

1/29/06 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
Jethro (Bob) - Halfling; Rogue	1 mule + cart
Lorrana - Human; Ranger	1 horse
	Total = 11 horses, 2 mules, 1 cart, 1 Raven, 1 Owl

[Starting on road to Partha from Delvan]

We began at 12 noon at the beginning of the trail to the natural cave. The top and the entrance showed no signs of Orcs or Ogers. Stryker sent his raven out to do recon. It came back with the sense of 3 bad creatures straight up on the outside of the cave.

We entered the mouth of the cave. Jethro went on ahead of the group about 60'. We continued in the cave and the opening funneled down to a 10' x 8' tall tunnel.

We found a pile of debree on the ground. With the lighting being so dark, Stryker did a "Dancing Light" spell to light up the surrounding area. Reginald & Jethro checked for traps. There was no traps and nothing of value.

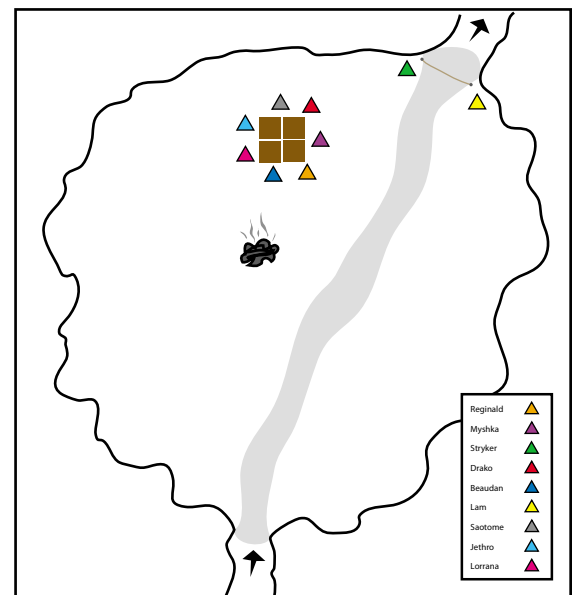
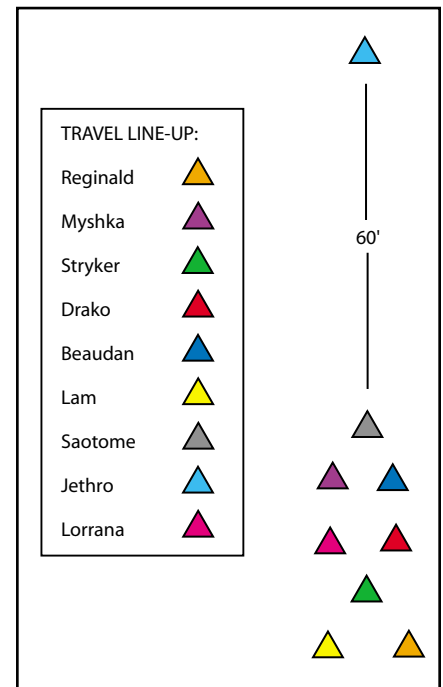
We continued to travel and got to the end of the tunnel. We could only go either left or right. To the right was nothing. To the left was natural broken rock and a grading sloop upward. As we continued to travel to the left, we could smell an unpleasant order and faint smell of smoke. We noticed at this point that the ceiling had black soot.

We continued on the trail which twisted, turned, and winded around. Stryker sent his raven back out to keep an eye on the horses.

We continued and Saotome found a pile of boxes. Saotome opened up a box, which caused the release of a trap of falling rocks. Lorrana and Jethro got killed in the process. Healing spells restored those who where still alive.

