

The Warriors Big Day Out

Party:

Kelsie: Razor	Female Elf (Warrior)
Julia: Mebh	Female Human (Air mage & Warrior)
Hamish: GoK	Male Elf/Were-Vampire (Celestial mage & Warrior)
Simon: Grendel	Female Human (Mind mage & Warrior)
Mike: Eric	Male Dwarf (Namer & Warrior)
Chris: Kern	Male Elf (Earth mage & Warrior)
Stephen: Aryan	Male Human (Warrior)

Mission:

Dec 16th 2004

2nd Meadow 805

Moldrin of the Brastor army is employing us on behalf of General Hawthorn to execute 2 missions.

Mission 1: Retrieve the Magic Cloth on a Stick (Standard) from Cameron (it turns out to be the Clan Cameron) the E&E Dwarf living in the mountains to the North West. The Item has an Entity Bane enchantment on it which is baneful towards the Entities Collages.

It is expected that Cameron will request we complete several dangerous missions in exchange for the item (he likes parties of Warriors) - otherwise we will have to negotiate to borrow or buy it (no employer funds for this).

Mission 2: Disrupt the meeting of the plains barbarians on the 1st of Heat. Kill all we leaders we can get our hands on.

Plot to Date:

We left immediately. 1st of Meadow if not sooner.

We flew on a cloud northeast to a small village called brandeen where we stopped for good wine good food and sleep at an inn called Pass.

We flew on to the Dwarf stronghold in the mountains, the next day. Found no one home, headed to a second inn called The Red Bull, had a poor meal with bad wine, and slept in the common room.

All this was through Tuscana and on to the mountains just to the west of Pebensey.

On the 3rd of Meadow we finally had our dual to decide party leader.

The results where thus:

Aryan Vs	Kern	Winner - Aryan (by way of gentlemen's agreement after 30 min of shield clashes - and because Kern is the Mil Sci)
Aryan Vs	Razor	Winner - Razor (by way of first endurance blow)
GoK Vs	Mebh	Winner - GoK (by way of critical fumble)
GoK Vs	Eric	Winner - GoK (by way of lucky strike)
GoK Vs	Razor	Winner - GoK (by way of shear skill)

The unlikely event of GoK as overall winner caused the party to re-think the reason for the dual - they thus moved away from it as a decider for party leader and towards fun. (Gok's assurance that if he was to become party leader he would get them all killed probably had something to do with this also however Razor is a good candidate for party leader because she has done it before and is less likely to get us all killed).

So positions as follows:

Razor	Party Leader
Aryan	Partly Leader 2ic
Karn	Mil Sci
Eric??	Mil Sci 2ic

Mabh declared she would rather we didn't kill any of the Planes Barbarians known as Children of the Traveler because they are her friends.

4th Meadow 805

The 4th of Meadow saw us go to the front entrance of the Dewarfs strong hold and knock. We where meet by 12 Dewarfs in plate male with pikes - who lead us to one of there commanders Eairn MacDonald. Whom informed us that the Cameron clan had moved north to a new settlement which was about 60 miles North and situated near a lake.

- *It was about this time that Mebh remembered when she was last here was for a wedding between the Cameron and MacDonald clans. The wedding failed to go as planned with bloodshed occurring and a number of deaths. She decides its best that the Cameron's not know who she is for it may bring back bad memories for them! She pulls her hood down tighter and hides her face!*

We summoned a cloud and traveled up a north-south running river to the west in the rain. After going 123Miles and not seeing the lake we went East to find a town. We found ourselves in a town called Gresington which had a pub called '3 Oaks' with good food for 9 and beer.

Grendel has food expenses to get off his chest: so far he has paid:

200sp for wine
94 sp for food and accommodation.

The Bar tend put us onto Sam a lame, old, Scout who knew the whereabouts to the dwarfs stronghold near the lake – he drew up a ruff map. Which pointed us south west.

5th Meadow 805

We left on the 5th of Meadow without incident and found the dwarfs place where we expected.

We knocked and where meet by 12 dwarfs in plate mail with pikes who showed us in upon Eric saying what the story was. We eventually meet with their chief Duncan Camron who said we could have the standard if we could prove our selves of honorable worth.

