

Chapter 16 Winter – Not Much Happening (Skip this chapter!)

Waiting, Watching, and Planning:

DM: You spend some days shopping, and during your perusing of books, you hear a rumor about a prophet who is preaching nearby. Assuming you and Clethera are together, she seems interested, and you head down there to listen. It appears that this “prophet” is from a new religion forming in Tolbi. You would know that Daila, Dale, and Kibombo all have their separate religions, and Tolbi seems to be following suit.

“Behold, your gods are false! You offer them gifts and they respond with nothing. I come from the Prophet himself, of Tolbi, to deliver you from your ignorance. Behold, I bring you tidings that the true gods have contacted us at last. Six Gods there are and together, they judge and control all we do. They call themselves the Polyhedrons. They are to be praised, as they control you even now, while you are listening to me. They control even what I am saying right now. Together, they rule us all. Come, come to Tolbi, and hear the words of the Prophet. Hear how to appease our true gods, and how to keep them on our sides. Come and listen to...”

Just then a group of town guardsmen appear with a priest. The guards approach the speaker, and appear to ask for some sort of permit, which the speaker doesn't seem to have. The town guards shoe him off, and the priest thanks them.

Going back to the book store, you find little to interest you. There still don't seem to be many charts around, and not much in the way of spell scrolls.

You also spend your time going around looking for sailing prospects, you find that most of it is heading to Alhafra and Mikisalla. Apparently, the plans for either a surrender or a peace are being drawn up, and Lumeria has decided to rebuild Alhafra and Mikisalla. Therefore the shipping plans are full of shipments of Relief Supplies, Wood, Stone, Food, etc. Currently it is being shipped overland, but that is in reality too slow, and in small shipments too small to be making much of a difference right now. You can easily sign on for a shipment to one of these locations.

While asking around about the Lunpal Situation, not much more is heard. While you were gone, a group of maybe thirty men-at-arms of the Militia were sent west, and rumor is they were being sent to Lunpal, but nothing is certain. Of the dwarves, not much activity from them is known either. Being the capitol, there are usually at least one or two in town, but for the most part, it's common knowledge that a small group has taken over the Dekator Plateau, and there's a rumor about some big dwarf works discovered somewhere north of Lunpal, supposed to be enormous, and is supposed to go all the way through the mountains, but most view that as wild rumor.

You ask around, maybe having a few drinks with your fellow officers from the Dragon Wing, during which Captain Nylon show around some new wealth that he didn't have before, Sergeant Whiting has a new war story to tell to the tavern after a few drinks. Captain Nylon knew of The Island before hand, if you remember, but as far as he knows, it's currently unclaimed, as you saw by the lack of human activity. However, once this war is over, the Admiralty will probably send a group out there to build a base. But for the moment, it's unclaimed.

As for the Vigilance crew: You run into Grisham staying at the Mainmast one day. He happens to be looking for you. It seems he's been working in Kalay all winter, except for those

few adventures with you. He's been to Daila recently looking for the crew members from the Vigilance to get them here for the new season and he has some bad news. All but two have either been conscripted, or have joined the Militia. These other two are currently in Daila, but when he asked them to come down to Madra, they told him that they couldn't, but also couldn't tell him why. In fact, every time he inquired about any available sailors, none were available, and this even from ones who dodged the King's press gangs before the Invasion. They were all there, just none were available. He has no idea what's going on, but it looks like you're going to have to grab a whole new crew for this trip. He'll start looking, but a lot of the sailors here are still in the navy or the Militia.

That's what's going on.

Thumper: I don't have any specific plans other than being ready when sailing season begins. What's that, 2 months away? 3? I've got enough money for right now that I can relax and enjoy a bit, so that's what I will do, while keeping my ears and eyes open.

I may not have the records from the "Return of the Flame," as they are certainly Naval Militia property, since I was acting as an officer in the service. But, I still have (or rather, Clethara has) the stuff we found on the original "Flame" in Injuma Bay, and it's not impossible that some additional information can be teased from those documents and charts.

It ought to be possible to obtain a copy of that chart that shows Oceana somewhere. I'll keep looking for it. I need to have that in order to make voyages there. In the meanwhile, I'm not going to make any contracts; I don't even have a crew yet. Grisham will see what he can do about that by the time we are ready to get the Vigilance back in the water.

