

Episode 28^{3/4}
Travels and Activities after Sundown Portal

Friday, April 29th, in Sundown, windy but clear skies (See Episode 28^{1/2})

Sister Judith, Benaiah did Divinations. Decision made to use “Stone Shape.”

->The party gets credit for “training.”

Saturday, April 29th, in Sundown, breezy, partly cloudy (See Episode 28^{1/2})

Party accompanied Judith, Benaiah to Sea Cavern to put protective measures in place.

->Experience: (from helping wind up Sundown stuff): 1200xp. (OMDSh (VSBEF))

O,M, D, Sh +185; V,S,B,E,F +92; O=18958; M=16225; D=7352; Sh=2210;

V=8378; S=8071; B=8126; E=7733; F=3046.

Sunday, April 30th, Sundown to Guardraw, calm and clear

Party traveled to Guardraw “hustling” in company with Sister Judith, Lady Kaykenyon (and her bodyguard and two porters). No encounters.

In Guardraw after arrive: Party event: romance: Belfor->Groa. He rolls Wisdom d20=13 (+3)=16, high enough to not do anything stupid to make himself look like a fool.

Kaykenyon and Judith will tell Urtles about what happened; the party doesn't need to.

End of month: Expense for next month assessed 45gp each (Groa, Corvyn 30gp)

Distribution of 30 Empros from Pennyink rescue

Global: Increased tolls on convoys being charged in Tonstol – interest in alternate routes.

Party hears about that from talk in the common room.

Monday, May 1st, Guardraw to Rivendown, breeze and scattered clouds

Party traveled from Guardraw to Rivendown. Staying in rooms at The Mad Cow tavern.

Paid toll for crossing the river (from “expenses”). No encounters except a patrol.

Tuesday, May 2nd, Rivendown to Partweigh, breeze, clear, Rivendown to Partweigh

Party travels from Rivendown to Partweigh. No significant encounters.

Wednesday, May 3rd, Light breeze, cloudy, and rain. Partweigh

->Party says in Partweigh, does training.

Thursday, May 4th, Light breeze, cloudy, and rain. Partweigh

->Party says in Partweigh, does training.

Random event: “unusual” –robbery- holdup in street. “Help! Robbers!”(m) from outside.

Assuming NPC's handle this. V/2/- D/5/y S/6/y B/6/y E/2/- Sh/6/y F/1/- so DSBSH

The four party members who happen to be at a table near the door, Doil, Slippa, Belfor and Sheth, react, running to the door. Sheth immobilizes two of the four thieves with “Command” but Slippa missed on a bowshot. One of the free thieves attacked her.

The other held the victim, a commoner man. Belfor came out, saw what was

happening, then transformed into a black bear and charged the one attacking Slippa.

Doil was following him. Sheth then did Command on the two active thieves, the one attacking Slippa and the one holding the victim, causing both to fall. The other two

ran away. Slippa again missed with shortsword on the thief attacking her, but Belfor as a bear got that one and then the one that had fallen after releasing the victim. That

one came too and tried to escape, but Doil knocked him down. Neither thief died,

and were turned into the guardsmen when they arrived soon after. Details:

1st Round: Initiatives: D/4(-1)=3; S/12(+4)=16; B/8(+2)=10; Sh/20(+0)=20.

Sheth hears the cry for help and reacts immediately, running out the door to see

what's happening. Thieves – d6=1/EL1 so: T1, T0, T0, T0. distance 50'. Their init:

11+3(T1)=14 or 2(T0)=13. Sheth: "Command-Halt!(2nd)" (Two T0's) saves:11,7(ff). Slippa gets to door, sees action. Runs forward 30'(dash) and shoots d20=4(+7)miss. Thieves morale/6/blst T1 attacks Slippa/9+5=14 miss. To holds grapple on victim. Belfor gets to door, sees action. Transforms to black bear, charges 40'(to T1&Slippa). Doil to door, charges 25' toward T1, Slippa,Belfor. Additions? D6=1/no.

