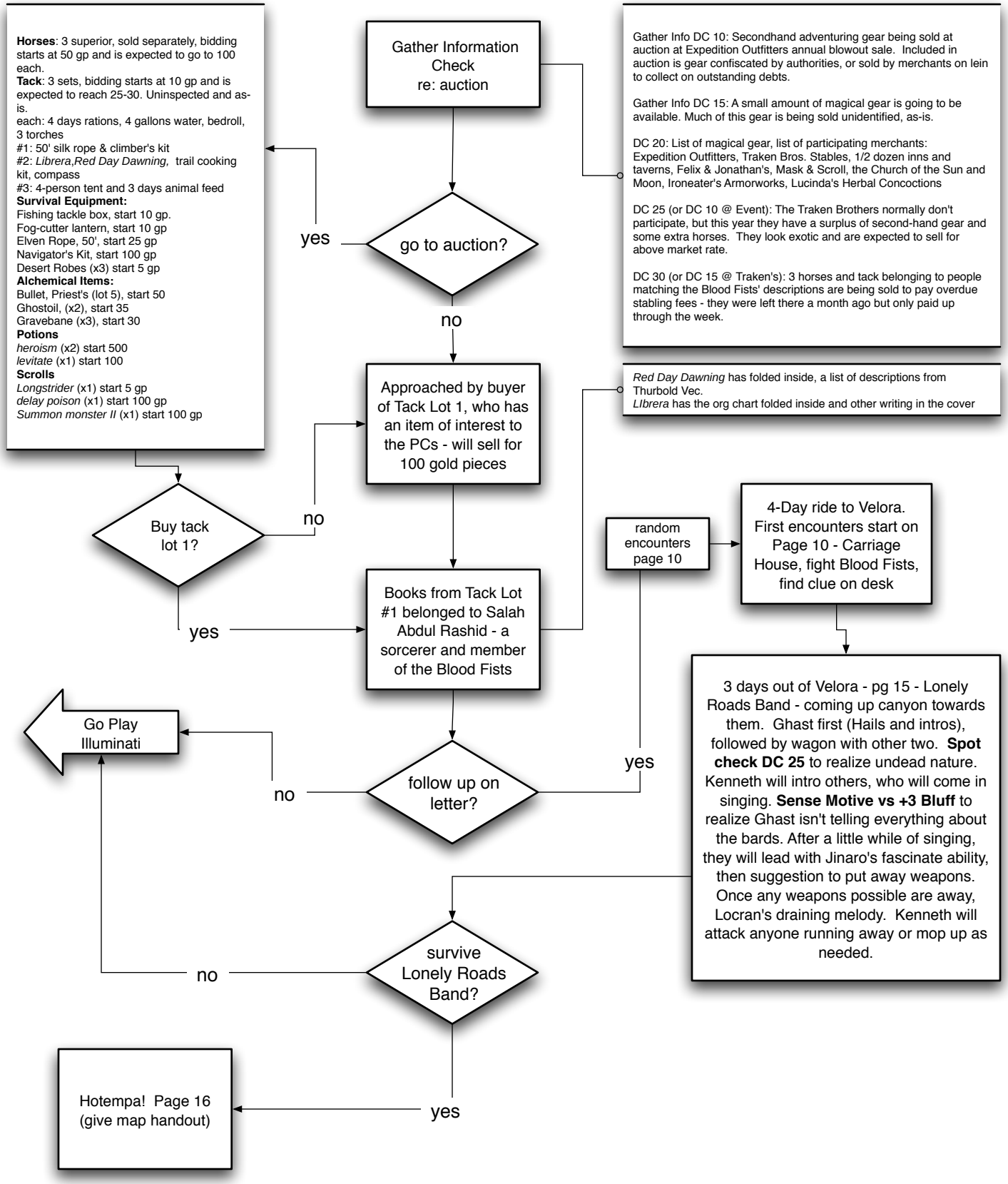
Horses: 3 superior, sold separately, bidding starts at 50 gp and is expected to go to 100 each.
Tack: 3 sets, bidding starts at 10 gp and is expected to reach 25-30. Uninspected and as-is.
each: 4 days rations, 4 gallons water, bedroll, 3 torches
#1: 50' silk rope & climber's kit
#2: *Librera*,*Red Day Dawning,* trail cooking kit, compass
#3: 4-person tent and 3 days animal feed
Survival Equipment:
Fishing tackle box, start 10 gp.
Fog-cutter lantern, start 10 gp
Elven Rope, 50', start 25 gp
Navigator's Kit, start 100 gp
Desert Robes (x3) start 5 gp
Alchemical Items:
Bullet, Priest's (lot 5), start 50
Ghostoil, (x2), start 35
Gravebane (x3), start 30
Potions
heroism (x2) start 500
levitate (x1) start 100
Scrolls
Longstrider (x1) start 5 gp
delay poison (x1) start 100 gp
Summon monster II (x1) start 100 gp
Gather Information Check re: auction
Gather Info DC 10: Secondhand adventuring gear being sold at auction at Expedition Outfitters annual blowout sale. Included in auction is gear confiscated by authorities, or sold by merchants on lein to collect on outstanding debts.
Gather Info DC 15: A small amount of magical gear is going to be available. Much of this gear is being sold unidentified, as-is.
DC 20: List of magical gear, list of participating merchants: Expedition Outfitters, Traken Bros. Stables, 1/2 dozen inns and taverns, Felix & Jonathan's, Mask & Scroll, the Church of the Sun and Moon, Ironeater's Armorworks, Lucinda's Herbal Concoctions
DC 25 (or DC 10 @ Event): The Traken Brothers normally don't participate, but this year they have a surplus of second-hand gear and some extra horses. They look exotic and are expected to sell for above market rate.
DC 30 (or DC 15 @ Traken's): 3 horses and tack belonging to people matching the Blood Fists' descriptions are being sold to pay overdue stabling fees - they were left there a month ago but only paid up through the week.
yes
go to auction?
no
Red Day Dawning has folded inside, a list of descriptions from Thurbold Vec.
LIbrera has the org chart folded inside and other writing in the cover
Approached by buyer of Tack Lot 1, who has an item of interest to the PCs - will sell for 100 gold pieces
Buy tack lot 1?
no
yes
random encounters page 10
4-Day ride to Velora. First encounters start on Page 10 - Carriage House, fight Blood Fists, find clue on desk
Books from Tack Lot #1 belonged to Salah Abdul Rashid - a sorcerer and member of the Blood Fists
3 days out of Velora - pg 15 - Lonely Roads Band - coming up canyon towards them. Ghast first (Hails and intros), followed by wagon with other two. **Spot check DC 25** to realize undead nature. Kenneth will intro others, who will come in singing. **Sense Motive vs +3 Bluff** to realize Ghast isn't telling everything about the bards. After a little while of singing, they will lead with Jinaro's fascinate ability, then suggestion to put away weapons. Once any weapons possible are away, Locran's draining melody. Kenneth will attack anyone running away or mop up as needed.
Go Play Illuminati
no
follow up on letter?
yes
no
survive Lonely Roads Band?
yes
Hotempa! Page 16 (give map handout)