

Episode 36

Finishing Up at Guardway Tower

Tuesday, June 6th, clear and light breeze. Moon full: Inside Guardway Tower

1. The party had captured Guardway Tower and were mostly camped on the first level in a large officers' bedroom. The party consisted of Oliver, Atreyus, Veylann, Doil, Slippa, Belfor, Elsapheth, and Felicity. Two hours before dawn Elsapheth was on watch on the third level, where there were open windows in all directions. She heard noises to the north. Looking out onto the moonlit plain, she could see a dozen or so hobgoblins a few hundred feet off to the northwest. She ran down the steps to get Oliver, who was on watch near the outside door on the first level. Oliver came up to see for himself, then started shooting at the hobgoblins with his heavy crossbow. Four of them fell before those that remained fled out of range to the north. Oliver sent Elsapheth back down to alert everybody else, but as it happened there was no additional appearance that night by hobgoblins or anything else. So, Elsapheth resumed watch at her post, and Oliver down below. (Slippa was on watch in the bedroom keeping guard on the captured hobgoblin leader.)



2. In the morning, the hobgoblin leader had indeed regained consciousness. Oliver talked to him. He asked, in the Common tongue, "Why you attack tower? We do nothing bad to you. We are supposed to be here to guard. Town Topaltown. Out to west, place Sundown. Deal with earl. Big guy in Tonstol. Keep orcs away. Lots of bad orcs to northeast, Stone Bridge and beyond. Thousands. Now orcs will get this tower again. Make bad towards towns. You see."

Oliver, trying to figure a way to rescue his horse Pacman, asked the hobgoblin, "Where did surviving hobgoblins go?"

"To southeast. Back where came from. Maybe get help, try to recapture from orcs again." He also told Oliver that they'd use the horse to carry stuff, then probably eat him

when no longer needed. “Just a horse,” as if nothing to care about. “Hobgoblins fled to the north? They will circle around. What you kill, twenty? More? Can’t hold against orcs with too few. Save some, come back with more maybe.”

Oliver offered to give the hobgoblin the weapons and armor found, but didn’t want to leave them for the orcs. The hobgoblin suggested throw them down in the water. He seemed very bitter about the quality of the armor and weapons his hobgoblins were having to use. “Won’t hurt none. Rusty anyway. Still, better orcs not get. Bad enough wearing hide.”

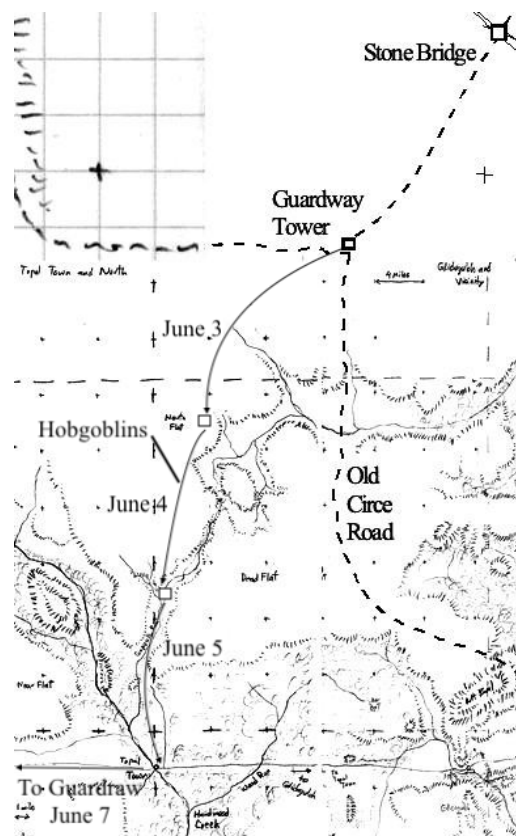
3. There was a conversation among party members about how to get treasure back, especially now that there was no horse to help. (This discussion was outside the hearing of the hobgoblin leader.) A suggestion that Belfor summon draft horses to help had the problem that he could only do that for two hours, and there were no ropes, pack saddles or other means to tie stuff onto the horses. That would allow only 8 miles per day of travel. It was Doil who suggested that party members simply carry as much as they could. Why, he could carry 315 pounds, about 230 more than he normally carried. Yes, it would be heavy, and he couldn’t fight well like that, but loads could be dropped. Eventually it was decided that Doil, Elsapheth and Felicity would each carry a very heavy load, as much as they could. Others would carry a merely heavy load. Altogether, that meant maybe as much as 800 pounds, more or less, could be carried. Doil took it upon himself to figure out what to take and what to leave, with the poor quality rusty chainmail at the bottom of the list. As it happened, 6 sets of hobgoblin chainmail were left behind and six were taken.