2nd Round: Sheth moves 30', Command(2d) "Fall!" T0(grap.), T1: saves d20=4,9/ff. Both fall. (Originally held T0's released). Slippa sword v T1 (flk)2/miss LH/8/miss. T1, T0 fall. Morale/d6=3. The two T0's take off running (move 60' and escape). Victim, released now, gets up and runs towards door of tavern. Belfor vs. T1(prone now) 19 bite -11 T1 down. B vs. T0/18 claws-10 down. Fight over. Guard/3 gets there in a bit. T1:ff and Sheth: hwd and he doesn't die. Restrained by Doil. T0:20 and up to +1. He makes an escape attempt/20. D,S have reactions D/7(+8) -7.

->**Afterward:** He's down again: ssffs stable. Guard eventually gets there, hear story. Interview Co2 intended victim. Reaction: d6=4 "Appreciative." Party can keep loot, is given a 10 gp reward. (Thieves as CR1/4, 1/8 x 3 = 125 xp. (BDSSh) B+50=8176; D+25=7377; S+25=8096; Sh+25=2235; Treasure: T1 leather, all 4 had sword, dagger. 18cp, 38sp. Stuff sold next day, total gain 47.6 gp. Each 11 Sovereigns, 9 Ducats.

Friday: May 5th, Rain and wind. In Partweigh

->Party stays in Partweigh. No event. Does training.

Saturday: May 6th, breeze, partly cloudy: Partweigh to Selleze

Party travels to Selleze, no incidents on the way, takes rooms at Wagon's Rest. No party there. Wagons' Rest doesn't do parties. It's an inn for serious merchants.

Felicity wants to go to a party! But, she doesn't know Selleze, where to go. She asks Melodious. He knows his way around. Will he take her to a party at one of the other taverns, where there's some action? (Most of the party is tired from the long day's travel hustling from Partweigh to get to Selleze in just one day instead of two, like the wagons need.)

Sunday: May 7th, breeze, partly cloudy: In Selleze.

This isn't a business day for most Selleze establishments. Of course, lodging and entertainment venues are open, but ordinary everyday businesses are not. Brother Sheth is determined to go to the cathedral here in Selleze. Anyone want to go with him? Oliver, Slippa and Felicity do.

Monday: May 8th, calm, foggy in the morning. In Selleze.

The party can do business today.
(To be continued)

Training: +4(8 for D,F) days of training for each party member. O,M,V,S,B,S at +4d; D at +8d; F at +12d; +8d for G,C: G+8d, at +13 now (needs 30). C +8d, at 10d (needs 18)

Note: Doil, Felicity receiving training help from Oliver. Sheth can get some help in Selleze.

Expectations: Shopping, changing money, evaluating and selling treasure. Lending and borrowing maybe. Perhaps commissioning of masterwork or magic items. (Doil to Porwhit's about spears! Other stuff to sell)

Continuation of Episode 28^{3/4}

Saturday night: May 6th, breeze, partly cloudy: in Selleze

The party was staying at the Wagon's Rest Inn, near the North Gate.

Felicity wanted to go someplace where there was a party. After Melodious wasn't responsive to that suggestion, she said, "I guess I'll have to go look for one by myself!"

Veylann said, "No. Don't do that! Not here in Selleze. We'd never see you again. If you simply must go to a party, I guess I'll take you. Maybe The Boar's Jowls. If you want to see a party, yes, that would do. Just promise me not to start any fights. I need to keep a low profile in this place."

Veylann told Oliver, "The Boar's Jowls is on Stadium street. To get there, go south on North Gate Boulevard, where we are now, to the Great Square, Cut over to the SE corner and go south on Casket to Stadium St. Left there and the Boar's Jowls is maybe 600 feet on the left. Depending on how soon Felicity gets her fill of partying, we may not be back tonight. If we don't show by tomorrow, come looking. Don't go to the Constabulary about anything. It won't help." Veylann then left with Felicity.

Oliver invited Slippa to with him and join Veylann and Felicity. Oliver was familiar with Selleze, but Veylann seemed nervous, so he didn't want them to go alone.

So Oliver and Slippa went along too. On the way over, a Guard patrol stopped them, but Veylann assured them that there was nothing to be concerned about. "These are not the adventurers you are looking for," or something like that.