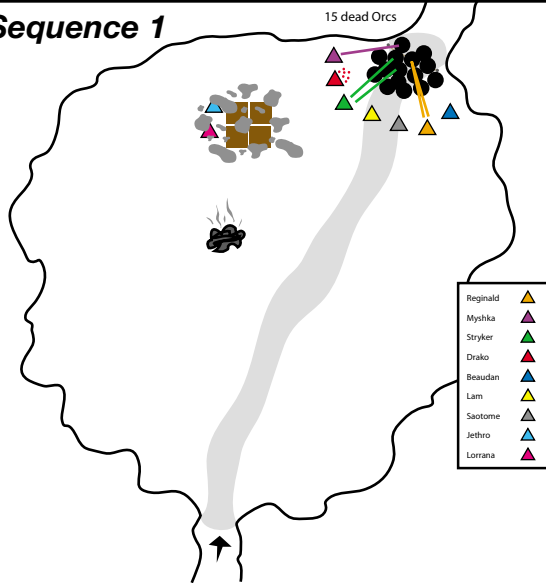
While Saotome was causing havoc, Lam & Stryker hammered a rope across the road.

We heard voices and noises coming in our direction from an opening further to the right of us the went upward.



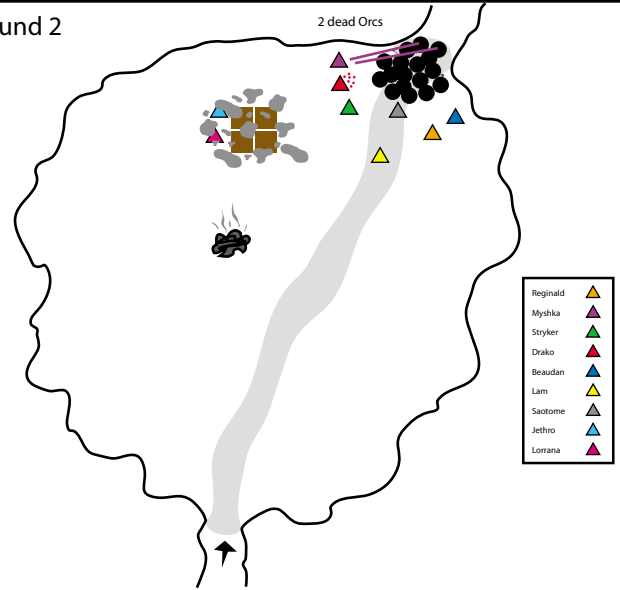
Battle Sequence 1

Round 1



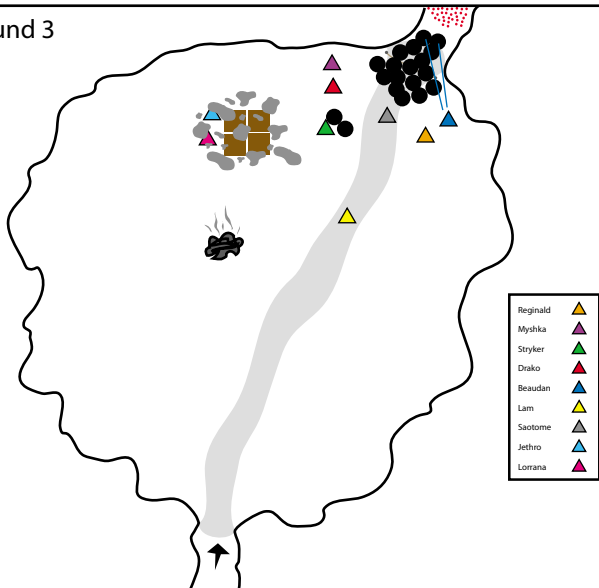
- x Lam bow
- x Stryker bow
- x Saotome sword - 4 dead Orcs
- x Myshka bow with acid arrows - 1 Orc dead + 1 still alive
- x Drako Spell - swarm of bats
- x Beaudan sword
- x Reginald bow - 2 arrows in 1 Orc

