

Episode 35 Attack on Guardway Tower

Monday, June 5th, clear and SE breeze: Inside Guardway Tower (NE of Topaltown)

1. The party had managed to secure the third level of Guardway Tower after Belfor had fought with the aid of eight summoned wolves against several hobgoblins that had been guarding the level. Veylann got there for the last of the fight, and the other members of the party climbed up afterwards. The party members present were Oliver (F6, PC), Atreyus (S3, PC), Veylann (T5), Doil (F5), Slippa (T5), Belfor (D5), Elsapheth (C5), and Felicity (F4). (Just one wolf of the original eight summoned remained. The others had disappeared when slain. The last wolf vanished when Belfor dropped concentration on the summoning spell. The dead hobgoblins remained where they had fallen. The party did not stop to systematically loot the bodies yet; there's be time for that later once the tower was cleared. The room also had, here and there, several crossbows and buckets of bolts and arrows, apparently left here to serve the garrison in case of attack. That was in addition to the weapons the hobgoblins had been wielding.



Veylan was actually a level above, inspecting the hobgoblin slain up there by the wolves. He took the loot available. Unlike the other hobgoblins, this one had been wearing half plate armor and carried a two handed sword. Meanwhile, Elsapheth cast a Cure Wounds (2cd level) on Belfor. He had been badly hurt fighting as a dire wolf against the hobgoblins, and was still down somewhat on his health.

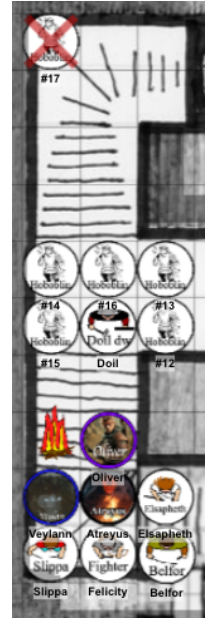
2. Oliver had been keeping watch down the steps in the southwest corner of the big room that was the third level of the tower. It was dark below, but he could ear hobgoblins moving about and talking below. The party got organized, and started down, with a bit of light showing where the stairs curved around to go northward.



Out of the darkness two arrows came flying, both missing Oliver. Doil, as a dwarf with darkvision, could see that where the steps descended at the northwest corner, two hobgoblins had just shot at Oliver. But Oliver could not yet see them. Still, he shot back as accurately as he could into the dark and hit the two of them. Elsapheth cast a "Light" spell on a crossbow bolt from one of the buckets and tossed it onto the steps. That provided some light. Veylann and Slippa moved forward and got off some shots. Meanwhile Doil moved down the steps toward the hobgoblins. Half way toward the ones at the corner was a laevel spot that was a landing for a corridor on the second level, and there were two

more hobgoblins there. Not just that, but also two more around the corner ahead. The hobgoblins attacked. Doil was fighting alone against five surrounding hobgoblins, and the rest of the party supported him as best they could with bow shots and other forms of missiles. Doil was sturdy and deflected most of the blows, but did take a heavy hit. Oliver was scoring hits with his rapid fire hand crossbow, and others were getting hits too, including definite hits by Veylann, Slippa and Felicity. Elsapheth got off a “Bless” spell to aid Doil, Oliver, Veylann and Atreyos, and that definitely helped. Eventually there was just one hobgoblin left. He didn’t run, but died when Doil scored a big hit to put him down.

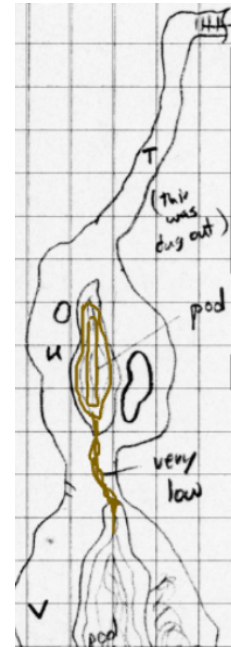
3. With the end of that battle, things quieted down somewhat. Veylann and Slippa led exploration of the rest of the rooms on that level of the tower, finding a kitchen, an officer’s bedroom, and a barracks room. Veylann found that the kitchen had out a couple of game animal carcasses that were being prepared, an antelope and a deer, as well as some meat that was being hung up to age. There was a fire on the hearth. Slippa investigated the officer’s room just long enough to not find anybody there. She noticed a couple of chests and a cabinet to perhaps inspect later.
4. Oliver was still there at the landing keeping a watch downward as the searching was going on. Elsapheth had provided another light-stone, actually in this case a coin with a Light spell on it. When Oliver heard hobgoblins moving around from below, he tossed the coin down the steps and it fell around the corner to provide illumination. He then cautiously followed down to peek around the corner. Ho hobgoblin! He advanced further down, now to the next corner where there was the landing for the first level, the level where the door entered from outside. What he found was light from outside coming in the door, and no hobgoblins.
5. Oliver concluded that the remaining hobgoblins had escaped outside. He called the rest of the party down to look around and explore this base level. It turned out that there were two store rooms, one smaller and the other larger, to the north of the door passageway. The two rooms to the south were a store room and a small armory. To the west was a bedroom for two officers, and to the north of that a store room containing some chests and several kegs and additional bottles of what was good liquor.



6. Oliver and Veylan ventured outside the door to take a look around. The dead hobgoblins were still there where Elsapheth had hit them with a couple of fireballs, but there was no sign of the horse Pacman. Veylann and Oliver found where he had been. Yes, there were footprints around, but those could have been the party. Pacman was gone. No telling where.



