

Border Watch

Sessions 5 27-5-02 Orc Wars

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

Day 6

Snatch searches the bodies, "making sure they're bodies," he tells the sceptical James, while the others dump the weapons in the river. Realising their exposed position they make use of their time to construct as many defences as possible. Snatch and James set two man-sized snares as Rufus sets to with a shovel digging a trench around most of the camp. James has him leave one area purposely weaker as he hopes to draw the enemy into a defined killing zone. Snatch and Rufus want to hang up dead Orc bodies to intimidate the enemy however James thinks this is just unnecessary and indeed rather Orc-like behaviour.

Rufus insists on guarding all night using his Endurance proficiency when suddenly there is a snap and cry of pain as one of Snatch's traps springs, followed by a gurgling sound... followed by silence...

A few minutes pass and the party warily note an increasing number of torches being lit about 200 yds away. The torches gradually multiply and form into a large group of Orcs that charge the wagons, screaming hideous battle cries. A desperate battle against the odds is joined around the trench as our heroes try to prevent the Orcs penetrating their line through sheer weight of numbers. Rizla is badly injured and CLW'd by Soli who drags him away from the main line of combat, swapping places with Bod as quickly as he can while dragging the injured rogue. Things are looking desperate as suddenly another mob of Orcs charge the caravan from behind straight into the grim blade of Rufus. However before he can even join battle against hopeless odds, a huge ball of Fire envelops his attackers, burning most of them to a crisp. Grinning evilly the Dwarven warrior steps over the charred bodies into battle.

On the other side by the trench things seem to be going badly...

James collapses under a torrent of blows as Soli almost suicidally rushes in to CLW but is amazed to feel the enemy weapons sliding around him as if he had some sort of magical shield. "I wonder if I've got some sort of magical shield", he thinks just as Ryan is hit badly and a group of jeering Orcs seemingly sense their victory, only to have it snatched away as a noxious cloud of stinking gas overcomes their group. Many fall to the foul gases, the others breaking and staggering for the tree line, gagging and vomiting. As the cloud gradually dissipates, Snatch finishes off a few twitchers as Solipsis CLW's Rizla back to some sort of shape while all the time thanking the great god Zagyg for his continual manifestations and sense of humour.

For a brief moment there is relative calm but those still on their feet are alarmed to see the torches gathering again as the Orcs regroup for yet another attack. The torches flare as a last line of Orcs makes a desperate bid to take the caravan, urged on by their snarling Orog leader. Rizla's arrows and Snatch's sling bullets find their marks but things look desperate for the party until suddenly a large snarling dog appears from nowhere in the path of the leading Orc. In the blink of an eye the Orc is down, its throat ripped out by an assailant that suddenly disappears into thin air! The Orc attack breaks and runs, pursued by pack of snarling dogs that seem to be able to teleport at will!

The Hounds of Law

Rufus runs after one of the retreating rabble for a while but gets bored quickly enough to return to camp in time to see the friendly pack of Blink Dogs hanging around the camp. In the confusion after the melee it is not certain who notices the cowled figure at the tree-line however the Dogs certainly do not seem alarmed, rather respectful even, of this new arrival. The figure gestures and places a medium sized bag upon the ground before melting back silently into the forest as if not a leaf had been disturbed. Snatch and Rufus go to investigate and find something they recognise as a Healer's Bag, which is promptly handed over to Solipsis. Opening the bag he finds the usual herbal stuff that he doesn't really understand however placed prominently on top are three large leaves. Perhaps by instinct or from some long-forgotten memory Solipsis takes one of the leaves and places it on James's forehead. As his wounds abate and the colour rushes back into his cheeks Solipsis is impressed to see the Paladin recover as if he had had 24 hours of care and magical healing.

Surely these leaves are a powerful magic indeed! A second is quickly placed upon Ryanair's pale brow with the same healing result. A practically dead Elf brought back from the other side at express speed, while a previously doomed Paladin is playing with a pack of teleporting dogs that seem to adore him. Surely Zagyg must be laughing his head off today thinks Soli.

