party – party of 9 | 3516.82 |
| Total for Sundown party without including the ring – party of 8 others | 2516.82 |

A perfectly even distribution at numbers given for each party member would be:

Party of 7: 2075.65 4%= 83.03 96%=1992.62 / 6 = 332.10 share

Party of 9: 3516.82 4%= 140.67 96%=3376.15 -ring(1000)=2376.15 /8=297.02 sh

So: Each of party of 7 (Dervish): 332.10+297.02 OR ring
 Each of party of 9 (Sundown): 297.02

Orcs on way to Guardraw: 8 axes(@5 sp) 63 sp. 20 gp. = 29.36gp. /8 = 3.67 gp. each(3g, 6s, 7c)

Who gets ring? Most senior party member without a magic item. Doil or Veylann. Doil is senior
 {In order: O has ring, M has armor, O has bracers, D nothing, V: nothing, S nothing, B nothing}

Shares:

| | |
|------------------------------------------------------------------------|----------------------------|
| Oliver (629.12): 5 jaspers(100), 129 gp, 1 sp, 2 cp. + 3g, 6s, 7c | 5jasper(100),132g,7s,9c |
| Melodious (629.12): 5 pearls(100), 129 gp, 1 sp, 2 cp. + 3g, 6s, 7c | 5pearl(100), 132g,7s,9c |
| Groa: (629.12): s&jasper neckl.(500), 129gp, 1 sp, 2 cp. + 3g, 6s, 7c | necklace(500) , 132g,7s,9c |
| Veylann: (629.12): 5 pearls(100), 129gp, 1 sp, 2 cp. + 3g, 6s, 7c | 5pearl(100), 132g,7s,9c |
| Doil: (ring): magic ring | ring |
| Slippa:(629.12):3 jaspers(100), 6 pp, 269 gp, 1 sp, 2 cp + 3g, 6s, 7c | 3jasper(100),6p,272g,7s,9c |
| Belfor: (629.12): 632 gp, 1 sp, 2 cp. + 3g, 6s, 7c | 629g,7s,9c |
| Sensa: (297.02): 297gp, 2 cp. + 3g, 6s, 7c | 300g,6s,9c |
| Armitan: (297.02): 297gp, 2 cp. | 297g,2c |
| Doil: 4% commission: 223gp, 7 sp. | 223g,7s |