7. After Oliver and Veylann returned inside the big bronze door was shut and barred. It was afternoon by now, and the party wanted to be undisturbed while gathering treasure. But first, Oliver decided to check out that last set of steps descending from the first level in the southwest corner. The steps led to a rough cut passageway that turned south and led down to a fetid pool. It seems like the hobgoblins had been using this as a latrine, and it smelled pretty bad. Hobgoblins had obviously been using this recently, but there were no traces of passage beyond a couple of large rocks. Beyond there was a low passage through which the overflow of ordure passed into another cavern yet further south. Oliver tossed in a light stick to give some illumination, which revealed another cavern with a somewhat lower pool but much the same character. With that, the exploration phase was done, and the party retreated back up to the ground (door) first level.



8. The immediate goal was to consolidate the treasure on the first floor. So, now with the door outside secured, the party members returned to the second level and started collecting treasure. The obvious place to start was the six dead hobgoblins that had attacked Doil. Well, make that five hobgoblins. One was the bigger one wearing half plate armor. It was discovered, not sure by whom, but there were two of those hobgoblins still alive! The one in half plate and one of the others. Oliver decided to keep the one, the hobgoblin in the half plate armor, alive for questioning. The other one was killed. The half plate armor hobgoblin remained unconscious as he was stripped of armor and other possessions and tied up securely. (This is where the adventure session ended. The collection and inventorying of treasure will be handled off-line. It's assumed that the party will keep watches while camped in the first level officers' bedroom and adjacent store room.)

Experience:

	Oliver	Veylann	Doil	Slippa	Belfor	Elsapheth	Felicity	Atreyus
	F6	T5	F5	T5	D5	C5	F4	S3
5 hobgoblins+1dr+(QAVSFDE (B))1700	537	179	179	179	89	179	179	179
Mission: capture Guardway Tower 600	75	75	75	75	75	75	75	75
Total this Episode	612	224	224	224	164	224	224	224x2
Previous total	21882	9681	8223	9186	10207	9385	4996	2988*
Current total	22494	9905	8447	9410	10371	9609	5220	3436*

Training credit: Unchanged from Episode 33.

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 so far: (for each item value in gp/weight lb.)

big hobgoblin (V, 4L) halfplate (250/40), 2h swd (20/8), 4gp.

big hobgoblin (2L) halfplate (250/40), 2h swd (20/8), lbow(poor 2/2), 15 sp.

4 hobgoblins (2L) chainmail (poor 5/55)x4, lsword(5/3)x4, lbow(poor 2/2)x4, 5gp.,22sp.,17cp.

5 hobgoblins (3L) chainmail (poor 5/55)x5, lsword(5/3)x5, lbow(poor 2/2)x5, 25gp.,17sp.,16cp.

Misc. weapons (3L) chainmail (poor 5/55), lsword(5/3)x4, hxbow(20/18)x2, xbow(10/5)x6

chest#1(2L,1dr) 1000 sp., 3 jewelry(300-g. ring with ruby, 2 x 1500- 2 necklaces pearl, silver),

key (other chest), 2 books ("How to stay quiet wearing chainmail", "Perversions of the Orcs"

– 5/5) empty vial (1/-), knife (poor (-/1).

chest#2(2L,1dr) 200 sp., 360 gp., large peridot gem(700) in pouch, key(to L1 store room), 12

vials of misc. spices (36/3 set), 6 large candles (1/1), bottle of good spirits(5/5) in cloth bag.

cabinet (2L 1dr) hooded lantern(2/2), 7 candles, misc. old clothing of no value

chest#3 (2L bkrm) set of 12 spikes and a hammer (1/5)

chest#4 (2L bkrm) 80 cp., 20 sp., 1 gp., poor dagger(-/1)

chest#5 (2L bkrm) poor sling and 4 sling bullets, travel clothing in decent condition(1/4)

chest#6 (2L bkrm) 150 cp., 90sp., clothing: cleric's vestments(3/5)

chest#7 (2L bkrm) 80 cp., 6 sp., dagger (1/1), poor dagger (-/1)

chest#8 (2L bkrm) 400 cp., 150 sp., 80 gp., jewelry(1100 – gold ring with emerald), set of mw

marked ivory playing cards in leather pouch(200/1)

chest#9 (1L 1dr) 1200 cp.,800 sp.,360 gp.,2 fl.oil(1/1),h.symbol(br)(-/1),empty vial(1/-) knife(1/-)

chest #10 (1L 1dr) 300sp., 300 gp., 4 gems(2x50 bloodstone, 150 jasper, 300 aquamarine) in

pouch, 2 potions(?/1), pair, fine gloves(?/-), key, map of stronghold, carved ivory duck(10,1)

chest #11 (1L storeroom) 3 kegs of fine liquor (50/10 each), 5 bottles of good wine (10/2 each)

chest #12 (1L storeroom) 60 cp., 20 sp., 1 gp., gem in pouch: obsidian (10), mw sword(155/2)

chest #13 (1L storeroom) 50 cp., 5 sp., 6 gp. old worthless clothing

chest #14 (1L storeroom) bottle of chap liquor (-/2), silver spike (5/5)

chest #15 (1L storeroom) 250cp., 15 sp., 3 gp., 6 fl. Oil, tinderbox, 3 torches