

Border Watch

Session 2 7-5-02 The Veng River

Next Session Monday 14-5-02 At Brian's place

The night passes relatively peacefully. Snatch hears something moving through the forest but whatever it was it doesn't seem interested in the party and so with first light Malin has the wagons moving again with Solipsis keeping a wary eye on the river for any sign of Lizard men. Ryan makes a point of discussing Rizla with James, pointing out that they will never reform the fellow unless they show some kindness to him. To underline this perhaps, Solipsis casts a CLW on the stern Paladin fixing his nasty wounds somewhat. In the end Rizla is armed with a shortsword and a short bow and allowed to ride on Emerald's wagon, provoking more than one irritated look from Solipsis who has obviously taken more than a liking to the gorgeous half-elf. The ex-bandit is not in particularly good shape but from his point of view at least he's not dead so he grits his teeth and bears the pain from his wounds as the caravan grinds on through a long day finally making the Veng River and Mursten just after dark.

Mursten

Escorted in by a roving patrol, the caravan is greeted with great enthusiasm by the residents of this fortified town. Heading for the Mursten Inn (where they will be given free rooms for the night in token of their service to Furyondy) the party are politely questioned about the state of things in Greatwall and further afield. There seems to be a spirit of optimism caused by their arrival that for these battle-scarred front-liners, perhaps signals a return to times more prosperous and peaceful. The net effect of all of this is that our friends find themselves treated as the heroes they so obviously are.

At the Mursten Inn they find prices to be twice as expensive as usual, which is a bit of an improvement from Greatwall. In the few hours they have before starting the next day at first light all except James (gone to bed early, the better to fight evil the next day) retire to the bar and spend a pleasant evening eating and drinking. Solipsis casts CLW's on Bod, Ryan and Rizla, impressing the rogue immensely (he has never been magically cured before). Come to think of it, the whole bar is impressed by this amazing demonstration. In the conversation over the wholesome food and good ale Rizla confirms the cook's assertion that the Venison should be hung for about five days before it will have developed that particularly tasty, gamey flavour. Bod, in particular, seems to be looking forward to his portion. They retire to a communal room, where the Paladin is already snoring away. Questioned as to whether watches are a good idea, Ryan quips, "Just lie down in front of the door."

On the road again – Day one

First light finds the caravan moving again, now alongside the Veng River. All eyes peer cautiously at the far bank, the Land of Luz the Evil, where they notice areas of woodland burned to the roots for apparently no reason. Solipsis casts CLW on James, bringing him back to full health, although Soli is well aware that this now leaves him only three cures for thirteen people. James, noticing that Snatch is still wounded, restores his health miraculously, through his power of Laying on of Hands.

As the journey proceeds Sir James Foad begins his instruction of his henchman Rizla, to sympathetic looks from the rest of the party. James, chooses "The goodness of Pelor" as his morning's text and preaches to the ex-bandit at length regarding the powers of Law and Good as the only possible salvation for a scoundrel, provided of course that considerable penance in the form of deeds and donations are paid. From Rizla's point of view, at least he's not dead and he's actually learning something that might be of use one day, so he listens intently to our paragon of virtue, for at least the first hour.

Back on the wagon train, Bod and Ryan both notice that Jasmalus often writes in a small black book, sitting thoughtfully and then scribbling at length. They both independently conclude that the man keeps a diary, is a poet, musician, or any of a hundred other totally plausible explanations. Later all of the rest will notice this except for Rufus who just isn't the noticing sort. The Wagons roll onward and the conversation is merry among our seasoned caravan guards as with the last possible photon of light used, Malin circles the wagons and makes camp.

The now fully restored Rizla proves himself equally adept at cooking up their supplies and tending the camp in general. An approving Sir James looks on as the rogue busies himself with menial tasks around the camp. After all, at least he's not dead.

Day two

Just before first light Ryan rises and satisfies himself that nobody has been creeping around their camp. He is relieved to find nothing other than small animal tracks and signs that Snatch has been a' wandering. Particularly, there are no webbed feet evident. Another long day passes. This time, James preaches on the trials of Marcus, servant of the Lawful Good deity, Heironeous, as he faced the legions of the mad Overking of Aerdy, Ivid the Undying. There is a lot of fighting and treasure in this one and Rizla manages again to stay focussed for at least an hour. Finally, as the sun sinks well below the horizon, they stop and set camp for the night. Again Rizla busies himself cooking up a fine meal that even gets compliments from the Merchants. Watches are set and Solipsis and Rufus take the first shift, Rufus sitting on a wagon and Soli walking the perimeter.

Solipsis hears a rustle in the bushes and peers out into the darkness, not wanting to raise the party for mere wildlife, however this life is rather wilder than he'd like as a mob of Goblins emerge from cover and charge to attack. Soli just has time to shout a warning and hastily spit out the words for a Colour Spray spell. An incandescent fan of light strikes his assailants and four of them collapse to the ground. Unfortunately this leaves six of them attacking him and he is quickly struck down by many brutal axe blows. Meanwhile back at the camp Rufus prowls around the wagons as the rest leap into action, grabbing shields, and weapons, as they charge toward the source of the flare of magical light.

