

## 1/1/05 GAME

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### Players:

Myshka (me) - Elf Archer	1 horse
Drako (Santiago) - Human Druid	1 horse
Beaudan (Yllaria) - Human Fighter	2 horses
Lam (Roger) - Human Cleric/Rogue	1 horse, 1 mule
Sprocket (Rick) - Human Sorcerer	2 horses + familiar hawk named Pierce
Saotome (Ben) - Half-Elf Fighter	2 horses
Sir Andrew (Herbert) - Human Fighter	2 horses
Jane (?) - Knome Rogue	1 horse
	total = 12 horses, 1 mule

### [Starting from Xan]

#### **Day 1**

Omstead wanted 150,000 gold worth of goods to be transported; 5 carts worth; 2 mules = 1 cart. Usually takes 5-6 weeks to get from Xan to Partha.

Beaudan tried to negotiate with Omstead on doing a caravan shipment of goods to Partha. But after talking it over with other members, we decided not to do it.

(It takes 24 days to travel to Delvan from Xan.)

The plan was to travel from Xan, portal to Temple of Many Ways, portal to Partha, then travel overland to Delvan.

While in Temple of many ways, Lan asks box how far to Partha? 4,880 miles. And which direction? 60° west of north. The Temple is 500 ft. diameter; rows of columns 50ft. center circle, 20 ft. of colored circles and writing (different language & scripts) dome shape interior space above is divided into different scenes, except two which are black. Structure is round and three steps down to turf. Dome is white. Floated columns, grecian in architect. Rich grass land. Rolling hills. Warm temperatures. SE - a mountain far in the distance. Rabbits and insects. Turf is spongy, and no tracks visible. Cool and dry in the temple, but changes drastically out of the temple.

Took the portal from Temple of Many Ways to Partha. As we came out, there was darkness and fog. Lam does a spell to dispell the Illusionists spells.

First night, uneventful. It starts to rain.

During the travels to partha, I see something off to the north something flat. We deviate from the road to see what it was. Traveled two hours in that direction. Ground descends. Off to the west river tracks going north. Traveled four hours and a wall got larger looking. Ground is very rocky looking and old. Rough and broken. Wall looks perfectly straight going NE to SW. Could be the wall that goes to Partha. On the walls have different sized nests. In one of the nests has a Partha livery. Lam uses "Meld Rock" spell and we go over the wall and turn east. Off in the north, there was fire coing from a structure. Traveled east along the fence line.

#### **Second night - nothing**

Farm with several structures, 2 miles away we see people walking around. The fenceline went east and then turned 90°. We rode through a break in the fenceline towards the structers and people (human). The people told us that the wall is the Partha wall. They also told us to ride a day and a half east towards the

sun and we will find the road to Delvan. We left the fenced in farm land village towards the road.

