

Episode 35½ Within Guardway Tower

Monday, June 5th, clear and SE breeze. Moon ~full Inside Guardway Tower

1. **Oliver:** Oliver, Belfor, and Doil will check the out buildings after the short rest. Doil will use a second wind before the short rest for +10HP which should put him back to full. They are searching the buildings generally, but also are on high alert for the other hobgoblins that ran away that may be sheltering in any of the buildings. If there are none to be found then they will look for tracks. After they search all the out buildings, they will loot the dead hobgoblins they killed before entering the tower, assuming the hobgoblins who ran away didn't loot them first.

Oliver asks Belfor if he thinks he could track either Pacman or the hobgoblins using their scent(again, assuming they aren't in the out buildings) in bear form? If the answer is no, Oliver would like to get Slippa to see if she can find any trace of where Pacman or the hobgoblins went. Pacman is the priority in either case. Im going to answer the other stuff so you have a reference, but some of it could change based on how that stuff plays out

DM: Oliver, Doil and Veylann went out to check on the small shacks near Guardway tower that the hobgoblins outside had come out of. Eight hobgoblin bodies were found. "I thought those fireball took down more than that!" Doil said. You all check them out.

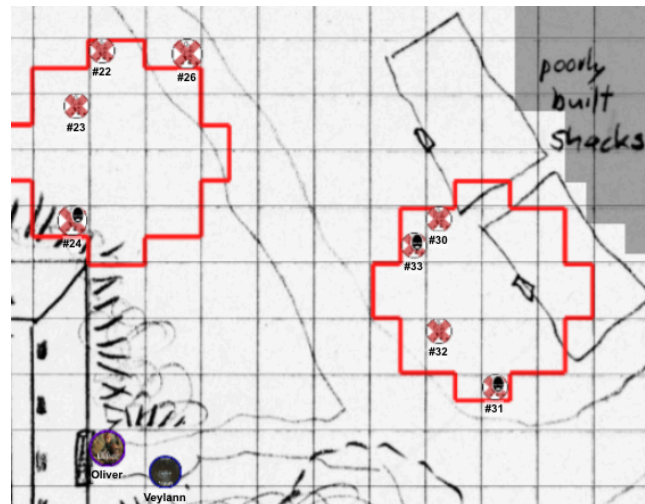
There at the NE corner of Guardway Tower, Veylann says, "This one's still alive! Unconscious, maybe about to die but still hanging on. Looks like someone stole his money though."

"These other three are dead. Looks like someone cut and took their money pouches too," Doil said as he checked out the other three nearby.

It turns out the four dead near the eastern hooches were also robbed, and two of them seemed to still be just almost dead, not completely dead. So, that's a total of three of them still alive. Veylann points out where a few others must have been lying, but managed to get up or were healed enough somehow to recover somewhat and escape. Yes, there are tracks. They lead generally east along the road. He's say these were not in good condition – dragging feet and whatnot.

All 8 dead or mostly dead hobgoblins still are wearing their armor. No coins (stolen). You find 6 longswords and 5 longbows. The longbows are of poor quality (maybe a couple of gold each).

The shacks are poorly built crude wooden structures. Some stones at the bottom of the walls. Each must have housed 4 hobgoblins. You find one small chest and several sacks with stuff in them. The chest contains 150 cp., a sling with 10 bullets and



miscellaneous clothing. The sacks yield 10 sp., 2 gp., several bone trinkets of no value, quite a bit of clothing of no value except for one fancy woman's dress that must have once been of masterwork quality. There's also cooking utensils and mugs and other similar domestic gear in the four shacks. Doing all this searching takes an hour or so to be reasonably thorough without being exhaustively thorough.

Veylan thinks he probably could track these hobgoblin escapees as long as they don't take any precautions. Yes, Pacman must have been with them. He found horse evidence, with no sign of struggle.

Belfor wasn't surprised that Pacman would go with them. "To a horse, hobgoblins are close enough to being like humans that at least some horses would see them as the same. The horses, many of them from Gildegulch area, are habituated to seeing hobgoblins as normal. Those hobgoblins that collect the tolls out toward Nextonover, for example. They've gotten used to seeing them. In fact, sometimes old horses are sold to the hobgoblins by people in Gildegulch or Nextonover."

