

Border Watch

Session 4 20-5-02 Orc Wars

Next Session Monday 10-6-02 At Brian's place 20:00

Fort Belvor – Ballista!

The town is under attack! Assailants are hurling fireballs from a ballista! Rufus, Malin, Jasmalus and Emerald rush to the wagons as the others quickly don their armour. In various states of dress James, Rizla and Bod sprint to the battlements, Snatch grabs water buckets and runs for the well as Solipsis wanders around watching. He sees a building collapse and rushes in to administer 2 x CLW saving a life in the process. Another quick heal is administered as he meets up with James who has been injured fighting the fire. That night Solipsis distinguishes himself, healing a total of eight times, both civilians and Soldiers. James Lays Hands on the embattled priest as he also heals himself from his latest wound. Bod is injured by falling masonry – but the masonry seems to get the worst of it.

After the bombardment subsides Captain Mikinus congratulates them, calling them heroes and admitting he has reversed his opinion of them. He was suspicious of them as potential 5th columnists, spreading disinformation. Solipsis seeks out some cure potions, also suggesting delaying to recover spells and strength. Bod thinks they must leave at first light otherwise they are letting the caravan down. Malin is determined to keep to schedule and even decides to bypass the next stop of Fendrelan in an effort to make up time. In a quiet moment James notices Mikinus & Jasmalus deep in conversation.

Next Day

2 CLW potions are given to the party as the wagons roll early. Snatch fiddles with his newly acquired snare wire (cost 20 cp). Rufus remembers he forgot to buy his armour, so in typical Rufus fashion he rides back alone to get it, causing much exasperation from Bod both for defence reasons and financial ones. Solipsis asks about the 4th wagon and Malin explains he has sold it to the garrison at their request. Emerald and he will calculate the cost later.

Rufus catches them up and they see the ford area. Ryan finds a lot of Orc tracks, horses and larger creatures heading into the forest. The money discussion resumes as Rufus rejoins them. Bod insists that Rufus has individually sold party owned treasure without permission. James, Ryan, Snatch and Bod are not at all impressed by Rufus' rather lame justifications. Bod insists he pay it back as an increasingly annoyed Ryan demands the balance of anything more than 500gp. James thinks they should settle the issue later but Bod is very upset, accusing Rufus of stealing from the party, Rufus says the rest of the party can have the 4th wagon share if that will shut them up and rides off to sulk by himself. James offers to look after funds in future.

Later at camp, Malin & Emerald discuss the profits and present the Adventurers with a detailed bill of sale and 250gp. Bod thinks 283gp is owed from Rufus, which Ryan strongly supports. Somewhat predictably Rufus disagrees. Snatch looks after 1 CLW potion and Emerald takes the other.

Day 2

Snatch's snares snare bugger all, Emerald smiles at Solipsis, as she does at most people and the 7th lesson of Mayaheine is spoken in the general direction of Rizla as they ride by the deepening river. Ryan and Rufus get more water. Rizla reads back James' lesson to him almost verbatim and the Paladin seems well pleased with his pupil. It'll be such a shame to hand him over to the forces of law and order for the punishment he so obviously deserves. This leads onto some ethical questions regarding Snatch's backstab attacks however Rizla backs him up, "after all Boss, he's only small!"

Day 3

Snatch discovers a heat source in one of his snares, a giant poisonous millipede... ugh, fortunately the curious halfling stays clear as James efficiently kills the creature. Bod questions James' morals again. The Paladin was quite happy to kill the millipede, so what's the difference with killing Orcs. Ryan demonstrates an ingenious trick for cutting wire involving a moving wagon wheel and a dagger. They bypass Fendrelan. Rufus sits on Jas' wagon and finally notices his black book, which the white bearded merchant quickly puts away.

Day 4

The "Water this way up" signs have all been reversed! Obviously some jester is at work or perhaps something more sinister lurks in the camp at night. Bod immediately resets them in case anyone tries to carry the water in a dangerous upside-down manner. Empty snares again and this time the 3rd quest of Mayaheine.

It is mid-morning when the first group of Orcs emerges from cover 150 yds ahead and begins to rain burning arrows down upon the party, concentrating particularly on the first wagon.