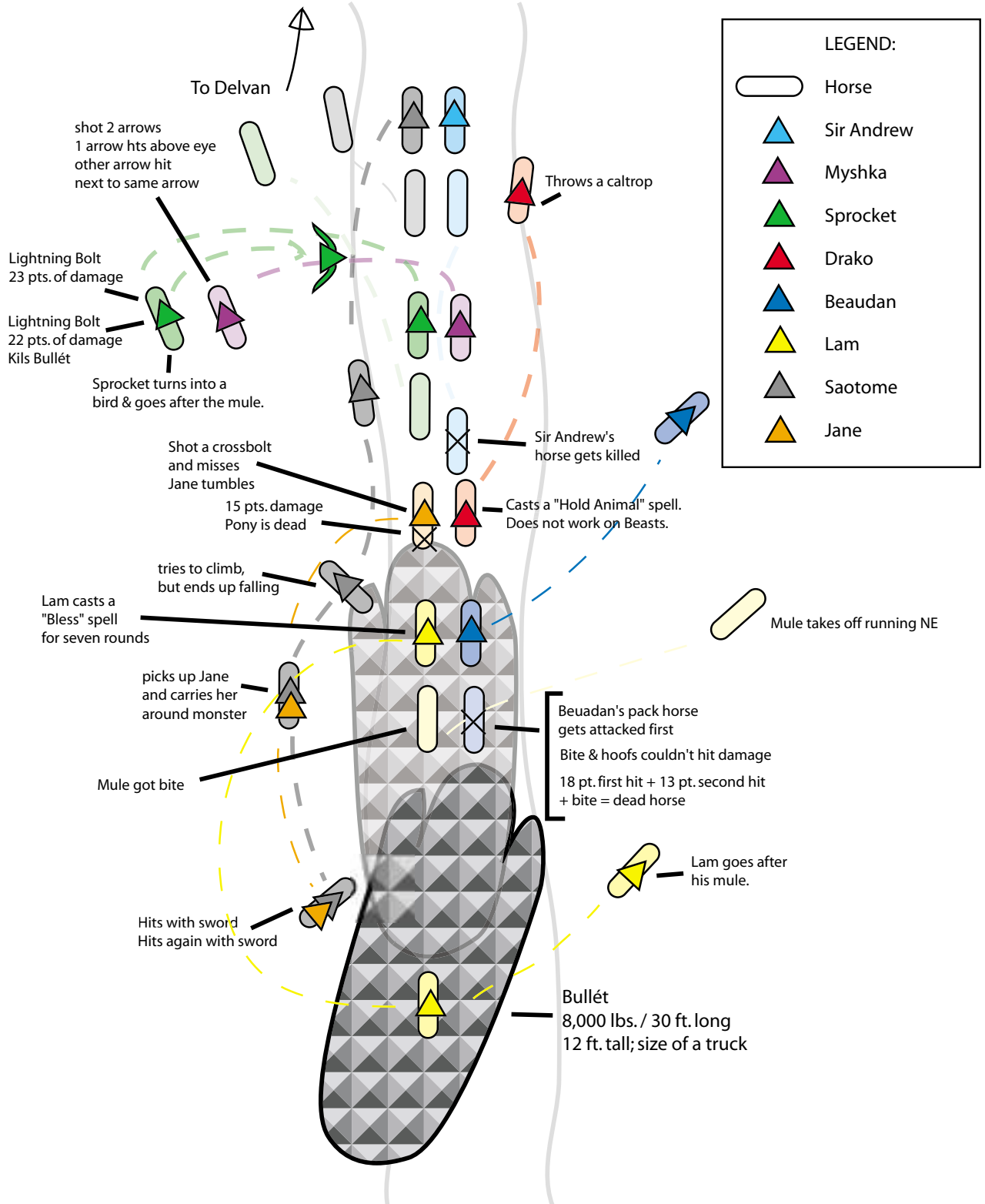
**3rd night - nothing**

Continued east and got to the road. Continued north along the road.

**4th night - nothing**

Continued north to Delvan.

**[BATTLE ON DELVAN ROAD]**



A Bullét (land shark; a 30 ft. long truck size monster that looks to be a cross between a turtle and an armadillo) comes out of the ground and takes a bite out of the rear of Lam's mule. The mule takes 10 pts. of damage from the first bite, 9 pts. of damage from the first hand, & misses with the second hand. Mule takes off NE.

[AC 14, 22 hit points for average horse]

Land shark: 83 points of damage [9d10 + 45]

experience points = 1,100 divided by 8 = 137 points per person.

100 divided by 8 = 12.5 points per person for the horses.

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Drako (Santiago) - Human Druid	1 horse
Beaudan (Yllaria) - Human Fighter	1 horse
Lam (Roger) - Human Cleric/Rogue	1 horse, 1 mule
Sprocket (Rick) - Human Sorcerer	2 horses + familiar hawk named Pierce
Saotome (Ben) - Half-Elf Fighter	2 horses
Sir Andrew (Herbert) - Human Fighter	1 horse
Jane (?) - Knome Rogue	0
	total = 9 horses, 1 mule

Sir Andrew, Jane, and Sprocket travel back to Partha to get more war-horses. The rest of the party that stayed began making camp two miles south down the road from the Bullét.

### **Day 6**

Party 1 [Day 1] - Andrew, Jane, & Sprocket travel to Partha. Camp near the defial.

Party 2 - moves gear to new encampment 300 ft. off the road.

Night watch rotations: 1st - Lam & Drako, 2nd - Beaudan & Myshka, 3d - Saotome

During 2nd watch, we hear what sounds like horses going by us. Wird tracks like we've never scene.

