

6/18/05 GAME

Players:

Myshka (me) - Elf Archer	1 horse
Drako (Santiago) - Human Druid	1 horse + animal companion owl named Athena
Beaudan (Yllaria) - Human Fighter	2 horses
Lam (Roger) - Human Cleric/Rogue	2 horses, 1 mule
Sprocket (Rick) - Human Sorcerer	2 horses + familiar hawk named Pierce
Saotome (Ben) - Half-Elf Fighter	2 horses
Jane - Knome Thief	1 horse
	total = 11 horses, 1 mule

[Starting at Delvan at Midmorning]

We found that the name of the armor smith who is working on Drako's armor is Barg. We also found out through talking to the people that it is 80 days tavel to Minastin from Delvan, 100 days to Rakarro from Delvan, & 60 days to Doriath from Delvan. They said that the last month of traveling to Rakarro is the hardest for caravans. In Doriath we should beware of flying things - very bad! The best time to travel is during the Spring and Summer. There is usually only one caravan that travels to Minastin, and that caravan had already left yesterday. There are ruins in the Dark Forest that look like small creatures stacked made out of stone. They all say don't travel at night while in the Dark Forest! When traveling through the Dark Forest, it is best to travel to a place that has a clearing of a ring of stone that glows before you make camp. There is always something moving in the Dark Forest. It is highly recommended that you bring a Cleric. If we ever decided to go through the Great Dessert, it is best to see about getting a guide, such as one of the Dirvishes. But you need to find one that you can trust.

We went to the Grand Caravan Circle offices in order to find out where we are to take the soldiers we have collected to get a reward in returning them. They directed us to the area in which the FREESWORD is located, because Rosé and DimDim was not part of the Caravan Circle company. The soldiers in that company you can trust. While we where at that office, we found out that the Earth Elemental we saw on our travels up from Partha should be avoided and not messed with. In fact, they are looking into doing a collection in order to hire soldiers to stop anyone impeding the Earth Elementals work. We thanked him and left.

We got to the FREESWORD company and it was located in the seedy part of town. The company is newly formed and isn't very organized compared to TALL SPEARS company that Rosé is apart of. The FREESWORD company is comprised of all races. Lan did the negotiations for the return of DimDim to the FREESWORD and we got 20 gold for him. Lan tried to ask more information out of Korky by a way of 20 gold, but he said that he would see him at the GRANET GARGOLYAL INN, and said no more.

We then go to the TALL SPEARS company. Lan negotiates with the head of the company and gets 40 for Rosé. The manager said that he said that DimDim and Rosé was hired by Etyen. Any other information beyond that name was classified. He did tell us that Etyen has a price on this head of 2,000 gold for raiding caravans. We sold the horses back to his company for 80% of their going rate: $320 \text{ gold} \times 8 \text{ horses} = 2,560$ added to the $20 + 40$ for the ransomes = $2,620$ gold divided by $7 = 374$ gold per person.

After TALL SPEARS, we went over to the GRANET GARGOLYAL INN. For 20 gold and a drink, the dward named Korky, said that their where 7 people contracted under Destonic. There is talk (hushed talk) about Sorcerers for hire at a guild. We thanked him and left.

Sprocket scrys on the female giant we left alive at the caves. He saw that she was traveling with other giants. Around 8-9 giants carring stuff.

Poof - 2 weeks go by: Drako gets fitted for his armor.

Poof - 2 weeks go by: Drako picks up his armor.

Lam asks the box who far is it from Delvan to Temple of Many Ways = 2,520 miles S/SE

With no longer needing to come back to Delvan, we decide to go to the Dark Forest - looking for adventure. But before we left, we visit the Alchemist Guild in Delvan to get Grenades.

Drako buys a staff sling, 3 Grenade type 1, and 3 Grenade type 2.

Myshka bought 5 vials of oil, 5 Ignidor Arrows, & 10 Acid Arrows.

Beuadan bought ?

Lam bought ?

Sprocket bought ?

Saotome bought ?

Day 1

Travel all day and nothing happens.

Night - nothing happens.

