

Session/Game: D&D Wilderlands 4

Date: February 28, 2016

Episode 4: A Shopping Trip to the Big House

Campaign Date: April 20-30, 4433 BCCC

Characters:

The Pastor, human, mystic-3, neutral (NPC for Marlon Kirton)

Blastocles, human, magic-user-2, neutral (Jason Liebert)

Judge: Dave Nelson

Log: (Viridistan, April 20-30, 4433 BCCC)

April 20

It seemed like an easy task. What could possibly go wrong? When the party separated after looting the Cavern of Endless Scarabs, Blastocles and The Pastor decided to check into the Morning Star Inn and spend a week or two looking for henchmen and disposing of their loot. Blastocles and The Pastor clubbed together and placed advertisements for henchmen. Blastocles then sauntered down to the Temple of Thoth and donated the copper tablet "Astrological Secrets of Fang Vul", which he had recovered from the Cavern of Endless Scarabs, to the priests of the temple. The Pastor bought himself a sturdy 10-gallon cask and filled it with an average vintage to bring comfort on his travels. Later in the afternoon, Blastocles traded a platinum pitcher he had looted for 750gp of store-credit with Short-Stick Cavor, the finest alchemist in the city. The Pastor asked about and was recommended to visit Lufkin Marber for excellent prices to sell precious metal and jewels.

April 21

The Pastor decided that before he sold his looted Diadem and emeralds, he would consult with a sage to determine if they had some historical worth. He canvassed around in the morning and was told that the Sage School of the Eternal Verities might be the place to go. Blastocles spent the morning in a tavern eating breakfast burritos and looking for interesting rumors. He met Helmut Von Marbles, a dwarf treasure-hunter, who was searching the table-legs in the bar. After a chat, Von Marbles confided that he had heard that there was a treasure map hidden in a table leg in some tavern in the city and he was searching them all. The pair agreed to each search half the town and if either found the treasure, he would inform the other (don't hold your breath, Helmut). Helmut said he was staying at the Toasty Toad Guest House.

Just after noon, the Pastor was approaching the Sage School when he heard a gang of thieves around the corner preparing to ambush him and kill him as a "Blasphemer." Catching the thieves by surprise, the Pastor beat them all into a bloody pulp (as it turned out 4 were killed and the 5th survived). The Pastor himself was wounded but not in a life-threatening manner. He immediately entered the Sage School

of the Eternal Verities and met with Baaldok, a sage manning the front desk. The Pastor asked the sage to identify the diadem and the emeralds, but made it sound like he was doing the sages a favor, testing their students' skill, with no mention of payment whatsoever. Baaldok brushed him off. Meanwhile, Blastocles decides to get some use out of his truly exceptional penmanship. He decides to go the front gate of the Emperor's palace and ask for work as a scribe. He waits in line for quite some time and then is unceremoniously chucked out and told to go talk the bureaucrats.

In the late day, The Pastor asks around about where one might find a herbalist, and is told by some passing job that the herbalists are all situated around the docks. He marks that and decides to rest for the night. Blastocles meets with Sniddle, one of the assistants to Roos Tashah, the bureaucrat in charge of all written communication between the Guilds and the Government. Blastocles's penmanship impresses Sniddle, and the wizard is hired as part-timer for piece-work, at a rate that comes to 2gp per day of work.

April 22

While Blastocles works the day away copying documents, The Pastor goes to the dock district and finds that there are no Herbalists there at all. And when you think of it, why would herbalists be near the docks, far away from where the plants grow? But, by complete chance, he runs into a Herbalist named Fernlace right in the Morning Star Inn while eating lunch. The Pastor buys a selection of healing herbs from Fernlace and when he shows the Herbalist the mysterious clay jars he looted from the tomb, Fernlace tells him that they are alchemical products and suggests Sprydon the Alchemist to identify them. Near the end of the day, the Pastor consults Sprydon who identifies the substances and buys three of the four, with the Pastor keeping some Essence of Krangor for himself.

April 23

Blastocles again works at Roos Tashah's scriptorium, and discovers something interesting. The Boatmans' Guild is complaining that a flock of Harpies are preying on the boat trade along the upper reaches of the rives (Hex 2020) and the government refuses to act against them.

The Pastor encounters a patrol of militia on the street. One of them recognizes his description and begins to question him about killing the thieves earlier in the week. The Pastor just plays dumb and ends up arrested and hauled down to the Zhir Court. When he is offered a chance to send a message to anyone, he turns it down.

April 24

The Pastor languishes in the Zhir Court dungeon. Blastocles begins to make inquiries. He goes to the Temple of Shang-Ta, hoping that the mystic has checked in there, but instead is told by Orator Cloudby that he has had a dream that the Pastor was arrested.

April 25

Blastocles arrives at the court with a lawyer named Smedlapp, who offers to defend The Pastor in exchange for a 175gp I.O.U. However, convinced that he has done nothing wrong, The Pastor refuses to sign.

The Pastor is hauled in front of the three-judge panel (Dengar, Aphy and Domo) and the surviving thief, some of the sage-students, and a few passing merchant witnesses all confirm the story that the Pastor attacked the thieves by surprise. Orator Cloudby attempts to make a character-witness defense based on the fact that the Pastor's innocence was revealed to him by Shang-Ta in a dream. The Pastor is convicted of murder and thrown into the dungeon to await hanging in the morning.

Blastocles decides to intervene, he corners Judge Aphy (the brains of the outfit) and uses the Scarab of Charming to bewitch him. Aphy advises him to bring 6 bottles of excellent wine, they can get the other two judges (who are hopeless alcoholics) drunk and get the charge changed to manslaughter. This proceeds as planned and the charge is changed.

April 26

At dawn, The Pastor is flogged to within an inch of his life and cast out into the street for manslaughter. Blastocles takes him back to the Morning Star Inn and applies some herbs from the Pastor's collection.

April 27

The henchmen candidates arrive and the Pastor hires a bard named Stanley Clapton. Blastocles hires a dwarf named Ludwig Von Ore.

April 28

The Pastor consults a skilled bard in town named Longlegs Fenjakenlurker who advises him that his diadem is of considerable historic value and if anyone offers him less than 1000gp, he is being cheated.

April 29

After Orator Cloudy comes by and heals the Pastor's considerable flogging wounds (he would have done it earlier, but how would he learn then?), The Pastor visits the gem wholesaler Lufkin Marber. Lufkin offers him 150gp for the diadem, and 10gp each for the emeralds (saying that they're colored glass). The Pastor refuses, and donates the diadem to the temple of Shang Ta, keeping the emeralds for later use.

April 30

Blatocles and the Pastor rest the day away, preparing to join their comrades in the morning.