

Session/Game: RotT Gatavia 24

Date: April 25, 2010

EPISODE 24: Hell Comes to Town

Campaign Date: August 16th to September 26th 1219

Characters:

Parsnak, Therk (Easterling), Adventurer, level 5 (Marlon Kirton)

Ergul, level 0, adventurer, translator-boy (NPC)

Therk Riders Squad 1, common warrior, level 1 x5

Therk Riders, Squad 2, common warrior, level 1 x2

Ardean Spearmen, common warrior, level 1 x9

Dengwur, Therk (Easterling), Wise-man, level 5 (Bob Laforge)

Ardean Infantry Squad 1, common warrior, level 2 x5

Elfric the Mighty (Northron), Warrior, level 3 (Jason Leibert)

Haxmen spearmen, common warrior, level 0 x10

GM: Dave Nelson

Prolegomenon

Dengwur summons up a Hell Hound and binds it to service with a binding collar. Cunimund, a local Thursen warrior, summons Elfric to come to King Wulfgar's muster on September 1st at Noviodunum. Ungis, a rider of the Therk chieftain, summons both Parsnak and Dengwur to join the chief at the same muster to swear service to Wulfgar. Dengwur also notices strange signs and portents: a mysterious disapproving face appears in his caldron, he has dreams where Wulfgar, Jocko Dundee and others are laughing around a table, and his hell hound seems to be muttering insults at him under its breath.

LOG

Dengwur's Cavern Lair, August 16th

Dengwur determines to defy the summons of his grandfather the chief and finally move against Wulfgar once and for all. He agrees to go to Noviodunum, in disguise, with Elfric on his shopping trip there.

Noviodunum, August 17th

Seeing that the town is preparing for an immense muster of forces, the disguised Dengwur summons up several demons. He has two demons spread the Scabies among the populace, and another spread the Bloody Flux.. Several other summoning fail, but none of the demons turn on the sorcerer. After making their purchases and releasing the demons, Dengwur and Elfric flee back to Elfric's land.

Dengwur's Caves. August 18th

Elfric, Dengwur, and Parsnak, and their henchmen, assemble at the caverns.

The Countryside, August 19th

They all move west across the river and avoid a mounted patrol. They cross the frontier to Wulfgar's land and find out that the city of Noviodunum is sealed because of the bloody flux and scabies. The muster will be moved to the fields west of town. Leaving his 5 spearmen behind to spread rumors that the disease is a result of a curse on Wulfgar, Dengwur and his allies all return south and east toward the river. A group of archers from Wuton attempt to ambush them, but they kill the leaders and drive off the rest. The party rests near the river overnight.

Dengwur's Caves, August 20th

The party returns to the caves, and Dengwur creates some skeletal minions.

Dengwur's Caves, August 22nd

Dengwur's henchmen return from spreading the rumors, which have had some effect in reducing the turnout at the muster.

Dengwur's Caves, August 25th

The party sets out for the muster.

The Western Woods, August 27th

The party camps in the forests to the west of Noviodunum.

Near and In Noviodunum, August 28th

Dengwur approaches the initial gathering of the mustering forces: Haxmen, Ardean peasants, bandits and revolutionaries, Thursen warriors, Westerling clansmen and mercenaries of all sorts. He fails to summon a demon of hatred, but tries again and succeeds. He orders it to possess someone of influence and spread the rumor that disease will take them all. The demon fails to possess Parsnak, but does possess Elfric who makes an immense show, claiming that the fact that Wulfgar has brought in Therks—pointing to Parsnak—will cause a deadly plague.

Meanwhile, Dengwur attempts to summon a Black-Plague demon. On his first attempt, he very narrowly avoids having the demon turn on him. On his second, he bends a plague demon to his will and unleashes it on the Westerling clansmen. Leaving the possessed Elfric to his fate, Parsnak and Dengwur flee the camp with all due speed.

Elfric himself catches the black plague, and once he is freed of the demon, is unable to find his own men or Parsnak or Dengwur.

Near and In Noviodunum, August 29th

Elfric, is gripped with the fear that he might die of the plague, rather than honorably in battle, so he decides to storm Noviodunum single-handedly. He tears the gate on the bridge open, using his mighty magic gauntlets and slays the bridge guards. He does likewise to the main city gate, and kills those guards too. He is at last slain by a party of Thursen spearmen in the street. But, he manages to spread the plague to some of them too, thus dooming the city to Black Death on top of flux and scabies.

Near and In Noviodunum, August 30th

Having looped around to the west and south, Parsnak and Dengwur return at last to Noviodunum, finding the muster grounds deserted and the army fleeing in all directions. They enter the town and Dengwur summons up a fearful Battle Lord of Hell and orders it to destroy the town. The Overseer of the Fane (what in our terms might be called the Bishop of the Cathedral) attempts an exorcism, but fails. The Demon gobbles him up and then spends forty minutes utterly destroying the Fane itself. He then turns on the Basilica (town hall) and wrecks a part of it before the summoning wears off and it departs.

Then, Wulfgar and Jocko Dundee stumble out of the ruins of the basilica. Wulfgar, seeing Dengwur, shouts out "What the Hell is your PROBLEM! What did I ever do to you?" There never really was an answer to that.

Wulfgar uses his magic helmet to summon 4 Warrior Spirits who attack Dengwur, Parsnak, Parsnak's henchman and the hell hound, while Jocko uses a defensive spell. Dengwur responds by using the Mask of the Gorgon to turn Wulfgar into a stone statue. Jocko is shot full of arrows by Parsnak and then ripped into fiercely by the Hell Hound. It is only after suffering 4 wounds that Jocko falls dead. The party then finishes off the Warrior spirits.

There in front of them is the ruined and depopulated city of Noviodunum. As Wulfgar's army spreads plague among all the peoples of the province of Gatavia, Dengwur and Parsnak hitch the Hell Hound to a wagon and fill it full of gold from the town. Parsnak's henchman gets the scabies and is cashiered with a reward. Dengwur gets a case of the bloody flux, but recovers in time.

September 6th, Therkistan

Dengwur makes a final visit to his grandfather the Therkish chieftain. They leave on very bad terms and Dengwur renounces his people forever.

Epilogue

The once fair province of Gatavia is now a plague-ravaged charnel house. A mad Therkish sorcerer begins a campaign of raising an army of the dead from the manifold corpses that litter the landscape, dreaming of becoming the Mummy Emperor of the World one day. The Old Ones venture forth to do battle with the Haxmen around Deadman's Town. The Trolls pour from their holes every night.