

11/27/05 GAME

Players:

Myshka (Samantha) - 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	1 horse, 1 mule
Stryker (Rick) - ?; Wizard	2 horses [Sprocket's] + familiar Raven named Simper
Saotome (Ben) - Half-Elf; Fighter	2 horses
Reginald (Tim) - Halfling; Rogue	1 horse
	total = 10 horses, 1 mule

[Starting at Delvan - currently Springtime]

Lam tries to talk to the Stonic (King of Delvan), but he is out of town. So Lam goes to the Temple of Kord to talk with a head man about Sprocket's demise. The man shows Lam a book with a strange language that talks about General Resurrection and such, but stop shorts of True Resurrection description and instructions.

Mean while, Saotome goes alone to where the Portal stones are hidden within a cave that has been covered up by rocks and such. He's up there to check for guards, which had none. But it had a sign with Dwarvish language written on it. So he returns to Delvan. The trip took half a day to get there and the other half getting back.

Lam asks his Magical Box:

"What is the vector to the nearest Gold circle? Nothing

"What is the distance to the nearest Gold circle? Nothing

"What is the vector/distance to the second nearest Gold circle for [place #11]; gives extreme description? 680 miles E/SE

Next day we go up to the portal squares. Reginald reads the "Warning" sign.

Saotome sees high up on a hill a look out tower possibly manned by Dwarfs. So Saotome and Drako goes on ahead alone on the nearby trail. Drako wakes up his owl and sends the owl on ahead to search ahead of them. The owl comes back and tells them that there is a structure ahead. They both go towards the structure and go in it. The structure is 15' x 15' with a staircase leading downwards. The structure looked deselected and open. Saotome with his continuous light helmet went alone down the steps. The steps go down 10' and then you must turn left into a spiral. Every 10' there is a small platform before going on downwards. Saotome checked out the first 10' landing and there was nothing, but noticed a faint movement of breeze continually flowing from below. The second 10' landing had a dead animal skeleton. The third 10' landing had nothing again. After the fourth 10' landing, he went back upstairs to rejoin with Drako and relay the information.

Mean while, Drako noticed that at the bottom of the ravine was a structure about 100' down. When Saotome rejoined him, they both went back and rejoined with the main group relaying the information. After which we walked back to Delvan.

Lam left a note for the Stonic, written by Reginald, asking permission to travel through the portals. Plus a gift - a pendant in memory of good dealings they had in the past.

Next day we decided to go south to Partha. On our way out we stop by the Alchemists' schools. There are 3 main Alchemist Guilds; the largest one we went to. We asked for Graglin at the Guild. He sold us Fire Blankets which are heavy and bulky and can go up to a 20' x 20' piece. 5 lb. apron costed Lam and Drako 150 gold. The 20' x 20' blanket weights 100 lbs., so Saotome bought a 10' x 10' blanket weighting 25 lbs.

The Alchemists warned us that all their items are sensitive to moisture and are wrapped in a cloth-weave. All the arrows are 1 gold each.

FLARES

Moonlight Rockets

150' D for 7 minutes weights 2 lbs. for 200 gold

200' D for 15 minutes weights 5 lbs. for 500 gold

300' D for 30 minutes weights 8 lbs. for 1,000 gold

Starburst Rockets

270' D for 40 seconds weights 2 lbs. for 100 gold

Straight Line Rockets

270' D for 40 seconds weights 2 lbs. for 100 gold

After we were done shopping for more explody things, we finally got under way to Partha.

Day 1

Nothing happens; no outgoing and no expected in coming caravans. A week ago a caravan left.

Night - nothing

Day 2

Day - nothing

Night - We sleep at the "Rips us off" TRAVELERS INN with the Donkey sign. And nothing happens.

Day 3

Day - nothing

Night - nothing.

NOTE: Sprocket's body is on the horse named Christine with Sprocket's equipment baby-sat by Stryker.

Day 4

Day - We travel for a couple of hours in the morning and see a faint trail to the East (left). We continue SW.

Night - nothing

Day 5

Day - Owl came back with the impression of flying creatures. Saotome keeps watch.

Night - nothing

Day 6

Day - Continue traveling SE then E.

Night - During 3rd watch (no campfire), Reginald smells something like flowers, but off in some way. He discerns that the smell came from the NE side. [No moon] After a couple of hours that went by they heard a faint hissing and buzzing noise. At that point 3rd watch woke up everyone and we started off since it was one hour till dawn.

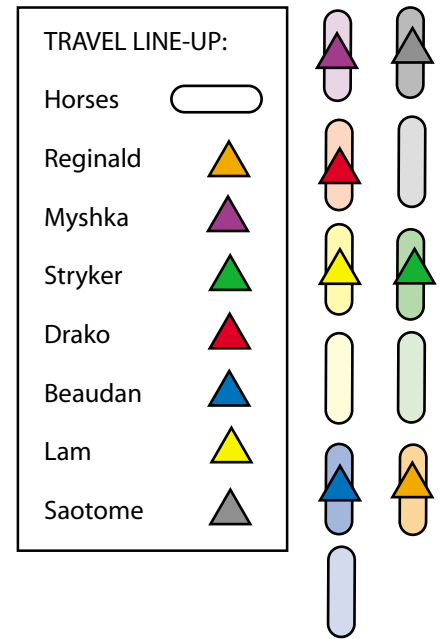
Day 7

Day - Stryker sent his Raven out to search ahead.

