

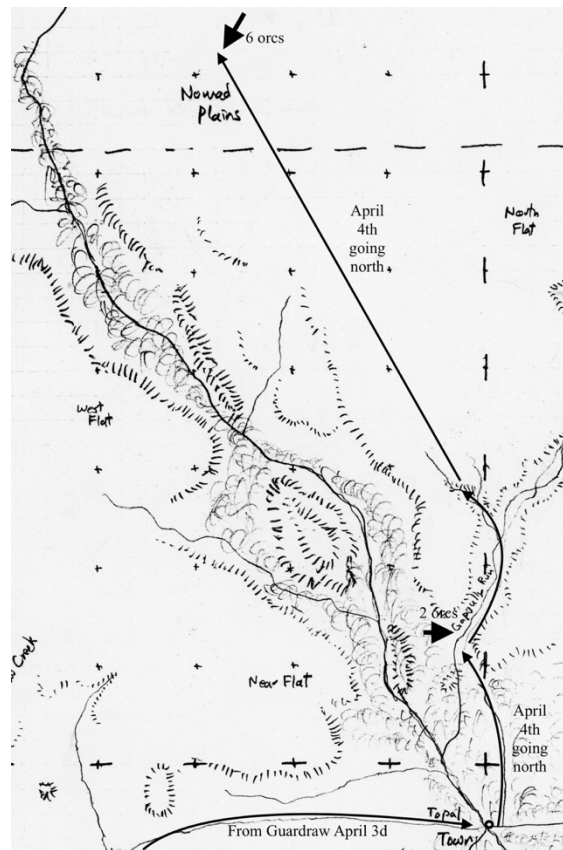
Episode 18 From Topaltown North: Looking for Orcs

Tuesday, April 4th: windy

1. The party has a mission a mission from Fargo to look for orcs east of Sundown and Dervish. There have been signs of danger. Could be a bunch of them. You were not given an exact destination; Fargo has no idea exactly where in that area orcs might be, but if there is a lot of them, you'll surely find some. "I suggest you sweep north. Don't get too close to Guardway Tower, that's supposed to be an orc stronghold. The question is, are they to the west of that in numbers. Stay west of the Old Circe Road. When you get up toward Orctown, sweep south. Wouldn't hurt to go by The Crag. If you can find a way to the top, should have a good view. Then back south to the east of the Circe Road. I figure you spend maybe a week, or a bit more, looking."

Oliver suggested the party plan to depart from Topaltown, so with some hustling travel there today (Tuesday) and leave northward heading for the Crag. Oliver purchased a draft horse which he named "Pack-man," as pack saddle, a couple of tents, additional supplies of bolts for himself, and some ropes and pitons. (List needed). Also, he decided to take Brother Sheth with the party, since Fargo was willing to pay for a cleric supplied by Father Rupert, but not Elsapheth.

The party got to Topaltown in a long day of marching and took rooms in the tavern. Oliver, Melodious, Veylann, Doil, Slippa, and Belfor have all advanced to 5th (O,M) level or 4th (V,D,S,B). That was done after swapping xp's for still-needed training days. The party now includes Oliver F5, Melodious Bd5, Groa S4, Veylann T4, Doil F4, Slippa T4, Belfor D4, Sheth C1 (and the horse).



Wednesday, April 5th: windy

2. The party left Topaltown eastward, and after crossing a bridge turned north along the somewhat abandoned road that paralleled Gapgully Run. The party maintained a normal speed of about 3 mph., as the this road was still easily trafficable on foot. At about noon, the party was surprised to spot two orcs, perhaps scouts, off to the left at about 30 feet. The orcs must have been even more



surprised than the party. Both were quickly killed by various missiles. The two rather crude greataxes carried by the orcs were not worth much, but could be carried by the horse, so they were taken. The orcs also had some coins: 9 gp. “Sovereigns” and 16 sp. “Ducats” in the currency of Aarbat. The hide armor and javelins were not worth taking.