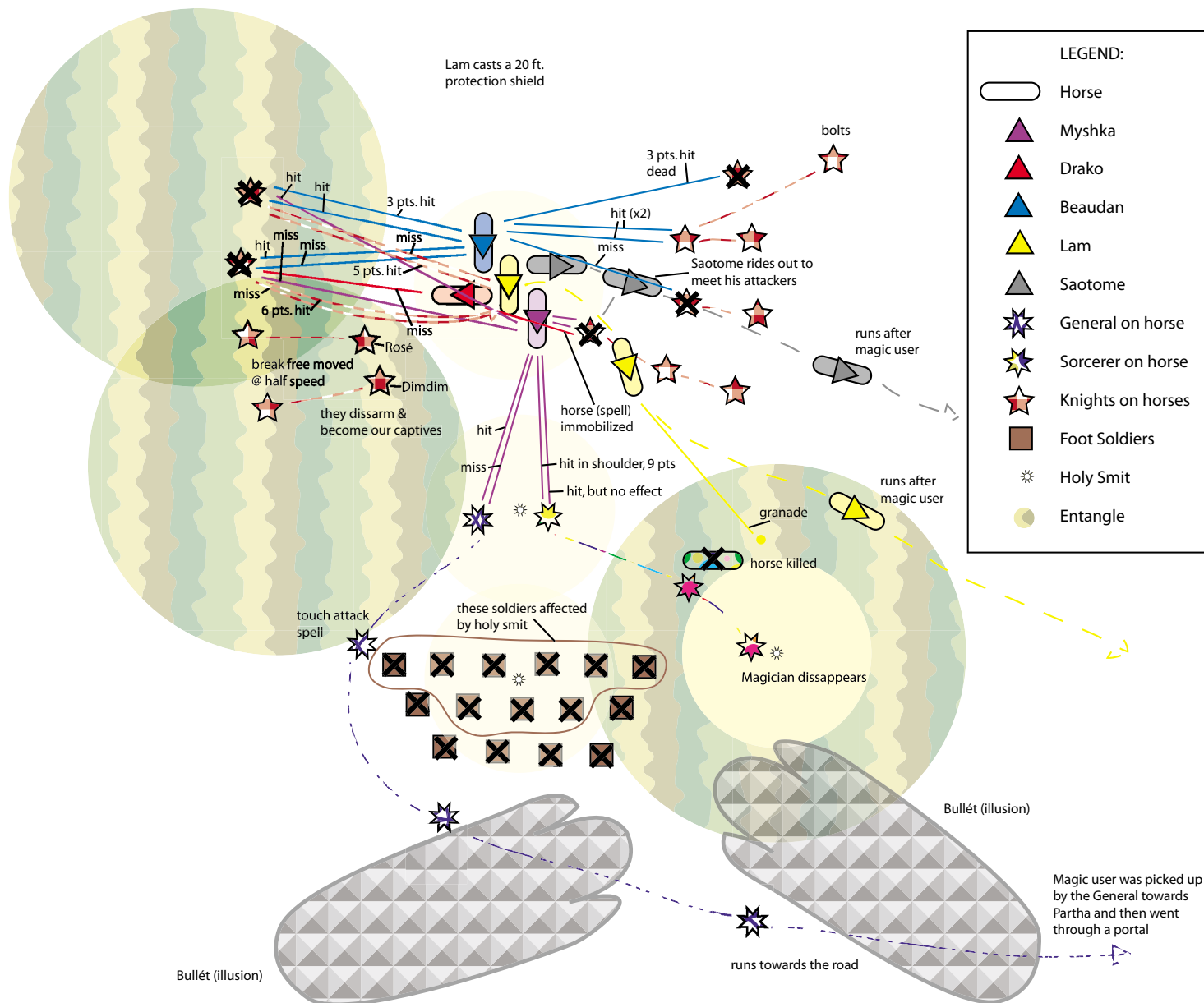
Possibly a giant centipede. 7' wide; stride is 3 ft.

### **Day 7**

Party 1 [Day 2] - continue to Partha; nothing happens.

Party 2 - we use the horses to move some of the scales to the encampment. During our fifth trip to the carcas we see several armored men on the road. 8 men on horses with spears & lances. All human. Lam does Sanctuary spell and move off the road. 2 groups of four split off the road plus 2 more unarmored still on the road on horses. Plus several additional (15) foot soldiers.

## [BATTLE ON DELVAN ROAD 2]



When the battle was done, we had two captives: Rosé & Dimdim. We burned the dead bodies and returned to camp. We had also found 250 gold & silver from all the soldiers.

Party 1 make it to Partha.

Party 2 make camp and do watches with the two new additional men. Ian recharges and does a curse spell on the 2 men.  $[3,600 / 5 = 720] + [210 \text{ xp. for horses}]$  The night is unevenful.

**Two and a half days** towards Partha we meet up with Party 1 carrying 170 plates of varing sizes of Bullét scales.

\*Sprocket has a reduce size spell - Remember this!\*

Camped into the defial, along the road to Delvan. Sprocket, Jane, and Sir Andrew brought back 2 horses & a pony for Jane.

**END**