Lam asks his box: How far to place 11? Answer: 360 miles do East. What Vector to Longshores? Answer: 400 miles SW.

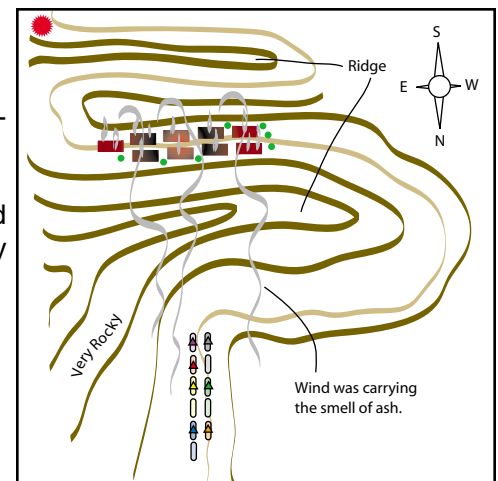
The Raven came back and said it saw off to the South a splash of Red. Beaudan saw in the spy glass the same thing some 20 miles away the same red spot.

We went through the step mountain pass. A couple miles ahead of us, Saotome's spys-glassed a burnt up large caravan. Drako sent his owl to search the scene of the caravan and to report. The impressions the owl gave us was that of a Dog-like bi-ped creature ordered other creatures not like itself around the caravans. The creatures had been running around and throwing things about. We were currently 1 mile away. They didn't see us yet as it was getting to dusk. As the sun set, Saotome could see the red glow growing larger in the distance. We all prepared weapons.



Night Watches:

- 1 Lam, Drako, & Stryker
- 2 Saotome & Myshka
- 3 Beaudan & Reginald



The battle went as such:

Saotome will go up the hill and try to take shots at them from above without his horse. While Lam does both a Bull Strength and Silence spell on Saotome. Stryker did a scrying on the red spot and he saw a roaring ball of spitting fire. It's twice the size of a wagon and it moves fast.

When Saotome got to the top of the hill, he saw Orcs and a Dog-like creature, presumably the leader, barking orders to them. Saotome shot at the leader and missed; the leader paid no notice. Saotome tries again. We heard a thunk and something falls spilling coins on the ground. Grunts and shouts enraged, and then Saotome ran down the hill. The creatures saw Saotome.
[Eric & Ben went into another room to finish the battle]

During this battle, we came to realize that only Beaudan and Saotome had better Spy-glasses then the rest of us. Theirs being better quality could see up to 180 feet, while the rest of us could only see up to 120 feet.

While Saotome was off on his own adventure, Myshka, Drako, and Reginald went up the same hill as Saotome did. Drako threw a light rock and it disappeared. Lam did a Bull Strength and "Resist Elements" spell on himself. Beaudan cut the packs off of four of the horses and readied them for a charge. Stryker stood ready with the other horses while we went into action.

When we got to Saotome, he had killed them all (9 Orcs and 1 Dog-like creature). All the horses, people, and wagons where burned as they stood. A six foot diameter area scorch mark around the caravan area was seen. Lam took off with Saotome towards the red glow that was getting brighter. Drako went back to get Stryker, the horses, and the packs. We found a chest of coins.

Meanwhile..... Lam heard something scramble on ahead of them. Lam & Saotome continued around the corner of the road for 50 feet. The sounds where going away. They both continue down the road for another 50 feet - they heard hissing sounds and glowing along the ridge of the hill 100 feet away. Lam did a "Dispel Magic" spell - nothing happened. The Fire Ball noticed Lam and floated very fast down towards them. Lam did another "Dismissal" spell - nothing happened again. Lam did a 10 foot circle "Magic Protection" spell around him & Saotome. The Fire Ball enveloped them.

