

Session/Game: RotT Gatavia 10

Date: August 23, 2009

EPISODE 10: Evil, Evil Monkeys

Campaign Date: July 1st—4th 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)

Therk Rider Squad 1 (8 light cavalry, common warrior-1)

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

The Polish Mine-Sweepers (8 Ardean spearmen, common warrior-2)

Parsnak, Therk (Easterling), Adventurer, level 2 (Marlon Kirton)

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

GM: Dave Nelson

Noviodunum and Silva Fusca, July 1

Dengwur, Parsnak and Decimus Antonius met at the Drunken Monkey Inn in Noviodunum intent on returning to the dungeons of Deadman's Town, whether for money or to appease the spirits. They gathered their henchmen and traveled without incident to the middle of the Silva Fusca woods.

Deadman's Town, July 2nd

In the morning, a mounted patrol of Haxmen tried to bar their path in the forest, but the overwhelming numbers and Dengwur's imposing hat made them yield the road to the band. They reached Deadman's Town in the late afternoon and re-entered the dungeon, taking the Therk riders and Dengwur's Ardeans with them. The entry room had a fresh guard of 3 Old One Swordsmen, 1 Sorceress, and 7 imps. The Therks fled at the sight of the demonic imps. Parsnak used spell to blast the imps from the door, and the rest of the party soon killed most of the enemies, however, 1 of the swordsmen escaped, fleeing down a corridor.

In another chamber they discovered a rusty iron bar in the floor. Dengwur ordered 6 of his Ardean soldiers to haul on it, activating a trap that sent the six down into a spiked-filled pit. 2 of the Ardeans were killed and 3 were wounded. While the leaders were tending the wounded, a squad of 8 ratmen attacked, but were quickly killed or driven off. The party returned to the surface, left the Ardeans at the camp, and returned below with the 8 Therk soldiers in their place.

Next they entered a chamber filled with 20 Skeletal Minions. After a difficult battle, the explorers prevailed, although 2 Therks were killed, 4 wounded and the last 2 fled. Antonius was wounded as well, but managed to heal himself by miraculous powers.

They sent the remaining Therks back to the surface, and summoned down Antonius's squad of Ardean spearmen. After navigating a series of force fields, tied to an image of the god Bacchus, they discovered a set of stairs leading to a lower level.

The party climbed down the stairs, to find a landing which was guarded by 4 giant ape-men warriors. Dengwur managed to Fetter one ape-man. Antonius, his men and Parsnak engaged the others. The ape-men inflicted grievous harm on the Ardean troopers, wounding 6, and causing the last 2 to flee. Dengwur then used the Evil Eye to fascinate two of the ape-men, but despite repeated attempts could never fully dominate their minds. Parsnak and Antonius defeated the un-fascinated ape-man, but Antonius was very badly beaten up. Nevertheless, he summoned up his courage and charged one of the mesmerized ape-men, only to have his head crushed in by the beast. Dengwur and Parsnak decided to flee. Parsnak snatched up Antonius's lifeless corpse (although he was tempted to yank an expensive painting from the wall instead) and they fled to the surface.

July 3-4th, Silva Fusca, Noviodunum

The party returned to Noviodunum, where Dengwur arranged for Antonius's funeral and he and Parsnak split the loot. Antonius's 2 remaining spearmen wandered off, looking for a fresh squad to join.

DEATH AND FUNERAL REPORT FOR DECIMUS ANTONIUS METELLUS

Dengwur contributed 5gp toward a funeral for Antonius. Since this was the first PC funeral, it counted as "The most expensive funeral so far". By unanimous vote, Antonius's death counted as "Totally Metal", in that he, while already wounded, charged an enraged monkey-man, twice his size. As a result, Jason's next character was eligible to start with 85% of Antonius's wuldor point total.