

Session/Game: RotT Gatavia 2

Date: June 28th, 2009

EPISODE 2: Beneath the Augur's Tower

Campaign Date: April 1-6, 1218 AFC

Characters:

Orcunos, westerling, adventurer-1, (James Gallagher)

Edric the Meat sack, northron, warrior-1 (Joe Cress)

Decimus Antonius Metellus, Ardean, adventurer-1, (Jason Leibert)

GM: Dave Nelson

Character Profiles:

Orcunos: a pagan adventurer with knowledge of the art of Prophecy who comes from the Caturiges tribe. He has 40 armed kinsmen back home, but his family is not counted among the rich or powerful. In fact his wealthiest kinsman is a distant cousin who owns a moderately-sized farm. He can be described as Compassionate, Patriotic and is an avid hunter.

Edric the Meat-Sack: a northron warrior from the Haxmen tribe. He is a distant cousin to the chief of Haestingas, has inherited both a superior horse and a small boat, and has 40 armed kinsmen in his kindred group. He can be described as slow-witted, hedonistic, and patriotic and is a keen equestrian.

Father Decimus Antonius Metellus: an Ardean elder (priest) of the Orthodox Fane of the Primus Auctor, he has numerous contacts in Portus Nardo, Castra Pullo and the Gatavian countryside. He can be described as religious, patriotic and scholarly. He has inherited a superior sword, said to have been made for the Blessed Boniface of Murinum during the Agrippan crisis of 1156.

Portus Nardo, April 1—8:00am

In the forum of Portus Nardo the crowd was stunned and amazed in the early morning hours when the Tower of the Imperial Augur burst into flames and swiftly fell over. Panic gripped the town until the town Prefect, Publius Servilius, stepped onto the rostrum in front of the basilica and announced that this was the work of the infamous rebel *Bacaudae* (peasant revolutionaries/pig thieves) leader Maglowyr. Furthermore, he offered a bounty of 100gp for the head of the traitor.

It just so happened that Father Antonius was having breakfast on the balcony of the house of Septimus Glaberus, a leading merchant of the town and friend of Antonius. Septimus sputtered at the sheer stupidity of the Prefect in suspecting a two-bit pig thief like Maglowyr of being able to carry out such a plot. Septimus and Antonius entered the basilica and confronted the Prefect, who suggested that perhaps Father Antonius might want to investigate the ruins of the tower itself. Septimus suggested that he take with him 2 men he had recently hired to be guards on his estate outside of town, but whose contracts has expired and were in the forum at that moment.

Antonius entered the forum and found the men, Edric the Meat-sack and Orcunos, staring at the water shooting out of the stone turtle in the public fountain. Septimus suggested offering them a big wheel of cheese or something for the job, but Antonius reached a more equitable arrangement with them.

Bidding Septimus good-bye, the three men moved to the tower ruins, where the guard captain was all too eager to allow them in to investigate. The ruins seemed badly scorched, with the fire more intense at the bottom. At the center of the ground floor was a large hole, rather like a smoke stack or chimney, from which the fire seemed to have come. Antonius dropped a torch down the hole, where it landed about 35 feet down, then tied a rope around a chunk of masonry. It was then only a matter of convincing Edric the Meat-sack to climb down the rope.

About halfway down, Edric spotted what looked like the body of a horse-sized rat snake crawling across the floor. He was unable to use his bow from the chimney, so lowered himself down into the chamber. Edric hit the serpent a few times but himself was overcome by wounds and swooned. Orcunos swiftly followed Edric down the rope to rescue him. He arrived to find the serpent with Edric's arm awkwardly jammed in its jaws. The discomfort of the serpent gave Orcunos the opening he needed, and he managed to kill the snake before it could recover.

Luckily, Edric's wounds were not life-threatening, and he was tended by Father Antonius until he could stagger along with the other two. Orcunos discovered that the chamber's floor was filled with tiny holes, and a strange vapor was issuing from them. The team decided to exit quickly by means of a door to the east.

After following some tunnels, the party entered another chamber that was filled with 7 evil-looking midgets with scraggly beards and swords. Antonius and Orcunos charged in and began to attack them. Edric, who was still tired from his wounds, shot a few arrows. Unfortunately, one arrow struck Orcunos in the back, dropping him to the floor. Two midgets then charged Edric and wounded him. But, Antonius, relying on every bit of his considerable Faith in the Primus Auctor, El-Gabal, his holy name be praised, managed to turn the tide and send the rest of the wretched midgets to their miserable deaths.

Because both of his comrades were wounded and unconscious, and Antonius was unable to get them out of this underground hell, he decided to use the midgets' swords to wedge close the two doors to the chamber and spend a day in fasting and repentance.