Round 2



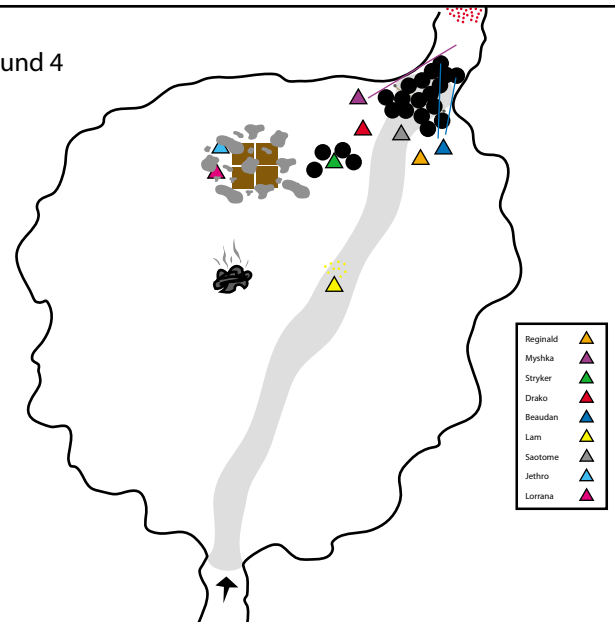
- 1 Stryker bow - 2 hits, but both still up
- 2 Lam watching our backs
- 3 Reginald bow
- 4 Beaudan bow
- 5 Myshka bow with acid arrows - 2 hits, 2 dead
- 6 Saotome sword
- 7 Drako Spell concentration

Round 3



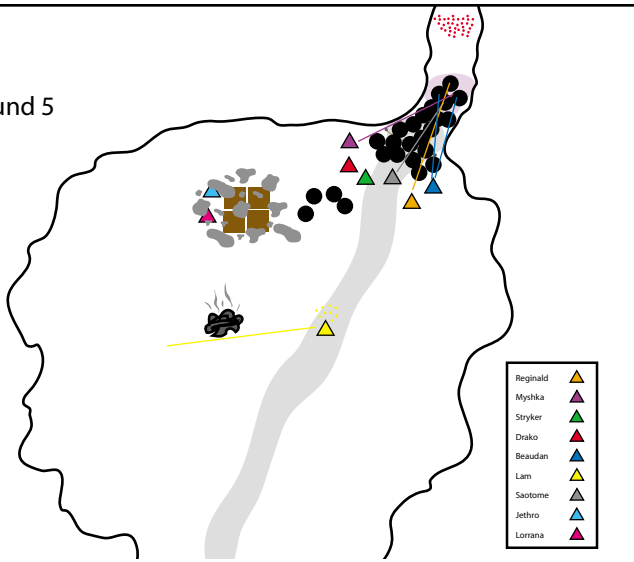
- 1 Drako bats form and directs them into the cave with the Orcs
- 2 Reginald bow - 2 arrows, nothing
- 3 Myshka bow with acid arrows - 2 arrows, nothing
- 4 Lam still looking
- 5 Stryker drag bodies out of the way
- 6 Beaudan bow - hit
- 7 Saotome cocking bolista

Round 4



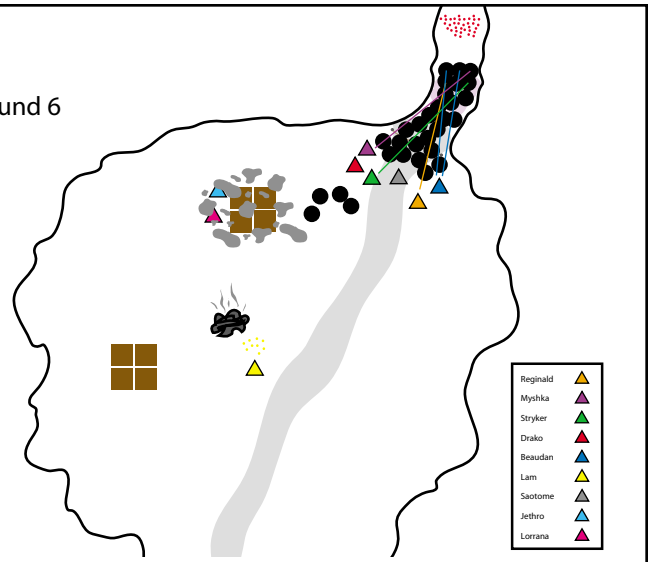
- 1 Lam casts a continual light spell
- 2 Drako concentrating on bats
- 3 Reginald bow - 2 hits; both still alive
- 4 Stryker loots the bodies
- 5 Saotome ready with bolista
- 6 Beaudan bow - 2 hits, 2 dead
- 7 Myshka throw a vile of oil