Day 2

Due East all day. Lots of ruins by Dwarfs. The rest of the day - nothing happens.

Night - nothing happens.

Day 3

Travel 1 hour east along road and we loose sight of mountain range. Rolling hills; broken rock. 2 hours of traveling we come upon a nasty smell. Sprocket sends the hawk to find out what is ahead - the hawk reports that there is a crack in the mountain that is spewing gases from it that made the hawk feel bad. The hawk came back to Sprocket and Lam cures the hawk with a minor heal spell for poison.

After 10 minutes of traveling in the same direction, we all got woozy and headaches. We go slowly south off the road for a couple of miles and then head north for 5 miles to come back to the main road. We travel the rest of the day and nothing happens.

We stay at the TRAVELERS INN. The locales say that an earthquake happened and the smell came after that. Many who have traveled to it, have never come back. Nothing happens for the rest of the night.

Day 4

Due East we travel. We saw a river coming out of the mountain into a gorge. Continue East and nothing happens for the rest of the day.

Night - nothing happens.

Day 5

Mountains taller in the north. Rolling hills flattening out. Traveled all day and nothing happened.

Night - nothing happens.

Day 6

Traveled half day and then turned NE.

Night - nothing happens.

Day 7

Traveled E/NE. The terrain was rocky planes. Traveled all day and nothing happened.

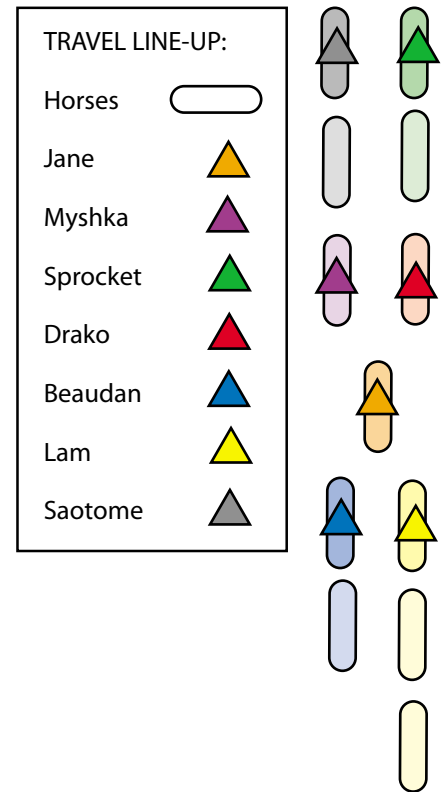
Night - nothing happens.

Day 8

Mountains spreading out, and we see open plains. Traveled all day and nothing happened.

At 1AM - second watch, Draco's owl wakes him up to tell him that he saw four figures the same size as us coming towards us at normal speed from far away. Drako woke up the rest of the party and we all get suited up and readied our weapons. We had no fire that night and the moon was one-quarter - very low light. Lam does a "Bless" spell. Creatures were at 100 yards and closing. Sprocket changed into a bat and flew at their direction. As soon as he got close enough, arrows starting shooting at him. He got hit by 5 arrows: 13 pts. + 12 pts. + 12 pts. + 17 pts. + 16 pts. = 70 points of damage with several other arrows wizzy by. Sprocket fell to the ground dead.

At that point, we engaged the battle.

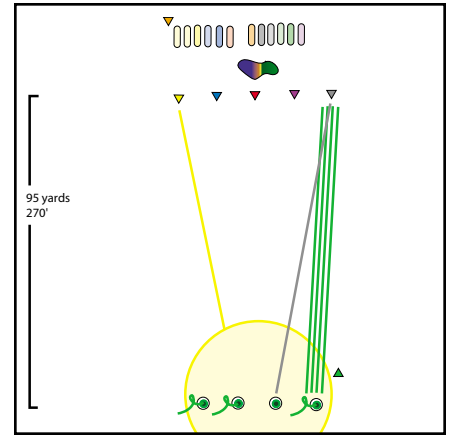


Night Watches:

