

**Session/Game:** RotT Gatavia 17

**Date:** October 25, 2009

## **EPISODE 17: Horrible Cyrus, Horrible at fighting anyway**

**Campaign Date:** March 18-24, 1219 AFC

### **Characters:**

Parsnak, Therk (Easterling), Adventurer, level 4 (Marlon Kirton)

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

Therk Riders Squad 1, common warrior, level 1 x5

Dengwur, Therk (Easterling), Wise-man, level 4 (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

**GM:** Dave Nelson

### **Prolegomenon**

Lucius Aurelius consulted with the Supervisor of the Fane of Noviodunum and was informed that his loss of Faith was temporarily lifted until he should see a vision that would inform him of his penance, which would have to be completed by April 12<sup>th</sup>. Parsnak commissioned 3 paintings of himself (one for each of his best weapons); he also purchased some custom silverware, a rug with his crest, a stone pillar to commemorate his victories, 10 hunting dogs, and a custom bathtub with his crest and images of his victories.

### **LOG**

#### *Deadman's Town, March 18*

Parsnak, Dengwur and Aurelius arrived in Deadman's Town, with a map of Cyrus's lair Dengwur had had his prisoners create. Dengwur and Aurelius brought a squad of spearmen each, but Parsnak only brought 1 archer. They entered the lair once again and quickly slew three Old Ones at the entry chamber. Further along they crushed a band of 20 rat-men. Approaching Horrible Cyrus's guard-room, they found 6 more Old One swordsmen and a Demon warrior. The Ardean spearmen fled at the sight of the demon, but the heroes started a long fight with the enemy. Although they were worn down by fighting the swordsmen and demon, they decided to push on and confront Cyrus and finish him once and for all. Horrible Cyrus was guarded by 8 Old One swordsmen, who were initially spread about the room. Dengwur cursed Cyrus, Parsnak shot off a few arrows which missed. Aurelius charged straight through swordsmen and struck dead Cyrus before the wizard could respond. The old ones fled in terror after Cyrus fell. The heroes looted Cyrus's treasury, and Dengwur took Cyrus's "Mask of the Gorgon" relic. The party then moved toward the exit, but had to fight their way through a pair of Chaos Serpents in the corridors, which inflicted some poisoned wounds before being slain.

On the way back to town, Lucius Aurelius had a vision of an angelic being telling him that he must either cut down Woden's Tree in the great forest, or cut down "King" Wulfgar's new sacred grove outside of Noviodunum in order to repent of his seeking pagan healing earlier in the month at Woden's Tree. Consulting with his comrades, he decided that it would be much better to destroy Wulfgar's grove.

March 19-20

The party splits up their loot and return to their homes. Dengwur buys some bulls to sacrifice at Haxmoot from a Haxman thane.

March 21-23

Lucius Aurelius discovers the location of the new sacred grove that Wulfgar has handed over to his countrymen, the Thursens. It stands outside the old Ardean pagan temple on the far side of the river 2-3 miles outside of Noviodunum. In fact, Parsnak and Dengwur had slain a dragon in the ruins of the temple, at Wulfgar's request, back before Wulfgar had made himself a king.

March 24

Lucius Aurelius visited the monastery which was a mere mile from the temple ruin and sacred grove. There he met Abbot Demartus, who in addition to pulling several childish practical jokes on Aurelius, agreed to let Aurelius hide his men at the monastery in order to come at the grove at night undetected. The Abbot offered any additional help he could to destroy the foul pagan shrine, so close to his abbey. He told Lucius that his men could use the pass-word "sphinctos" to gain entry to the abbey.

Lucius began to make further plans, he sent out feelers to possibly sell his farm, which was too close to Noviodunum, and he made plans to contact some of his friends: Aulus (a centurion at Castra Pullo), Caeso (the leader of a powerful band of pirates and smugglers on the northern coast, west of Portus Nardo) and Vibius (the commander of a band of Bacaudae—bandits/peasant revolutionaries) in the countryside around Portus Nardo.