

Episode 36½

A Quick Trip to Selleze

Friday, June 9th, breeze. In Guardraw.

1. The party came in from Topaltown late the night before. It had been a difficult journey, although having the horse and wagon purchased in Topaltown helped with carrying some 800 odd pounds of treasure. Much of that weight was poor hobgoblin armor. The plan was to sell stuff in Selleze where it would not draw attention. Doil had taken on the job of doing the distribution. He figured the value at about 9000 Sovereigns, with several valuable pieces of jewelry and gems making up the bulk of the value. That didn't count two potions that had not been assessed, or a bottle of mysterious powder, (Explosive? That was his guess) or a pair of gloves. Party members spent time doing training, talking about the adventure and tactics used, and getting rest. It seemed pretty clear that a trip to Selleze would be needed. Elsapheth did a "Detect Magic to determine that the gloves, powder, potions, and one of the gems, the emerald, were magic.
2. Another development was that the games for the Summer Solstice Tournament had been posted. The solstice celebration includes a tournament consisting of the following contest events. Prizes for first, second and third places are to be awarded. The first place prizes are 100 Sovereigns, second is 20, third is 5.
 - **Archery Competition:** This event is to be conducted at the Guardraw Arena. Contestants are required to use provided bows and arrows to take ten shots at fixed targets while an announcer counts from one to twenty, making it a timed challenge. (Men's and Women's events)
 - **Races:** The race takes place in a marked circle at the center of the arena. It is described as a chaotic event with several racers competing in a ten-lap circuit where there are no rules against tripping or shoving opponents. (Men's and women's events)
 - **Beauty Contest:** This is to be held in the center ring of the arena. Perhaps as many as a dozen contestants first appear in elegant, elaborate outfits before changing into skimpier, more revealing attire for a second round of judging. An overall winner is announced. (Women)
 - **Swimming Event:** For this contest, the outer ring of the arena—previously used as the racetrack—will be filled with water to create a swim course. (Men's and women's events)
 - **Gladiator Fights:** This is to be a series of three bouts featuring quarter-finalists who have qualified the previous day. Competitors will use blunted wooden practice weapons, such as rapiers and greatswords, and are scored by judges on the effectiveness of their landed blows rather than fighting to the death. (Men)

These events are part of a larger festival that also includes a big party at the tavern (there is an entry charge) and also dancing and musicians in the nearby streets (where admission isn't charged). There is also a tradition known as "Ladies' Choice," where the normal social bounds of propriety are relaxed, and women are permitted to choose their partners for the evening's festivities, normally on the day before, and marking the chosen partner with a small yellow ribbon.

3. Oliver decided the party could wait another day before departing for Selleze. Both Slippa and Felicity were looking forward to attending the party. Also, just about everyone could use some training time, so an extra day for that wouldn't hurt. Veylann decided to stay in Guardraw rather than go to Selleze. He had some associations with Selleze that might make trouble if he went and was recognized. Elsapheth also decided that she could do

without a trip to Selleze. As a Way of the Cross cleric, pretending to be human, she too might be exposed by someone and that could become a difficult issue. So, she too decided to stay in Guardraw. Oliver and the other seven, plus the horse and wagon, would make the trip.

Saturday, June 10th, calm and clear. Party is in Guardraw.

4. The members of Oliver's adventure party spent the day either preparing for the party or doing training (another day of training credit). Veylann and Elsapheth decided, each for their own reasons, not to go with the party to Selleze. They had some concerns over being recognized or embarrassed concerning things of their past.

The party was actually pretty good for a routine Saturday party. There was a guest vocalist named Squeekily as well as the usual flute girl Larkette and dancer Politsa. Both Slippa and Felicity wore their nice masterwork dresses. Slippa seemed to be a bit out of sorts, and really didn't do much of anything but sit and take in the performances. Elsapheth spent most of the party with a young physician who you might have seen occasionally at the church. They parted ways at the end of the party. Felicity spent her time with a man who works at the leather shop. Atreyus spent some time talking first to a girl who clerks in the merchant store named Covalent, then later with a cleric named Sister Rahab who has had some contact with things the party did in Sundown. Other than that, nothing particularly exciting or notable happened.

Sunday, June 11th, calm, clear. Party travels to Rivendown

5. Rivendown was about 30 miles distant from Guardraw, so to get there (hopefully while the ferry was operating) required an early start and a hustle pace. Complicating things was the need to carry the treasure on the wagon, at least the large and bulky stuff like the hobgoblin arms and armor. (Presumably it was covered with a tarpaulin that came with the wagon.) The trip went smoothly until late afternoon as the party passed through Wagonstop. Three guards were standing together watching, and one yelled, "Stop" to Oliver, who was driving the wagon. "Stop! You are under suspicion," he yelled again, as all three then ran towards the wagon (and the other party members).

