

Session/Game: RotT Gatavia 13

Date: September 11, 2009

EPISODE 13: Stop killing my guards!

Campaign Date: September 1-11th 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 x6

Lucius Aurelius Agricola, Ardean, warrior, level 3 (Dave Hanley)

Ardean Spear Squad 1, common warrior, level 1 x9

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

Ethelward, northron, common adventurer, level 1 (henchman)

Shamshir, easterling, common wiseman, level 0 (slave)

Grimbald, Northron, warrior, level 1 (Marlon Kirton)

GM: Dave Nelson

Prolegomenon (September 15-30)

Parsnak begins to expand his hunting lodge into a settlement. He hires a building crew to begin to build a deep storehouse, and eventually intends to build a rampart and stockade. Lucius Aurelius meets with Fulvius the smith at Noviodunum. He hires him to make him a noble quality breastplate and a superior sturdy shield. He plunks down 675sp, agreeing to pay another 675 on completion, which should be in February. Aurelius also visits Wulfgar's headquarters to swear allegiance, but is told that next month Wulfgar would be making a circuit to collect taxes and take oaths. Elfric returns to the Haxmen land and hires a bard named Ethelward to sing his praises. Ethelward is optimistic, covetous and insensitive. Elfric then visits the slave market at Noviodunum and buys an educated slave to act as translator. The slave is an Easterling from the Eastern Kingdom, going by the name of Shamshir, he speaks Northron, Easterling and Ardean.

Parsnak's Town, September 1

A crowd of creepy-looking peasants appear at the hunting lodge, saying that they wanted to hire a guide and hunt for marmots. At first, Parsnak agrees, but then he was overcome with revulsion at their surliness and general creepy vibe and orders his men to shoot at them. However, the creepy attackers rush the archers and beat down Parsnak and 2 of his Therks with their clubs. The remaining Therks flee when their leader falls. The creeps drag off Parsnak, shouting to the rest that no one can attack Horrible Cyrus's home and get away with it.

Aurelius's Farm, September 2

One of Parsnak's riders comes to Aurelius's farm to tell him that Parsnak had been carried off to Horrible Cyrus's lair. The rider would have gone to Dengwur's cave, but that guy is wicked spooky. Aurelius was entertaining Elfric the Mighty, and another

travelling northman, Grimbald the Temporary. Aurelius, Elfric and Grimbald agree that they should try to rescue Parsnak. They decide to consult Dengwur, since they really don't know who this "Horrible Cyrus" might be.

Dengwur's Cave, September 3

Dengwur was in the middle of a 3-day "Biscuit Dance Festival" to celebrate the arrival of a new selection of silky underbitches and a particularly fine shipment of wine. He was unwilling to interrupt his debauch to go on a rescue mission, but informed Elfric, Aurelius and Grimbald that Horrible Cyrus was apparently the master of the dungeon level under the ruined Fane in Deadman's Town. Dengwur and various others had raided that level several times and Cyrus was apparently ticked off by the whole process.

The party decides to go off toward Deadman's Town to affect the rescue. The rescue party included Elfric, Shamshir, Ethelward, Grimbald, Aurelius and the 7 of his spearmen who were ready for duty. Aurelius was mounted as were Elfric and his men. Grimbald rode a truly impressive Superior Charger. The spearmen rode in a farm wagon from Aurelius's farm.

River Region and Silva Fusca Region, September 4

At 8:30, the party was ambushed by a group of 6 warriors from Wuton (which they had raided last month). The ambushers injured several horses, and killed Shamshir's mule, but were all soon killed.

Around 6pm, the party was approaching Aurelius's cousin's (Aulus Vipsanius Agricola) estate in the Silva Fusca region. They spotted three rough-looking men standing around a stone. When they confronted the men, they were rude and told them to push off. The party reacted with extreme violence and killed all three. The men turned out to be rune-masters and briefly magically fettered Elfric before they died. Later they found that they weren't humans, the red hair and eyes marked them as being of the Lesser Ettin race. Two of the ettins were actually taken alive but wounded. When Elfric discovered the stone to have been an altar to Mars (the Ardean war god, known to the Northmen as Tiwaz), he sacrificed the prisoners to the god. The party spends the night with Aulus Vipsanius.

Silva Fusca, September 5th

The party passes through the forest safely, despite the presence of marmots.

Deadman's Town, September 6th

Setting a camp, the party descends into the dungeon. They encountered a squad of 9 imps, 4 old one swordsmen, and an old one sorceress once again posted at the entry room. The Ardean spearmen fled at the sight of the supernatural imps, but the rest of the party crushed the opposition with dispatch. They took one swordsman alive and forced him to guide them to where Parsnak was being held. He led them to a room where 13 imps danced around an idol of the demon Horrendous. While Elfric, Grimbald and Aurelius attacked the imps. Shamshir and Ethelward waited in the hall with the prisoner. At one point, the prisoner attempted to make a break for it, but Ethelward slammed him to the ground and killed him with a knife. The imps fell pretty quickly, but

not before Aurelius suffered a flurry of stabs to the guts with knives, leaving him nearly exhausted and a bit shaken.

Searching further, they entered a chamber, covered with broken pottery. While they were searching, Grimbald was attacked by an invisible foe, mortally wounded and died. The rest were unable to find the attacker.

They quickly passed through a study of some sort into a room with a large sacrificial altar to which Parsnak was chained. They freed him, and rightly fearing that Horrible Cyrus had likely been warned by his invisible henchman, they fled toward the exit.

Cyrus, guarded by 4 swordsmen and a dozen creepy hill lurkers arrived just before they did, but they managed to surprise them before Cyrus could block the entrance completely. Parsnak used a darkness spell to confound the creeps, and Aurelius cut a path around one flank to allow the party to escape. Elfric, however, went into a monumental berserk rage, ripping a hole through the creeps and swordsmen, flinging bloody chunks right and left. However, Horrible Cyrus used his foul witchcraft to turn Elfric into a toad, just before Elfric could tear him to pieces. Meanwhile, the rest of the party slipped past the creeps to safety, with Parsnak throwing another darkness spell to cover the retreat.

The party retreats back to Noviodunum, mourning the loss of Elfric and Grimbald.

September 11

Elfric finally manages to throw off the spell and returns to his normal form and hurries to catch up with his comrades.