

Session/Game: RotT Gatavia 12

Date: September 6, 2009

EPISODE 12: It's a Wonderful Day in the Neighborhood

Campaign Date: August 1-14th 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 2 (Dave Hanley)

Ardean Spear Squad 1, common warrior, level 1 x9

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

Therk Riders Squad 1, common warrior, level 1 x6

Ardean Light Squad 1, common warrior, level 2 x8

Elfric the Mighty, Northman, warrior, level 2 (Jason Leibert)

GM: Dave Nelson

Dengwur's Cave, August 1

In the early morning hours, the guards at Dengwur's front door heard a loud bashing on the portal. Finally, the door gave way and a hell hound and demonic warrior burst in. They killed one guard and wounded a second, the hell hound charged into Dengwur's stable and killed one of the horses, stunning and lightly wounded several more. Finally Dengwur entered the stable from his chamber. He was warned by the demonic warrior that Horrible Cyrus was tired of Dengwur breaking into his house and murdering his guards. Dengwur then used a rune spell to banish the two demons from his house.

Minutes later, a travelling Northman, by the name of Elfric the Mighty arrived at Dengwur's ruined front door. He explained to the wizard that he had come to the caves in search of an ancient temple to Wayland the Smith God. Elfric had broken a beer stein over the head of a priest of Wayland and had been cursed to find this old temple and open it up. Dengwur realized that the sealed chambers in the second river-cave down from his current chambers were likely the temple in question. He invited Elfric to stay and sent some riders off to ask Parsnak and Lucius Aurelius for help in exploring the temple.

Dengwur's Cave, August 2

Dengwur and Elfric awaited Aurelius and Parsnak. When they arrived in the evening, Dengwur hosted a party, forcing one of the slave girls to do the "Dodge the Biscuit" dance.

The River Caves August 3

In the morning they entered the river cave and Elfric used a rune-staff to open the seal on the door to the temple. Exploring, they found the temple's vestry, but as the

heroes searched the racks, a long cave lizard rose up from under the dust in the hall, killing one of Parsnak's Therks and wounded another. The henchmen all fled. The heroes attacked and killed the lizard.

Farther in the temple, they discovered the tomb of the last temple priest. Parsnak used an "Open" spell to open the sarcophagus, which released the mummy of the priest. Aurelius and Elfric did battle with the mummy, while Dengwur threw ineffectual spells, and Parsnak threw ineffectual arrows. The mummy produced a set of double flutes and sounded them. Soon a huge booming hammer sound was resounding through the caves. Aurelius realized his spear did no damage to the mummy, but Elfric landed blow after telling blow. Bashed by the mummy, Elfric went berserk and finally destroyed the monster. Dengwur then threw a Fetter Foe spell on Elfric to prevent him from turning on his allies in his rage.

Aurelius examined the mummy's pipes and found that they allowed the production of any illusionary sound the used desired, and also gave protection against magical attack (+3 MDC, as a relic). They discovered a dozen gem stones on the coffin and a golden scepter in the mummy's hand.

They scout out the last chamber in the western section of the cave. It contained some ancient sheepskin sleeping mats and a volcanic vent. Between them, Elfric and Dengwur realized that this was an oracle chamber for dream oracles.

The party returns to Dengwur's cave and rests for the night. Dengwur sends some guards and a slave to Noviodunum to purchase some bulls for sacrifice.

The River Caves, August 4th

They return to the temple caves and this time open the eastern temple door. They found the old temple altar, but when Dengwur touched it, it summoned up 7 if Vulcan's rock monsters. Dengwur banished four of them, but was soon exhausted of magic. Elfric, possessing the ability to strike the invulnerable enemy as if he had an enchanted weapon killed one of them. Parsnak, using Antonius's old magic sword managed to kill another one. And the pair of them finished off the third together. In a chamber nearby they found an armorer's forge and a large supply of iron and copper ingots. Once again they withdrew to Dengwur's caves to rest.

August 5th-6th

Party rests at Dengwur's cave, slave returns with bulls for sacrifice. Aurelius arranges for a priest to come down to bless his sword.

August 7th

The priest blesses Aurelius's sword and the party returns to the caves to do battle with a mummified Cyclops. They kill it, and Aurelius's blade takes the blessing permanently. They take the Cyclops's hammer, golden headband and hoard of silver. The temple-caves now empty, they return to Dengwur's furnished caves.

August 8-13th

The party rests. Parsnak and Aurelius try to convince Marcus Fulvius of Noviodunum to repair the notch that Parsnak had gotten in his magic sword, but he was too busy to help. Aurelius wants to wait for one of his wounded men to fully recover.

August 14th, Wuton

Dengwur decides to scout a settlement north of the river that goes by the name of Wuton. They bring 4 of Parsnak's riders, all 6 of Dengwur's riders, and 6 of Aurelius's spearmen. They are intercepted at the edge of the forest by an army of 30 or so Northmen. After a parley, they allow Dengwur, Aurelius and Elfric, with three spearmen only, to come to the village to trade. Parsnak stays with the rest of their army at the wood's edge. Once at the village, Dengwur releases his 5 skeletal minions from the chest in their wagon. He then uses tendrils of doom to destroy a squad of 10 northron warriors who pour from the great hall. The skeletons and party members kill the enemy wizard and remaining warriors. Dengwur, meanwhile uses Fire Assault to set fire to 2 of the storehouses. He also manages to magically dominate 2 of the elite warriors.

Soon, the flames were spotted by Northron blocking army at wood's edge. Enraged, they launched a volley of arrows, wounding many of the Therk riders. Parsnak's last rider flees, while Dengwur's remaining 3 attempt to shoot back. After a second volley, the last 3 of Dengwur's riders fall. Aurelius's 3 spearmen form a shield burg and slowly withdraw. Parsnak himself kills on northron who tried to exit the woods to kill wounded Therks. The Northron archers then fill the wounded Therks on the ground with a hail of arrows, killing them all.

Abandoning the village, rather than plundering it, Dengwur and his raiders hurried back toward the edge of the woods. They were ambushed by a single squad of archers, led by the chief's nephew Baldgar. Dengwur used a Bewitchment to ensnare Baldgar's mind. Baldgar then convinced his squad and the blocking army to allow Dengwur to pass. Dengwur then sacrificed Baldgar to his evil demons.