The Boar's Jowls isn't the worst place around. Fairly ordinary, and not what you'd call high class. Some rough looking types there, but no fights broke out. It was a "+2" party - rather ordinary, really. Veylann didn't seem to be responding to Felicity trying to entice him, and later rather stood aside and just kept an eye on things when Felicity was flirting with that mean looking fighter. That never went anywhere. Meanwhile Slippa kept herself under control too. She didn't want to be noticed either. When a young commoner girl tried to hit on Oliver, Slippa lets her presence be known, and that seemed enough to settle things (unless Oliver was interested in pursuing things otherwise). When Felicity indicated to Veylann that she'd had enough, the four of them left. Nothing of note happened on the way back. They returned before midnight. Felicity was by now very sleepy. Veylann arranged for her to get a room, and got one for himself. Veylann thanked Oliver and Slippa for going too. "As you know, things don't always go smoothly, especially on a party night."

All four of them were up and OK in the morning. Felicity commented, "Not very exciting. Entertainment was flat, and the one guy I met, Fighter named Rabideau, was rather boring."

Doil asked to be trusted with handling the spears and shields and warhammers. Quite honestly, he doesn't expect much for the bronze stuff. But the spears... He's going to check with Porwhit, but also ask around at the Lower Door and at Brago's. Maybe other places. He isn't expecting this to be easy.

Sunday: May 7th, breeze, partly cloudy: In Selleze.

Oliver will join Sheth Sunday in going to St. Joel's Cathedral on the Great Square Sunday morning. Slippa also decided to go to the Cathedral with Sheth and Oliver. Felicity went too. She wants to see all the sights in Selleze. Slippa, in contrast, prefers to keep a low profile.

On Sunday evening, Doil said that he had talked to Porwhit, who offered 5 for each of the war-hammers and 2 for each of the shields. So, 29 sets means 203 Sovereigns. The warhammers are of excellent workmanship, but just are not as good as weapons made of iron. They have more ornamental than practical value. Porwhit identified the spear tips as being made out to "Wolf metal." It's a kind of metal that devours tin. Also, it can't be melted, so it can't be used to forge things from it. He doesn't know how these may have been made.

Monday: May 8th, calm, foggy in the morning. In Selleze.

Oliver: We need to get the bronze hammers and shields done away with, and get the spears evaluated. Oliver would like to purchase a MW hand crossbow and find out about cost to commission a magic one.

Doil decided to go ahead and sell the warhammers and shields. They are worth about as much as he might have expected. He's going to try elsewhere on the spears. The next day Doil comes back and says that he sold the spears. The Braggo. Brago acknowledged the difficulty of doing anything useful with Wolf metal, but knows a wizard that buys the stuff, and it's rare. The spears contain a couple of pounds of this Wolf metal each, at the business end of the spear. It's heavy, dense stuff. But harder than lead. He will pay 100 Sovereigns for each. The wizard has promised to be good for that price. So that's 1000 Sovereigns for the ten spears. Brago will take 10% of that for his commission, so the party gets 900 Sovereigns. Brago says, if you find more, bring it to him. He can't guarantee the price, but ought to be able to make a good deal.

Oliver asked, "I know the spear head is the expensive part, but curious about the handles too since they are fire resistant as well. Are they just a simple iron shaft?"

Doil says, "An iron alloy. Not particularly valuable. The price was for the whole spear."

So the party has the 30 Empros from the rescue reward and now 1103 Sovereigns from the sale of the bronze stuff and spears.

Veylann: division of the treasure 30pp for rescue, 1103 gp for Hot Caverns stuff.

In on all of that: O,M,V,D,S,B,E = 7 shares

In on the rescue part: G,C,Sh = 3 shares

In on the Hot Caverns part:F; C,Sh (½ shares)=2 shares, plus pay for Veylann's 4%=56gp

So: O,M,V,D,S,B,E,G,C,Sh get 3 pp each (for rescue)

O,M,V,D,S,B,E,F get 116gp, 1sp; C,Sh get 58g, 1sp; V gets 56 gp for doing the division.

Missing: the last two garnets at 100gp each. Divided evenly by all 10 there for last battle. So, 20gp more to each, and two characters with big gp totals get the garnets but pay the gp that goes to the others. (20 gp each).

Financial resources of NPC's (including gems): Veylann 1384gp, Doil 1421gp, Slippa 1509 gp., Belfor 1325gp., Sheth 144gp., Elsapheth 976gp., Felicity 480gp. None can afford a magic weapon, and magic armor seems unlikely. Some may be willing to chance loans. All should be able to afford one or two masterwork items.

Dealings: All of this takes place over the course of the week in Selleze.