(The four dead hobgoblins to the north yielded just coins, 9 Sovereigns, 33 Ducats and 18 pennies; the party didn’t bother with the poor armor, swords or poor quality bows.)

The party traveled overland all that day until about sundown, then camped to the west of the little valley where the ruined hold of Lord Lyfrimham and the stockade was.

Wednesday, June 7th, cloudy and breezy. Moon full +1: N of Topaltown

4. The next morning the party continued south. About an hour before noon a squad of hobgoblins ambushed the party. In an initial shower of arrows, they hit Veylann four times. They must have all been aiming at him. The hobgoblins were in defilade just beyond a rise ahead and to the right, about 50 yards away. The party wasted no time answering that surprise initial volley. That is, after putting heavy loads down. Elsapheth hit at least half of them with a monster fireball. Oliver

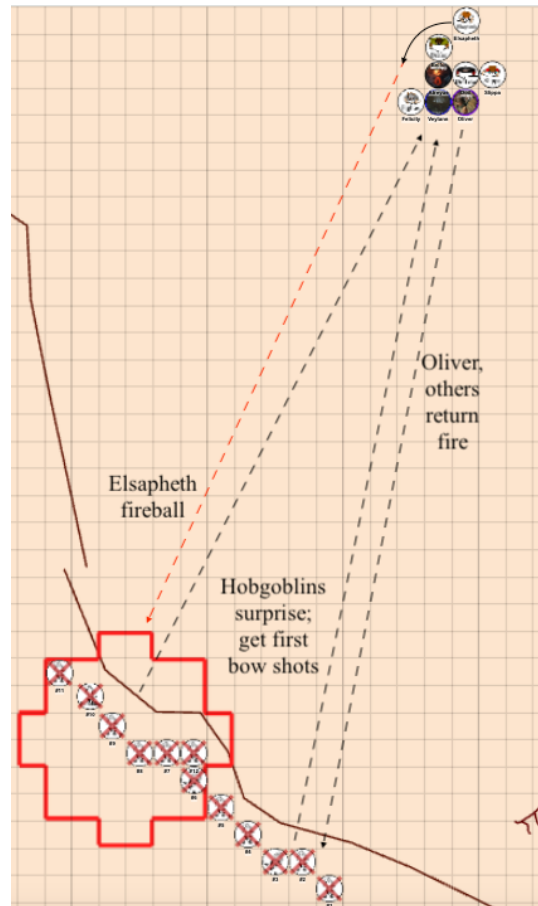


followed up with accurate heavy crossbow shots. Atreyus used his “distance” magic missiles to hit one, and most of the others missed. Still, the battle was over in hardly more than an instant. It turned out that there were twelve hobgoblins. Their armor and weapons were no better than those at the tower. This squad must have been a scouting detachment of that same tribe. The party did collect 57 Sovereigns, 53 Ducats and 37 Pennies.

5. The party continued on, camping that night in Gapgully Run Valley, north of Topaltown. There was difficulty getting down the slopes into the valley and crossing Gapgully Run carrying the heavy loads, but the party managed. Nothing appeared during the night.

Thursday, June 8th, light breeze. To Topaltown

6. The party continued the rest of the way to Topaltown, getting there in the afternoon. Oliver immediately set about looking for a horse and wagon, and was able to obtain both. The wagon cost 35 Sovereigns and the horse 40 Sovereigns. The party lodged in the tavern for the night. Oliver and Slippa shared a room, as did Elsapheth with Felicity, Veylann with Atreyus, and Doil with Belfor. Everybody was tired after three days of carrying such heavy loads.



Friday, June 9th, breeze. To Guardraw.

