

Episode 36¾ Events in Guardraw

Wednesday, June 21* (the Equinox): storm! Oliver's party in Gildegulch.

1. The outdoor solstice celebration events that were to take place at the Arena in Guardraw were postponed until the following day, which would hopefully be better weather. The party remained in and around Guardraw Tavern while awaiting the party in the evening. Oliver and Slippa planned to attend the party together. Rahab had uninvited Belfor, and Elsapheth with Veylann. [See events of Wednesday 20* in the Episode 36 ½ document.]

The party got underway that evening. The music was excellent. It seems that vocals by the singer Effate were very good, and the flute girl Larkette performed well in solo work too, with Effate giving percussion support. The dance numbers were good with Politsa at her best.

2. So, what about our party members? (First "round" for party/romance resolution.)

Oliver – Slippa: Slippa is enthusiastic. They spend the evening together.

Rahab and Belfor seem to hit it off well. She seems more enthusiastic that you'd have expected to be, and he seems smitten with her.

Elsapheth and Veylann are low key. They do a little dancing, drink a bit, and talk a bit. (Still talking at the end of round 1.)

Felicity shows up with, of all people, Fargo! She obviously means business. Very friendly. Fargo doesn't seem used to this.

Brother Sheth comes in with Mellioney, the girl from the magic shop. they seem to be getting along OK but no real sparks.

Doil finds himself with, of all things, another dwarf girl. He introduces her as Redwind. As you'd expect of any dwarf, she has a strong build but for a dwarf girl looks quite good. They continue mostly talking a lot and drinking even more.

Atreyus is approached by a young commoner girl who asks if he's a wizard. She's never met or talked to a wizard before. Her name is Selledore. She earns her money taking care of children. This is the first time she's been to a solstice party! How exciting! (Atreyus encouraged her. They continued together to dance and talk.)

3. Round 2:

Elsapheth and Veylann seem to have enjoyed talking for a while, but they part now. Each looking for someone else before the close of business.

Doil and Redwing continue to talk and drink.

Brother Sheth looks like he might be getting somewhere with a local "expert" girl who works in the herbalism shop, Ambrosia, but ultimately she decides "no," and departs.

Atreyus continued to talk and occasionally dance with Selledore.

Mellioney was with a thief type character. Atreyus continues with Selledore.

4. Third round:

Doil and Redwing get a room together.

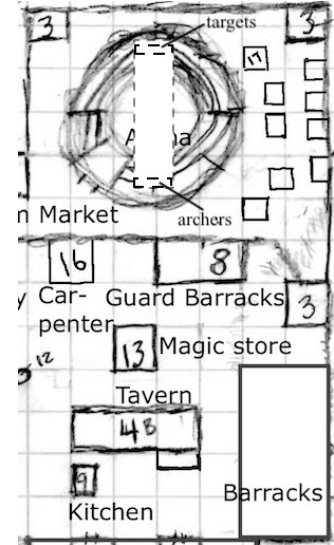
Elsapheth has a friendly conversation with the Paladin Pargon, who found himself at loose ends as the party was winding down. They had a nice conversation, nothing more.

Mellioney and Veylann talked for a while, danced once or twice, and ultimately said goodbye to each other, parting on friendly terms.

Brother Sheth got nowhere with a commoner girl, and called it quits for the night.

Thursday, June 22: calm and clear In Gildegulch; Athletic Events

5. The athletic events postponed from Wednesday were held at The Arena in Guarddraw on Thursday afternoon. Fortunately the weather was excellent: calm and clear. The first two events were the archery competitions for men and women. The area was set up with a 50 yard archery range contrived by adding raised platforms over the northern and southern seats as shown on the map. The archers would stand on the southern platform and simultaneously shoot ten arrows while an official counted down from twenty, so it was a timed sheet. There were six competitors, including Oliver from the party. The event was, by design, over quickly, but it then took some time for the judges to score the targets. The winner was Lt. Erlang, who had won the competition a year earlier. Oliver placed second, and Fibonach was third. (The winner received 100 Sovereigns; Oliver's prize was 20 Sovereigns; and third place paid five.) The women's competition was then held in similar manner, the winner of the six competitors being Birdi of Partweigh.



6. The next event was the race. Oliver entered this event as well. The platforms for the archery competition were quickly removed, to allow more seating, and a track marked off just inside the ring of seats. The race was for ten times around the track. There were no rules against shoving or such, but anyone stepping outside the bounds would be disqualified. There were seven racers including Oliver. When the official yelled "bang!", the racers were off. The ultimate winner, Daddy Longlegs, got off to a good start and managed to stay ahead, closely followed by Oliver, who also managed to avoid most of the tripping and shoving among the other competitors. Claustrophobe, who was disqualified early nevertheless stayed in the race and was lapped. He used the opportunity to administer shoves to other competitors, and so it was that Mister Triggerman, who might have placed, was disqualified too. So at the finish Daddy Longlegs, last year's winner, won again, followed by Oliver and Bichri. There were only three entrants to the women's race, which was won by Solepad of Tonstol, one of the Queen's Own Rangers.
7. The Beauty contest was held on a central dais in the middle of the Arena, with catwalks to east and west. Each of the ten entrants was judged on her appearance in an elaborate costume, then again in a second round in a skimpier outfit designed to show off the



woman's figure. Angelinha was the winner, with the singer from the Guardraw Entertainers Effate placing third.

While the beauty competition was proceeding, the race course was being filled with water for the swimming event. That provided a shallow circular pool 100 feet in diameter and about fifteen feet wide. The swimmers were to make five circuits of the course. Some swimmers provided themselves with some minimal clothing; others didn't. The men's competition had seven entrants, and was part swimming part water wrestling in nature. Toodull of Gildegulch was the winner. The women's event also had seven entrants. Poheat of Aahfundit was the winner.