Doil purchased masterwork Warhammer, sold ordinary Warhammer: -308gp (-108gp, -10pp)

Felicity bought mw longbow, sold shortbow: -338gp (-38gp -30pp)

Felicity bought mw party dress: -110gp (-10gp, -10pp)
Elsapheth bought mw xbow (sold xbow): -313gp (-63gp -5xgarnet (50))
Sheth buys studded leather armor: -45gp (-garnet 50; -5gp, +1pp)
Veylann bought mw xbow: -313gp (-73gp, -19pp, -bloodstone(50))
Slippa bought magic +1 sbow, sells sbow: -2313gp (-garnets(200, 4 x 100, 50),bloodstone(50),
jasper(3x100), pearl(100), 27pp, 93gp =1463gp. +from Belfor: 110gp, 49pp; =600gp.
+from Oliver: bloodstone (50), garnet (100), 5 KoS gp at 20gp, so 250 gp.)
[Slippa owes B 600, O 250]

Oliver Commissioned +1 hand crossbow (Agent Bindleford through Bangalore's) 1247gp
(+another 1247 due on delivery) Paid: from Belfor 650gp: garnets(2x100, 8x50),
bloodstone(50)=650gp. From Oliver: ???? (on record: has 122.6gp, 3pp)
[Did he sell mw heavy xbow for 175? Did he purchase mw hand xbow for 375? I have -
25gp coins spent.] Details:

Oliver: The only special thing Oliver has is to see about commissioning his +1 HCB

DM: Normally a deposit is of 1/2 the final price. If not picked up within a reasonable period after it's done,
forfeit the payment. That does happen sometimes. Expect this to take a couple of months. With higher
payment up front, maybe a bit less time Total? Did we say 2375 gp plus an additional 10 or 20% So is it
an additional 10 or 20

DM: Depends on particulars, but it ultimately comes down to a die roll for 5/10/15/20% premium: d4=1. "You
are in luck! My supplier for these things is anxious to get business. He might even have this ready for you
early. Be sure to be often where you tell us to send the message." So 5%? Yes. (Remember, Belfor was
offering to help. Right now he has about 700 he was going to lend to someone or other. Maybe Veylann.
Bottom line, a magic weapon in your hands is more useful than one in his.

Oliver: I need to calculate that. Assuming he doesn't buy masterwork hand crossbow, he would have 577 gp
left including gp, pp, silver, and gems. That's everything he has left after giving the 250 to slippa, which he
wont take back, plus belfors 700 would be put him at 1277, so that would meet it, but then both Belfor and
Oliver would be broke until they scrounge up some coins, and thats a no go

DM: OK, the agent - we need a name: Bindleford - He says, "Yes, we can work with that. A little bit less on the
deposit isn't a deal-breaker. So, here's the deal. I'll go under on the deposit by 100 Sovereigns, but then no
penalty if my client is late delivering. Up to 4 months, anyway. Normally that would be three. Then 5% per
month down until it hits your deposit. After that, your choice, the deposit or the goods. Now, once it's done,
you have a month from when the message is delivered to wherever you say. Assuming it's within Aarbat, of
course. On the Moon doesn't count. So, I'm looking for a deposit of 1147 Sovereigns."

Oliver: Ah forget it. Oliver will accept the deal, not purchase the arrows, which will leave a total of 80 gp
between himself and Belfor (With original down payment of 1247gp).

Tuesday May 9th: light breeze In Selleze, staying at Wagon's Rest Inn.

The party is continuing to check out buying and selling opportunities. Oliver is working
his deals out this day. Felicity has been exploring the city, usually with others interested in
seeing the place, like Elsapheth. Doil's willing to go with them for the sake of safety. Nobody's
likely to want to mess with a dwarf. (Elsapheth is normally disguised to look fully human.)
Sheth is over at the Cathedral, using their library, making inquiries, getting help. Oliver gives
Felicity and Doil some training help later.

Wednesday May 10th: breeze, cloudy, rain on and off. In Selleze.

Continuation of looking around, buying and selling, a bit of training, asking about various
things. Oliver finalized his commissioning of a magic hand crossbow. It probably will be ready
in 2 months. Felicity took delivery of the masterwork party dress that she bought. She decided
to wear it tonight for the evening meal, to show it off. The rest were all there too. (Melodious?)