- 1 Beuadan & Jane
- 2 Saotome & Sprocket
- 3 Myshka, Drako, & Lam

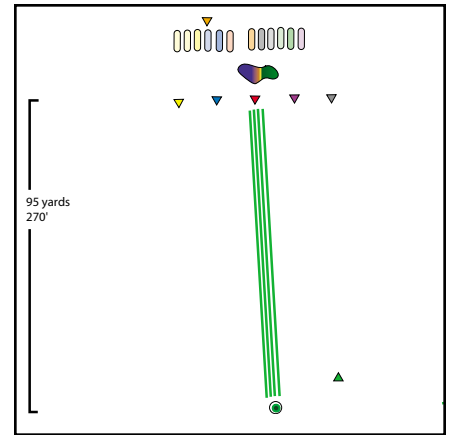
Round 1

- 1 Jane Cut the horses free
- 2 Drako Readied his bow
- 3 Saotome Readied bolista and shot bolt - hit (2d6 x2) significant damage to one.
Got hit by 3 arrows: $9 + 16 + 13 = 38$ pts. of damage
- 4 Lam Slinging grinade - hit all 4 in range
- 5 Myshka Readied bow
- 6 Beaudan Readied bow



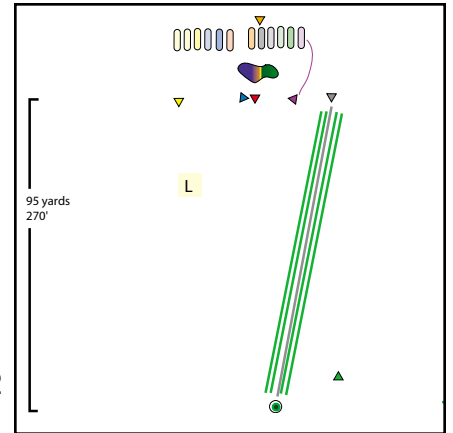
Round 2

- 1 Drako 2 arrows - both miss
Got hit by 3 arrows: $13 + 12 + 15 = 40$ pts. of damage; he went down to -7.
- 2 Jane Cut the horses free
- 3 Beaudan Ready with bow
- 4 Myshka 2 arrows - both miss
- 5 Lam Spell - Invisible to Undead
- 6 Saotome Re-cocking bolista



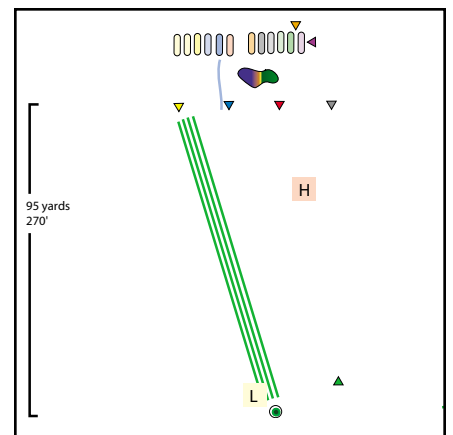
Round 3

- 1 Lam Summon Monster 4 - Celestial Lion
- 2 Beaudan Cure moderate wounds on Drako - 16 pts. back
- 3 Myshka Ran to horse
- 4 Jane Cut the horses free
- 5 Drako Getting healed by Beaudan - 9 hp current
- 6 Saotome shot bolt - hit
Got hit by an arrow: 12 pts. of damage; he went down to -2 + the crossbow fell on him.



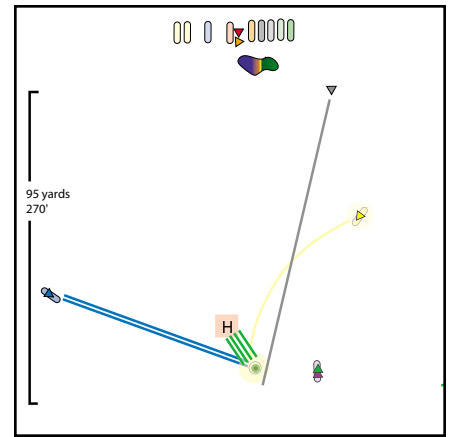
Round 4

- 1 Drako Summon Animal - Hippogriff
- 2 Myshka Mounting horse
- 3 Jane Ran to the equipment packs
- 4 Lam Healing spell on Saotome (4d8 +8)
- 5 Beaudan Called her horse
- Saotome Getting healed by Lam & getting back up.