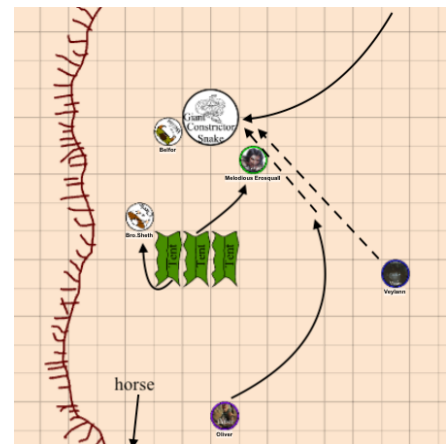
3. After traversing up Gaggully Run Canyon a ways, Oliver led the party across the stream and up a wooded draw on the other side, and from there about north northwest, to head for “The Crag” on the high plane, locally known as “North Flat.” Toward the end of the day of traveling, the party happened on a squad of six orcs. The orcs must have seen the party first, and attacked, closing to about 60 feet from ahead right to throw javelins. Doil was hit several times. One of the orcs fell to missile shots but then the remaining ones closed to take swings with their greataxes. Doil happened to be the preferred target, it seemed. Everybody got into the fight, and the orcs were soon all killed. The orc greataxes were absolutely junk, the zinc variety, maybe good for one use. They were left. The orcs had coins on them though: 19 gp, 31 sp, and 16 cp.



It turned out that the orcs had been eating the body of a dead cleric. Not a lot was left, but Elsapheth recognized the head as that of Sister Ordinal, a Sister of the Order of the Mysteries of Life. What must have been her mace, crossbow, studded female armor, a shield, silver cross, and a pouch with 15 gp. were found nearby. The white robe and clothing was destroyed but she obviously had been wearing cleric garb. About fifteen feet away was the body of a half orc fighter. It had not been dismembered as the cleric had been, missing only an arm. A set of chainmail, longsword, shield, and 5 gp. were salvaged from the body.

Elsapheth thought it important to bury at least the cleric. Normally the remains of the dead should be carried back to be properly buried, but Oliver insisted that there was no turning back on the mission. The sad remains of Sister Ordinal were buried in a shallow trench dug with the crude greataxes into the hard surface of the plain. (The half orc too?)

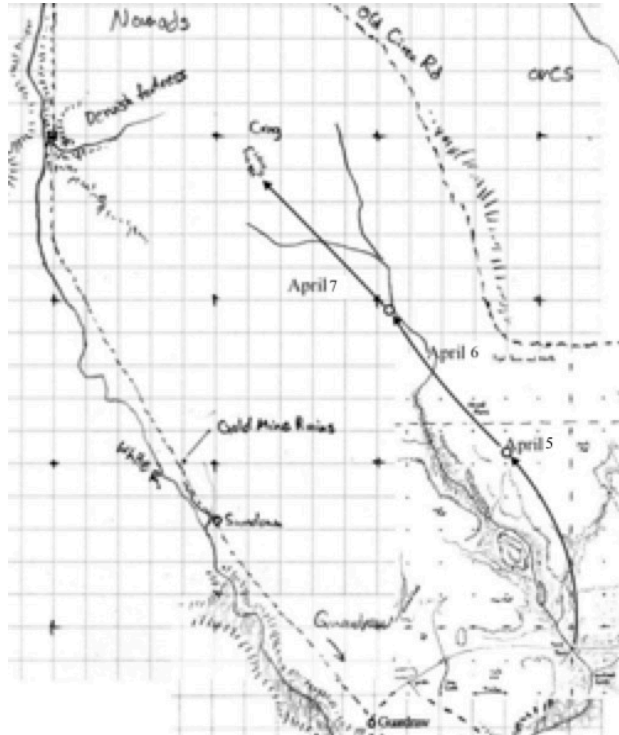
4. There was no good spot to camp, as Belfor assessed the area, so the party continued on for another few miles until Belfor noticed a ridge that would provide shelter on one side. Camp was set up on the elevated east side of the ridge line so approaches from the west would be difficult. Melodious arranged for watches to be stood with Himself, Elsapheth and Groa first, Doil, Slippa and Sheth second, and Belfor, Oliver and Veylann third. During the second watch a small herd of antelope passed by but then sped off when they saw the party’s encampment.



During the third watch just a bit before dawn a giant snake approached the camp from the northeast. Belfor spotted it and then Veylann also. The snake went after Belfor but he managed to avoid its bite, and soon the snake was killed with arrows from Oliver and Veylann, plus Melodious and Sheth rushed out of their tents to help kill it.

Thursday, April 6th: windy

5. The party continued north northwest. When Hardwood Creek was found, there was a spot nearby where the creek could be forded or crossed on the rocks and sandbars. The party continued on with no encounters except a column of ants. The nine giant ants did not seem to notice the party. They marched off to the northeast without being a bother. The party finally camped on the west bank of Hardwood Creek where the creek and its banks provided protection from approaches from the east.