Round 5



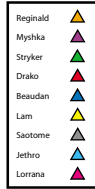
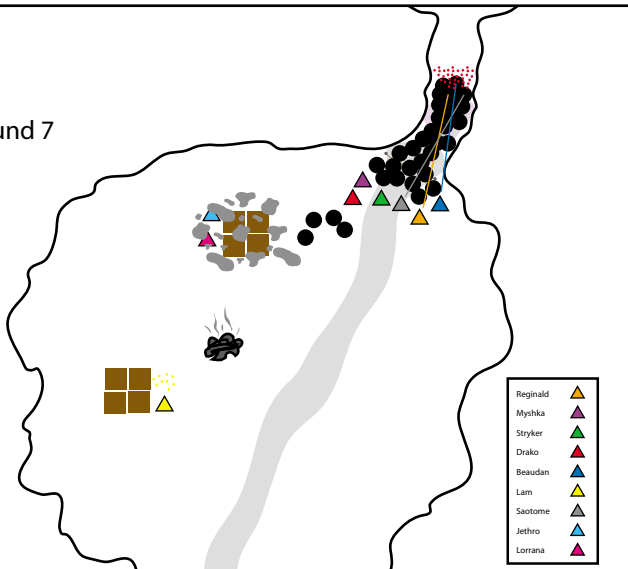
- 1 Saotome bolista - hit; 13 pt. damage
- 2 Drako concentrating on bats to move further up into the cave
- 3 Lam Shoots a daylight arrow up into the cave ceiling
- 4 Reginald bow - 2 hits; 1 dead & 1 alive
- 5 Stryker bow - 2 hits; both miss
- 6 Myshka bow with Ignitor arrow
- 7 Beaudan bow - 2 hits

Round 6



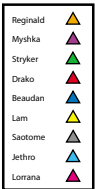
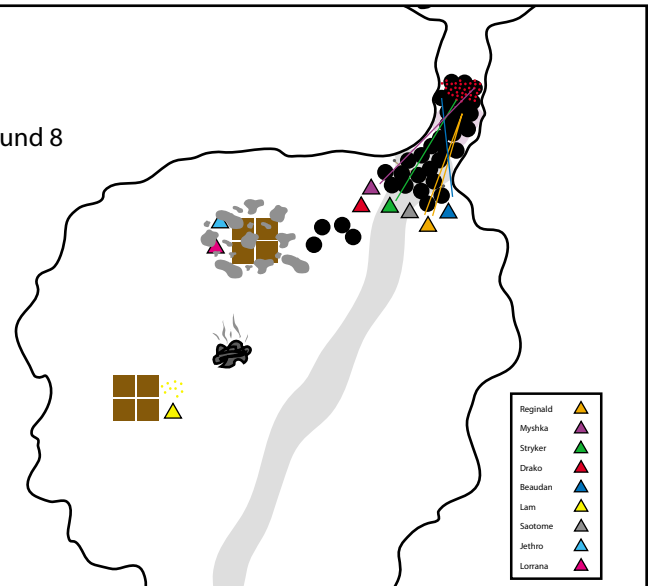
- 1 Saotome cocking bolista
- 2 Reginald bow - 2 hits; 1 dead & 1 alive
- 3 Drako Concentration on bats
- 4 Stryker drags more bodies out of the way
- 5 Lam walks towards other pile of boxes
- 6 Beaudan bow - 2 hits
- 7 Myshka bow with acid arrows - 1 miss & 1 still alive, but annoyed