Belfor says that, yes, in bear form he could track the hobgoblins too. He notes that the tracks seem to be initially going in the direction of Stone Bridge, a hold on the Horel River to the NE. That doesn't really make sense, since that's an orc habitation, not hobgoblins. These hobgoblins will probably be turning SE toward the region north of Gildegulch. Maybe following the Old Circe Road. That's almost certainly where they came from before taking over Guardway Tower from the orcs.

2. Watches: 1 Belfor, Atreyus and Felicity; 2 Doil and Veylann 3 Oliver, Elsapheth and Slippa:

Oliver: We are all staying in the first floor captains quarters. The metal front door of the tower is barred after we all finish for the day. The plan is to have Belfor, Doil, and Elsapheth on watch at the first window level above. They are not to attack and anything, but to come alert the party if they spot anything. The watches that have a 3rd person will have Felicity and Oliver watching inside the front door to keep any ear out for anything approaching that door and to listen out for warnings from the guard on the first window level. The 3rd watchman will be monitoring the prisoner hobgoblin for waking up. On watch 2, it will only be Doil watching the windows and Veylann watching the prisoner

DM: While Belfor is on watch, about two hours into it, he hears some noise from the NW direction. Sounds like metal on stone, sort of scraping. He goes to that corner of the tower. What he finds, peeking out the window, is a hobgoblin trying to climb down the side of the tower there at the corner (where it's somewhat easier). He was hearing the chainmail against the stone. By the time Belfor sees him, he's below window level a bit, and using one hand to hold onto a rope-like thing tied somewhere above. (Cut the rope?) The hobgoblin is about 15' to 20' above ground, and the slope of the walls is about 15 degrees off vertical.

Oliver: Belfor cuts the rope and yells down to Felicity.

DM: Belfor leans out the window and cuts the rope. The hobgoblin yells, and he slides rapidly down the wall making plenty of noise and lands in the brush at the base of the tower below. (It wasn't quite a rope - clothing and belts tied together to make an ad-hoc rope.) Belfor doesn't hear anything other than some moans. He rushes over to the stairwell and calls down to Felicity. "Hobgoblin just went down a rope from up above!" Does he go down the steps? 50%/d6=3, no.

Felicity hears, decided not to open the door to go out and look. Back to the bedroom door. "Atreyus, Belfor just heard a hobgoblin drop down the wall. Better tell Oliver."

(I'll assume he does.)

Oliver: Oliver hustles out with his crossbow. Can he hear the hobgoblin?

DM: You have pretty close to a full moon up, still somewhat low in the east. You are not sure where this hobgoblin is supposed to be, since Belfor neglected to mention that. Felicity remains at the door - "Want me to get Belfor?" At least from near the door you don't see anything moving.

Oliver: Yes.

DM: She quickly runs up the steps and returned with Belfor following. Belfor says, "It was around the NE corner. Sliding down the corner. Landed in the bushes." I assume the three of you run north and then across to that corner. Sure enough, the bushes at the corner are crushed and there's a wounded hobgoblin lying there, looks like he's hurt. No weapons in hands, conscious, but not quite coherent.

Oliver: Oliver shoots

DM: You can't miss. He's at 0 hp. and now unconscious.

Belfor takes a good look at the body. "You want to finish him off? Looks like he might survive that." The hobgoblin does have a sheathed sword and a longbow of poor quality. He also has 4 coin pouches. (Later you will find 9 gp, 33 sp, 18 cp in those pouches.)

Oliver: Yes Oliver will finish him off.

DM: Back inside, resume stations?

Oliver: Yes

3. **DM:** About an hour later, Atreyus Notices that the hobgoblin prisoner seems to have awakened. Still pretending to sleep though.

Atreyus: I woke up Oliver.

DM: Well, the hobgoblin is pretty well tied up. He's not going anywhere. He is playing possum for the time being.

4. **DM:** During the third watch, about 2 hours before dawn, Elsapheth up on the third level hears noise, and takes a look out the northern windows. There in the bright moonlight she sees a squad of about a dozen hobgoblins, a few hundred feet away. They are rather spread out, and too far away from the tower right now for her to dispatch a fireball. So, instead, she hustles down the steps to let Oliver know. (Then she hustles back up to continue watching.)

Oliver: Oliver is going to come up with his heavy xbow and shoot at as many as possible. And yes I've thought about that. That's why I'm so worried about Pacman

(This is where the adventure session began.)