

**Session/Game:** RotT Gatavia 4

**Date:** July 7, 2009

## **EPISODE 4: Thanks a Lot, Dicks**

**Campaign Date:** April 22-30, 1218 AFC

### **Characters:**

Father Decimus Antonius Metellus, Ardean, adventurer-2, (Jason Leibert)

Spurius Antonius Maro, Ardean, adventurer-1 (Jason Leibert)

Decimus's Spear Squad-1 (Ardean Warriors-1 x9)

**GM:** Dave Nelson

### *Villa Antonia—April 22*

Decimus Antonius decided that he would follow up a suggestion of Abbot Demartus and explore the ruins that the Haxmen called "Deadman's Town". He gathered together his new squad of 10 Ardean spearmen, which included a cousin of his, Spurius Antonius Maro. They marched to the river, and about 9 am reached the ferry. However, a farmer with a large wagon full of turnips was ahead of them. The wagon was pulled by stubborn mules, and it delayed them for almost 2 hours, before the mules could be loaded, ferried and unloaded.

Around 3pm, the party was attacked by a demonic gargoyle which killed one of the spear-men and drove off the rest. Blessing his blade, Decimus attacked the gargoyle and slew it. They then spent several hours searching for a farmhouse from where they might borrow a shovel to bury the dead man. Father Antonius held a funeral, and then they bedded down for the night, having fallen far behind their original schedule of marching to Haestings-garth by nightfall.

### *Haxmanland—April 23*

At 11 am, the party spots a herdsman and his cows. They exchange words, the herdsman warning them that they should get their Ardean faces out of Haxman's land or else. The party just moves along.

At nightfall they again camp in the wilderness. However, at 11pm, Decimus has a strange encounter. He is awakened from sleep by a hooded man in monk's robes, who calls himself "Bonus." Bonus advises Decimus that he may find answers he seeks in Dead Man's Town, but only in the ruins of the town Fane. He also hands Decimus a vial of liquid, saying that he should bless the spears of his men with the liquid before entering the fane. The entire time the pair spoke; Decimus noticed that no other object in his field of vision moved at all, not his men, not the fire, not the leaves on the trees.

### *Haxmanland—April 24<sup>th</sup>*

The party marches further into Haxmanland, toward Dead Man's Town. At 1pm, they spot a ruined barn with a pillar of smoke coming from the center of the collapsed roof. Approaching, they spot a giant, one of the breed known as the Hrisi, stupid, hungry and destructive, but not malignant. The giant rushed forward and began to beat

ferociously on Father Decimus. The spearmen all immediately fled in terror, and despite Decimus' valiant defense and repeated cries for help, they remained in hiding in a ditch nearby. Finally, Decimus collapsed under the weight of the battering. At this point Spurius Antonius screwed up his courage, leaped up and ordered the rest of the spearmen to follow him to Decimus's rescue. They all rushed in and finished off the giant, whom Decimus had tired greatly by this point.

*Haxamanland—April 26th*

Spurius and the spearmen watch over Decimus in the ruined barn. They tend to him and keep him warm. They discover that the giant had plundered 200sp.

*Haxmanland---April 27<sup>th</sup>*

The wounded Decimus regains consciousness in the morning and uses the power of faith to heal his wound. He is still exhausted, however, and decides to rest in the barn until the next day. Spurius takes 6 of the spearmen with him and proceeds onward to scout Dead Man's Town, while the remaining 2 spearmen remain with Decimus.

When Spurius and the spearmen arrive in Dead Man's Town, they move directly to the ruins of the Fane. Spurius uses Bonus's liquid to bless the spears of the soldiers and they rush into the Fane. In the first chamber they spot an Old One sorceress and a Forest Troll in deep conversation. Spurius orders the men to rush the troll while he rushes the sorceress. Spurius kills the sorceress in short order, but the men stop in terror at the doorway and won't charge the troll. Spurius switches targets and starts fighting the troll. He inflicts several solid blows, all the while calling on the spearmen for support. However, the men remain terrified at the doorway. Finally, the troll strikes down Spurius, and the spearmen flee, leaving him to a miserable death at the hands of trolls.

The spearmen run all the way back to their comrades at the ruined barn. Then they give a very approximate version of what happened to Spurius and what part they played in the shambles.

*Haxmanland—April 28<sup>th</sup>*

Decimus and the 8 spearmen begin to march homeward.

*Villa Antonia—April 29<sup>th</sup>*

They return home.