

10/3/04

Starting from Xan

Players:

Lam - Cleric/Rogue

Bodan - Fighter

Light - Paladin

Sprocket - Sorcerer

Kintaro - Druid

Kimi-Ko - Shugenja (sorcerer)

Day 1

Beaudan sith Olmstat (Moorcock representative) - he will pick up and sell goods for them.

Caravan of crates taken from Pirate ship was taken to Xan.

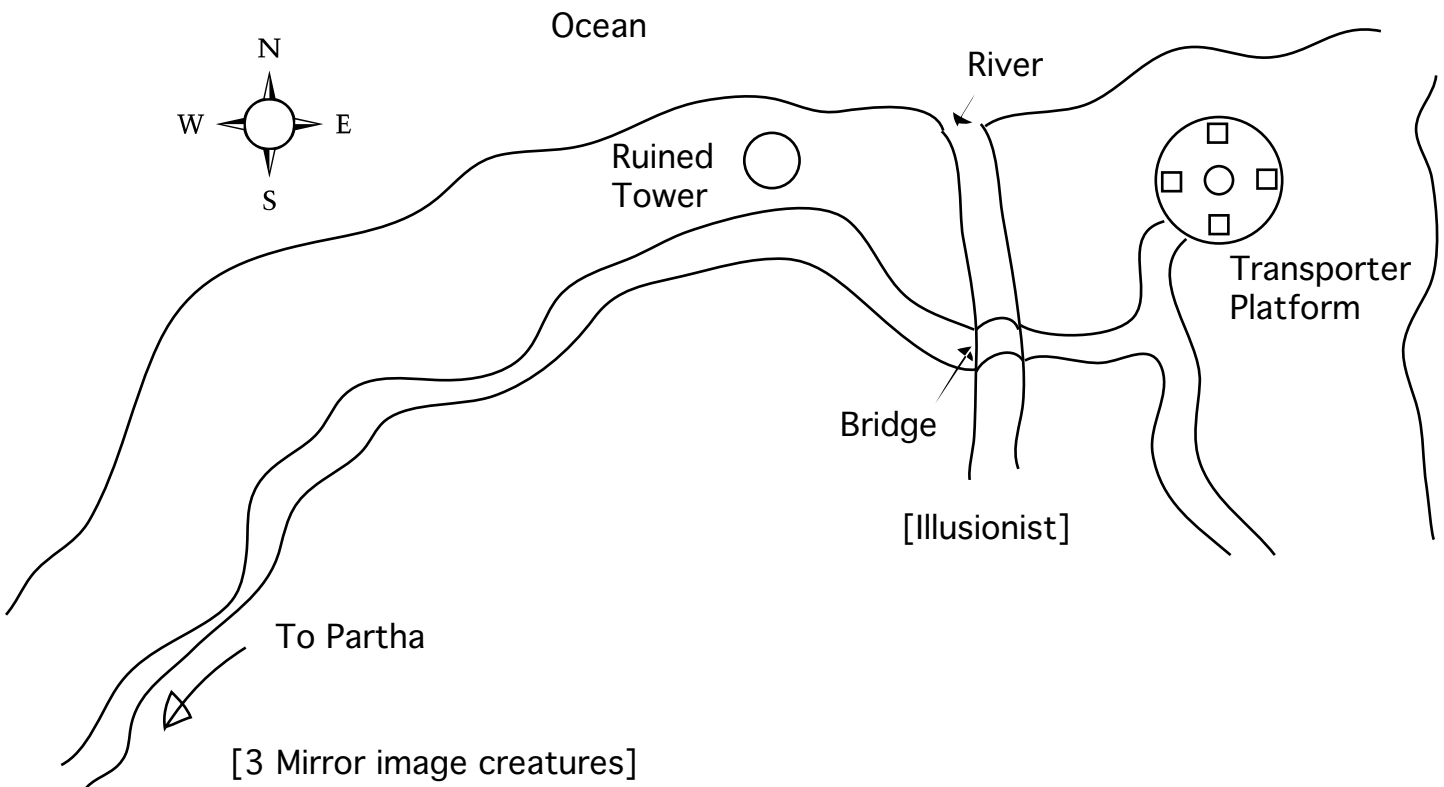
Spring Rodeo (spring time) - riding down sheep, etc.; track down foxes, etc. Lots of Rangers; a few elves.

No thieving is tolerated. Leather and wood workers prolific as merchants. The Rangers there are tan colored with flowy garb and belts. Lariets & scimitars are their favored weapons. Green (North) and Brown (South) are the predominant colors of clothing. Farm land. 80% Humans, 10% Elves. Half days travel north have taller hills. North along the road; less people and less friendly. 3 carts with teamsters.