Is it a different group, dwarves, that have moved in at Dekator plateau? I thought it was that mercenary group allied with the Earl of the Northern Reaches. The huge dwarf works North of Lunpal sounds like that one we were in. Would be interesting to go back there.

I'll be interested to hear Sergeant Whiting tell his story. Does he mention the "sleep" stuff? I'd think not; he may not even have noticed, since he was fighting the half orc, and then was involved in all that fighting on the quarterdeck, being wounded and all. If anybody asks, I'll vigorously testify to the truth of his tale, maybe adding embellishments and certainly not contradicting his, assuming they are not too outrageous.

So, there's a new religion in Tolbi? Were they formerly followers of whatever Madra has? Or just a new prophet for the religion? Maybe Clethara knows more about it. Six gods... Might they be Tetrahedron, Cube, Octahedron, Dodecahedron, and Icosahedron? That's five. If there's another one, he won't be a "regular" Whateverahedron, right? Or a regular convex, anyway. Maybe the Great Sphere? (Infinite number of sides.) Perhaps this prophet does not yet know of Small Stellated Dodecahedron, Great Stellated Dodecahedron, Great Dodecahedron, or Great Icosahedron? Surely six gods are either too many or too few. The local priest seeing this fellow was not amused.

DM: You'd say sailing season is about two months away, maybe a month and a half if you want to push it.

There's nothing in the records that leads to any islands. The charts only show the Flame's trips near the shore. Neither you or Clethera can determine anything from them.

From what you can tell during your nights listening to gossip, rumors are going around that the dwarves have taken over the plateau, and others say that the Blackthorn Company

controls it. No one is certain which is true, and no seems very interested in going up north at the moment.

Yes, Clethara agrees that the dwarf works that you hear about does sound like the ones you went to go visit.

Sergeant Whiting mentions that after he finished his herculean duel with the brutal orc twice his size, that most of the rest of his enemies were “cowering in fear on the deck and did not rise to challenge him.” He does not claim during this fight to have gone down, but to have taken on the captain, “an ugly brute of a fellow that could have broken me into like I was a twig,” in a duel that was fought through the entirety of the ship, the Captain continuously retreating from Whiting's deadly blade. You would have noticed the two empty drinks in front of him and a third in his hand.

Yes, there is [a new religion in Tolbi]. You don't hear much more. Most people seem to think the speaker was crazy, and deranged. No one else seems to know anything about it.

Thumper: Well, Thumper will keep looking, especially, for a general map showing Oceana. They ought to be around; it's no great mystery there. I want to know where those ports are.

Things I will be thinking about, and will discuss with Clethara, include:

1. The possibility of seeking the next of those religious artifacts like the one from Darthen. That adventure would need Logan along, I figure, and more help perhaps. Seems there's one where the Perpendicular and Equatorial ranges meet. Details are lacking; I'd like to know more.
2. Possibly returning to Darthen and trying to get to the third level. We'd need a T type, as well as other help in view of the large number of hostile nomads. Best approach is probably from the South.
3. Visit the Dwarfhold? No invitation. Maybe better wait.
4. I'd like to explore a bit on the mountains above Kalay. There's something I'm looking for. There again, we'd need some help.

Once we start sailing again, it will be hard to do these things. But, if we find ourselves with no worthwhile cargoes to transport:

5. I'd like to see if there are other islands, and maybe even explore out to where the rocks or shoals or whatever is out there, and get a sense of what the bounds are of this ocean around Lumeria. I expect there are additional islands out there. Might be something interesting. At the very least, someone else might have an interest in maps of what we find.
6. Might be interesting to see if there are other places along the coast like “Smuggler's Cave.” Could be some in the Injuma Bay area, and there might be others on the west coast beyond the one known cave.

Does Clethara have ideas for projects?

Another issue is whether we, or she, should try to buy out shares of any of the other owners of the Vigilance. I've not seen Nahum in a long time. Hesia has never been enthusiastic about making trips. Yes, we can use their cabins for passengers, but it is nice to have participants. Have not seen Logan for a while either, but at least he seems enthusiastic when he's around. We'll need him if and maybe when we encounter that nasty Roberts fellow. Or, was it Briggs? (Any news of him or other pirates?) Well, we'll see. A month and a half until we start sailing again, at least, and then we have to see if we can find a crew.

