

The tribesmen packed their stuff up and headed off, a little unsteadily after a heavy Session. The meal had lasted about 3 hrs and we begin to move off.

Gotrek attempts to assess the pebbles that had been given to us by the tribesmen. He reckons they are uncut malachite, probably worth 3 or 4 gold each bit.

We head off to place the final stone we have on the sled. It takes about an hour of wandering and direction by Ulric to reach where he wants to place the stone. Igrid notices a cloud of dust in the distance coming across the tundra which appears to be getting closer. Igrid puts his ear to the ground and senses rumbling. The dust cloud is getting closer and appears to be quite wide.

Gotrek speaks to the engineer and persuades him to move. He asks us to put the stone in the sled, but we persuade him not to and to back off immediately. As we back off we see that, in the cloud which is quarter of a mile away, there are some men riding horses. We cannot see who they are but it looks like nomads. We then decide to move back to the stone and Ulric begins to reset the stone. We reckon that there are about a dozen of them, most of them are carrying scimitars resting them across their legs.

The wizard mutters a few words and mutters a few words, then looks confused. He tries again, but it appears he is drunk.

The horsemen are about 100 ft away and do not appear to be stopping.

The wizard manages to get the stone to sink in to ground and melds it into the ground, just as the horsemen begin to circle around us. There are 12 of them that ride around us a couple of times and then begin to slow.

The dust settles.

One of the horsemen, who seems better dressed than the rest, turns and looks at us. He initially speaks in his tongue but then breaks in to broken common. He accuses us of insulting him for taking his gifts of food and drink.

Igrid negotiates with the horseman and gives him an onyx. We then gather our equipment and try to leave, but the speaker stops us. The other well dressed individual approaches and, as he begins to cast a spell, Igrid shoots at him with a sling. As it hits it goes boom as it is a sonic attack which disables the wizard.

One of the horsemen turns towards Igrid but is unable to make it move towards him, but another does and slashes towards Igrid. Gotrek swings at the horse, causing it to rear and throw its rider at our feet as it bolts away.

Igrid charges towards the leader and tips his horse over, taking the leader down, his horse landing on his leg. As he extricates himself he shouts in his own tongue. The spellcaster begins to chant again and Owain shoots at him, wounding him but not preventing him from continuing. Ulric takes out a hammer and strikes at the horseman on the ground who manages to roll away.

Owain shoots again and hits the spellcaster, while the unhorsed rider swings at Gotrek and misses. Our wizard pulls himself together and unleashes a fireball on a third of the circle

causing four of the riders to become unhorsed. Two of the horses are downed while two run off, and one of the riders is injured.

Gotrek swings at the first unhorsed rider and hits him, causing 10 points of damage.

Igrid jumps over the fallen horse towards the leader, grabbing at the onyx he had given to him in a flurry. He then manages to strike him on the nose, causing 3 points of damage.

Another rider swings at Igrid but misses while Gotrek is struck by a second rider and Owain a third. A further rider attacks the wizard.

Owain shoots at the fleeing wizard hitting him and causing 8 points of damage.

The wizard touches one of the tribesmen, who falls down dead.

Gotrek strikes out again at the first attacker, hitting and causing 12 points of damage.

The spellcaster continues to ride away.

The other tribesmen continue to strike at the party but fail to hit.

Owain shoots again at the fleeing spellcaster, hitting him and doing 3 points of damage.

Ulric is hit by his attacker and wounded slightly.

The wizard hits the attacker fighting him and burns him up with two rays of fire, leaving a small pile of ash.

Gotrek cleaves his attacker in two and then hits the second attacker, wounding him.

Igrid attacks the leader and wounds him,

Gotrek is wounded again

Owain shoots again at the fleeing spellcaster but misses.

Upticks attacker fails to hit him.

The wizard, having killed the two fighting him, shouts at Igrid to duck.

Gotrek is attacked again but it misses, in return he kills his attacker then kills Ulric's attacker.

Igrid hits the the leader the, heeding the wizards warning, leaps back 20 ft and lands in a prone position. The space in which he was standing fills with lightning.

The leader grabs one of the horses, while the spellcaster continues to ride away.

Ulric hits Owain's attacker and wounds him. The attacker begins to disengage and tries to mount a horse, but fails.

Owain shoots again at the spellcaster but misses as he is a great distance away.

The wizard conjures an arrow and fires at the fleeing spellcaster, hitting him.

Gotrek hits at the horse which the leader is hiding behind but the rider controls the horse and the leader hangs on.

Igrid rushes towards the horse and trips it over, the rider fails to fast dismount but the leader saves himself then attacks Igrid knocking him down.

The spellcaster rides further away.

The rider who was knocked over fails to extricate himself from the horse.

Ulric stands next to the stone while the other tribesman mounts his horse.

Owain hits the fleeing spellcaster and hits him.

Gotrek attacks the leader and wounds him.

The leader drops his weapons and raises his hands.

The spellcaster continues to ride away.

The mounted rider starts to move off and is targeted by Owain, who hits him and wounds him, causing him to fall off his horse

Gotrek approaches the leader and speaks to him. The leader takes off his chan and gives it, along with his horse, to Gotrek. We negotiate with the leader that he will leave us alone and, on his honour, not to bother us again. We return their horses, weapons and the leaders necklace.

The party loots the bodies resulting in 10 scimitars, 4 suits of studded leather, 5 suits of hide armour, 9 knives, 9 sets of winter clothing (damaged), and 33 gold in various coinage.

We pack the loot on to one of the horses to take back to town.

Igrid heals Gotrek of some of his damage.

With the sled empty we return to the cart and then return home to sell our loot and have a meal, which Ulric offers to pay for.

The armorers offer us 75 gold for the 10 scimitars, 9 gold for all of the knives, 50 gold for the studded leather and 37.5 for the hide suits. The winter clothes raises a further 18 gold. We keep 6 of the horses, the wizard and Ulric taking one each but Ulric sells his. We get 37.5 gold for the remaining horse.

We spend 27 on a new thunder stone and 0.5 on arrows.

Splitting the proceedings 6 ways we get 39 gold pieces each.