Round 7

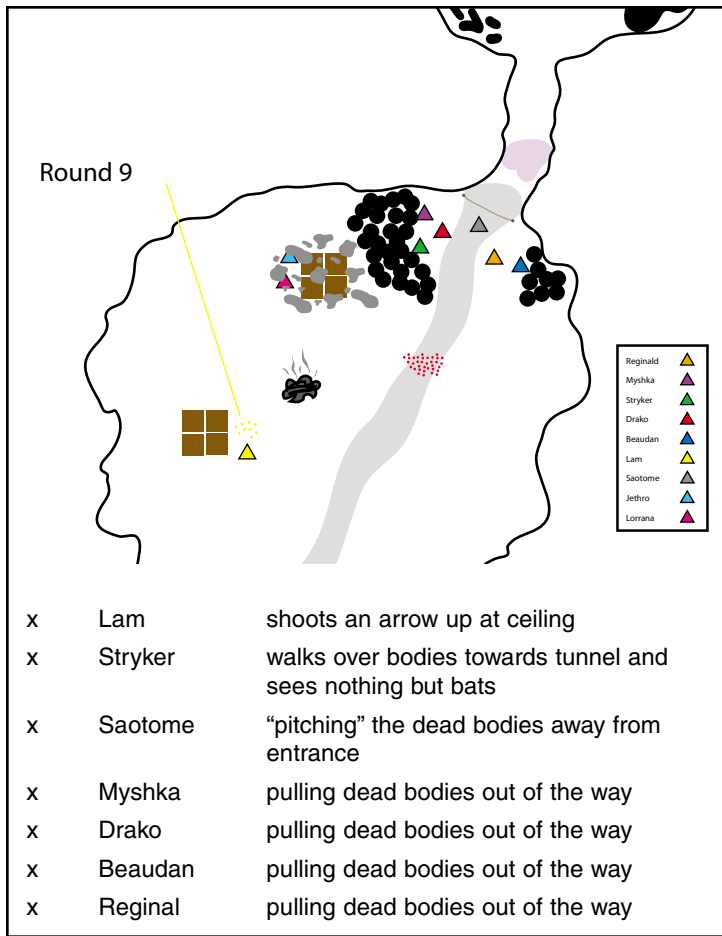


- 1 Reginald bow - 2 arrows; 1 dead & 1 alive
- 2 Drako Concentrating on bringing the bats back
- 3 Myshka bow with acid arrows - 2 arrows; 9 & 7 pts. of damage; both still alive
- 4 Stryker bow - 2 arrows; still alive
- 5 Lam wandering over towards boxes
- 6 Saotome double bolista - 2 arrows; 12 & 6 pts. of damage; both dead
- 7 Beaudan bow - 2 arrows; 1 dead & 1 alive

Round 8



- 1 Lam ready bow
- 2 Stryker bow - 2 arrows; 1 dead & 1 alive
- 3 Drako Concentration on bats
- 4 Reginald bow - 2 arrows; 2 dead
- 5 Beaudan bow - 2 arrows; 1 dead
- 6 Myshka bow with acid arrows - 1 dead
- 7 Saotome cocking bolista

