

Session/Game: RotT Gatavia 14

Date: September 20, 2009

EPISODE 14: Maybe Nobody Khan

Campaign Date: September 18-21st 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 x5

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

Ardean Infantry Squad 1, common warrior, level 2 x7

Edric the Meat Sack, Northron, Warrior, level 1 (Joe Cress)

GM: Dave Nelson

Prolegomenon (August 15-September 18)

Dengwur had the front door of his cave lair repaired, after the damage caused by Cyrus's demon minions. He also had a monumental pillar erected to his own glory outside of the lair.

LOG

Therkistan, September 18

Dengwur leaves home to travel to the imperial fortress of Castra Pullo, in order to meet with Prefect Manius Rutulius Galba, the former head of the Noviodunum city government, whom Dengwur had saved from Wulfgar's plot. Dengwur arrives at Parsnak's town to ask Parsnak to accompany him to Castra Pullo, only to find Parsnak engaged in a heated shouting match with one of the guests at his hunting lodge. A northron named Edric had had a successful day hunting marmots, but was trying to get some salt from his host to properly season the game. However, since Edric did not speak Easterling, and Parsnak did not speak Northron, and since neither was the sharpest tool in the shed, an ineffectual exchange of shouts was the only result. Dengwur, who spoke both tongues, managed to calm them down and interpret the conversation. He convinced both Edric and Parsnak to accompany him and his soldiers to Castra Pullo. Parsnak brought his Ardean interpreter Ergul and one of his riders.

Pullo Region, September 19

The party sets forth, and about 8:30 in the morning are stopped by a mounted patrol of mixed Ardean soldiers and Therkish mercenaries. Dengwur manages to convince them of his good intentions and they let him pass. However, Parsnak notices that they are shadowed by 2 Therkish riders the rest of the day. At 6pm, a few miles from the Castra, they encounter a group of peddlers, led by a certain Rudolphus. They invited Dengwur and the rest to join them in a drink. However, Parsnak notices that Rudolphus poured poison into the goblets. Parsnak and his rider shoot Rudolphus full of arrows, Edric hacks down one of the other "peddlers" and Dengwur uses sorcery to dominate the last 2. Questioning the charmed prisoners, they find that Rudolphus was

a spy and saboteur sent by “King Wulfgar” to disrupt the Imperial remnants around Castra Pullo.

The party arrives to a warm welcome at Castra Pullo, where Prefect Galba and Tribune Maxentius (both of whom had been saved by Dengwur) were running a rump Imperial Government, planning to overthrow Wulfgar. Dengwur has dinner with the Prefect and Tribune, while Edric and Parsnak eat with mercenary soldiers of their respective nationalities. Dengwur discovers that Wulfgar is closing off the borders of the Noviodunum region in preparation to make the yearly tax collections there to fund a grab for either the Pullo or Portus Nardo regions. He also finds out that all of the imperial Augur’s towers across the empire were destroyed simultaneously. He and Galba deduce that Horrible Cyrus locally, and the Old Ones in general are somehow responsible. Edric and Parsnak discover that the Therkish and Northman mercenaries in imperial employ are of questionable loyalty and are strictly interested in the money they earn.

Dengwur decides that the next day he should head to the east in order to convince his grandfather the Khan to move against King Wulfgar.

September 20, Therkistan

The party sets off toward the east. In the morning they are challenged by a Hrisi (a type of Giant that lives by raiding and plunder). The Hrisi is quickly defeated, but manages to wound two of Dengwur’s soldiers.

In the same afternoon, they spot 6 Creepy Hill Lurkers spying on them. They quickly defeat them all, but in a bad spot of luck, Parsnak’s best bow is damaged and his rider’s only bow breaks. They notice that the Lurkers had been signaling to a larger group of their kind on a hill top nearby.

They decide to hunt the whole band of 26 enemies down and destroy them. They rush them and at first things go very badly. Dengwur is beaten mercilessly with clubs, Edric and Parsnak take arrow strikes. Edric takes a wound, but managed to retain his consciousness and his seat on the horse. Dengwur’s soldiers are driven back and their shield walls outflanked. Just when things look darkest, Dengwur, who was wounded by two separate wounds, manages to keep consciousness and crawls to his wagon. He opens the two chests, which house his half dozen animated Skeletal Minions. The skeletons leap forth and turn the battle around immediately, slaying some and causing the rest to flee in terror into a tunnel into the hill.

The party takes a long lunch rest to recover their stamina and then depart eastward, declining to chase the Lurkers beneath the hill.

Around sunset, a horde of 37 degenerate tunnel midgets rush the camp of our heroes. They are bloodily repulsed with great slaughter, although the midgets have some small success against the skeletal minions.

Finally, after midnight, 3 giant ape men make a final rush against the camp. Dengwur manages to bewitch one of them and turn him against another. The party slays the last one, but not before the apes had destroyed 4 of Dengwur’s skeletal minions. The bewitched Ape man was brought along. On the bodies of the apes, the party found several gold coins with the image of a Gorgon’s Head on each, and the letters H.C. stamped into them. Dengwur deduces they were minted by Horrible Cyrus,

who must have sent the degenerate horde of lurkers, midgets and ape-men against them.

September 21, Therkistan

Dengwur meets with his grandfather the Khan. He fails to convince the Khan to give up his alliance with King Vulgar, preferring to loot Castra Pullo and gain his independence from the Empire of Ardea in name and fact. On the way out of the tent, Dengwur is mocked by his cousin Unco. Dengwur bewitches Unco and tries to get him to convince the Khan to change his mind, but the Khan sees through the magical trickery and refuses. Parsnak arranges to have his superior bow repaired by a bow master in the Khan's camp, leaving his wounded rider to return it to him on completion. The party returns to their homes to await the completion of the harvest and the movement of the lordlings.