

Session/Game: RotT Gatavia 16

Date: October 11, 2009

EPISODE 16: Cyrus, We're Back

Campaign Date: March 1-4, 1219 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

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

Ardean Spear Squad 1, common warrior, level 1 x9

Edric the Meat Sack, Northron, Warrior, level 2 (Joe Cress)

GM: Dave Nelson

Prolegomenon

The characters spent the cold months of November and December of 1218 and January and February of 1219 resting and taking care of minor upkeep. Lucius Aurelius picked up his shield and armor, which were being made for him at Noviodunum. Parsnak increased his flocks and built a chicken coop. He also arranged for Rubrius Gallus at Castra Pullo to repair his notched enchanted sword and to give it a Therkish flair. Dengwur used some dragon's teeth he had saved to create a host of skeletal minions.

LOG

Silva Fusca, March 1

Edric, Parsnak, Dengwur and Aurelius all met at Pincus's tavern near the great forest in Silva Fusca. Their plan was to return to Deadman's Town and finish Horrible Cyrus once and for all. Lucius Aurelius brought his squad of 9 soldiers, Dengwur brought his 7 soldiers and 10 skeletal minions (closed into 2 chests) and Parsnak brought 1 of his Therkish riders. Aurelius and Dengwur each had a wagon.

Around 10am, at the edge of the forest, they found a squad of 20 Thursen (a Northton tribe) Mercenaries guarding the frontier. The adventurers fell on the warriors and a brisk fight broke out. One of the Thursens was a rune master but he was monumentally unsuccessful at throwing spells. The Thursen shield-wall had some success against Lucius Aurelius's men, wounding 4 of them before the Thursens were wiped out. Dengwur had managed to bewitch the Thursen leader. After the battle, Dengwur questioned the leader and discovered that King Wulfgar was bringing in a large number of Thursens over the winter. Wulfgar's plan was to replace the Ardeans in the Noviodunum army and then to dispossess the Ardean landlords in the area, replacing them all with Thursens (his fellow tribesmen). After he was satisfied with the answers, Dengwur sacrificed his bewitched victim.

The expedition moved into the forest, around 2pm, the column was stopped by a lone Dark Elf who demanded tribute. The party quickly killed him and Dengwur released his squad of 10 skeletal minions to rush ahead. In response, 6 more invisible Dark Elves launched a volley of arrows, dropping Dengwur to the ground with wounds. Slowly the skeletons and warriors managed to wear down the elves, until the last 3 fled and escaped. Dengwur, Edric, Aurelius and Parsnak, however, were all struck by elf shot. Edric and Parsnak managed to remove the shot, but Dengwur and Aurelius could not. Dengwur was grievously hurt and realized that he was likely to die unless properly treated. Edric said that Woden's Tree, the principal pagan shrine of the Haxmen, was not too far away and if they rode quickly on horse they could reach it by midnight. Parsnak led the troops back to Pincus's tavern, while Edric, Dengwur and Aurelius rode as fast as they could forward to Woden's Tree.\

After avoiding a large bear in the forest, the three men arrived at the temple. They found that they had to provide a sacrifice for the god to cure the elf shot. Dengwur mournfully allowed his faithful horse to be hanged from the tree as a sacrifice, and Aurelius sacrificed a silver saex. Aurelius had a crisis of faith for having sought the help of a pagan god, losing some of his faith until at some point in the future the Primus Auctor might forgive him. The three men rested over night at Woden's Tree.

March 2, Silva Fusca

On the way back through the forest, Parsnak spotted a column of smoke north of the road at around 2pm. Parsnak rode up and spotted a shabby camp of tunnel midgets, but he decided to avoid them. The three men rejoined their troops at Pincus's tavern and decided to spend the night.

In the night, they heard some far off screaming. Parsnak scouted around and saw a troll savaging some locals. He figured that it wasn't his business and he returned to the tavern and went to sleep.

March 3, Silva Fusca

The expedition marched forward toward Deadman's Town without incident, resting at the Eastern edge of the forest.

March 4, Dead Man's Town

The reached Dead Man's Town and entered the dungeon. They engaged Horrible Cyrus's door guards (1 sorceress, 5 swordsmen, 7 imps). The imps and swordsmen managed to kill 3-4 of the skeletons before they were defeated. Dengwur managed to dominate two of the swordsmen and took them prisoner in order to question them to get information about Cyrus.

Once they got the information, the expedition decided to analyze all the data and return again soon to defeat Cyrus once and for all.