Oliver stopped to see what they wanted

"You are suspected of poaching goblins! Identify yourselves." The guardsman said.

Oliver introduced himself.

The leader insisted on searching your wagon for goblin artifacts. After a perfunctory search, the guardsman let the party go, "Well, I didn't find anything this time. I have to assume you are innocent. You may go."

The party did get to the ferry in time to cross, and lodged in Rivendown at the Thistle's Dew tavern in rooms of two beds each (SF, OD, BA).

Monday, June 12th, windy (from North). Party travels to Partweigh.

6. The trip to Partweigh was mostly uneventful. The party did catch up to and pass a solitary individual going in the same direction. He left the road to not be in the way of the wagon. It was only then that people in the party noticed, he was a hobgoblin! Sure enough, he was wearing chainmail and carrying a longbow and a sword. He was muttering something under his breath, and didn't say anything to the party. Nobody said anything to him, too. They just kept going on to Partweigh. They took lodging at the big main tavern and had an uneventful night.

Tuesday, June 13th, rain and wind (from north). Party stays put.

7. Rather than travel to Selleze in the messy weather, the party stayed at the end and spent time talking tactics, doing some practicing moves in a covered outdoor tent of sorts, and got in some rest.

Wednesday, June 14th, light breeze. Party travels to Selleze.

8. The trip to Selleze was uneventful. The party took rooms in The Wagon's Rest, an inn just inside the North gate which caters mostly to merchants.

Thursday, June 15th, calm, cloudy. Business in Selleze.

9. The first order of business was a trip to the arms merchant Bangalore's to sell the hobgoblin arms and armor. The prices obtained were about as Doil had expected. The chain armor was rusty and in need of work but could be cleaned up. Those 6 sets sold for 5 Sovereigns each. The poor longbows, good only as practice weapons, brought 2 Sovereigns each, and the longwords were 5 Sovereigns. The crossbows were not hobgoblin weapons, but were of good construction. A masterwork shortsword could be sold for 155 Sovereigns.
10. While others of the party went other places to deal with other treasure to be sold, or gems and jewelry to be assessed, Oliver asked about the magic hand crossbow that he had contracted for. Agent Bindleford came to see who was asking. He told Oliver, "Guess what!? Just came in! He doesn't have to send you a message. Hey, did you use magic to know it would be here today?" Oliver owed the balance of the price, 1,247 Sovereigns, less the 5 bonus for no message being needed. Oliver needed the opportunity to gather the needed resources. Bindleford answered, "Yes, I understand. You need the chance to liquidate some assets first. Rest assured; it's not going anywhere."
11. Oliver, Doil, Belfor and Atreyus (since he's the only magically inclined character currently) took the magic stuff to the shop "The Crystal Vial" to try to get those identified and sold? Elsapheth, before you left Guardraw, said that the two potions, the jar of powder, the gloves, and the emerald gem are magic.

The two potions easily identified: Healing (25) and Animal Friendship (75) offered. It will cost 150 each to "Identify" the gloves, jar of powder, and the emerald gem. (50 of that refunded if you sell it to the shop.) Oliver agreed to that. The shop owner had to go to his office, leaving a clerk that you could chat with while he was busy. Atreyus asked her what would be good to help his protection. "Ring of Protection" or "Magic Bracers of Protection, she answered. They are expensive, though: about 2000 and 1000 respectively.

The shop owner came back and told the party, "What you have here are: Gloves of Arrow Snatching (1500), Dust of Choking (240) and Elemental Gem (water)(480). He explained what each was and how they would be used. The emerald elemental gem would probably be most useful for a seafarer, like a ship captain. Good for an hour's help from an elemental. The gloves can defeat incoming missiles, but you have to have a hand free. The dust is rather expensive for a one time use effect, but there are people who can use such things.

Oliver decided to sell the lot of these items. After deducting for the identify spells, that was 2020 Sovereigns into the treasure to be distributed.