James and Ryan charge the archers as Rufus and Bod dismount ready for battle. Snatch hides in the nearest undergrowth and fires sling bullets to deadly effect. A furious melee breaks out with the archers and amazingly, Rufus is hit! Suddenly there is a call from behind as another large group of Orcs attack from behind. Rufus and Bod engage the new group as best they can but some of the attackers get round them and head for Solipsis. Soli kills the nearest and Rizla makes short work of the second as suddenly a dug in group of Orcs practically explode out of the ground near the third wagon. James and Ryan, having weakened the archers both bravely, turn taking free attack injuries as they ride to the greatest crisis back at the camp where they are astonished to see most of the attacking Orcs just fall over! Bod and Solipsis help with the extensive fires on the first wagon as Ryan reaches the centre of the wagons killing the remaining marauding Orc. Solipsis casts CLW on James as James Lays Hands on Ryan. A bloodthirsty Rufus pounds after the last retreating Orc, which surrenders begging for mercy, so he kills it anyway. Snatch wanders around checking that all of the enemy are in fact dead and is pleased to report that indeed they are all dead... now, at least.

Snatch has a good idea to swap the more heavily burned first wagon with the second. The drivers set to repairs as the merchants do some driving for a change.

Day 5

Snatch snares one rabbit. James Lays Hands on Bod, Solipsis casts Detect Magic but reads nothing apart from Rufus' sword. Bod and Ryan hear Wolf-like noises in the night but don't worry themselves about them.

Day 6

Snatch snares 2 rabbits to some sarcastic acclaim as distant drums beat from the far side of the river. After a few minutes they cease and the grim tattoo is taken up again for a few minutes from nearer on this side of the river!

It is mid morning when suddenly, in a variation of previous tactics, two ranks of 8 Orcs rush the front and rear of the caravan simultaneously. The front-rank fighters engage but four of the enemy from each second rank deliberately bypass the front-liners and head for the caravans. Soli is amazingly lucky as he dodges around two vicious Orc swordsmen just long enough to complete his Colour Spray spell, dropping both of them. Doing quite well in the front line Rufus decides to turn and assist further back (DM Note 1). This leaves Ryan facing 3 Orcs by himself so somewhat understandably he wheels with his comrade despite being only on 1 hit point himself. Unfortunately all three Orcs hit him and he goes down. In the heat of battle Rufus ignores this and rides onto greater glory and party carnage. Rizla misses another Orc that gets to Solipsis dropping him where he stands until he in return is ended by Snatch and Rizla.

Snatch quickly administers the CLW potion to Soli and the party cleric scrambles quickly back to his feet and sprints for Ryan casting CLW and saving the desperately wounded Elf's life. In the state of emergency James actually Lays Hands on himself! Emerald quickly administers her potion of CLW to James, watching the departing warrior's powerful frame as he strides manfully back into battle.

Standing on a pile of dead Orcs Solipsis reports that they may not move Ryan for 24 hours or he will certainly die. Malin looks crushed at this news and nervously eyes the surrounding hills and their brightly lit campfires. Ever practical, Bod manages to fell a tree, which he plans to use in some hare-brained scheme to improve the frontal defence of the caravans. He and the carpenter busy themselves for some time with this, which seems to cheer them up at least as the others follow Malin's lead, watchfully guarding the camp perimeter.

Hit Point Situation

Bod 24(24), Snatch 13(13), Solipsis 9(9), James 18(20), Ryanair 14(14), Rufus 22(24) Rizla 9(10).

Reason for XP	Bod	Snatch	Solipsis	James	Ryanair	Rufus
Opponents	125	250	150	310	310	310
Spells			250	50		
Proficiencies	20	20	150		40	30
Ideas/Clues	40	40	60	80	60	20
Problem Solving						
Role Play	100	140	140	90	140	160
Treasure						
Finishing						
Fun Factor	40	20	40	60	30	60
Bonuses	50	100	100	100	100	100
Penalties						
Total (This session)	375	570	890	690	680	680
Total (This adventure)	1130	1215	1700	1215	1275	1130
Grand Total	5034	4725	3633/3633	4783	4388	4325

DM Notes

1. Not a very comradely action. Ryan will be well within his rights to consider himself royally stitched up by yet another treacherous Dwarf.

The discretionary Bonus of 50 per session is due to generally behaving in a thoroughly selfless and heroic manner.