We are to fight 7 of them under the standard using the Warrior code of honor. We are allowed 1 weapon + shield or 2 weapons and we should let them recover if they stunn. All elemental spells work at half strength. But their beer is full strength so this makes up for it. We fight soon.

All Hale the all conquering Eric!!!¹

The friendly Dwarfs with the good beer have Fallen, by our hand and for this deed we have been gifted the rag on a stick though it makes our bones creep precious.

This mighty deed unfolded thus – GoK Grendal and Mebh Fell to the might of the dwarfs though not quickly nor without inflicting many small scratches. Mean while Aryan felled his nasty with one stroke; hamstringed the short man bit the dust. Razor finished hers off with 2 lucky endurance blows over 11 pulses – never the less the judges gave her 8/10 for style (and not dieing). Kern took the pike and charge approach which board all the uneducated people to death with its slow efficacy however after a day or 2 his opponent was distracted with boredom and in this vital moment Kern cut his head off with his breakfast spoon (the pike not being so good in close) thus he won the day.

Unfortunately neither Razor nor Aryan nor Kern where able to withstand the wiles of the short fellow that caught up with Mebh thus they all went smelly in the sun while Eric finished off 3 more while he ate his lunch (he confided in me that dwarf beer is particularly good when you’ve got one dieing on the end of your sword).

¹ Please note the writer carries no responsibility for the accuracy or otherwise of the proclamations contained herein.

In any event the Camron lord presented Eric with the standard and a letter for kafnic a Brastor General.

- *We discover that the Standard has the following properties: It nullifies Entity Magics, Halves Elemental Magics and has no effect upon Thaumaturgy magic.*

On the 8th of Meadow we rested our wounds and drank dewarf beer.

9th Meadow

On the 9th of Meadow we caught a cloud back to Seagate we stayed overnight at a town called 'stop' 'pass' being a bit to the left and arrived in Seagate on the 10th in the evening.

We met Moldryn at the guild and where escorted to General Kafnic's meeting rooms he's a pleasant chap doesn't like shrivers though.

Kafnic told us that the Plans people gather each summer solstice to fight over who gets to be in charge our mission is to infiltrate these fights win them and lead the planes barbarians east - or render them incapable of helping Rashak.

There are 8 tribes and 7 of us so so long as most of us win we can influence most of the barbarians.

There meeting is near a small lake - each tribe hosts its own combat in there own space around the lake, however they occur at different times so the barbarians can have their blood lust satisfied. Oh.. they only fight to first blood so this proves something, however magic is OK.

We decided to summon up the Deamon Furbas to get language training and illusions - or at least 5 of them did Mebh and GoK went to church and then got drunk waiting for them.

Furbas said he would give these gifts in exchange for a favor - we are to go to a mountain, claim back and cleanse a strong hold held by the deamon Furfur who stole it from Furbas (so he says). They agreed on our behalf - although anything that involves killing deamons GoK is into.

11th Meadow 805

On the 11th of Meadow we flew to the mountain some 150 miles north towards Tuscany. We landed 1 mile off climbed the mountain and at the lip some 2000 feet short of our final destination Kern summoned an earth elemental to dig a tunnel under the wall and up to the stronghold.

All hale the might and fallen Kern!!

We charged the keep as they knew w where coming we fell back to plan B (CHARGE) Kern falls to an irresistible DEATH WARD at the front door (I don't think they like it that he didn't knock.)

We went first down stairs to sack a few plebs – Eric killed one in the hope it would bring back Kern ... It didn't.

Up stairs and into battle – they where not as tough as expected except for the triple hurricane that kept knocking us flat and almost off the top of the wall less tower, the 6 or so mages who where unapproachable due to the 15 or so mighty warriors who stood before us, and the demon who arrived just moments to late to kill us all.

The evil entity that we where doing this for will be pleased!!

12th Meadow

Back to Seagate – drop off the captures with the Urialites – Why Razor fears the holy GoK speaking with the church I don't know???

The party members who took up the mission from the evil deamon all got illusions and rk4 plains barbarian speak.

We wait 3 weeks before leaving for the planes – Mabh is to study planes barbarian for rk2 – GoK for rk1

The board is set – let all who come forth be smashed asunder for we are the mighty!!

Before departing the guild, the party acquire:

- Rk 7 Invested Quickness from Logan. BC: 70% 5 Charges each. Cost 6,000sp each.