DM: Clethara will respond to each of your ideas with the following:

1. (Artifact) "That's definitely an Idea, I don't like the idea of just going up there by ourselves, or even with a small group. Even though the boots were rather lightly guarded at Darthen, doesn't mean whatever is holding this next piece is as willing to let it go. I agree that we need Logan, but I'd also feel more secure with some more fighters, Logan's not invincible, regardless of what he might believe."

2. (Darthen) "Darthen is probably not a good idea. During this whole 'Earl grabbing power thing' apparently the nomads have more or less closed the borders of the Nomadic plain, and informally separated from the Kingdom. News isn't that heavy in supply, as that's up north, and not much news is coming from their either right now. But I'd label that area as a 'Hot zone,' and a good place to stay away from."

3. (Dwarfhold) "The Dwarfhold huh, I agree, not only would we have to pass through Lunpal Territory, another 'Hot Zone,' but also like you say, no invitation."

4. (Kalay) "The Mountains above Kalay. What are you searching for? It might be good to go take a look, even if it's only to see what's really going on up there. One problem there is the Black Dwarves. They might not be too happy to find us snooping around up there."

5. (Islands) "Island spying, well that'll have to wait until we get the Vigilance back in the water and a crew. It's a good idea, especially if there really is an island worth 42K in gold out there."

6. (Cove) "Smuggler's cove? You told me that the base there had been abandoned. Go looking for other places near by... well if we were to do that, we would have to go either north from Dale, or West from Daila... Personally, regardless of whatever that letter the Earl sent, I don't want to go there."

I will send off an email to Nahum, updating him on the situation, but last you heard he was still up in Daila, and therefore we will treat his share as not up for sale.

I also will send off one to Logan, though I haven't heard from him since the Darthen Adventure, and if I remember he ended that adventure in Madra, but we will temporarily declare his share not up for sale.

Hesia is not in town. The church says that he is off on a mission in Ocienia, working as a cleric with the Army. They will send word to him for a price, but you won't get a response for a few weeks.

"Roberts? I know of Briggs," replies Clethera, "The most well known pirate, but I don't remember any Roberts. The pirates had taken up residence in Mikisalla, a town in Ocienia, but the last reports said that in a joint Navy-Army operation they were driven out when Lumeria captured the town. Nothing's been heard of them for quite a while now."

You look around for a few more days, and you discover a copy of a chart of Ocienia for 5gp.

Thumper: Thumper buys the chart! Interesting. Oceana is more mountainous and has a lot more woods. Only two ports marked, Alhafra (the capitol) and Mikisalla (the pirate hangout). Three other cities. In comparison, Lumeria has capital plus ports of Tolbi and Daila plus Dale (inland on a river) and Kalayport (not much of a town). Plus, inland cities Lunpal and Kimbombo (new). So, Lumeria is seemingly more ocean oriented than Oceana. Now, what I need to do is look for some book or books that go into more detail about the places there.

With Clethera: "Oh yeah, Briggs. Some how 'The Dread Pirate Roberts' was going through my head. Seems to me like there's a good chance that Briggs has an island off somewhere too, like the Earl does. Or did. If they were 'driven out' of Mikisalla, where then

did they go? Might be some more Oceana people unconquered hanging out somewhere else on an island as well.”

“In looking for another place like Smuggler's Cave, I was thinking mainly about looking at the cliffs carefully from seaward. Maybe we will stay closer to land when convenient to do so, since we shouldn't have to be worried about the Flame threat anymore. Hmm. I do wonder about that; might the Earl be building another one? The “Yet Another Return of the Flame?” That might explain the unavailability of seamen. But, if that was the case, Grisham should have heard something about it. Or someone else. There should be a shortage of wood and nautical supplies in Daila too. Wonder if he may have secretly, or not so secretly, purchased a ship. I'll have to ask around. All the more reason to look for a possible secret base somewhere.

“Thanks for the update on Nomads and Darthen. I guess curiosity about what's below isn't a good enough reason for a return. Not with all the hazards. Any idea what's happened to Kimbombo? They are pretty much isolated if the nomad area is closed. Maybe conquered? Slaughtered by the nomads? Has anybody been in contact with them? Just wondering.”