12. By evening, Doil had enough information to know what the share value was: 1124.84 Sovereigns (1124 Sovereigns, 8 Ducats, 4 Pennies). There are several “big items” that could be bought out of the treasure:

1. silver and pearl necklace (1500)
2. a second silver and pearl necklace (1500)
3. gold ring with ruby (300)
4. large peridot gem) in pouch (700)
5. gold ring with emerald (1100)
6. set of mw marked ivory playing cards in leather pouch(200)
7. set of 4 gems(2x50 bloodstone, 150 jasper, 300 aquamarine) in pouch(550)
8. ivory duck(10,1)
9. obsidian in pouch: (10)
10. mw sword(155)

For someone to take one of the first two items, they need to have money or gems or jewelry to put into the treasure. For others, the items will be part of share. Anybody want anything in particular? Doil will try to please.

Here’s Doil’s distribution:

Doil(1687.25): necklace of pearl, silver (1500), 187.25 Sovereigns
-43S (horse, wagon)*=144.25S

Oliver: 1265.44 Sovereigns

Atreyus: 1265.44 Sovereigns

Belfor: 1265.44 S: necklace of pearl, silver (1500), -34.56 gp, -4xGarnet(50)

Slippa: 1265.44 S: gold ring with emerald(1100), 165.44 Sovereigns

Veylann: 1265.44 S: large peridot(700), 2x50 bloodstone, 150 jasper, 300 aquamarine) in pouch, 15.44 Sovereigns

Elsapheth: 1265.44 S:ivory duck(10), silver spike(5/.5), obsidian in pouch(10), 4xGarnet(50) 1040.44 Sovereigns

Felicity: 1265.44 S: mw sword(155/2), 1110.44 Sovereigns.

*Cost of horse, wagon=85 Sovereigns – 42 S sale Selleze = 43 S (Doil will pay.)

Other items retained (no value): key, map of a stronghold (Doil retains these)

(DM: I will update NPC Inventories accordingly in the near future)

Friday, June 16the light breeze. Party in Selleze buying stuff

13. Atreyus finds “Bracers +1” at Implementia. Buys them for 1000 gp. Oliver buys his magic hand crossbow for 1242 Sovereigns. He sold his non-magic hand crossbow for 37 gp.

Belfor -15 Sovereigns for “fine clothes” to wear to the party. Atreyus purchased a “wizard’s robe” (fine clothing) for 15 gp. Oliver also bought “fine clothes” (15).

Miscellaneous items available for sale in Selleze (over 2 days) include: Wand of the war mage +1 (1200), Pipes of Sounding (1800), Bag of Holding (4000), Q feather token: Anchor) (50), Slippers of spider climb(4800), Necklace of Fireballs (x3)(1500), Brooch of Shielding (1500). In addition a suit of +1 studded armor (female) available (1500).

Felicity would very much like that armor. It’s not only +1 AC, but +1 to Ch while worn. But she can’t afford it, even if she doesn’t take the mw shortsword.

Oliver tries talking everyone into pooling their money together for a bag of holding for the party. Everyone agrees that would be a nice thing to have. A count (approximate) of resources available: Belfor about 2000. Doil about 2300. Felicity about 1000. Slippa about 1200. As I understand it, Oliver and Atreyus are both about "spent out." The Bag weighs 15 lb., so not just anyone would be able to carry it conveniently. Yes, some personal stuff (bedroll for example) can go into the bag. But more awkward to retrieve.

Oliver needed to do: a "Persuasion" roll for each of the other party members there (can skip Atreyus - makes own decisions). You have a + on each from the relationship matrix: Doil+1, Slippa +5, Belfor +2, Felicity +2. Result: D 17, S 19, B 25, F 9. Doil agrees but will put in half, and it will be his. Will pay back other ½ at his convenience. Belfor offers 1500 (necklace). Slippa unwilling to sell ring, can put in 150. Belfor willing to add 350 more (in gems) for Slippa.

[Doil -necklace(1500) -100gp - 40pp; Belfor -necklace(1500) -4 garnet(50)-garnet(100)-bloodstone(50); Slippa -150 Sovereigns] (The pp and gems go to and Elsapheth shares in exchange for Sovereigns:

Elsapheth share modified: S:ivory duck(10), silver spike(5/.5), obsidian in pouch(10), 8xGarnet(50)(+4), garnet(100) bloodstone(50), 40pp, 290.44 Sovereigns

Felicity really, really wants to get that set of female +1 studded armor while it's available. Really hard to find! She has 1150, needs 1500. She is going to try to "Persuade" others in the party to lend her some money for it. She will pay back as soon as she can! In order O,D,S,B,A: to Oliver d20=11(+4)=15(+2?); to Doil 14(+4)d20=18(-1); to Slippa d20=9(+4)=13(-1); to Belfor d20=9(+4)=13 (+2); Atreyus d20=9(+4)=13 13(+?).

