

Session/Game: RotT Gatavia 19

Date: November 22, 2009

EPISODE 19: A Tough Nut to Crack

Campaign Date: May 1-4, 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

Ardean Infantry Squad 2. Common warrior, level 1 x10

Therk Riders, common warrior, level 1 x10

GM: Dave Nelson

Prolegomenon

Dengwur lavishes 100gp on furnishings for his new townhouse in Portus Nardo. He also hires the Portus Nardo players to put on a play called "Wulfgar is a buffoon" at the outdoor theatre. Dengwur hires 2 squads of troops (Therk riders and Ardeans). Parsnak considers hiring some Therks and Westerlings, but they refuse his offers.

LOG

Portus Nardo, May 1st

Parsnak meets a wandering Therkish shaman, and gets him to bless his bow. Dengwur discovers that a good target for his continuing campaign against King Wulfgar might be Flavius Tormund, an Ardean-Northron half-breed, who now runs Wulfgar's northern border company from a fortress along the river. Dengwur convinces Parsnak to come along and they muster their small army.

Nardo Region, May 2nd

As they prepare to leave the city, they are stopped by a certain Balbinus, from the city government, his clerk Humble Claude, and a guardsman. Balbinus is all for clapping this barbarian army in irons, but Claude convinces him that if they paid a bond of 20 shillings for good behavior, they could be allowed to leave. Dengwur coughs up the cash and they proceed. When they reach the gate, the gate guards tell them that Balbinus is just a con-man and has cheated them. Despite being filled with rage, Dengwur leaves the city. In later that evening, near the border, their camp is attacked by a cave troll. Although it wounds three men and attempts to carry them off, Dengwur manages to save them by using rune magic to fetter the beast. During the fight Parsnak's bow scores a critical hit, permanently fixing the shaman's blessing to the weapon.

May 3rd, The Border

At around 9pm they attack Tormund's castle. Parsnak uses magic to disable the bolt-shooter on the tower. Dengwur attempts to use a Tendrils of Doom on the Rune Wizard there, but his rune protection reflects it back upon the Dengwur, trapping him in the attacking arms. The archers on the walls devastate the Therkish riders of the attackers, and severely punish the newly recruited Ardean spearmen. Finally, when Dengwur collapses from the tendrils, which then vanish, the attackers flee, with Parsnak's henchman hauling off Dengwur under cover of Parsnak's darkness spell. 5 Ardean spearmen were left behind wounded, as were 8 Therk archers, all of whom Tormund's troops finish off when Parsnak has left the field.

Critically wounded, Dengwur is nursed back to consciousness an hour or so later, and he uses magic to heal his wound. Filled with rage he summons up a Demon of Disease, to spread Scabies on the garrison, and then 2 gargoyles and a Hell-Spawn Warrior to join in the attack. When Dengwur and Parsnak, their remaining henchmen and demons reach the fortress, Dengwur uses the Mask of the Gorgon to turn the Rune Wizard to stone before he can use a rune protection. The demon of disease infects Tormund, his elite guards, and the better squad of spearmen with Scabies. The gargoyles sweep onto the defending archers and chase them in terror from the walls. Tormund responds by blowing his Silver Horn of Woden, summoning up a Waelcyrgie (one of Woden's Shield-maidens). The Waelcyrgie dries off the Hell-Spawn Warrior demon by using runic magic. But Parsnak again uses magic and opens the gate of the fortress. The gargoyles and Dengwur's 2nd level spearmen start battling Tormund's shield wall at the gate way. The Waelcyrgie dries off the gargoyles by magic, and the Tormund's men drive off Dengwur's spearmen. Tormund however, and his three best men chase the spearmen sally forth and chase down the attackers. The Waelcyrgie rides her flying horse to Dengwur himself, and hacks him down. Then Parsnak kills Tormund with his bow. The Waelcyrgie then snatches up Tormund's body, leaving the horn behind, and rides off the halls of the slain. The Defenders return to the fortress, but the attackers break morale when Dengwur falls. Parsnak keeps the defenders' heads down until the henchmen have carried off Dengwur. Tormund may indeed be slain but the fortress and its loot do not fall to the attackers.

May 4th, Nardo Region

Again Dengwur is nursed back to consciousness and uses magic to heal himself. Parsnak raids some small farms for livestock to sacrifice. The party returns to Portus Nardo, Parsnak takes the 2 living Therk riders from Dengwur's service into his own. Dengwur begins to plan revenge against the conman Balbinus, remembering that Balbinus had given him a written receipt, which he might use to work evil magic through, since it was in Balbinus' possession.