- Some waters of Strength from Aquilina at 600sp each for Rk 11.

Everyone needs to Email Keith with the number they have bought.

- Some Resist Pain potions made by Grendel & Eric.

And Razor gets Kern to stick a piece of metal through her nipple to give her permanent Rk 20 Armour of Earth.

Also 20 Mouse skins from the whiches

5th Heat 805

Fly to Waterford

6th Heat

Bought Horses

7th Heat

Fly se 160 miles, rest meet sun followers

8th Heat 805wk

Ride south into the dark circle for most of the day. Camp for the night in a hollow.

9th Heat 805wk

More riding, lots of grass, camp again.

Middle of the night, Gok spots a slow moving mob approaching us. 20 zombies and skeletons and a big skeleton on a giant wolf.

We stay at range, killing the Zombies with arrows and the Skeletons with magic until only the Skeletal Knight on his horse is left.

Then, no longer slowed down by his retinue, the Knight charges and engages us in melee.

Within 50' of him we all need to be staunch (3xWP) or our will is drained.

Standing next to him is inimical to the living (+25 on our dice rolls) When he hits, the most powerful spell on his victim is dissipated.

Contact with him drains your FT and if you fail to resist his necromantic magics he drains your strength and gets stronger.

And his reactions get faster every pulse. We got to go first briefly then it was all him.

We finally defeated him through staunch team work. Aryan evading in front of him and taking the hits, Eric, Razor, and Mehb darting in to deliver devastating damage then backing off before he could hit back, and the rest of the party hitting him with magical attacks from a safe distance.

We survived, and we should be back to full health in about a week.

Meanwhile Aryan will probably be carrying Razor and Mehb's weapons as they're too weak and he's lacking the will to say no.

Treasure to date:

From the Dewaves:

RK10 HEAVEY PLATE +1 pro -1Ag 10pro cold iron 30,000 silvers

RK 10 hand ½ +5SC +1DM Silvered

RK10 Kite Shield +1SC +1 DM

From the Furfur wimps:

3x amulet of elder flowers – prevent evil eye

2x Amulet of Luck

1X Amulet of aquilegeus (SP) fright protection

1X amulet of protection from lighting and storms – Must pact to Furfur.

Ring lightning bolt

Ring lighting strike

From the Skeletons:
3X Flash of light invested rk6 rg75ft
Plate Male (not RK 10)
1 crystal vile increases ftg

10th Heat

We ride

11th Heat

We ride and arrive - together then after been meet by the guards from the Sun tribe we split and each head towards our appointed tribe.

The following is how some of the party infiltrated the barbarians - note some of the party remain close lipped as to how they achieved the feat.

Aryan - Hiders in Darkness (South East of the Lake) Has an uncanny resemblance to Nikiti the finalist in last years challenge who died after receiving a fatal blow from the champion.

He doesn't talk much but calls himself Neefor and claims to have no memory of anything prior to about 6 months ago. He has been wandering the plains since winter and found himself drawn here but was not sure why until he heard of the challenge and knew that was the reason he had come.

Since arriving at the gathering Neefor has demonstrated fine skill in weapon smithing and has helped those of the tribe with weapons in need of repair.

Kern

Persona: Harni
Tribe: Gazers of the Stars

Previously exiled from the tribe after a misunderstanding with the Chiefs daughter where she mistook my friendship for something more than it was!

Returning story:

"I was travelling across the plains when I felt a presence with me that caused me to lose consciousness and travel the sprit planes with the presence.

I saw many new and interesting places, travelled through time and space and was shown a vision. I felt changed by the presence as if my task would take time and my life was in the hands of others.

I was shown our gathering on the green sea where darkness lurks on the edges of sight. I was shown battles where I fought to gain prestige and position. It is from here that new leaders will emerge from tribes and lead our people to greatness through cunning action, great planning and heroic victories.

The pull was great so I forwent my exile and returned here. I also wished to right the wrongs I have done in the past and make amends to those I have aggrieved.

Once my sight returned I turned my mount around and returned here forthwith seeing many other tribesmen gathering for the prestige of Tribe Champion competition."