Ryan dodges, finding a deadly angle for bowshot dropping two Goblins easily, just as two more arrows from Rizla hiss through the air toward the enemy. Bod and James crash into the mob scattering them with mighty blows, as another wave of the evil creatures emerges from cover rushing viciously into combat, trying to overwhelm the mighty warriors by sheer weight of numbers. Ryan shoots again and joins the melee, noticing, as do all of those with infravision, that two Goblins are trying to hack at a heat source on the ground. Fearing for a companion, the party begin to fight their way through, when suddenly one of the attacking Goblins collapses in a heap. Almost immediately after, two bright sparks of light fly through the night and strike the other cowardly assailant in a shower of sparks. "Nice one Soli", thinks Bod as they make short enough work of the marauders to break their morale and send the rest packing.

Rufus, of course, has warmed up by now. Slow to start but in a bloody mood at having had his precious sleep disturbed, he pounds off after a terrified goblin, utilising his running proficiency to gain on the doomed creature at a furious rate. A swing of his mighty Dwarven axe and it is all over. Now which way is the camp? Eventually he returns, grinning broadly, as he drags his vanquished foe into the camp.

Meanwhile Malin has rushed out with a first aid kit and discovered Solipsis rapidly expiring in a pool of blood. James quickly Lays Hands and the half-elf's eyes flutter open. They retire to the camp, as four Goblins that had been playing dead make a run for it. Fortunately for them the party is more concerned with the health of their Cleric.

Day Three

Daybreak (Malin lets them have a lie in) and Solipsis is able to CLW himself and James. Rufus notices that the road seems to be getting worse but nobody else pays him any attention. The party discuss the previous night's action with a view to improving their night patrol tactics. It is decided fairly quickly that given his actions and the difficulties in organising a decent watch, Rizla be allowed to take part in night patrols. Emerald, as a half-elf with infravision volunteers to keep watch as well however both James and Bod are very much against this, considering her as their charge. Solipsis publicly concludes that he must have cast the Magic Missile spell at the last minute before falling, however he harbours his own doubts about this being possible, going so far as thanking Emerald for her help, to which the beautiful merchant merely smiles enigmatically. The others, however are mightily impressed by the lightning bolts and sprays of fire, such that Soli's credibility as a powerful wielder of spells rises considerably to parallel his skills as a medic. They drive slowly on, finally making camp after an uneventful day. Solipsis casts his last CLW on Bod.

During the night various campfires are spotted on the far side of the Veng River, however no threats seem apparent and as peaceful a night as possible is spent under the shadow of the dark land across the River.

Day four etc

Life settles down to the tense but tedious life of a guard on a dangerously volatile border. Bod looks forward to dinner that night when the venison will be ready, while Soli casts an armour spell upon himself. Malin is persuaded to stop the caravan a little before dark, giving Rizla time to prepare an excellent late supper. All are impressed, even the merchants.

This all goes on day after day, night after night until the seventh day. Malin estimates one more long day before making Fort Belvor. As dusk draws in they again notice many campfires on the luzian side of the river. Hold on though, one of those fires is on this side on the river! Snatch goes on ahead sneaking through the bushes that border the road. From his hidden vantage point he is able to make out three wagons, one of which is on fire. To the left of this wagon is an overturned wagon that has been mostly demolished. Further to the left is the third wagon, apparently undamaged but awash with blood. Large spots of blood also dot the surrounding area, but he sees no sign of any bodies. Cargo from the three wagons lies ransacked and strewn across the roadway, but little appears taken. Snatch also sees numerous crudely fletched black arrows lying among the cargo. He sneaks back to the main groups to report this. With the remaining light they take a quick reconnaissance of the area where Bod notices some of the arrows are charred near the arrowheads. The fire is gradually dying down to a smouldering glow – it looks like it has been burning for some time. They decide to return to their own wagon train 500 yards up the road and to make camp.

Hit Point Situation

Forgot to ask – but after four more days on the road with a Cleric and a Paladin, you must all be on full.

Bod 24(24), Snatch 13(13), Solipsis Full, James 20(20), Ryanair 14(14), Rufus Full.

Reason for XP	Bod	Snatch	Solipsis	James	Ryanair	Rufus
Opponents	30	25	15		30	35
Spells			150			
Proficiencies	10	50			20	20
Ideas/Clues	30	20	30		30	50
Problem Solving						
Role Play	110	50	50		60	60
Treasure						
Finishing						
Fun Factor	70	50	40		60	70
Bonuses						
Penalties						
Total (This session)	250	195	285		200	235
Total (This adventure)	510	435	310	250	390	235
Grand Total	3904	3510	2783/2783	3568	3113	3195

DM Notes

1. It won't happen again. Less than 0 hp means all spells both arcane and religious will be forgotten until a good night's rest is had on one or more hp.