

The Village – Session the fourth 27 April 98

It is late afternoon in the ruined village and we find our party of adventurers covered in blood after their battle with the Stirges. Raven notices that time is getting on and who would want to be caught out at night in this particular neck of the woods, the party decide to bail out fairly quickly after retrieving arrows etc.

As our friends trudge out of the settlement passing near the west gate, Andrea notices a buzzing sensation from her pack which on closer examination reveals that the source is the small statuette. The party, led by Andrea, rapidly jump to the conclusion that the statue doesn't want to leave the village despite not having tested this assertion in any way whatever. They do however approach the other East gate whereby the statue responded by buzzing even more and warming to the touch. Had they discovered what the god had chosen? Since the statue (obviously) didn't want to leave the village they decided to bury it in the middle of enemy territory just behind the East gate..... Andrea disguises the freshly dug earth as well as a first level Ranger is able.

They make it back to Sreen with no incident and fortunately he has enough water in the wagon to enable the party to clean up. He will however have to make a trip back to the river on the next day in order to refill the wagon's tanks. While this is going on Andrea searches futilely for a pond to wash in (for some reason or other) eventually returning for a belated scrub down. Lucky for her she wasn't caught on her own by anything nasty that liked the smell of blood while her hp's were so depleted.

Back in camp Zeppo CLW's Astra and Andrea for full points. (pew). By now everyone is reasonably cleaned up - not Saturday night in Greyhawk glad rags but not out of place for a working band of adventurers out in the wilderness, Galen's pink gloves being the only possible exception. The overnight watch is organised and Galen and Raven turn in early as Zeppo takes the first watch and Tooroot agrees to fly a scouting pass over the immediate area for each watch. Andrea is also skulking around outside as a piercing scream echoes through the night. Both Andrea and Zeppo stay put - Zeppo because as far as he's concerned he's on guard duty and you don't leave your post and Andrea because she thinks it may be a diversion.

Meanwhile back inside the "carnage caravan" Astra is awake and clawing at her neck and struggling in obvious distress. Alvin takes the lead and starts to stab around her in case she is being attacked by an invisible monster. Galen realises that a bit more light might assist and uncloaks the lantern. As this frantic faffing (how do you spell that word?) around is going on Astra is flagging as her eyes roll up behind fluttering lids.

The lantern brightens the surroundings and in the flickering light, Galen is able to make out a dark shadow behind Astra, apparently strangling her. His eyes narrow as unsheathes his sword and sweeps the magical blade into the dark shadow which twists agilely away as he lands a glancing blow. Simultaneously Alvin is gesturing in the air and his voice rings out, laden with power as he "Commands" the creature to "Retreat!". A scream rends the air and a chill wind passes the adventurers as Astra drops to the floor and in a panic tumbles toward Alvin who just manages to evade her "advances".

Meanwhile outside Andrea and Zeppo feel a cold blast of air pass them as the Cheetah takes off in the direction of the village growling as if on the trail of something. They both note the occurrence but determinedly remain on guard.... guarding.... like guards.

Inside a weakened and battered Astra receives healing from Alvin who restores her to normal health although she feels weaker than usual.

Outside the Cheetah returns unharmed to the party and immediately vanishes. It finally dawns on the party that these creatures are time limited illusions created by Sereen. He rather shame-facedly admits as such. Would the party please not tell anyone else...

The team bed down for the rest of the night and the other watches pass without incident. The next morning finds Astra as strong as she ever was however she is unable to memorise a spell due to her disturbed rest. Zeppo wants to take 2 * CLW and Command but currently has a Light spell. After some debate he decides to fire the light spell centred 30yds up the track towards the village which produces a globular ball of, er, light. (please note: No XP is awarded for this). He then gets around to praying for the other spells which he acquires from his deity with no problems. Alvin relearns Colour Spray and prays for and acquires CLW and Bless as Sereen and Tooroot head off for the river to recharge the caravan's water tanks.

The party finally get around to travelling quietly (what's the point by now) and head off back to the village. They get back to the West gatehouse (where they buried the statue) and Andrea (Gasp! Shock! Horror!) finds that the earth has been disturbed. On closer examination she finds that the earth has not been disturbed... again, as far as a 1st level Ranger can discern anyway, so they dig in and discover the statue again. With the statue in Andrea's pack they return as stealthily as possible (haha) to the front door of the inn. Zeppo thumps a nearby bush somewhat hopefully but nothing happens.

Leading the pack Zeppo examines the next building to the North. It is a 20ft tall stone tower. The party check around the building and discover no windows or entrances but on the North side there is a ceramic pipe that leads into the next building North. Zeppo checks the pipe for dampness and notices moss around the pipe and a dripping clear liquid - water? On the East side of the tower there are some rude footholds which Astra proceeds to expertly climb despite being somewhat encumbered by her sword in hand. At the top she is relieved to discover what is apparently a water cistern and nothing else.

She is able to see to the bottom of the tank of apparently pure water. Descending to ground level she joins the rest the party. There follows some debate about breaking the pipe to drain the tank to expose whatever lies below. Raven and Andrea are all for it, however Galen points out that we are talking 1000 cubic yds of water and that could take a while. We also might need a wash later....

The party tire of this idle banter and decide to enter the next building to the north (the one that joins via the pipe to the water tower). In something resembling a neat military manoeuvre (i.e. people moving carefully and covering each other's backs) the party approach the entrance. Zeppo moves in supported by Andrea and Raven. The others remain outside giving their best impression of a SWAT squad on a stake out. Inside there are six baths, a tap on the West wall and a ruined fireplace on the North wall. The only thing of note is the large (really large) spider trying to escape from the Northwest bath. Andrea (in typical fashion) lets it have 2 arrows, one of which lands and nails the hapless creature to the wall. It stops moving. Zeppo lowers Andrea into the bathtub to retrieve her arrows. Much to everyone's disappointment he pulls her out again.

It is 10:00 in the morning on a beautiful spring day except there are no wildlife noises at all.

Clarshh's Sepulchre

XP awards for Session 4

Reason for XP	Galen	Andrea	Astra	Raven	Alvin	Zeppo
Opponents		15				
Spells						20
Proficiencies			110			
Ideas	20					
Problem Solving						
Role Play	20	10	10	10		20
Treasure						
Finishing						
Fun Factor	20	10		10		10
Total (This adventure)	60	35	120	20	0	50
Grand Total	700	455	375	350	410	270

Rules Notes:-

Stirges are 1hd+1 creatures with bonuses (+1hd Blood suck, +1hd Flying) = 2hd+1 = 120-xp each

The Snake was a 2hd+1 creature (Yes I know! Sorry I should have told you it was five feet long) with bonuses (+2hd poison) = 4hd+1 = 175 xp (Well done Zeppo).

Killing sleeping creatures gains no XP however failing to do so will almost certainly result in penalties.

Steve's rules appeal for fighter XP's is approved and results in the following house rule:-

Creatures killed or defeated in battle earn XP for the character. In the case of a group action where the group as a whole is responsible for the defeat the XP will be shared. The 80 XP each for Astra and Alvin in this case are due to having been in direct melee with the creatures despite not managing to kill any of them.

Standard CLW's cast in unremarkable circumstances score 10XP. CLW's cast in combat get more according to how sweaty the situation is.