

One Winter's Night

Session 2 – “Run for it!”

1-12-98

Securing Gearad safely onto the mule sled, the party attempt again to leave the clearing as the sound of drumming abruptly ceases again. Simultaneously a few arrow shots whiz by. Our heroes quickly ascertain that they are being fired on by “the one that got away” and quickly try to locate the lone “bowgoblin”. A quick blur at the edge of his infravision is enough for Bumbletum to despatch a hastily aimed sling stone right between the bad guy's eyes, which rather ruins the Goblin sniper's day by killing him. A reformed Talon bluffly attempts to cheer up the now rather nervous young Emory and astonishingly manages to affect the lad with his paltry charisma. Emory straightens up and marches boldly into the woods with the others. The snowfall and heavy woodland make travelling rather difficult and the party move slowly through the night picking their way as best as they are able. Unfortunately Bumbletum is not quite so able and manages to trip over a root, injuring his pride if not his body, prompting Ozone's to quip, “What's up shorty, trip over an ant?” With a bit of help from Gearad, the party locate the hunting trail that (hopefully) leads towards the Fitzgrey stockade.

It's deathly quiet as the cloud cover breaks and bright moonlight streams into the forest revealing a basin-like depression perhaps 200 yards across. “It's a trap,” mutters Bumbletum and the party don't argue as they get off the track and merge into the treeline. The slightly reluctant halfling, in the absence of any ranger or thief, creeps ahead and to the left of the trail and near the bottom of the depression Bumble hears a rustling in the forest and the clink of metal on metal. Fortunately he returns safely to the party who decide the following strategy....eventually.

Talon and Bumble will creep up on the left side of the track while Ozone, Academius and Blok take the right. Gearad and Emory will stay put, however before they split up a slightly more lucid Gearad asks Ozone to string his bow for him.

On they creep, Blok remaining in visual contact with Talon and Bumble via his infravision. Things proceed according to plan until Blok is suddenly hit in the back by an arrow! Academius rushes to apply his healing proficiency and a further salvo of arrows lances through the trees and into Talon and Blok again, who collapses in a pool of blood. Ozone and Academius having determined the likely direction of the arrow, fire, rise up and charge as Talon (complete with arrow accessory) and Bumble scamper up the hill behind them. Bumbletum rushes to Blok and manages a successful heal as the others plough through the undergrowth toward a highly suspicious looking bush that harbours a couple of increasingly worried looking Goblins. Bumble manages to heal Blok back to walking wounded status as another volley of arrows fly at the party, two of which embed themselves in an increasingly irate Talon. The Goblins get one more volley before the party engage but the sight of a man the size of house and a crazed Dwarf unhinges their poor little minds enough for them to completely muff the shots as our brave boys crash into them. One Goblin is quickly despatched but the other makes a break for it as the sound of wolves' howling is heard up the trail, behind them.

Further down the trail the party discover a heavy crossbow trap which they disarm just as a huge wolf (a worg in fact) races up the trail toward them. A rapid burst of missile fire ensues where the party learn that Gearad is not too bad with that longbow. The worg goes down but is replaced by another two of his fellows attacking from cover, as simultaneously a volley of arrows rake the area. A furious melee breaks out as even Emory joins the fray taking damage in the process. Blok finishes off one worg as Academius terminates another with his mace, however specialist fighter Ozone with his mighty battle axe is somehow unable to hit anything, not even his own foot. The last worg stubbornly continues to fight, as behind them, the sound of wolves howling grows

ever louder. A murderous rain of arrows covers the party, miraculously only hitting Emory and Gearad this time as with a mighty swing Ozone finally hits his worg and splatters it all over the forest. Our heroes do the decent thing in the face of overwhelming odds and run for it, however in a glorious rearguard action Talon and Ozone stand together and face the oncoming wolves and goblins.

Legging it as fast as possible while dragging the sled Bumble, Academius, Blok and Emory spot the stockade and with a last burst of speed make it to the doors which open to admit them. The well defended stockade has a few men-at-arms who rapidly man the heavy crossbows mounted on the stockade walls however they are under orders not to leave their posts so the three party members sprint back the way they came to try and die horribly along with their comrades.

Back up the trail things are going badly. Talon who now resembles a dwarven novelty pin-cushion is down and as the others race up, Ozone collapses in a heap that registers on the Richter scale. As Academius quickly casts his last CLW's, Bumbletum and Blok menace the oncoming force of worgs and goblins as only a halfling and a dwarf can... eye-to-eye. Somehow Talon and Ozone are restored to "almost dead but still walking" and a last mad dash is made for the stockade as volleys of arrows rain down upon them. A couple of minor abrasions later and our exhausted friends collapse safely inside the stockade, the heroes of the day!

A grateful Gearad, who turns out to be the ex game-keeper and man-at-arms for the influential Lord Wainwright of Greyhawk City, rewards them well, within his means. He provides a letter of introduction to the aforementioned Lord Wainwright, a rather interesting map of an Orcish burial cave from Gearad's adventuring days, a hooded fur cloak for each member of the party and a salve of healing (+2 on hp recovered by use of healing proficiency – 6 applications). In addition the party will always be welcome in the Fitzgrey stockade and as the news gets around, their reputation in the Crockport area will have suffered no harm.

Reason for XP	Talon	Blok	Ozone	Bumbletum	Academius
Opponents	100		100	135	100
Spells					60
Proficiencies	30			50	20
Ideas	10			20	10
Problem Solving					
Role Play	40		40	20	10
Treasure					
Finishing	100		100	100	100
Fun Factor	20		30	20	20
Total (This session)	300		270	345	320
Grand Total	410	130	410	535	440

DM's Notes:-

- Rather a lot of melee combat in this particular session and I couldn't keep track of it all for the write-up and simultaneously run 14 Goblins and 6 Worgs in any sort of intelligent way. So the write-up is not quite up to my normal standards of detail, although I'm confident that all the significant bits are included.
- Melee combat XP was shared out since you were all involved except an extra 35xp for Bumbletum who made that rather remarkable sling shot all by himself.

House Rules :-

- Treasure XP is to be equally divided between all party members unless there are circumstances where an individual is wholly or mostly responsible for recovering the treasure. In this case the character will receive a larger proportion of the XP than the rest of the party.
- 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.
- Standard CLW's cast in unremarkable circumstances score 10XP. CLW's cast in combat get more according to how sweaty the situation is.
- Clerical Turn Undead scores a base 100XP as use of a power, however bonuses can be awarded for spectacular dice rolling or cunning use of the ability. The XP is recorded as a spell.