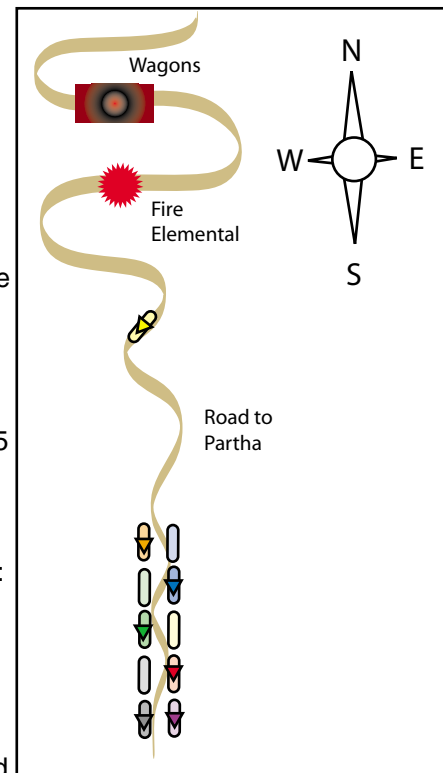
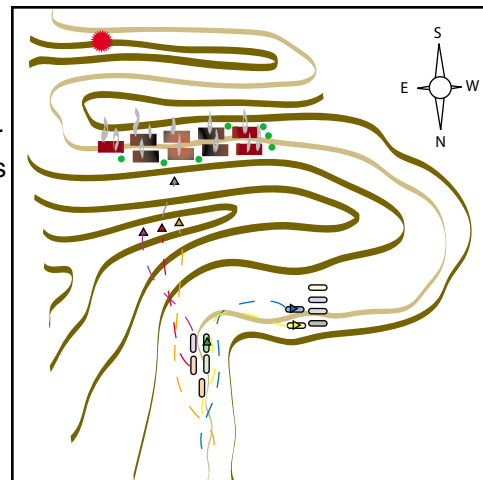
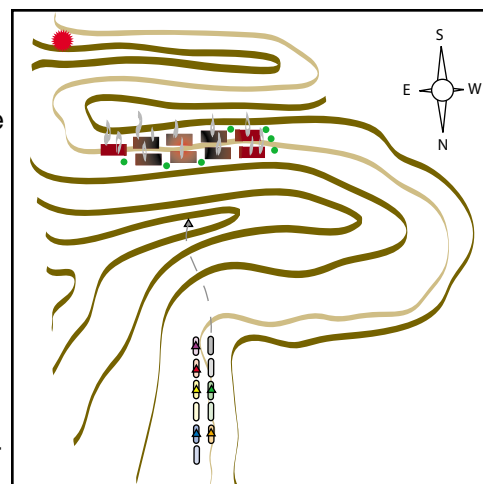
As the Fire Ball continued to surround their protection field, they tried to move away. Lam got nauseated, but Saotome was fine. Saotome dragged Lam up the hill. During the next round, Lam was okay, so he could do another "Magic Protection" spell, but this time on the Fire Ball. The Fire Ball was enveloped into a magic force field. Lam tried to do another "Dismissal" spell, but nothing happened. The magical force field was good for 80 minutes. Lam & Saotome went back to the caravan to report.

While, Lam & Saotome are roasting under an open fire..... the rest of the group found 15 gold amongst the dead, and 338 gold + 1,500 silver amongst the 9 wagons. One of the wagons was full of 5' steel bars.

Lam did a "Divination" spell to find out how to destroy the Fire Elemental, the answer was: Prayer, Dismissal, Blast, and Fight. So we got the horses back together, mended the saddle packs, mounted up, and moved the whole of the group down the hill far away from the Fire Elemental.

Meanwhile.... Lam did a Prayer spell on us; negative effect for the Fire Elemental. Lam placed a bomb suitcase near the Fire Elemental; set the fuse for 20 minutes, and galloped to catch up with the rest of us. The plan was that when the bomb went off and the Fire Elemental was still alive, we would run or rather scatter into different directions so as to not get taken down all at the same time. And Lam had enough spell magic to be able to do another "Magic Protection" spell.

We continued down the hill for awhile waiting for the bomb to go off, but it didn't. So we stopped. Stryker scryed on it and found out that it was still alive flying around in the air fighting several Red Dragons. By this time, dawn was approaching.



Day 8

Day - We decided to move off the main road and make camp on the East side. Drako healed Saotome. The rest of the day was uneventful. Stryker sent his Raven to do reconnaissance. The Raven came back with the impression of another campsite nearby, but abandoned.

Night - nothing

Day 9

Day - Raven came back to Stryker and told him that there were several creatures coming towards us. We decided to all go back up to the wagons. After 3/4 of the day has gone by we heard a big boom go off in the distance. Stryker scryed and saw that the Fire Elemental was burning its way through a forest. We made our way towards the wagons and we found a few dead orcs burnt up. We figure they were the idiots who took the briefcase and mishandled it.

We continue up the hill till we get back to the wagons. We decided to bury the 200 pieces of 5' metal into the ground and leave a "Vatos was here" sign on a stone as a marker. But we took 3 pieces of the metal with us. Lam has one on his mule.

Night - During last watch, the owl came back and woke Drako up. The owl had an impression of a large group of humanoids dragging something. So we woke up everyone. Owl came back again with the impression that they were a mile away and coming towards us. We moved out of the mouth of the defile.

Day 10

Day - We travel on; have breakfast, then move on. Stryker scryed the entrance and saw a large cave that gets dark - no source of light. Saw a pile of torches thrown at the entrance of the cave.

[Ended Game Here] $338 + 150 + 15 = 503 / 7 = 71.86$ gold/XP per person.