GoK

With rk1 Planes barbarian GoK used spy and courtier to memorise 3 phrases "I came to fight" - "Do you want to fight" - "Do you want to drink" By picking up of voice intonation to identify questions GoK picked one of these 3 responses as seemed appropriate to tone of voice - this approach was supported by Aryan who told GoK's tribe the Sun Dudes that GoK was a little slow. This seemed to work and GoK got in with the Planes Guards patrolling each night.

8th of Heat

The Chief Challenges

The names of the eight tribes in order of fighting are:

Shadow Hiders	Aryan	win
Travelor	Mabh	win
Water	Eric	win
Flame	Grendel	win
Sun	GoK	LOSS
Stone	Razor	win
Snow	NO ONE	
Heavens	Kern	win

As the rounds of combat progressed the tribes became more and more suspicious. Upon victory in 6 of the 8 tribes they where down right miffed. And when the now chiefs to be snuck off to re-fresh their strength of Stones they where of cause followed confirming the tribes strong suspicions that we where in league with each other.

About 50 of them circled us and questioned us. Aryan did a good bit of talking and they decide to go and communicate with the stars and waters and fires as to weather our being chiefs will be good for them or not.

The next day they approach us and form a half circle - GoK is ready to flee due to his reading of the stars however they are friendly.

Each chief to be is to undergo a ritual process (rk20 geas) that they will serve the tribes. To this they consent (after Mabh wind wispers the guild letting them know).

The new chiefs call a council of the elders and convince all that the best thing is to get out of the dark circle and away from the influence of Rashak. The

tribes seems to be relating to us as the fulfilling of prophecy which says that our time as chiefs will be brief but bring turmoil and change for the better.

The X chief of the hidens in the Shadows (Aryans tribe) is aligned to the dark circle and we expect him to make a move to lead his tribe back soon.

In the mean time we move with all haste east. It is 100 miles to freedom and we want to cover it before we are affronted by dark circle minions.

After 3 days of travelling east we exit the dark circle it appears it is much smaller than we anticipated. We celebrate this with our tribes.

Aryan has to call a meeting of the chiefs to confront 5 of his tribe about their seditious opines as to the value of following Rashak or not including the X chief and the head Sharman. All but the head Sharman and the X chief agree to be geased to follow Aryans rule the X chief and the head Sharman are summarily executed (as is tribe custom).

Epilogue

Eric and GoK stay with the tribes until the end of season, Kern stays until the end of Autumn the rest of the party stay until the end of Winter. All who stay until the end of Winter except Grendel learn rk8 hand $\frac{1}{2}$. All but Gok learn rk8 warrior.

To achieve this continuation Kryan is flown out from the guild to prolong the illusions of Kern, Razor, Aryan and Grendel.

Military Scientists Notes

1. Task Management for the Party

Leader: Razor
 2iC Leader: Aryan
 Scribe: Gok
 Mil Sci: Kern
 2iC Mil Sci: Eric
 Scout(s): Eric
 Dark Arts Specialist: Gok

2. Set Formation lineup

Frontline: Aryan & Razor
 Center: Eric, Gok, Grendel, Mebh
 Back-line: Kern

3. Watches

Time	Time	Watch 1	Watch 2
1700	1730	Eric	
1730	1800	Eric	
1800	1830	Eric	
1830	1900	Eric	Grendel
1900	1930	Eric	Grendel
1930	2000	Eric	Grendel
2000	2030	Eric	Grendel
2030	2100	Razor	Grendel
2100	2130	Razor	Grendel
2130	2200	Razor	Grendel
2200	2230	Razor	Gok
2230	2300	Razor	Gok
2300	2400	Razor	Gok
2400	0030	Razor	Gok
0030	0100	Kern	Gok
0100	0130	Kern	Gok
0130	0200	Kern	Gok
0200	0230	Kern	Mebh
0230	0300	Kern	Mebh
0300	0330	Kern	Mebh
0330	0400	Kern	Mebh
0400	0430	Aryan	Mebh
0430	0500	Aryan	Mebh
0500	0530	Aryan	Mebh
0530	0600	Aryan	
0600	0630	Aryan	
0630	0700	Aryan	
0700	0730	Aryan	

4. Marching Order

Ahead:	Eric
Front:	Aryan & Razor
Center:	Kern & Mebh
Back:	Grendel
Rear:	Gok