

Session/Game: RotT Gatavia 9

Date: August 14, 2009

EPISODE 9: Sauce for the Wyvern is Sauce for the Rat

Campaign Date: June 20 to June 23 1218 AFC

Characters:

Dengwur, Therk (Easterling), Wise-man, level 3 (Bob LaForge)

Slave Girl x1

Ardean Javelin Squad 1 (10 light infantry, common warrior-2)

Lucius Aurelius Agricola, Ardean, Warrior, level-1 (Dave Hanley)

Decimus Antonius Metellus, Ardean Adventurer, level 2 (Jason Leibert)

The Polish Mine-Sweepers (7 Ardean spearmen, common warrior-2)

Aulus Vipsanius Agricola, Ardean Adventurer, level 2 (Chuck Fleurie)

GM: Dave Nelson

Villa Antonia, June 20th

In the early hours of the morning, Decimus Antonius was awakened by the ghost of his cousin Spurius, berating him for leaving him unburied and unavenged in the ruins of Deadman's Town. So, when dawn broke, Father Antonius summoned up his squad of henchmen and immediately set forth southward toward Noviodunum. Little did he know that Aulus Vipsanius was waiting in the woods nearby, eager to inflict revenge for Antonius's murder of the Maronius brothers. Aulus had been joined by a distant cousin named Lucius Aurelius Agricola. The pair decided to shadow Antonius and his men until an opportune time to strike should arise.

Antonius arrived in Noviodunum and checked in to the Drunken Monkey Inn for the night. As he was having dinner (his men, sleeping in the stables) he was confronted by Vipsanius who threw a beer in his face. Dengwur, who was in town for the last performance of a play he had sponsored "The Glorious Victory of Dengwur over the Dragon", was enraged that his excellent supper was being ruined by the incipient dining-room hostilities. He used the Evil Eye to spell-bind both Vipsanius and Lucius Aurelius and then further dominated them, binding them to his will.

Dengwur and Antonius, who had met while driving off a Gautish raid the previous month, had a chat. Antonius convinced Dengwur to accompany him up the road to Deadman's Town and to brave the ruins therein.

Silva Fusca, June 21st

In the morning Antonius with his men, and Dengwur with his javelin men and the 2 magically dominated Agricolas set forth up the old eastern highway. Around 9am they encountered a band of farmers, armed with clubs, who had been summoned by "King" Wulfgar of Noviodunum, but they merely had a quick chat and went on their way. Around 3 pm a Wyvern began to swoop down upon the column, causing the henchmen to panic, but Dengwur managed to use a Fetter Foe rune spell to immobilize the beast. The rest of the party soon killed and butchered the helpless dragon. They camped for the night in the great forest.

Deadman's Town, June 22nd

After reaching the ruins late in the day, they set up camp. They left the horses, wagons and Dengwur's slave girl and soldiers to guard the camp, while Dengwur, Antonius, his spearmen, and Vipsanius and Aurelius entered the old city fane, where Spurius had been killed.

In the first chamber they were challenged by an Old One Sorceress, her two Old One Swordsmen and 9 Imp guards. Aurelius and Vipsanius crashed into the line of imps, supported by the spearmen. Dengwur summoned up Tendrils of Doom, which caught the sorceress and one swordsman. The remaining imps cut a hole in the party's battle-line, allowing the last swordsman to rush through to attempt to kill Dengwur and thus free the sorceress from the spell before she was killed. It was no use as Antonius and the spearmen finished off the swordsman and saved Dengwur.

Moving onwards, Dengwur used his second sight to discover a hidden circular chamber which had a sunken center section full of dangerous large serpents. They decided to avoid exploring that room further.

In another room they found one door sealed up with a Sorcerer's Seal. Antonius shouted "Behold His Mighty Hand" and summoned forth the power of the Primus Auctor on High to blast the door to pieces. This released an imprisoned vampire that insanely lunged for Lucius Aurelius. The party rained blows on the vampire, but it just wouldn't die, until Antonius brought forth a silver staff he had captured long before, and dealt a blow that finished the creature off.

Later, they opened a door to find a woman chained to an altar. She screamed that a demon was loose in the room. Eventually, it was revealed that she was the Forest Troll Umgritz, who had killed Spurius and had almost carried off Dengwur. Dengwur and the troll hurled spells at one another, until finally; Dengwur was overcome and was transformed into a rat. Soon, however, Aurelius and Vipsanius killed the beast using spears that Vipsanius had enchanted with rune spells. Aurelius and Vipsanius could no longer receive new commands from the rat-formed Dengwur, but were still under his magic command to help with the expedition.

In a further chamber, they found the skeleton of an Old One adventurer, and while they were examining it, they were ambushed by 5 big beetles. The beetles injured several of the spearmen, and they broke 3 spears on their armored hides before the bugs were finally all killed.

Finally, they were ambushed by a sleep-gas trap, which put Vipsanius and Antonius, and half the remaining spear-men into a deep sleep, leaving Aurelius and the remaining spearmen to drive off an ambush party of 8 degenerate tunnel midgits. They killed 6 of the midgits but the last 2 escaped.

With the help of Dengwur's soldiers, the party evacuated to the surface and rested until the sleep gas wore off.

Silva Fusca, June 23rd

In the morning, Aurelius and Vipsanius finally broke free of Dengwur's magic domination, and Dengwur managed to regain his normal shape. Before Vipsanius could finish his murderous lunge against Antonius, they were interrupted by a mysterious stranger. It was the same monk-robed stranger named "Bonus" who had once sent Antonius toward Deadman's Town. Bonus arranged a truce between Antonius and

Vipsanius, on the condition that Antonius pay Vipsanius 200gp each for wergild for the Maronius brothers, once the harvest came in. Bonus also told them there were some mysterious and important secrets in the caverns under Deadman's Town.