

**Session/Game:** RotT Gatavia 11

**Date:** August 28, 2009

## **EPISODE 11: Take that, Dead Guy!**

**Campaign Date:** July 6<sup>th</sup>—July 11<sup>th</sup> 1218 AFC

### **Characters:**

Parsnak, Therk (Easterling), Adventurer, level 3 (Marlon Kirton)

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

Therk Riders Squad 1, common warrior, level 0 x10

Lucius Aurelius Agricola, Ardean, warrior, level 1 (Dave Hanley)

Ardean Spear Squad 1, common warrior, level 1 x10

**GM:** Dave Nelson

### *Noviodunum, July 6*

Having each just recruited a squad of henchmen, Parsnak and Aurelius happened to meet at the funeral of Decimus Antonius Metellus. Realizing that they both knew the sorcerer Dengwur, they had a conversation and decided that Antonius's house was probably unguarded and stuffed full of plunder. When the funeral was over they began to make their way toward Villa Antonia (which Aurelius had scouted with his cousin Vipsanius earlier).

### *Villa Antonia, July 7th*

Aurelius, his 10 spearmen, and Parsnak with 5 of his horsemen swept into Villa Antonia. They quickly slaughtered a dozen farm workers and slaves. 3 of the Therk riders were sent to patrol while the rest of the raiders sacked the house and store-houses. However, a patrol of 13 imperial cavalry from Portus Nardo spotted the raid and swept in. They wounded 2 of the patrolling Therks, driving off the other. Soon they charged into the main body of raiders. Aurelius formed his spearmen into a shield-burg to resist the charge. The imperial captain and his standard bearer and trumpeter swept around the barn and attempted to close with Parsnak and his 2 remaining riders to the rear.

Aurelius's henchmen showed incredibly pluck and inflicted a surprising number of deep wounds into the charging horsemen. Parsnak and his archers managed to severely pelt the captain with a hail of arrows. Finally, the patrol lost its nerve and fled, making careful note of the appearance of the raiding leaders before escaping. 6 of the Imperial soldiers had been wounded, and were finished off and plundered. 3 of the Therks were wounded. 1 of the Ardean henchmen was killed and 3 more wounded.

### *Aurelius's Farm near Noviodunum, July 8th*

Parsnak and Aurelius split up the loot from Villa Antonia. Aurelius took the 6 chain byrnies from the patrol, and Parsnak took the collection of riding horses from the farm and patrol, as well as all of the sheep. The rest of the loot was distributed more or less evenly.

*Therkistan, July 11th*

After several days of rest and re-organization, Aurelius joined Parsnak on a scouting mission to a small settlement called Colonia, near Parsnak's new headquarters. Colonia was a small collection of houses surrounded by a stone and timber wall. The inhabitants would not allow them to enter, for some reason fearing they might be plundering, murderous thieves. One interesting thing was that there was a large mound of fresh dirt 60 feet or so from the front gate. The master of Colonia was a man named Titus Fronto, but he did not meet the party in person.

### **Parsnak's Building Report**

Parsnak had hired Titus Dubricius, one of the Builders resident in Noviodunum to rebuild a ruined villa in northern Therkistan, near Dengwur's cave lair. He arranged for the villa itself to be re-roofed and the brick walls repair, and for a stable and 2 watch posts to be built.