Doil says, "Well, others lent me some for this Bag of Holding of mine. I'll put up 100 Gold. I think I can do that without too much inconvenience, although you as an archer are really not so much in need of better armor. You could also give up that masterwork sword. Why do you need that?

Slippa says, "I'm really short on money. I suppose I could let go of 50 for a short while. I'm going to need it soon, though.

Belfor says, "I already lent almost everything I had for that Bag of Holding Oliver thought was so important. I still have a garnet(100) and two of those Kingdom of Sun gold pieces(50). You can have those. (That comes to 300 gp. If Felicity sells the mw shortsword, that's 155 gp. So she'd be able to buy the armor.

Oliver offers 25 gp in loan.

Atreyus says he can lend her 100. (That comes to 125. That's 25 over what she needs. She tells Atreyus that 75 is enough, and thanks him graciously. She also thanks Oliver and says that he's generous to help after having such large expenses himself.)

Saturday, June 17th rain and wind. Party in Selleze buying stuff, attend party (?)

14. Slippa, Felicity, Oliver, Atreyus and Belfor will attend the party at Morning's Glory. Doil says no; they wouldn't want dwarves anyway. Oliver is going "to keep an eye on the girls." Belfor has that in mind too, to back up Oliver. Slippa has some concerns over Felicity.

The entertainment is very good (+3 level). Oliver and Slippa stay together. Felicity started off with Belfor but was then dancing and talking with a young bully type thief – sort of an enforcer type. Looked like he was getting forceful and she was saying no. It

didn't get ugly though. Atreyous found himself talking with a young lady "Annabelle." She said that she was the daughter of the Lord of Bargecheck. He insisted that she should come to Selleze for the parties, especially for the solstice. He wants her to get married but she's not in a hurry.... Obviously she likes Atreyus well enough to keep talking and maybe dance a bit. But, he decided that he was in over his head, and excused himself politely.

In the third round, Belfor stayed on the sideline. Felicity did too. Nobody else approached Atreyus - it seemed like numerous other couples have already paired up or individuals have given up and turned to food and drink. There was a brief altercation when two gentlemen end up challenging one another to a duel in the garden, and departed. Eventually Oliver, Atreyus, Slippa, Belfor and Felicity return to the Wagon's Rest. Felicity expresses that she was glad she went, but didn't like the fellow that was interested in her. Belfor said he was content to just watch. Not like he was looking for girls anyway. Slippa's glad to be back with Oliver.

Sunday, June 18th departure for Partweigh

15. The party gets together in the morning at the Wagon's Rest and starts north. It's Sunday the 9th of June, with a breeze from the southwest and partly cloudy skies. You catch up to a merchant convoy with 4 wagons also northbound. As you pass, the merchant's head guard calls to you, "You might not want to go too much faster if bound for Partweigh. The King's Pigsticker company just passed us. They must have left Selleze just after we did and before you. Looked serious. What, about 100 of them, with a couple of wagons. No interest in chatting. They will likely have the taverns all booked up in Partweigh."

"Who are the King's Pigstickers?" Oliver asks

"Military company. Stationed in Selleze. Crossbowmen. Must have urgent business somewhere."

"Interesting. Thanks for the heads up," Oliver answered.

(The Pigstickers organization is similar to the Silver Skewers stationed in Tonstol. They sometimes responded to crises in the mountains at Fallshead, to protect Aarbat's interests. One of a couple of companies stationed in Selleze. Not usually sent north.)

This encounter was about 2 hours north on the road.

About noon you pass a stopover point for heavy caravans half way to Partweigh. (I can't recall the name - Stopover or such). I assume you keep going. Before sunset you get to Partweigh. Sure enough, a company of troops has taken over the Partweigh Tavern, and there are tents set up for those who can't get in. You ask someone and hear that there's another tavern, generally for locals, off the main road, the "Partial Expansion." Not as good, just bunkrooms and sleeping in the stables if need be. Go there? You could also push on and camp along the road.

In The Partweigh Tavern Oliver approaches one if there's one at the bar and will ask where they're headed

Some sergeant having a few there at the bar: "No great secret. The orcs have attacked Gildegulch. Word is the place is under siege. By the time we get there, they'll probably have gone back into the woods up north. Or wherever. Steel Boots and Silver Skewers should be already there. This is just a wasted effort, if you ask me. Orcs never actually captured a town from us before. Hard to think they would now. But, what do I know? We just gotta march." Oliver thanked him and filled everyone else in the party about that.