“And, speaking of hazards, it doesn't seem like we've had much luck staying in contact with Logan. Sure, would like to have him along if we hit a dangerous situation. I've been wondering if we should consider looking for a few people who would be a bit more permanent supporters. For the ship, we have Grisham and the crew, but now even the crew is in doubt. We did have a couple of crossbowmen, but that was temporary, and again just for the ship. If we do go after the next relic, as you have observed, we ought to have more help than just Logan. That cleric, what was her name? She would be going presumably. But not sure who else. So, maybe we should consider hiring some help. We'd need to be very careful about such a thing though.”

“One reason I was wondering about our ‘buying out’ the other owners is that if we do sail off with the Vigilance to do some exploring, the other owners might not want to come, and they might not want the risk to their investment. There's also the possibility of selling out our shares of the Vigilance and purchasing or having built a smaller vessel more suitable for exploration. Just thinking about it. Let's see if Logan is around and maybe one of the others when the opportunity comes. No hurry, since we've got a month or more to prepare.”

“I guess our plan will be to haul cargoes when the season comes around, and see what develops. If not any or enough worthwhile cargoes, then maybe we do something else.”

DM: Yeah, Ocienia is more land based and uninhabitable than Lumeria.

From Clethera: “Even still we'd either have to sail from Daila, and I still don't trust the Earl, Or we could sail northward from Dale, a longer and riskier venture. I doubt the Earl is building another Flame. The last two operated out of secrecy, and with a barrier between themselves and the Earl. Now, everyone within a position to watch him, and act on what they see, will be watching him and whatever he builds. I don't know what's causing the lack of available sailors, but I don't think it's that.”

“Well, in the way of more help, let's see. There's Drendum. He's a good fighter...but I guess he'd be too busy leading his Company. Oh, have you heard that he got promoted to Captain? He's skipping his way up the chain of command. He's in charge of a group apparently operating out of Kalay. So he's busy. There's also Crackum, and he seems to operate as a Fighter for Hire. We could even go for hiring some of those Blackthorn people... But I guess those guys are more than capable of killing you in your sleep, and taking your loot along with their pay if they wanted to. There's Darmet... No, wait, he's probably gone back to his nomadic people... Lifaen might be willing to help... But he's just as capable of slipping off to do

something else at the drop of a hat. I haven't seen Likban around recently, but I'm sure he too would be willing to lend a hand. I guess we could also try to find someone else, but I was trying to think of people we knew and trusted. Any more Ideas? We might be able to hire some town guards and the like, like we did for those two crossbowmen.”

“That's true about the Vigilance shares. It would take some serious investment to have a smaller ship built. Also, a smaller ship might be faster, but We wouldn't be able to turn in as much of a profit to run it. Of course, a smaller ship wouldn't take as much to upkeep and a much smaller crew to pay. So that might balance it out. Who knows. If Logan is interested, we might just have the resources to do it. Who knows, he might have even more riches than he did last time we saw him.”

Thumper: “Well, I'm very curious about what may be causing the shortage of sailors. Maybe the Earl is going to have some cargo vessels sailing under his own flag. Guess we'll see. Rumors ought to reach us sooner or later.”

If I understand correctly, Kalay is no longer under the Earl. We may find ourselves getting cargoes of stone from Kalayport to Dale or Tolbi. That would be an opportunity to take a good look at the coastline and see if there are any more of those caves. My inclination is to wait and see what happens, not go out of our way. That coast from Dale up to Daila is rather desolate. If I recall correctly, it is mostly high cliffs. It would make a pretty good hiding place if there was an accessible cave.

For “help” I was thinking maybe keep an eye out for someone who might be useful and would have reason to want a job. I was thinking of that one sailor who was handy with locks; he seemed to have potential. Those two crossbowmen might be possibilities too. No telling where they are now, though. Again, probably best to just think about it and keep our eyes open, and be ready if an opportunity comes along. Most of those we know wouldn't be interested; they already have their own agenda. I wouldn't trust those BlackThorne people either; they already have their own organization and will put their loyalty there, presumably.

For now, seems the best plan is to just get ready for another sailing season with the Vigilance. There should be good opportunities with the recent war, and because of that fewer ships available. Merchants should be eager to take advantage of markets for reconstruction and such. No reason to do anything now. Let's see how things go.

DM: (Clethara) “If you want we can go to Daila. I'll go with you providing a second battery of sleep spells incase ruffians try their luck.”