Friday, April 7th: breeze

6. The Crag was noticed looming to the northwest, as expected. The party got there by the end of the day, but then had to hunt for a place to camp. The Crag was a formidable height a few hundred feet up to the top, which appeared from the party's limited perspective to be flat and not really climbable. But to the west side there was a crack or crevasse that seemed to promise a good camp site and smaller elevations on the way up the side.

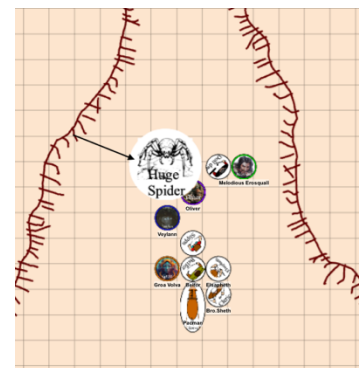
It turned out that the site was already occupied by a huge poisonous spider which suddenly attacked Oliver from a hiding spot ahead and to the left. Oliver was bitten and hurt, but then he and everyone else at the front attacked the massive spider, which died quickly.

The spider had been hidden in a mass of webbing mixed with small stones and rock-like color to mimic the mostly stone slopes. Once the webbing was burned away the shriveled remains of an orc was found, on which a pouch with 13 gp, 18 sp, and 16 cp. was found. There was a worthless quality greataxe too, that wasn't worth picking up. The party then made camp and spent a quiet night. Some antelopes sniffed around to the south then fled.



Saturday, April 8th: breeze

This is where the adventure of Episode 18 ended.



Experience:	Oliver	Melodious	Groa	Veylann	Doil	Slippa	Belfor	Elsapheth	Sheth
In Guarddraw (O,G)	30	-	30	-	-	-	-	-	-
2orcs(OGMV(...))200xp	31	31	31	31	15	15	15	15	15
6orcs(OGMVD(...))600xp	86	86	86	86	86	43	43	43	43
gcsnake(BVO(M(S))450xp	120	60	-	120	-	-	120	-	30
9ants((OGMV(...))225xp	35	35	35	35	17	17	17	17	17
hsp(OMV(GD(SBSE)450xp	90	90	45	90	45	23	23	23	23
Totals, this episode	392	302	227	362	163	98	218	98	128
Previous	6957	6542	6472	3309	3448	3498	3549	1080	100
Experience, after episode	7349	6844	6699*	3671	3611	3596	3767	1178	228

Training: Oliver, Melodious, Veylann, Doil, Slippa, Belfor: All 0 days toward next level
Groa: 12 days (needing 24 to 5*), Elsapheth: 10 days (needing 18 to 4*), Sheth: 6 days (needs 6)

	gp. value
Treasure: 8 orcs: 2 poor greataxes (5 sp each), 16cp, 47 sp, 28 gp	5.31
From cleric: studded(10), mace(2), shld(4), xbow(10), s cross*, 15 gp.	41
From ½ orc: chainmail(35), lsword(7), shld(5), 5 gp.	52
From orc body at spider: 16 cp., 18 sp., 13 gp.	<u>14.77</u>
Total (note: reflects 11-1 exchange rate for c->s and s->g)	113.08

*: silver cross to be donated to the Church in memory of Sister Ordinal

Party expenditures: This expense will need to be repaid out of treasure eventually:
2 tents (Doil had previously bought one in addition. On horse. Wouldn't mind being repaid.)
4 50' ropes (Doil had bought 2 earlier in the campaign, also on horse. So 6 total.)
20 Pitons (16 is what Oliver bought, but included Doil's 4 to make it 20) These on horse, all 20.
20 crossbow bolts
4g(2 tents)+4g(4 ropes)+horse(50)+pack saddle(5)=63gp party expense.
(Pitons, rations, arrows, bolts treated as part of monthly expenses as long as not excessive.)

Issues:
Assumed Ambrosia got nowhere with Melodious at the party (no response was indicated)
Assumed nothing more was donated to the Church for curse removal.
Assumed no request made for additional support from the Church (other than Bro. Sheth)
Assumed that Doil is carrying the coins of the treasure found (but his tent is on the horse)
Assumed Groa has paid for level 6 training (125 gp.) to simplify bookkeeping
Assumed Elsapheth, Sheth already paid for their training for 4th, 2nd levels respectively.
Assuming that with party's 2 clerics injuries are taken care of, party is fresh for April 8.