

Session/Game: RotT Gatavia 21

Date: January 17, 2009

EPISODE 21: Dart's the Ticket

Campaign Date: June 12th 1219

Characters:

Parsnak, Therk (Easterling), Adventurer, level 5 (Marlon Kirton)

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

Therk Riders Squad 1, common warrior, level 1 x5

Therk Riders, Squad 2, common warrior, level 1 x2

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

Ardean Infantry Squad 1, common warrior, level 2 x6

Lucius Aurelius Agricola, (Ardean), warrior, level 4 (Dave Hanley)

Ardean Infantry Squad 1, common warrior, level 2 x9

Elfric the Mighty (Northron), Warrior, level 2 (Jason Leibert)

Athelward, northrin bard, Adventurer-1, (NPC)

GM: Dave Nelson

Prolegomenon

Agricola hires men to begin work on the protection wall around his new farmhouse. Dengwur buys some sacrificial bulls. Parsnak buys some bags of flour to use against invisible foes.

LOG

The Druid Hill, June 12th

Agricola, Dengwur, Parsnak, Elfric and their henchmen approach the standing stones on top of the elf complex. They spot 3 Westerling tribesmen guarding the stones. They manage to kill the guards, but not before they sound a horn, summoning a band of 12 riders. These Westerling horsemen ride around out of reach of the adventurers, throwing volleys of darts and javelins at them. Athelward the bard is killed and 3 of Dengwur's soldiers are wounded in the initial attack. Elfric is caught all alone on one flank and is encircled by the horsemen, and finally is overcome by the weight of the huge pile of darts and javelins that are hurled at him and he swoons. The horsemen then wound 2 of Parsnak's men and drive off the Therkish cavalry as a whole. Agricola's men form a solid shield wall around the standing stones, but are not engaged by the swift horsemen. Finally, after Parsnak's arrows unhorse some of them, Dengwur ensnares three of the attackers in the Tendrils of Doom, causing the last 6 to flee.

The party decides to make camp, have a nice bite of lunch and recover from their wounds. This draws the attention of two Wild Cyclopes who rush the camp and smash 3 of the Ardean soldiers following Agricola before they are killed. One of the soldiers dies, the other two recover from their wounds.

The party then climbs back into the elf caverns. Dengwur banishes a ghost set to protect the entrance. Then the party is attacked by 3 Light Elf spearmen and 2 fairy enchanters in a narrow hall. The fight is long and difficult, since the enchanters

summon up phantom warriors to aid their cause. Agricola is wounded and Dengwur's powers are taxed. Elfric then goes berserk and finishes off the rest of the enemies, but then turns on his own side. With his bare hands (his sword having been dropped in the fighting) he badly beats 3 of Agricola's soldiers before he snaps out of his rage.

They finally reach the queen's chambers and do battle. The queen is protected by 3 elves and 3 hero spirits from the otherworld. Parsnak sneaks around invisibly peppering the foe with secret arrows. But elvish magic finally proves no match for cold steel and our champions emerge victorious. They then plunder the queen's treasury, and recover the items stolen from them by the gnomes. On the way out, they find the gnomes' chambers and slay all 6 of them.

Epilegomenon

Elfric takes Athelward's notes and has them made into a play to be shown at the Portus Nardo theatre. Parsnak commissions 2 portraits for his cabin and sponsors two new hunting parties. Agricola begins plans for his henchman's funeral.