During all of these miracles Snatch manages to pick up 14 daggers and dispose of a couple of twitchers without anyone noticing. He hands 8 of the daggers over to Rizla. The party spend a peaceful night surrounded by a pack of faithful Lawful Good hounds. (Well, some of them do – the more Chaotically inclined just feel, well you know... Guarded).

Day 7

James Lays Hands on Ryan and amazingly both Ryan and James gain 1 extra hp recovery overnight thanks to the powerful magic residing in the leaves. Soli casts CLW on James and Rufus and they hit the road at the earliest opportunity. The dogs accompany them until they reach sight of Batlet, as with friendly barks they scamper, frolic and teleport away out of sight.

Batlet

An apt name for this small fortress outpost that looks like it has seen many a small battle in its time. They are met by a stalwart priest of St Cuthbert who immediately CLW's James and Rufus without even asking. They meet the villagers and the 40-man garrison who seem to be having a tough time of it but are bearing up under the strain. The Innkeeper relates his highly amusing story, describing the attack and destruction of his Inn now replaced by a large ramshackle canvas structure known locally as the Inn Tent.

Solipsis CLW's himself as a pious Sir James donates 30gp to the temple of St Cuthbert while whispering a prayer to Mayaheine under his breath. They are pleased to find that as a much-needed supply train they are not charged for any supplies of food or drink, however no potions of healing are available. Solipsis, seeing Rizla in a bit of a state casts CLW on him, which cheers the fellow up no end. Taking various stations around the wagons and the Inn Tent the party settle down for a quiet night.

Battle at Batlet

It is about two in the morning that the alarm bells ring as the garrison rushes to the battered planks of scavenged wood that make do for battlements these days. The party take the time to get their fighting gear on before deploying to their chosen positions. Since fire arrows are raining down on the fort Solipsis joins a fire-fighting party, just as a very lucky or unlucky stray fire arrow buries itself into Rufus. Soli casts CLW on the hapless dwarf as James rushes down from the battlements shouting 50 to 60 Orcs and they've got an Ogre with them. A mighty crash signals the breach of the outer wall and suddenly all is chaos as Orcs pour into the compound. In the centre of the enemy mob stands the Ogre, flinging garrison soldiers around as if they were mere toys. Sensing their duty (and in Dwarven minds slavering at the bit) the party Fighters charge the beast leaving the garrison to take on the main body of Orcs.

Solipsis sneaks around a bit while the Fighters cross swords with the Orcs but also healing both soldiers and civilians at least once. Snatch tries to backstab an Orc but is detected and just manages to jump his way out of trouble. With a lurch they feel the south wall give way but then again there is that mighty "Whump!" and a pile of charcoaled Orcs are left for the townspeople to take care of with hoes and shovels. Ryan finds a good semi-concealed position and fires carefully considered volleys of bowshot into the largest Orc groups. Meanwhile toe-to-toe with the beast, Bod, James and Rufus show the Ogre the real meaning of the word overconfidence as with at least a hundred puncture wounds the creature crashes to the ground dead, another victim of Dwarven combat tactics against large creatures. With a wild cry the garrison rally, driving the rest of the raiders off, although Solipsis and his St Cuthbert colleague will be busily engaged for the entire night patching up the survivors and also unfortunately reading the last rites.

Ryan notices the Fire damage on the south wall and kindly joins with the villagers to help repair the wall. James Lays Hands upon the exhausted Ranger giving him the strength to go on. Repairs go on all night preventing rest for any of the party however a bruised and scorched Malin insists time is now even more critical and they must leave at first light. Solipsis is highly dubious about the battle readiness of the party but Bod is insistent that the caravan escort duty comes before all else and basically Rufus just wants to kill some more Orcs. Dutifully they roll out of Batlet on the eight-day trip to Barduk at first light, with no Cures and no rest.

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

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