7. Having had a good night’s rest, and now having the new horse and wagon to help, the party pushed to make it all the way to Guardraw in one day. Slippa spotted a giant rat over to the right of the road about 80 feet away as the party was approaching Guardraw a couple of miles to go. The rat thought it was hiding, but Slippa and Felicity killed it with an arrow shot each.
8. Oliver made a point of going over to Guard Headquarters, where he found Mister Fargo. Oliver discretely told Fargo about having taken Guardway Tower and what the hobgoblin leader had said about having an agreement with the earl in Tonstol. Fargo was actually pleased that the hobgoblins had been taken out. “You can’t trust hobgoblins,” he said. “In some ways they are more dangerous than orcs. They get you to thinking they are allies or friendly, then wham, they attack and kill everybody. That’s my understanding. Besides, that’s not Lord Grantt’s territory or anybody else’s. Still, I’d better let Mister Urtles know. I’ll get back to you on that. (The next day he did. Urtles was pleased too.) Fargo did also mention that Lord Ovenberg of Torquis had requested help in determining what was behind sightings of a “red vaporous apparition.” Would be good to do a favor.

1 hobgoblin try esc (OB(F(A))) 50	18	-	-	-	18	-	9	5
11 hobgoblins+ldr (QE(...)) 1125	614	51	51	51	51	205	51	51
Mission: Info from ldr (O(B)(...))300	100	25	25	25	50	25	25	25
11 hobgoblins+ldr (EQAV(SDF(B)))1800	411	206	103	103	51	617	103	206
G rat (SF(...))25	2	2	2	7	2	2	7	2
Mission: info to Fargo(O(...)) 150	33	17	17	17	17	17	17	17
Total this Episode	1178	301	198	203	189	866	212	306x2
Previous total	22494	9905	8447	9410	10371	9609	5220	3436*
Current total	23672*	10206	8645	9613	10560	10475	5432	4048*

Training credit: Unchanged from Episode 33.

Oliver at +9 towards 7th level(needs 36). Insufficient xp. above F7 to trade for training.

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. Can trade 30xp/day x 10 days = 300xp to get to 4th level.

Treasure(not yet disposed of):

weight sale value

chest#1 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: (-/12)	57lb.	3413.9gp.
chest#2 200 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., Chest: (-/12) (chest used to carry lots of other stuff)	37lb.	1131.18
big hobgoblinx2 halfplatex2 (250/40), 2h swd x2 (20/8), 4gp., 15 sp.	96lb.	545.36
9 hob's, lsword(5/3)x13, lbow(poor 2/2)x9, hxbow(20/18)x2, xbow(10/5)x6, 30gp.,39sp.,33cp.	123lb.	216.82
cabinet (2L ldr) 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)	2 lb.	3.48
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(1100/1 – gold ring with emerald), set of mw marked ivory playing cards in leather pouch(200/1)	14lb.	1396.94
chest#9 (1L ldr) 1200 cp.,800 sp.,360 gp.,2 fl.oil(1/1),h.symb (br)(-/1),e vial(1/-) kn(1/-)	47lb.	443.64
chest #10 (1L ldr) 300sp., 300 gp., 4 gems(2x50 bloodstone, 150 jasper, 300 aquamarine) in pouch, 2 potions(2/1), pair, fine gloves(2/-), key, map of stronghold, ivory duck(10,1)	15lb.	887.27*
chest #11 (1L storeroom) 3 kegs fine liquor (50/10 each), 5 bottles of gd wine (10/2 each)	40lb.	200
chest #12 (1L storeroom) 60 cp., 20 sp., 1 gp., obsidian in pouch: (10), mw sword(155/2)	4 lb.	168.31
chest #13 (1L storeroom) 50 cp., 5 sp., 6 gp. old worthless clothing		
chest #14 (1L storeroom) bottle of cheap liquor (-/2), silver spike (5/5)	.5lb.	5
chest #15 (1L storeroom) 250cp., 15 sp., 3 gp., 6 fl. Oil, tinderbox, 3 torches	5lb.	6.43
Coins from above not counted yet: 10g, 116 sp, 280 cp.	6lb.	22.86
hobgoblins chainmail (poor 5/55)x6 (abandoned 6 more sets)	330lb.	30
From Veylann's search of hooches: 6 lswords, 5 lbows, 150 cp. 10 sp., 2 gp.	25 lb.	44.15
fancy woman's dress that must have once been of masterwork quality 10/5)	5lb.	10
Added on way home from hobgoblins: 57 gp., 53 sp., 37 cp. About 3 ½ more pounds	=810lb.	8525.34gp

Magic stuff (2 potions, choking powder, elemental gem, gloves of arrow snatching) sold = 2020gp

Total: 10545.34 Doil's 4%: 421.81 Left to be distributed: 10123.53 each share: 1265.44