

Session/Game: RotT Gatavia 8

Date: August 9, 2009

EPISODE 8: Toad-Dengwur and the Gnome Lumps

Campaign Date: June 1st to June 12th , 1218 AFC

Characters:

Dengwur, Therk (Easterling), Wise-man, level 2 (Bob LaForge)

Slave Girl x1

Therkish Horse Squad 1 (10 mounted archers, common warrior-1)

Ardean Javelin Squad 1 (10 light infantry, common warrior-1)

Parsnak, Therk (Easterling), Adventurer, level 2 (Marlon Kirton)

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

GM: Dave Nelson

Noviodunum, June 1st

Parsnak and Dengwur sent a messenger to the Khan of the Therks asking whether it would be allowed for them to set up a base in the grazing lands south of the river. Parsnak himself scouted the river area for a likely spot. Meanwhile, Dengwur entered the basilica and spoke to the land-owner Lentulus, whom he had helped with the dragon. Dengwur was asking about possible approaches to the Prefect of the city, whom Tribune Wulfgar, the garrison commander, had hired Dengwur to kill.

Dengwur did discover that the Prefect, Manius Rutulius Galba by name, was extremely wary of Wulfgar, and this had something to do with the broader world-wide events. Those events were the collapse of the augurs' towers and the seizure of the southern half of the Diocese of Hallia by the Fosagaut king, thus cutting Gatavia and the other northern provinces of Hallia off from the empire. Dengwur, however, did not get any concrete leads in his own plot.

After leaving the basilica, Dengwur met with Marcus Fulvius, who was Noviodunum's premier sword-smith. Dengwur so impressed Fulvius with his noble outfit and impressive hat, that the smith agreed to make a superior spear for him, and to bump him to the front of the waiting list. The spear would be ready on June 9th.

Noviodunum, June 2nd

Dengwur spent the day recruiting henchmen. He retained one squad of Therk horsemen and 1 squad of Ardean light infantry. Parsnak returned from his scouting mission.

Silva Fusca, June 3rd

Looking for some action, Dengwur, Parsnak and the henchmen traveled out the eastern highway toward the forest on the Haxman border. They had lunch at the Vicus Mansionis, where the inn-keeper Pincus served them a fine spread of pulled turnips. They camped deep in the forest that night. Around 11pm, a woman entered the camp, claiming to have become lost after she was gathering firewood for a trade caravan

nearby. Two of the Ardean soldiers awakened Dengwur, who offered to allow the woman to remain in his tent until morning. She agreed, but as soon as they entered the tent, Dengwur attempted to use the Evil Eye upon her, and thence to Dominate her. She broke the domination and responded with a failed spell of her own. As the two did magical battle the Ardean guards attacked. However, the woman shed her magical disguise, revealing herself to be a Forest Troll. The guards withdrew and awakened the camp. Finally, Dengwur was stricken by a Fetter Foe spell, falling under the troll's power. The Ardean squad broke and ran when this happened, but the Therks and Parsnak continued to shoot ineffectual arrows at the troll. The troll popped Dengwur into a sack, tore a hole into Dengwur's tent, and began to leave the camp. Dengwur, however, was able to use an Unchain rune spell, even while magically fettered. He slit a hole in the bag and dropped out. Then he responded with a Fetter Foe rune of his own, freezing the troll. Before the troll could release herself, Dengwur and the rest of the expedition fled in terror back to Pincus's Inn.

Silva Fusca, June 4th

After a good night's rest at Pincus's place, the expedition headed south along the edge of the forest. Around 10am, they spotted a group of 9 gnomes sitting around a large fire. When they approached, one of the gnome—Bill Stiltskin—told them that they should all go away, and that they were all forbidden to look at their fire. Filled with rage, Dengwur ordered his 20 men to fall upon and destroy the gnomes. It was short and brutal, and all 9 gnomes were quickly killed, with no losses to the men. Searching the camp, they found 3 intact arrows in the middle of the fire, each with a golden sheen to them. They also found that each gnome had a nasty brown lump in a sack at his waist. Dengwur collected the lumps, and Parsnak took the arrows.

Near nightfall, the expedition surprised and attacked a 24-man patrol of Haxmen. The Northrons band consisted of 10 ordinary tribal spearmen, 10 trained warriors, 3 mail-clad elite warriors on horseback, and a mail-clad leader on horseback. On the right, 5 Therk horsemen stood up against the 10 tribal spearmen, in the center the 10 Ardean troopers formed a shield wall against the similar shield wall by the northron warriors, and 5 more Therks supported the Ardeans on the left. The Haxmen horsemen were behind the warriors, and Dengwur and Parsnak behind the Ardeans.