There was another party there in the Dining Room of the Wagon's Rest Inn. (It's functionally a common room, but they want it to sound higher class.) Three big fighters, a couple of thief types, and a wizard. All male. From what they were saying, it seems they just got to Selleze after escorting a convoy from Gildegulch. They've been paid, so time to relax and have a good time. They are talking loud, joking around, and anticipating some fun this coming day and over the weekend.

You hear one of them say, "Hey, check out the sweet girls at the next table over!"

Another says, "That one looks hot to go!"

Felicity seems to realize they're looking at her, and primps a bit.

You hear one of them, a big guy, say to another, "Hey, Wiz, gimme some help." Then the big fighter, probably the leader of their party, stands up. He casually slouched over to the large table where the party was seated.

Looking at Felicity, he said, "Hey, Honey, Why don't you ditch these losers, and spend the evening with a real man? I'll make it fun for you."

Felicity looked him up and down and said, "You may look big, but, well, I'm not going to say it."

Doil piped up, "If it's trouble you're looking for, Mister, we can give it to ya."

The man ignored Doil. "Well, Sweetie, you look like you could give a guy a good time. If you change your mind, I'm in Room 23. Just knock twice."

"I'll think about it," Felicity answered.

With that he turned and returned to his table. He and his fellows talked in low voices for a few minutes, then all got up and left the Dining Room.

Meanwhile, Slippa whispered to Felicity, "Don't even think about it! That man isn't the type that will give you a chance to say no!"

So, nothing happened. Veylann commented, "This is the last place you'd pick a fight. You'd surely end up in the prison. That's why the merchants like it. They do a good business."

Thursday May 11th: calm and clear. Party still in Selleze.

Felicity has heard that Morning's Glory, the tavern she was hoping to party at Friday night, does not have a party on Fridays. Just Saturdays. The Boar's Jowls does have a Friday night party, but Felicity wasn't impressed with even their Saturday night offerings. Putter's has a Friday party, but it doesn't amount to much. The Naked Duchess has "parties" nightly, but that place is more of a brothel than a tavern, and the "parties" are more of an organized way of pairing. Not really true open parties. Fourteen Spies has Friday parties this time of year, but Veylann has told her that he doesn't dare go there, and Slippa shouldn't either. So, she figures better for her not to as well. So, for Friday, she supposes she'll go to the Boar's Jowls again. But tonight, if someone will go with her, she'd like to visit the Morning's Glory. There may not be a party, but it is supposed to be a nice place, though expensive. But, she doesn't want to go alone. So, Elsapheth went with her. They were escorted back to the Wagon's Rest Inn by a young man Felicity met there.

Friday May 12th: breeze, partly cloudy. Party still in Selleze, prepared to depart tomorrow.

Felicity and Elsapheth decided to go over to the Arena in the morning and see the horses and chariots. The race is scheduled for Saturday, but the drivers and horses are practicing today. Nothing particularly organized. Both wanted to see this spectacle. Elsapheth had never seen a chariot before, and Felicity only a couple of times when riders from the Blue Ribbon squadron

rode through Sundown. The public is allowed to just watch for free. Belfor decided to go with them, if they wouldn't mind, and Felicity said yes. Oliver volunteered to go as well. Veylann and Slippa said no – too public. Doil was not interested.

On the way, as the three of them were walking along Main Boulevard, all of a sudden a pack of giant rats ran out of a somewhat dilapidated building ahead and to the left. This was across the street from the Polgetis estate and shops. From noises within the building, construction seemed to be underway. The rats turned west toward the party, just over 50 feet away. Even though this was the middle of a bustling city, their reflexes were good. Each was carrying their weapons. (Selleze is an “open carry” city.) Felicity grabbed her new bow and claimed to have shot two rats dead. Belfor threw an “Ice Knife” spell and killed one and seemed to have hurt a couple of others. Elsapheth landed two of her “Scorching Rays” killing two more. Oliver killed three with rapid shots from his hanf crossbow. The several surviving rats turned tail and ran, passing through the metal fence surrounding Polgetis's place as a guard at the gate yelled and ran toward them. The rats scattered in different directions, and the party wasn't going to shoot arrows or anything else at a wizard's estate. They waited for the ruckus to subside, then casually walked eastward past and away from a gathering crowd of onlookers.