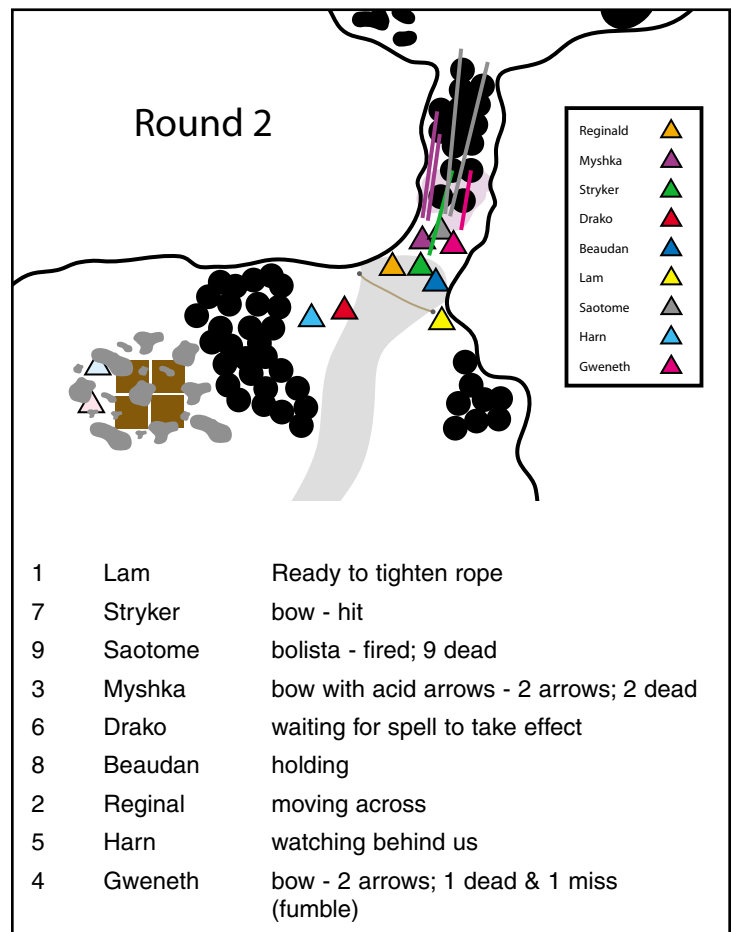
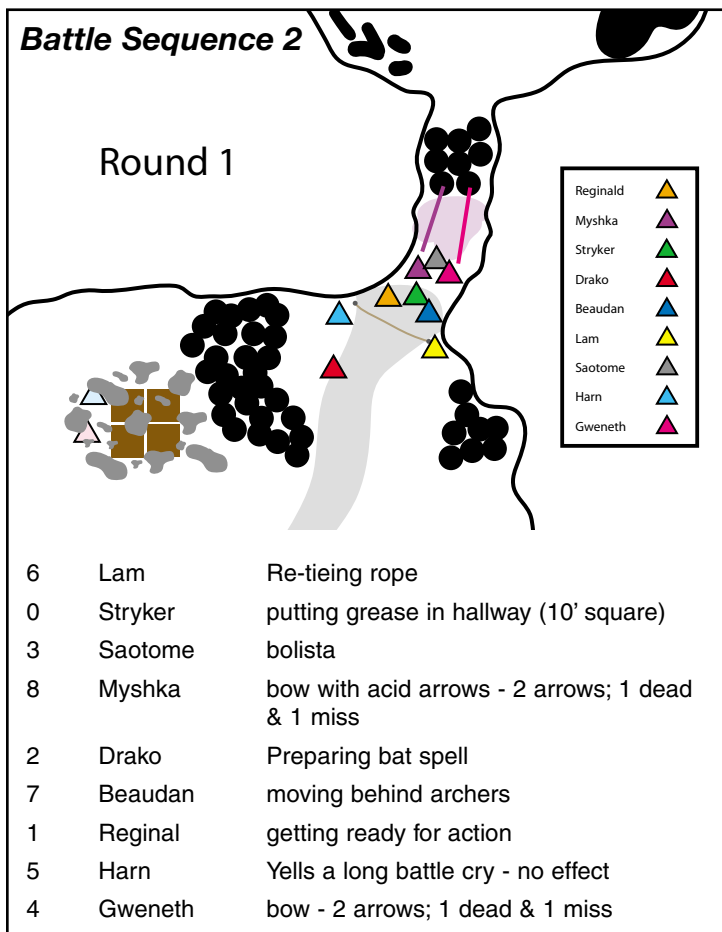


After pulling the dead bodies out of the way, we proceeded to loot them. Beaudan went back to check on the horses and found two new people to help us: Harn (Half-Orc Monk) and Gweneth (Human Ranger).

Ogres - 3 @ 150 XP = 450 XP; Orcs - 38 @ 10 XP = 380 XP; Gems - 2 @ 275 = 550 XP; Gold found on Orcs = 150 XP; Gold found on Ogres = 160 XP; Total XP = 1,690/10 = **169 XP each**; Total Gold = 310/9 = **34 Gold each**

While we were doing that, Lam saw the boulders held up by a net at the ceiling. Lam searched and checked for traps, and found a badly disguised cord that went to the net. He proceeded on releasing the trap. Some of the boxes got partially smashed. There was a shard of shiny gold cloth found coming out of one of the boxes.

By the time Beaudan came back with the two new recruits (Half Orc - Monk, & Human Ranger) we heard voices coming from the above chamber again.