Day 2

Teamsters hurry out to get the crates to Xan. Morcox is the contact for helping to shuttle the crates. To the North & North East is dessert. 4-5 days out attacked by durvages [20 wagon caravan]. Caravan from Partha. Dragon-head, another caravan getting ready to go. Jewelry, leather, & wood are exports out of Xan. Partha is a major city for imports and exports.

On our travel from the transporter platform, we came to a bridge over a very fast moving river that dumps into the nearby ocean. The bridge was however, hidden by an illusionist's spell. Lam had dispelled it and we could then all walk across the bridge one at a time.



Further down the road, we stopped off and made camp and while on third watch, 3 creatures walked up to our encampment looking exactly like three of our comrades. Lan used a lightning bolt spell and hit all three with one strike. They got up and ran away.

[38 XP]

Day 3

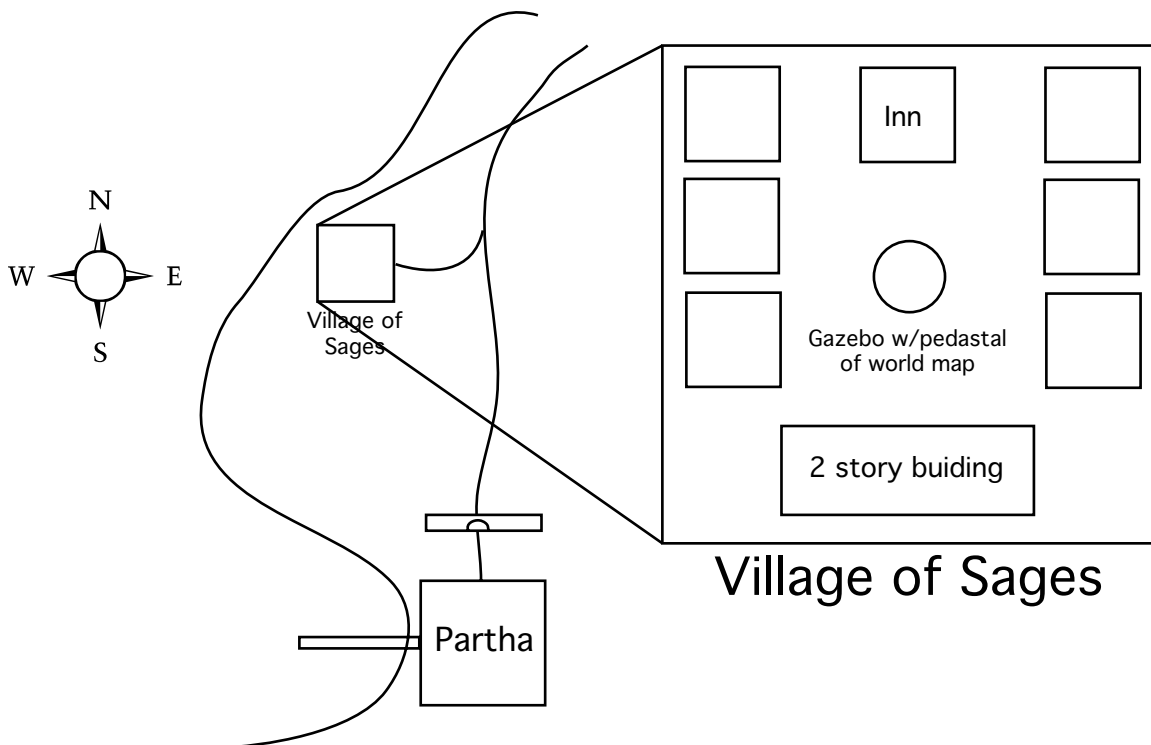
Village of Sages

The Monks took of the library, but the Sages run the town.

Hasina and Bora are Sages. Bora knows about the Blue Stone. Paid Bora & Hasina (bastard with directional magical device) for their services to do research for us in their library: Blue Stone, Elemental Rings, and Paladin legend. Paid 300 + 500 for Bliss for 3 days worth of research.

Blue stone + red stone + black stone combined = end of world.

Crown with blue stone has powers of physic ability.



Thela - another Sage; specialty magic

6th Age; 138 year

Werewolves north of Xan in forest

Fred the Mage; Direwolves at gates of realm; Royal grounds

PARTHA

5 different fractions; Lord Dunbar has the most power. They have instituted a checkbar for coming and going. Monks are disliked and run in packs. More guards, more thieves, more taxes. This city and current king looked down upon magic users.

In Partha, I had bought Poison supplies and antidotes to keep up my immunity.

On our travels out of Partha back to the portal platform, we faced a giant bear during the third watch of our encampment. Kintaro got killed. The bear gets killed by the war-horses in the end.

[78 pts.]

We go back to Partha to sell the bear hide.

We leave game at Partha, at stronghold.