In the surprise round, Dengwur magically fettered the enemy leader, and the Therks did some minor damage to the mass of spearmen. However, the Northrons tribal spearmen charged and did great damage to the Therks on the right. Two of the horsemen also charged and slaughtered many of the Therks on the left, causing them to break and flee. The warriors in the center, broke their shield wall and charged straight into the Ardean shield wall with considerable success. The Northron tribal spearmen, however were broken by soon afterwards, and 5 fled off the field. The Northron warriors then wiped out the Ardean soldiers in the center. Dengwur had fettered a second horseman, but the third managed to close with Parsnak, ending his bow fire. Eventually, the last horseman decided to withdraw, and attempted to lead away his two magically bound comrades. Meanwhile, the Northron warriors swarmed Dengwur and beat the living crap out of him, wounding him twice. Exhausted and surrounded, Dengwur managed to use magic to kill enough of the warriors to cause them to break and run before they finished him off. 2 of the warriors managed to

escape from the field. Parsnak, however, managed to shoot the last horseman off his steed, breaking his own bow in the process. He rode up and cut the throats of the two magically fettered foemen.

Of the Ardean squad, all 10 were wounded, 2 of them seriously, 1 critically. Of the Therk squad, 2 were killed, 1 seriously wounded, and 3 had fled the field while unwounded. The remaining 4 had only minor wounds. Dengwur had two wounds a serious and a lighter one.

They decided to gather up the loot from the field and take the bodies and plunder to the caves that Parsnak had scouted to the south.

Therkistan, June 5th

The badly wounded Dengwur rode for the east to his kinsmen nearby. He arrived at an encampment of his kin and got permission for treatment by the wise-woman. She told him the secret of the Gnome Lumps: that if you carved a beneficial rune upon them and the recipient ate the whole lump, he would gain the benefit of the rune spell without the caster spending spell points. She had Dengwur eat a lump with a Limb Rune on it, which cured his serious wound instantly, but which was the most horrible thing he had ever put in his mouth. He left another lump with her as a reward.

Gatavia June 6th to 8th

Parsnak and Dengwur settle themselves and their men into the caves along the river. Dengwur acquires some sacrificial animals as a means to restore his magical energies. Knowing that Wulfgar expects Dengwur to kill Prefect Galba on the 10th, they return to Noviodunum.

Noviodunum, June 9th

Dengwur uses magic to transform himself into a Toad. He has his men distract the guards at Galba's villa, and then has Parsnak sneak the toad as close to the villa as he can. Toad-Dengwur then sneaks into the villa, hiding under Galba's bed.

Noviodunum, June 10th

The spell wears off and Dengwur resumes his normal form in Galba's bed chamber. He convinces Galba that he was hired by Wulfgar to kill him, but that Dengwur plans to double-cross Wulfgar. He convinces Galba to give him his official seal as proof that he has killed him, and that both of them would sneak out of the villa by the back window. Galba agrees and says he is going to go off to the legion fortress of Castra Pullo, while Dengwur goes to collect his bounty. Dengwur attempts to enter the city, but is refused entry by the guards.

Noviodunum, June 11th

When Dengwur enters the town, he is able to witness Wulfgar crown himself "King of Gatavia" with his own hands. He claims that since the empire is now cut off from the province, it belongs to whoever is the strongest. He also announces that he himself has strangled to death the provincial governor, and that the city Prefect has disappeared. Dengwur gets an audience with "King Wulfgar" who pays him his 200gp for making the prefect disappear. He explains that a large portion of the legion from

Castra Pullo is now on its way north toward Portus Nardo, to put down a large raiding party from rebellious Westerlings. Wulfgar intends to take his garrison, and the mercenaries he has hired to attack the legion from behind, since he has a secret treaty with Prince Custenin of the Caturiges, who arranged for the raid. Wulfgar asks whether he could get the General of the Legion (Sulpicius Renatus) to disappear too. Dengwur says he can't promise but would try.

Dengwur decides to continue his attempted double-cross of Wulfgar. He intends to warn Sulpicius Renatus of the trap. But, bafflingly, instead of heading immediately north, he rides off to the south to his cave hideout. Then, gathering Parsnak and the other riders, turns around and heads toward the city. He has to stop a few miles south east of town.

June 12th, Gatavia Province

Riding through the day, he meets the legion too late, when it had already closed with the Westerlings, but then was ambushed in the rear by Wulfgar. Renatus was already dead, but Dengwur managed to rescue the second in command of the Legion, Tribune Maxentius, and saw to it that he and a squad of his men got away.

Returning to Noviodunum, Dengwur picked up his new spear from Fulvius. Then he went on a shopping bonanza. He bought a new bed, tent, candlesticks, fine furs, wine rack and a gallon of the most excellent wine, all of which so he could settle into his cave in great luxury and comfort.