“Kalay isn't under the Earl anymore. It's still part of the ‘northern Reaches,’ but somehow it was worked out that it reported directly to the Crown now. That coast is rather desolate, mostly ringing the Nomadic Plains. It's mostly cliffs you're right, and there might be some more caves. I'm still interested in what you are looking for up in the mountains above Kalay? Looking for some dwarves? You'll probably find them, and in far greater numbers than even the two of us could handle. The Flame's probably not any good anymore either. It's been sitting there for too long, and Nature has probably reduced it to a broken frame.”

Thumper: Thumper says, “No, I don't plan to go to Daila, even with Vigilance and a well-armed crew. There ought to be other opportunities. Kalayport is another question. If it isn't under the Earl anymore, maybe it would be a good possibility. I hope so. They had stone to ship, and that's expensive overland. But we'd have to be wary. Not sure if I dare leave Vigilance from

Kalayport for a quick trip up into the mountains above Injuma Bay. Not sure whether I'd find anything, but I have my suspicions.”

Here's a couple of questions for the DM. Thumper would probably know these things:

- 1) Is the world flat? (If so, it should be possible to see a loooooong way on a clear day. That also has implications for navigation using the stars.)
- 2) If it's not flat, is there an estimate of the diameter or radius or curvature? (That puts a limit on how far you can see on a clear day.)
- 3) How high is the Perpendicular range? The Equatorial Range? The plateau above the caves? The mountains around Kimbombo? The mountains behind Daila? I've seen all these, so I ought to be able to make an estimate.
- 4) Are the stars fixed on a dome, and is the dome close or far? Clethara would probably know that. Again, there are implications for navigation. Very different depending on whether a flat or curved surface to the world.

It's just possible you have not thought of these things. But, Suhalla isn't necessarily on Earth as we know it, and I figured Thumper would know or want to find out. Clethara with Astrology and Thumper with Navigation both would have different reasons to know about such things. I'm curious about what Clethara has to say about the stars (planets too?).

DM: As DM I need to then say: If you plan on finding any hint of what your suspicions are, I need to know what that might be, so that I can prepare for such a thing.

Treat Suhalla as the same as Earth.

The Equatorial Mountains's height ranges from 4,500 feet up at the ends, and where it meets the Perpendicular range is closer to 7,000 feet.

The Perpendicular Range is 7,000 feet where it meets the Equatorial Mountains, and stays the same height right up until it meets that little spur at the end, dropping down to somewhere around 4,000 feet.

Plateau above the caves?

The Mountains around Kibomdo are very steady at 5000 feet

The Injuma Mountains, the ones near Daila are maybe 4000 feet up.

These are estimations, and are the average. Needless to say, there the mountains are not all one straight line of height.

Thumper: Thank you very much! Treating Suhalla as Earth makes it easier; that's what I did for Xrune etc. So: Dome of the stars is far. (No paralax.) The world is curved. So, you can use star positions for navigation (to the extent of accuracy of instruments, which may or may not be available in Suhalla). The stars don't move on the dome of the sky, but the dome of the sky revolves around the world independent of the Sun and Moon. The planets too - same ones? Guess it doesn't matter much to Thumper. Would to Clethara. Compasses presumably exist. (Thumper would like to acquire a small portable one. Presumably Vigilance has a fixed large one near the helm.)

Since how far you can see depends on how high you are, the height of the mountains puts a bound on how far one can see from Suhalla. I figure it ought to be possible to see that island we visited from the mountains above Kalay. Indeed, I suspect we will find a signal station there matching the one we found on the island, by which the Earl passed signals to the Flame at her base there. Maybe it's operated by the Black dwarves, maybe someone else. Probably

abandoned now. From that vantage, it should be possible to determine the distance (to a good estimate) and direction (accurately) to the island. So, I can add it to my chart.

Furthermore, it ought to be possible to see any other islands within a goodly radius, depending on how high one goes. And from other high vantage points, it is presumably possible to see quite a ways in other directions. The island we visited had high cliffs, what 50 feet or so? And a mountain towering higher than that (maybe 1000 ft?), and a hill with the signal station on it (maybe 400 ft?). If other islands have similar mountains, it ought to be possible to see them a long way out. We are talking out to 100 miles maybe. (I'll have to calculate the distances.) Figure a typical lighthouse can be seen from 25 miles from a ship. From a mountain, you'd see it from maybe 50 to 100 miles depending on how high the mountain is. A friend of mine (Robert gross) sent me a photo he took of a mountain (Ranier or Baker; I can't recall) from something like 100 miles away.