The last event was the gladiator competition, with two semifinal matches and a championship match, fought using wooden weapons and scored rather than fought to the death or unconsciousness. Being shoved off the dais would end a match too. The match was fought on the dais that had served for the beauty competition. The two finalists were a big brute named Meely and a smaller quick on his feet finesse fighter Squicky. The final match was over quickly when Meely caught Squicky with his wooden two handed sword and threw him off the ring and into the water.

That's pretty much a wrap on the solstice. Lord Grantt (there with his family) makes some closing remarks, and this Solstice Games are over.

8. Oliver noticed and heard that many of the possible contestants, for the men's events particularly, were away to the east with the King's and Lord Grantt's men. Oliver decided to meet with the party to discuss this (before the Saturday night party). He expected maybe Belfor and/or Elsapheth might have something to say.

Elsapheth did. She had spent some time at the party talking with Pargon. "Maybe you don't know him. He's a paladin. Probably you shouldn't spread this around, but I think it's common knowledge that he's been in Guardraw off and on to woo Lord Grantt's eldest daughter. It seems she said to him something like: 'Why are you still here? There's a battle versus orcs out to the east. I'd have thought a Paladin, a worthy one, would have done something about that.' He tried to explain that whatever was going to happen would already have happened by the time he could get there. Apparently that didn't satisfy. Pargon is rather upset about the whole thing, but I don't think I ought to say any more about it. I do think we should avoid being late to all that. If things were perilous, Lord Grantt would have sent more than just the Grey Cloak Scouts. That's what Pargon said."

Felicity pointed out that Fargo had said nothing at all to her about it. Not that they'd done all that much talking. "But if there's been a crisis, and Lord Grantt wanted the party to go, he would have let us know by Triggerman and Fargo." She doesn't think there would be any loot. The early ones to get there, the Army companies and grey Cloaks, they'd have gotten what there was to get.

Oliver said, "So that's a no to heading east for now. Well, we could go check out the red vapors. We can press back south west on Monday.

Felicity adds, "Maybe if we hadn't gone to Selleze, we'd have been here when word first came and we'd have been sent. Pargon's probably right. It's too late." She also suggests, "Let's wait until Fargo says he'll pay us to do it. I think he will. I'll tell him he ought to. Maybe. Not sure that will help."

Oliver needs more training days anyway

Belfor mentioned, "I asked Sister Rahab if she knew anything about red vaporous apparitions, and whether she knew of one supposedly out to the west around Torquis. She had heard mention of it, but has no idea what it might be. It's possibly something unique. These 'storms in the eather' effects may be causing changes in the nature of undead, too, not just magic. So far she's heard nothing about attacks."

Oliver commented, "Maybe we can approach brother Sheth about it."

Belfor replied that Sister Rahab and Brother Sheth did talk about it, but agreed to disagree. Sheth doesn't think it's serious because Father Rupert did a divination a while back that showed no problems with undead in the area. Still, it wouldn't hurt for someone to ask him.

Oliver responded, "Yeah we will plan to do that."

9. This being a Saturday there was also a party at the tavern that evening. It clearly wasn't going to be much after that great performance for the solstice. The food and drink was good, but the performers must have exhausted themselves, and just were not prepared as they should have been. (DM: They rolled d20=5 with advantage, so a +1 party, which doesn't count as a party. There are still chances to sustain romances.) Just one round.

Assuming Oliver is in favor, his romance with Slippa continues. (She still seems a bit moody but was enthusiastic about staying together.)

Belfor and Rabab politely part. Her decision not to continue. "Really shouldn't have let myself get carried away last night."

Felicity is through with Fargo. "I'm no longer probationary. He said so himself. I don't owe him anymore. He did say that he was going to send us to help Lord Ovenberg. Some problem with goblins, though. He didn't think the red apparition is real."

Doil and Redwind are partying company on friendly terms. He told her that with two thief types in the party Oliver wouldn't want her to join. Unless one of them quit. She's looking for some sort of work that can both honestly sustain her and be worth doing. Maybe going on to Orctown.

Sellerdore stops by to tell Atreyus she really shouldn't continue with him. Her mother didn't think it was a good idea. But maybe at the Equinox, why, that's when rules are set aside. Maybe she can be with him again then! She seems disappointed to be saying this, yet eager at the idea of getting back together in the future.

Veylann doesn't get involved with anybody. Nor Elsapheth. You see Mellioney there. She spent some time with a commoner man you don't know, but nothing seems to be happening. Pargon did not appear.

Friday, June 23rd: rain and wind; In Gildegulch (training)

Saturday, June 24th: storm; In Gildegulch (training)

Experience: Oliver received 40xp for his two second place showings at the Solstice Games.

He was at 23683*, now is at 23723*

Training: Normally Friday would not have counted (as a holiday) but Saturday would have. So, counting 1 training for the combination Friday – Saturday.

Oliver at +18 towards 7th level(needs 36). Doil, at +35* days toward 6th level (need 30)

Belfor: Now at +17 days toward 6th level (need 30) Veylann: Now at +23 days toward 6th level (need 30)

Slippa at +18 days toward 6th level (need 30) Elsapheth: at +21 days toward 6th level(need30)

Sheth: at +60* days (needing 18) toward 4th Felicity: at +26* days (need 24) toward 5th r

Atreyus: at +11 days (needs 12) toward 3rd. Can trade 30xp/day x 10 days = 300xp to get to 4th level.