Round 3

1	Lam	Calls out "Please stand behind the cord"
3	Stryker	digging oil out
7	Saotome	backing up with bolista
4	Myshka	bow with acid arrows - 2 arrows; 1 dead & 1 alive
6	Drako	waiting on spell
8	Beaudan	waiting
2	Reginald	waiting
9	Harn	searching cave
5	Gweneth	bow - 2 arrows; 2 misses

Round 4

2	Lam	Prayer Spell
1	Stryker	gets behind the rope
7	Saotome	switches to shield & turning around to get behind the rope
6	Myshka	bow with acid arrows & backing up 5' - 2 arrows; 2 misses
8	Drako	Bat swarms up
3	Beaudan	turning around to get behind the rope
4	Reginald	5' step behind the rope
5	Harn	waiting
9	Gweneth	bow & backing up 5' - 2 arrows; 2 dead

Round 5

5	Lam	ready
2	Stryker	flung oil + 5' step back
6	Saotome	shield + move back 5'
4	Myshka	bow with acid arrows + move 5' - 2 arrows; 2 dead
7	Drako	concentration
9	Beaudan	ready
1	Reginald	ready
3	Harn	ready
8	Gweneth	bow + move back 5'

Round 6

1	Lam	ready with rope
6	Stryker	Yells "Ignite the oil!" & bow - 2 arrows; 1 dead & 1 miss
4	Saotome	shield bash
7	Myshka	bow with acid arrows + back 5' - 2 arrows; 1 dead & 1 alive
3	Drako	concentration
2	Beaudan	ready
5	Reginald	ready
8	Harn	ready
9	Gweneth	bow + back 5' - 2 arrows; 2 dead

Round 7

5	Lam	bow + back 5' - 2 arrows; 1 dead & 1 alive
1	Stryker	bow - 2 arrows; both miss
2	Saotome	drop bolista & changes to sword
4	Myshka	bow with ignitor arrow
9	Drako	concentration
8	Beaudan	moves to range with bow - 2 arrows; miss & sticks, but not dead
7	Reginald	ready
3	Harn	ready
6	Gweneth	bow + moves to the side - 2 arrows; 1 dead & 1 alive