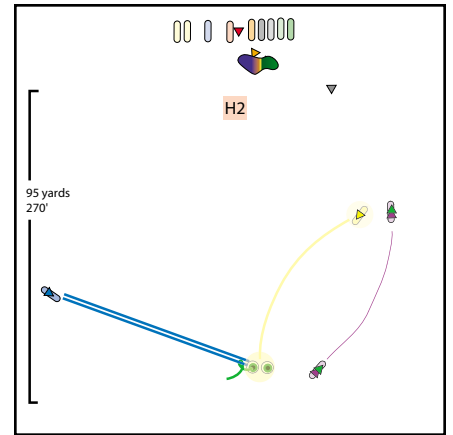
Round 9

- 1 Drako Waiting with grinade in sling
- 2 Jane Took grinades to Drako
- 3 Creatures 4 arrows - all hit the Hippogriff
Hippogriff Got hit by 4 arrows and dissappeared
- 4 Saotome Shot bolista - missed
- 5 Myshka Re-mounted the horse
- 6 Lam Spell - Holy Smit (2d8 @ a 20' radius)
- 7 Beaudan 2 arrows - hit @ 1 pt. & hit @ 2 pts.



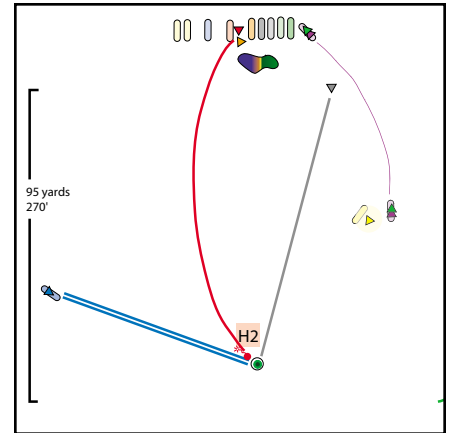
Round 10

- 1 Drako Summon Animal - Hippogriff
- 2 Saotome Re-cocking bolista
- 3 Creatures Creature blinked out and was replaced by another one
- 4 Lam Spell - Holy Smit (2d8 @ a 20' radius)
Got hit by 3 arrows: $9 + 9 + 12 = 2$ pts. of damage
- 5 Myshka Ran back around Lam towards the horses
- 6 Beaudan 2 arrows - hit & miss
- 7 Jane Got more grinades



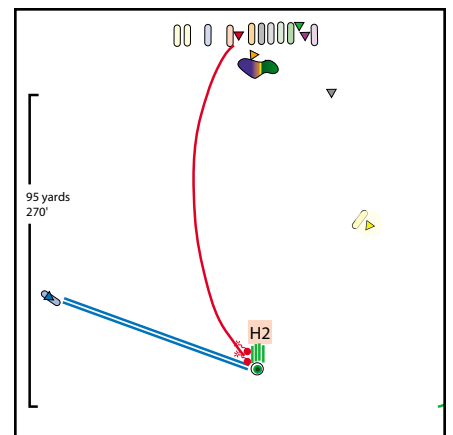
Round 11

- 1 Drako Flung grinade with 10 sec. wick [7 sec.]
- 2 Jane Got more grinades
- 3 Saotome Shot bolista - hit
- 4 Creatures 3 arrows: $9 + 9 + 12 = 30$ pts. of damage
- 5 Beaudan 2 arrows - 2 hits; $6 + 9 = 15$ pts.
- 6 Lam Dismounted to get grinade from backpack
Got hit by 3 arrows: received only 2 pts. of damage
- 7 Hippogriff Bite - hit
- 8 Myshka Regathered with the horses