Monday, June 19th from Partweigh to Rivendown and on to Wagonstop: rain and wind

16. Belfor can predict weather. He says bad weather is coming. Sure enough: Monday morning: rain and wind from East. Oliver wonders how many Ferry trips it's going to take to get the Pigstickers and their wagons over the ferry at Riverton. Might be good to get there first. Belfor warns that the ferry might not even be operating. The party got an early start, getting to Rivendown. The ferrymen were not happy to be making crossings in this weather, but they did it. Oliver warned that the Pigstickers would be along soon.

There is an inn on the north side of the river, "The Passerby." A little more expensive. But Belfor warned: "Not looking like it's good for tomorrow. We could force march to Wagonstop, and make the trip a little shorter for tomorrow. That's what was done. The party stayed at the Wagon Stop Inn overnight.

Tuesday, June 20th, Wagonstop to Guardraw: storm

17. Sure enough, now you have a genuine storm. Powerful winds from the east, maybe north of east. Still, a hustle would be needed to get to Guardraw in weather. About 24 miles – the party could do that with a forced march. Nothing else wanted to be out in this weather. The party actually got to Guardraw in time to catch supper. Everybody was wet, of course. Not like were the only ones. The place was pretty crowded, what with people having come for the solstice from various points.

18. The party members heard that more bad weather was expected the next day. Assuming that happened, the events at the Arena would be postponed to Thursday. The Solstice party will go on Wednesday, tomorrow, though.

The party also heard more about the orc invasion in Guardraw. The two Army companies in Tonstol had gone, and so had Lord Grantt's light company normally stationed in Guardraw. Nobody knows if the orcs also attacked Nextonover or not. Gildegulch is 2 days' fast march to the east. Nextonover 2 additional days. There's no good way to bypass Gildegulch.

Oliver had paid 10 gp. to register for both the archery competition and the race. Veylann might have but isn't skilled with longbow. Slippa just doesn't want to call attention to herself, which is true for Veylann too.

That evening after supper, Slippa found Oliver and said, "My choice! I choose you to go to the equinox party with me tomorrow!"

"Let's go!" Oliver reacted. He has fine clothes to wear too.

Slippa also approached Atreyus and said, "I know someone who'd want to invite you to take her to the party, but she's a bit reluctant. Or shy maybe. You've met her, I think. Mellioney, over in the Magic Shop. She does clerking and inventory and such. Not a wizard herself, but nice. Someone good to know. If she invited you tomorrow morning, would you say yes?"

It seems someone has been doing planning for the party besides Slippa. Sister Rahab approached Belfor and asked that he take her to the party. He agreed. (He too has some good clothes for it.)

Elsapheth asked Doil to take her to the party.

He refused. "I'm not going and doing whatever with a half orc dwarf," he replied. "I can sit and drink. That's all I need.

Whereupon, Elsapheth turned to Veylann and asked, "Would you, kind sir, take a somewhat mixed race cleric to the Soltice party? I promise not to be demanding."

"I'd be pleased to," he replied.

Felicity didn't tag anyone in the party. Her plans are unknown.

Next: Wednesday, June 21st (the Equinox): storm! Party in Gildegulch for the party.

Experience:

	Oliver	Veylann	Doil	Slippa	Belfor	Elsapheth	Felicity	Atreyus
Total this Episode 50xp. (guard)	11	6	6	6	6	6	6	6x2
Previous total	23672*	10206	8645	9613	10560	10475	5432	4048*
Current total	23683*	10212	8656	9619	10566	10481	5438	4060*

Training credit: +8 days from Episodes 33-36 $\frac{3}{4}$. (Through Friday June 23)

Oliver at +17 towards 7th level(needs 36). Insufficient xp. above F7 to trade for training.

Melodious at +35 days toward 7th level(needs 36)

Groa: S5 at +45 days toward 6th level (needs 30) excess will swap for xp's here on.

Doil, at +33* days toward 6th level (need 30)*: +extra due to help from Oliver

Belfor: Now at +16 days toward 6th level (need 30)

Veylann: Now at +22 days toward 6th level (need 30)

Slippa at +17 days toward 6th level (need 30)

Elsapheth: at+20 days toward 6th level(need30)

Corvyn: W3 at +41 days towards 4th level (needs 18) Extra days later to xp's

Sheth: at +58* days (needing 18) toward 4th level *: +2 for help at the Church Extra days later to xp's

Felicity: at +24* days (need 24) toward 5th *: +extra due to help from Oliver

Atreyus: at +10 days (needs 12) toward 3rd. Can trade 30xp/day x 10 days = 300xp to get to 4th level.

(Actually all the totals are-2 due to a calendar error, but will be made up by 2 after the solstice.)