After that, watching the horses and chariots at the Arena was anticlimactic. Occasionally a chariot would dash ahead, and watching them turn corners was entertaining. No wrecks, no injuries, and a lot of just trotting around. Beautiful horses though. Belfor seemed to have been more entertained, just watching the horses, than the two women who so wanted to go. Nothing happened on the way back.

Late that afternoon, Oliver, Slippa, Felicity, Elsapheth, Doil, Belfor and Veylann walked over to The Boar's Jowels. Nothing happened on the way over. It had been Felicity that wanted to party; others came with varying degrees of enthusiasm. It was actually a good party. Management had a different crew of entertainers with a varied repertoire. There was something for everybody to like. The food and drink was a bit better too.

Right off the bat, things take a happy turn when Felicity found Leechmaster, the young physician's helper that she had met at Morning Glory last night. Doil and Belfor seem content to just stay on the sidelines, drinking a fair bit in Doil's case. Veylann spent some time with an older woman, and when she moved on, a younger commoner girl. That didn't go anywhere either. Elsapheth seemed to enjoy a good bit of attention, moving from one to another among what seem, like most of the partiers, primarily common people of Selleze. Oliver founds Slippa very enthusiastic about him and eager to have fun and enjoy herself with him. As things wound up, Doil, Elsapheth Veylann, and Belfor prepared to leave to return to Wagon's Rest. Elsapheth told Oliver, that Felicity told her, that Felicity was staying the night here with Leechmaster. She planned to return to the Wagon's rest in the morning. Elsapheth suggested that Oliver and Slippa stay here as well. Better not to leave Felicity on her own tomorrow morning. So, Oliver and Slippa took a room.

Saturday, May 13th: light breeze, clear skies

The next morning, Saturday May 13th, Oliver and Slippa took breakfast in the common room, and there was Felicity and Leechmaster. Felicity introduced Leechmaster, and told them that he is a physician's assistant in training. (He does look very young. Legal age, it would seem. Commoner but maybe of the better sort. At least pursuing a useful profession.) Felicity was glad to find Oliver and Slippa there. She walked back to Wagon's Rest with them. After the four of

them finished breakfast, Felicity kissed Leechmaster goodbye, and the three party members went back to Wagon's Rest, where the rest of the party was waiting.

The trip north to Partweigh was interrupted about ten miles out by a goblin ambush. They were hiding to either side of the road up ahead, and surprised the party with a shower of arrows, hitting Oliver's horse Pacman twice and Brother Sheth once. Once the party returned fire with arrows and crossbows, five of the goblins fell, and the other four left alive ran off into a copse of woods and disappeared. The five dead goblins had bows and shortswords of very poor quality, but the party gathered up 50 copper Pennies and 24 silver Ducats.

There was a party going in the Partweigh Tavern, so the characters of Oliver's party joined in. It wasn't as good as the party at the Boar's Jowls in Selleze. Elsapheth said that the man she danced with said that it was usually better. Except for Oliver and Slippa, nobody managed to find love except, surprisingly, Brother Sheth! A slinky vixen more or less swept him off his feet. As a result, he found himself the next morning alone in a rented room, hung over, regretting what had happened, and wondering where she had gone after the bit that he couldn't forget from the night before.

Sunday, May 14th: calm and clear weather: Travel from Partweigh to Rivendown.

There were no encounters of concern along the road. As the party was being ferried across the river, Belfor casually asked, "You seem pretty relaxed about doing this routinely. No river monsters to worry about?"

"No, not much!" the boatman said. "As long as you stay on the right side of the water. I don't think anything in this river's going to swallow a ferry boat. Tell you what, though. A couple of fishermen, small boats, you know. Smaller'n this one. One said a monster attacked his boat and took all his fish. Swept them up with tentacles or such nonsense. You hear about giant crayfish attacking one of the boats sometimes. But usually it's some poor bloke that falls overboard that they get. Dangerous, iff'n you're in the water. Me, I don't swim. I make damned sure I stay on the boat, you know? No sense getting oneself eaten."

The party stayed at The Passerby tavern on the north side of the river to make a good start on the long trip to Guardraw on the morrow. (Tolls for crossing the river counted as part of "expenses".)

