

Border Watch

The Road to the Border – Border Watch Preamble

After your rather spectacular adventures in Rillwick (The Bandits of Rill) things calm down enormously. So much so that even Arkell begins to tire of swilling endless vats of Ale. As the caravans are now beginning to appear again, you decide to take your leave of, the now rather boring, town of Rillwick. You take employment with a large caravan heading northward toward the Furyondy/luz border town of Greatwall, supplementing its existing guards. You all earn 30gp each for this job, which passes largely uneventfully. Fortunately for those of you who have made levels there are enough superior practitioners of your arts to provide training for the usual amount – so you will make your levels upon arrival in Greatwall.

During the journey you are delighted to renew an old Army acquaintance in the shape of the half-elven Wizard/Priest Solipsis, who is also a caravan guard for this journey. It seems you have all experienced enough adventure to have grown considerably in skill since your military days. With this in mind Solipsis gladly accepts the offer of a place in your doughty band.

It takes a total of 26 days to reach Greatwall, formerly a simple farming town but now a heavily defended stronghold of the kingdom of Furyondy. You hang around the Behir and Beholder Inn impressing the locals with your considerable capacity for strong drink, until one night...