

# **Border Watch**

Session 9      29-7-02    The End of the Line

## **At the not-so-secret base**

Harn and Joseph argue forcefully to transport the luzian battle plans back to Batlet. The Lawful party members can find no fault with this action and thus Harn, Joseph and Rizla are despatched and ride off at speed toward the garrison bearing the precious documents. Rufus complains about the unfair shares as the rest estimate two days work to haul up all of the loot.

The next day James Lays Hands on Ryan and Solipsis casts CLW on Rufus, James and Bod. Snatch takes a whole lot of daggers as Solipsis examines the gold ring while casting Detect Magic. He thinks it is probably a ring of protection (and he is right). They take two days to winch up all of the treasure.

Later Captain Rildillian turns up with a patrol, accompanied by Rizla. Congratulating the party on their heroism he hears James and Soli's appeal for Rizla's amnesty which is gladly granted, as the Captain has seen ample evidence of Rizla's newly found honest (ish) character. Loading up the Orcish wagons they head back to the garrison.

## **Batlet**

Back at the garrison they are surprised to find that their caravan has left under protection of a force of Furyondian soldiers that are en-route to Crockport. Rildillian shows them into his hall where they encounter a familiar face, the Lizard Man Jeremiah. Jeremiah shows them a document, signed by Count Artur Jakertai himself releasing them from their caravan escort duty since they have managed to fulfil their secret mission. He also informs them of the arrest, trial and execution of the traitor Sergeant Krayquer. They conduct some commerce as James negotiates the particulars of Rizla's full pardon with the authorities. The wagons are sold to the garrison and a number of trades are made. The party generously share out the Shield Land coins to the garrison, making firm friends out of allies in the process.

## **Greatwall**

Their journey back to Greatwall is uneventful (They've killed almost everything dangerous en-route) and they are presented to Captain Gilmore. He is delighted with the success of the mission and informs them that Count Jakertai himself has authorised him to double their original reward of 1000gp. In addition they are honorary members of the Furyondian secret services. They will find that things will go their way in Furyondy (especially in the border area). Also first class training will be provided for free allowing the party to increase their skills. Rizla decides to stay with the party, effectively as James' henchman. (He will be available when you need him and busy when you don't). A contented party loaded down with treasure and gold set themselves up again at the Behir and Beholder (also free, courtesy of a grateful country) and begin to sort out their possessions.

## **Loot**

Bod has already sold the Jewellery and gems getting a good price in Greatwall's inflationary markets and as his new strength adjusted shortbow is delivered, they get onto the subject of dividing the loot...

1 potion of healing each (including Rizla)  
2 potions of extra healing entrusted to the party cleric (currently Solipsis)  
Longsword +1 used as a two-handed sword for Rufus  
Longsword +1 for Ryan  
Bastard Sword +1 for James  
Ring of Protection +1 for Solipsis

Rufus demands a unanimous agreement on the share-out refusing to accept the standard democratic majority decision. The others firmly disagree and the usual argument breaks out. Snatch suggests dicing for the shares but James' impassioned plea (very charismatic) provides a sensible way to divide the shares. Rufus is furious that the others get to tell him what to do and sits sulking in the corner as the division proceeds. In the end Rizla is awarded a short sword +1 and Rufus leaves in a fury. Bod claims that Rufus has now officially left the party and that to re-join he must accept the majority vote. (I pity the next DM).

### **Border Watch – Mission Accomplished!**

<b>Reason for XP</b>	<b>Bod</b>	<b>Snatch</b>	<b>Solipsis</b>	<b>James</b>	<b>Ryanair</b>	<b>Rufus</b>
Opponents						
Spells			40	10		
Proficiencies						
Ideas/clues	40	30	50	50	10	10
Problem Solving						
Role Play	60	20	30	60	20	60
Treasure						
Finishing						
Fun Factor	40	40	40	40	70	70
Bonuses						
Penalties						
<b>Total (This session)</b>	<b>140</b>	<b>90</b>	<b>160</b>	<b>160</b>	<b>90</b>	<b>140</b>
<b>Total (This adventure)</b>	<b>2745</b>	<b>2265</b>	<b>3600</b>	<b>2950</b>	<b>2895</b>	<b>3185</b>
<b>Grand Total</b>	<b>9364</b>	<b>6990</b>	<b>6763/6763</b>	<b>9803</b>	<b>9368</b>	<b>9515</b>

#### **DM's Notes**

Well done all. In general in any sort of a fair fight the monsters didn't stand much of a chance against this armour heavy team. Thank you for being a brilliantly entertaining party. The squabbling and feuding kept me chuckling throughout the adventure with some great moments of roleplay from all. I thoroughly enjoyed running this adventure!

I haven't awarded any treasure XP since you have already got enough. (I generally don't like to award treasure XP but I always retain the option in case the party has bad luck but still deserves XP).

The finishing bonus was awarded last session.