

Border Watch

Session 7 24-6-02 Secret Base

Next Session Monday 8-7-02 (19:00) At Brian's place. (The DM's birthday – Be afraid etc...)

Let's Go!

Captain Rildillian re-thinks his tactics and allocates two corporals instead of four regular soldiers to assist you in your mission. Cpl Harn is a healer and Cpl Joseph is a rather large fellow with an obviously strong constitution. Both are proficient in longsword and shortbow and as true and loyal as any of Furyondy's finest. At lunchtime, as Solipsis insists, they depart heading southwest. James wants to camp closer to the alleged base and there is some discussion over this. Rizla is counted in as a full partner for this particular venture which during the journey, prompts James and Solipsis to spar over the philosophical implications of turning a faithful henchman over to the authorities. (Whatever this is doing to Rizla's morale is anyone's guess but you did have a hard time finding him before you left). James' notion of "a Good suggestion" is questioned by Soli's, "but is it a Wise suggestion?"

After some hours of travel Ryan spots some buildings, looming above a tree-covered hill. As they draw closer the Dwarves spot a well-concealed entrance to a mine. Ryan scouts, attempting to track, however he finds nothing special. Snatch, Bod and Rufus investigate, finding a heavy cave-in that has obviously been there for a long time. Solipsis and James think it's a good idea to leave the horses in the cave, James going so far as to declare, "This is our base". As dusk falls Rufus wants to reconnoitre, so stealth specialists Snatch and Ryan are sent up the hill. They see a plateau on top of the hill, free of trees and indeed any cover, upon which some old mine buildings still stand. They scout around a bit but find nothing special as the darkness falls. They decide to return to the main party, where they are sent back again to observe with infravision (a scout's work is never done). They return again after observing nothing and a set of watches are devised using infravision capable party members. Ryan takes the first watch climbing a tree to survey the mine. Halfway through his watch he hears a door slam but doesn't see anything. Snatch takes over but notices nothing, eventually handing over to Solipsis (without armour) who hears a banging noise from a building to the east.

In the early morning they see four orcs emerge from one of the central buildings. They quickly pull back OUT OF SIGHT. After a minute or two they hear a horse neigh. Returning quickly, Snatch and Ryan see dust settling. James wants to investigate another building supported by archers. Rufus disagrees, "So it must be a good plan then." says Ryan. They hear another banging noise from the east and James notices the characteristic noise of a horse. Rufus as usual disappears, going off by himself.

What's in those mysterious old buildings then?

Next day they explore. In one of the first buildings they find no traps but an angry Ogre fights Rufus James and Bod, who handle the fierce creature with ease. Rufus uses his light tile to explore the place but just finds a disgusting mess.

They search the next building but are attacked by giant rats. Rufus is bitten but resists disease. The party plough in and finish off the vermin. Solipsis notices that from the outside this is a three-story building however there are no stairs. A quick elvish search for secret doors reveals a door in the library leading to a giant bat-infested attic, where a caved-in roof allows access to outside for the creatures. Deciding to leave exploration for later they press on to explore the other buildings.

While investigating a small building in the centre of the site James nearly comes a cropper as he strides manfully in, just managing by the skin of his teeth to avoid falling into the shaft which fills most of the building (more like a hut actually). As they look around, they make no attempt to be quiet and loud echoes reverberate downward into the shaft. Alongside lies a large coil of rope.

In the next building armoured fighters Rufus, Bod and James are attacked by giant centipedes that scabble disgustingly over them. They do their best to fight them, with Solipsis assisting until they come up with the bright idea of rolling around on the ground, crushing most of the vile creatures. Our heroes manage to resist the poison from the few bites they take and wiping the disgusting goo from their armour they proceed onto the next building.

It's getting to mid-afternoon when the party observe a building with a padlocked door. Leaving it alone for now they head for another nondescript structure where Rufus opens the door triggering a crossbow trap! Fortunately, he dodges the missile, as with astounding luck so do Ryan and Bod, jumping quickly out of its path! All this is well and good, however the large group of orcs that suddenly pour out of the next building somewhat tempers their mood as a vicious melee breaks out.

The party's archers quickly switch weapons and charge into battle as it quickly becomes apparent that these Orcs are somewhat tougher than the common or garden Orc as the heroes take on at least two each! James, Solipsis and Ryan take damage as Rufus swipes around not hitting anything while Ryan falls under a flurry of orcish axes. Solipsis dives selflessly to his aid in a risky heal in melee, as the party rally and finally start hitting and within a minute the ground is littered with Orc corpses. James quickly lays hands on a grateful Joseph. Soli had a better idea for dividing their healing abilities but as usual the impulsive Paladin just rushed straight in. Cpl Harn attends to Ryan as the others rashly decide, despite their extensive injuries, to investigate the padlocked building.

James tries to smash the padlock with the pommel of his sword but fumbles it and just hurts himself. Snatch quickly picks the lock instead and as the door swings open a disgusting stench overcomes the party as a group of vile undead skeletons pour forth from the defiled chapel. The battle of the skeletons challenges our friends even more than the Orcs since their edged weapons only do half damage. Solipsis attempts to turn the undead but fails as Harn collapses under attack. Soli tries again, in melee, to heal but fails and decides to cast CLW instead as the others finally chop their bony opponents to pieces.

| Reason for XP | Bod | Snatch | Solipsis | James | Ryanair | Rufus |
|----------------------|------------|---------------|-----------------|--------------|----------------|--------------|
|----------------------|------------|---------------|-----------------|--------------|----------------|--------------|

| | | | | | | |
|-----------------|--|--|-----|-----|-----|-----|
| Opponents | | | 225 | 200 | 180 | 300 |
| Spells | | | 20 | | | |
| Proficiencies | | | 40 | 10 | 50 | 10 |
| Ideas/clues | | | 90 | 20 | 50 | 20 |
| Problem Solving | | | | | | |
| Role Play | | | 50 | 80 | 50 | 40 |
| Treasure | | | | | | |
| Finishing | | | | | | |
| Fun Factor | | | 20 | 60 | 40 | 30 |
| Bonuses | | | | | | |
| Penalties | | | | | | |

| | | | | | | |
|---------------------------------|--|--|------------|------------|------------|------------|
| Total (This session) | | | 445 | 370 | 370 | 400 |
|---------------------------------|--|--|------------|------------|------------|------------|

| | | | | | | |
|-----------------------------------|-------------|-------------|-------------|-------------|-------------|-------------|
| Total (This adventure) | 1585 | 1215 | 2660 | 2070 | 2075 | 2005 |
|-----------------------------------|-------------|-------------|-------------|-------------|-------------|-------------|

| | | | | | | |
|--------------------|-------------|-------------|------------------|-------------|-------------|-------------|
| Grand Total | 6619 | 4725 | 4963/4963 | 6853 | 6463 | 6330 |
|--------------------|-------------|-------------|------------------|-------------|-------------|-------------|

NPC Hit points

Harn 4(10), Joseph 14(19), Rizla 7(9)