Monday, May 15th: calm and clear again. Travel Rivendown to Guardraw

The party got a good breakfast and then got going, hustling to maintain an average of 4 miles per hour. Eight to ten miles along, here was another goblin ambush. Again, they surprised the party. Oliver, Veylann, Elsapheth, Felicity, Sheth and the horse were all hit, but everybody was able to keep fighting. The goblins had heavy cover, but the party quickly got the upper hand. The goblins never got around to running, they were cut down so fast. The party gathered up nine good shortbows and 66cp, 55sp, and 9 gp, all in Aarbat currency.

Another couple of hours along, there was a column of giant ants that attacked from off to the right. These too were in the woods for cover initially, but closed on the party quickly. None got close enough to bite though. The party counted eight of them.

Thankfully the rest of the way was uninterrupted, the party arriving in Guardraw in time for the normal serving of the evening meal. There was also the pleasure of being back in the familiar, comfortable Guardraw Tavern. There was even a bit of entertainment. The flute girl Larkette was going through a set of about an hour of playing, adding to the pleasure of the good stew and good ale.

Experience:

	Oliver	Melodious	Veylann	Doil	Slippa	Belfor	Elsapheth	Sheth	Felicity
	F6	Bd6	T5	F5	T5	D5	C5	C3	F3
Thieves(1,0x3)(BDSSh)	-	-	-	50	50	100	-	50	-
Mission:Wolfmetal (D((..))	13	13	13	100	13	13	13	13	13
Guard(V(FOS)	7	-	29	-	7	-	-	-	7
NPCs(655443)(all)	38	38	38	38	38	38	38	38	38
15 grat(OBEF)	94	94	94	94	94	94	94	94	94
9 gobl(4u)(QFSM(EBVSh(D)))	97	48	24	12	48	24	24	24	48
9 gobl(QFSE(BMVDSH))	120	30	30	30	60	30	60	30	60
8 gant(OBSFE(VMDSH))	53	13	13	13	27	27	27	13	27
Total this Episode	422	142	147	243	243	326	256	168	287
Previous total	1877	16040	8286	7167	7979	8034	7641	2025	2954*
Current total	19195	16182	8433	7410	8222	8360	7897	2193	3241*
After advancement									3181

Training credit: M-F in Selleze at 5 days each except Doil, Felicity (training from Oliver) and Sheth (training from clerics at the Cathedral) 10 days. Groa, Corvyn get 10 days.

Oliver at +5 towards 7^a level(needs 36).

Melodious at +5 days toward 7^a level(needs 36)

Groa: S5 at +15 days toward 6^a level (needs 30)

Doil, at +10 days toward 6^a level (need 30)

Belfor, Veylann: Now at +5 days toward 6^a level (need 30)

Slippa at +5 days toward 6^a level (need 30)

Elsapheth: at+5 days toward 6^a level(need30)

Corvyn: W3 at +12 days towards 4^a level (needs 18)

Sheth: at +10 days (needing 18) toward 4th level

Felicity: at +14 days towards 4^a level (needs 18), pays 80xp for needed 4 days, now 4^a level (0d toward 5^a)
(Corvyn needs to pay 45gp training to 4^a, Felicity 80 training to 5^a)

The party is back in Guardraw, evening of Monday, May 15th

To Be Determined: Where do we go from here? Melodious, Groa, and Corvyn (player characters) are going inactive, at least for most of the time or for a while, as real life takes priority. That leaves the active party at one player character and 7 NPC's. Looks like the number of NPC's is too large in practice for that kind of situation in this gaming system. Adjustments will be needed.

The History will reflect that this ends a major Book in this Campaign. The party, led by the Plater Characters, have accomplished quite a lot. Foremost are resolving the situation of the Lurker under Sundown, releasing the creature to the sea and thus clearing out a major hazard under Sundown. Even more important, the party closed down the Portal thought to be to Hell (actually the Plane of Fire) under Sundown. In addition, the party destroyed an orc fort that was endangering the Circe Road, cleared out many undead from the abandoned Keep at Dervish, interfered with the operation of the Cult of Sheth at that place, and healed rescue a merchant and his daughter from the caverns under the fortress where they had been held by a bandit gang.

As DM, I congratulate all of the Players who contributed so much to this Campaign. We never had any player problems. Everybody has been good to each other, tolerant of any shortcomings in the campaign, patient, enthusiastic, and friendly to all. I hope for further play in this or any other campaign with any or all of you as the future may hold.