It's a puzzle that nobody seems to have done this. I've never been able to get any information about anything any distance from the mainland until just recently, with the discovery of that unnamed island. And its existence seems to have been a state secret. Maybe nobody has thought to climb the mountains and see what can be seen. If that's true, there may be some discoveries and money to be made. (To get to the higher vantage points some help from somebody with "Mountaineering" will be needed.) It's possible that the Crown or someone else has already done this and hidden the information, but if that's true they've done a good job of keeping it secret: nary a rumor! And, no word of any voyages of discovery, except for the silent testimony of the remains on board Vigilance when we found her. You'd think fishermen would have done some exploring.

One other phenomenon Thumper would know about is that the height of waves depends both on the speed of the wind and on the "fetch" (length of open water) over which the wind has been blowing. Thumper is going to become a keen observer of such things, and see if he can guess in which directions from Suhalla there must be a relatively near barrier (shorter fetch) and from which directions a longer fetch (barrier a long way away). He'll consult his memory for help here too. I think this all falls within the legitimate domain of "Navigation."

If Thumper is fortunate, he will find some additional islands (or another mainland?) as well as confirm the direction to the one he knows about. He also will have an idea which directions may be more "open" than others, when it comes time to do some exploring.

Thumper: Does Thumper have any idea where Kredro and Temek might have gone? They were the two crossbowmen I engaged for the Vigilance when we were expecting trouble. They seemed reliable and capable. Also, I'm curious about Sutch. He was the "handy" crewman when we visited those caves. Does he normally hang about Daila? Finally, I'm wondering about my cabin boy, who was keeping an eye on things and taking care of Deefour. I'll ask Grisham when I see him. I'd like to get any of our remaining things from the cottage too. But, am reluctant to visit Daila in person. Would Grisham be going to Daila again sometime? If so, maybe he could see about these things as he seeks crew members. Maybe Grisham knows more about Sutch (I never saw a sheet for him, but have them for Kredro and Temek.)

As you can see, despite wanting to enjoy some peace and quiet, Thumper is thinking about possible adventure!

DM: At the end of the end of the shipping season, when you released the crew to go home when you put up the Vigilance, Kredro and Temek would have returned to their homes and guard jobs

in Tolbi. They never said anything about doing anything different. Sutch lived in Daila, Grisham would know that he was still there, but like all the other sailors there, was unavailable. As far as you know, your cabin boy is still keeping house for you in Daila. You haven't sent for him or heard from him, and you also haven't paid him in a while... So you hope he's still there. Grisham can go back to Daila if you want him to, and are willing to pay a bit. "I'll look in on your cabin boy, and see if I can find him. I'll pet your cat for you to. I'm hoping to find some crew members, but there's something going on up there, and truthfully, though I have no doubt I'll be able to find sailors, I don't think I'll find any who are available."

"Sutch... Yeah I know him. He's dead useful when it comes to opening locks and stuff. Not exactly a great sailor, I think he's thief or something"

Thumper: Oh yes, I'll pay Grisham for all he's doing to get ready for the season. 80gp maybe? That plus 1gp for the cabin boy is what's left in the Ship's fund. (It's been an expensive off-season!) If I need more, I'll need to "lend" the ship some money. I'll ask Grisham to see what he can find out in Daila, bring Sutch and my cabin boy and Deefour and any of my stuff still at the cabin. (Not sure what would be there; nothing important.) Maybe he'll hear what's going on. And maybe there's a crewman or two he can recruit.

I'll send a message to Tolbi to try and contact Kredro and Temek. Maybe even go there myself if Clethara would be interested. (Would retain room in Madra.)

DM: He'll gladly take the eighty gp and head off for Daila the next day.

Clethara is willing to go to Tolbi with you, and maybe catch some word of what might be going on in Lunpal, even if you don't go there.

Thumper: Then that's what we do. Hopefully we find some company to travel with to Tolbi. It will be good to get out of Madra for a bit, exercise the horses, and such. In Tolbi, I'll inquire about cargoes for the Spring season. No contracts, but just to get an idea. Madra all the way around to Tolbi may not have much, but they may have shipments to Kalayport and elsewhere.

OK, the Ship's Fund is expended. (I gave Grisham the 1gp for the cabin boy too.)