Round 8

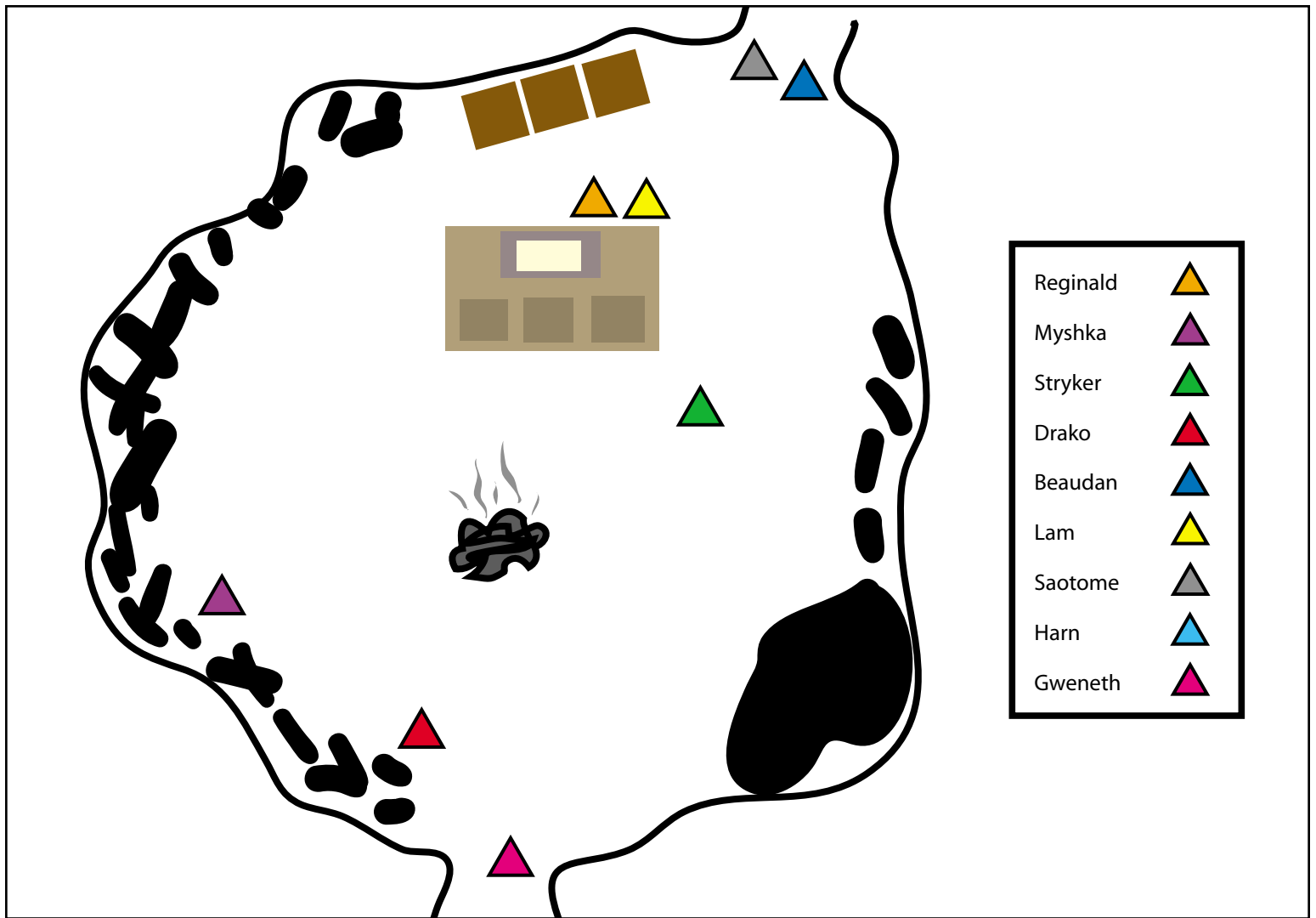
5	Lam	Holy Smit spell (20') kills the bats & the Orcs
3	Stryker	bow - 2 arrows; 1 miss & the other one almost fumbles
6	Saotome	sword
4	Myshka	bow with acid arrows - 2 arrows; 2 misses
1	Drako	concentration
7	Beaudan	bow
2	Reginald	bow
9	Harn	ready
8	Gweneth	bow - 2 arrows

Round 9

- x Lam undoes the rope
- x Stryker moves up the corridor
- x Saotome moves up the corridor
- x Myshka moves the bodies
- x Drako moves the bodies
- x Beaudan moves up the corridor
- x Reginald moves up the corridor
- x Harn leaves the party and the adventure
- x Gweneth moves the bodies

After pulling the dead bodies out of the way (again), we proceeded to loot them (again). At this point, Harn left the carnage and went his merry way.

Ogres - 5 @ 150 XP = 750 XP; Orcs - 35 @ 10 XP = 350 XP; Gems - 4 @ 275 = 1,100 XP; Gold found = 180 XP; Total XP = 2,380/10 = **238 XP each**; Total Gold = 180/9 = **20 Gold each**



Sequence 3

We went up the tunnel entrance and found a large room. There were used beds, old armor, fire pit, dung pile, and a raised platform that was calling out to Reginald and Lam (not literally). And they answered the call. They both spent time searching for Traps and found one, so they decided to yank the chest off the raised stand. Had they been standing on the platform, they would have fallen into a bottom chamber with a nice big green slimy creature. Most likely would have killed them.

But victory was ours and the chest held 5,000 in gold, 8 gems (4,000 in combined value), and 1 magical item (to be determined at a later time - see Eric). In the area was 3 boxes filled with food. With the help of Saotome's (God-like) strength, we drag the three boxes and chest to the mule & cart of the departed Jethro. But before doing that, Lam does a spell on one of the dead Orcs and found out that there are large spiders in the continuing caves.

Gems - 8 @ 500 = 4,000 XP; Food Boxes - 3 @ 100 = 300 XP; Total XP = 9,300/9 = **1,033 XP each**; Total Gold = 5,000/8 = **625 Gold each**