April 2, the Chambers Beneath the Augur's Tower

After a night of vigil and fasting, Father Antonius used prayed to the Primus Auctor to heal Orcunos, and Lo! He was healed of his wound and regained consciousness. However, he was still exhausted, and Antonius felt himself unworthy to attempt to heal Edric without further fasting and repentance. So, he fed Orcunos a good meal of biscuit and mead, and he himself went without food, rest or even water for the rest of the day.

April 3, The Chambers beneath the Augur's Tower

After the night passed, Orcunos awoke refreshed, and Antonius prayed once more and managed to heal Edric. Although Edric and Antonius were still weary, they all decided to press onwards.

After pressing through some more tunnels, the party entered a chamber where they caught a sorceress and here skeletal minions practicing at some evil ritual. Antonius charged the sorceress, catching her by surprise and killing her. Orcunos destroyed several skeletons, but the weary Edric was hacked down again. Orcunos and Antonius had meanwhile been bruised and battered while killing the skeletons on their side of the room. Orcunos decided to go for broke, and mustered up a berserker rage, charged and destroyed the last two skeletons, in time to save the life of the wounded Edric. Although Antonius decided to play dead lest Orcunos attack him in his rage, Orcunos managed to snap out of the rage before he turned on his comrades.

The sorceress had a sack full of strange, heavy gold coins of a type not familiar to the heroes. She also had an iron protective amulet marked with a pentagram. More disturbing was the fact that she wasn't even human. Her eyes were entirely black, and she had no ears, only narrow slits in their place.

There was a tunnel behind them, which seemed to point upwards. Orcunos decided to examine the liver of the sorceress for an omen as to whether they would be wise to travel up the tunnel, or return to the snake chamber and attempt to climb back up the rope. The omens suggested they take the tunnel, and so they did.

April 3—Portus Nardo

The party found that the tunnel led to a grove of Black Ash trees just beyond the city wall of Portus Nardo. They rushed back into the town and reported to Prefect Servilius the existence of the degenerate foes they encountered beneath the town. At first the Prefect accused them of drunken delusions, but then was convinced by the physical proof they brought. He was visibly overcome by fear. So, he escorted them to his private chapel and offered them 20 shillings each to swear an oath to keep everything they saw a secret. Edric and Antonius swore the oath and took the money. Orcunos refused the money and the oath, but gave his solemn word he would keep the secret.

April 4—Portus Nardo

After a good night's rest, Antonius had a conversation with Septimus about the strange gold coins they had found. Septimus said he had seen one like them many years before, brought to him by a tomb robber in the far south, but never so many or in such good condition. The team decided to each keep one of the coins, but sold the rest to a gold-smith acquaintance of Septimus for 100 shillings. Antonius and Orcunos decided to look into booking passage on a riverboat to travel up to Noviodunum, to consult with the monks at the monastery there about the origin of the coins. Orcunos used the Second Sight to examine the coins, and found them to have a pattern of seven pentagrams hidden in the carvings on the back.

Meanwhile, Edric wandered off alone to purchase a new armor coat of Aurochs hide in town. After he sold his bearskin and had been fitted for the new armor, he was attacked in an alley by two knife-wielding thugs. He quickly killed both of them and

looted them of a sack of newly-minted silver pieces. Edric decided to wait in the armor shop until his coat was ready.

Several hours later, Edric was drinking in a wine shop, when a small patrol of town guard entered to arrest him. Edric decided to surrender and go peacefully. However, they did not take him for arraignment, but straight to a windowless cell and locked him in.

When Edric did not show up to meet Antonius and Orcunus, the tow became worried and went to look for him. They gradually pieced together the story of the attack and his arrest and went to the jail to try to find him. When the deputy prefect denied that any northron warriors had been arrested that day, the pair started searching the alleyways and gutters of the town. However, two more murderous assassins attempted to kill them in an alley. Antonius killed one and Orcunos disarmed and captured the others.

They called for the guard, and by good fortune were helped by the same patrol that had arrested Edric. The guard captain let slip that Edric was locked up incommunicado by special order of the garrison tribune, who answers only to the prefect.

Antonius and Orcunos made their way to the jail and managed to bribe the jailer with the considerable sum of 20 shillings. The three men slipped out of the forum, got onto Edric's rowboat and rowed up stream to catch the riverboat for Noviodunum somewhere beyond the jurisdiction of Portus Nardo.

April 5th—The River

They ride the river boat as it is rowed up stream. Incidentally, they pass the heroes Casticun and Aulus Vipsanius who were traveling downstream toward Portus Nardo from Noviodunum just at this very time.

April 6th—Noviodunum

They arrive at the provincial capital of Noviodunum.