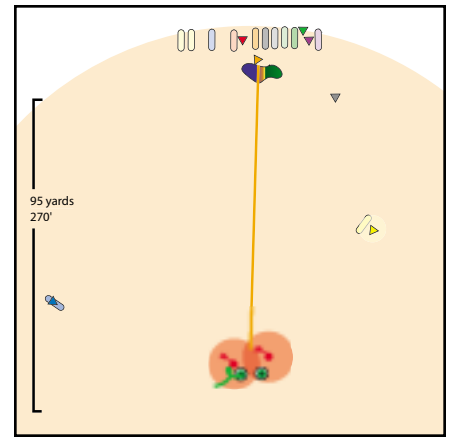
Round 12

- 1 Creatures 4 arrows: $13 + 11 = 24$ pts. of damage
Hippogriff Got hit by arrows and dissappeared
- 2 Jane Got flare rocket and announced what she was doing
- 3 Lam Got out grinade
- 4 Beaudan 2 arrows - 2 hits; $5 + 4 = 9$ pts.
- 5 Drako Flung grinade with 5 sec. wick [4 sec.] [2 sec.]
- 6 Myshka Dismounted horse & Sprocket's body
- 7 Saotome Double cocking bolista



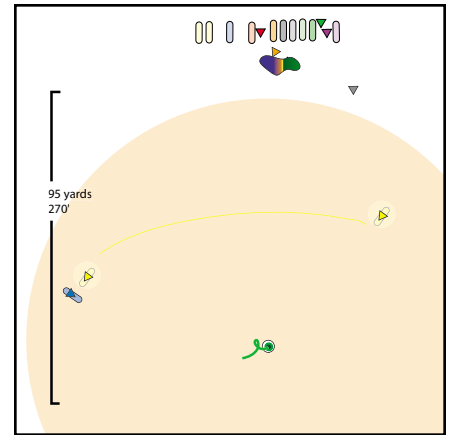
Round 13

- 1 Jane Fired flare rocket; burned arm from the rocket
Creatures Creature blinked out and was replaced by another one
Lam Turn both head & the horse's [Dazed]
Beaudan Turn both head & the horse's [Blinded]
Drako Summon Animal - Wolverine; held spell [Blinded]
Both grinades go off (4d6)
Myshka Saddling horse [Dazed]
Saotome Was going to fire bolista [Blinded]



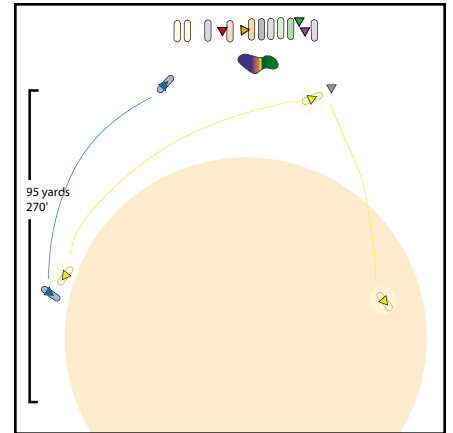
Round 14

- Jane Got crossbow
Lam Went over to Beaudan; Healing spell for the blindness
Beaudan [Blind] Put a cover over the horses eyes
Drako [Blind] Heal spell on himself
Myshka Continued Saddling the horse
Saotome [Blind] Holding onto the Bolista
Creature Creature cannot be seen over the continuing flare bursts



Round 15

- Jane Saddling up her horse
Lam Went to Saotome and healed him, then back over to see if there where any creatures still there.
Beaudan Can see again and regathers with other horses
Drako Saddling up his horse
Myshka Finished saddling and packing up the horses
Saotome Still holding the Bolista, but un-cocking
Creature Can't see a body.



Lam uses a spell to preserve his body and packed in on his horse for the trip back to Delvan.

Took two shifts for the rest of the night in order to let Drako and Lam sleep. The rest of the night was uneventful.

We got back to Delvan, asking around about the creatures. The people never heard of them.

Lam had talked with the local Clerics guild about doing a combine spell in order to resurrect Sprockets body.

$3,300 \text{ XP} / 7 = 471 \text{ XP per person}$; even for the dead Sprocket.