

**Session/Game:** RotT Gatavia 20

**Date:** December 6, 2009

## **EPISODE 20: Elf Holes**

**Campaign Date:** June 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

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 x7

Lucius Aurelius Agricola, (Ardean), warrior, level 3 (Dave Hanley)

Ardean Infantry Squad 1, common warrior, level 2 x9

**GM:** Dave Nelson

### **Prolegomenon**

Dengwur, filled with rage at being scammed by “Balbinus” sends demons to inflict him with Scabies and to haunt his nights with Night Hags. He also has a tunnel surveyed to link the two cave complexes which he owns.

Lucius Aurelius “buys” a 10 acre section of land from his friend the bandit-rebel leader Kaeso to the south west of Portus Nardo. He arranges for a villa and stable to be built there and commissions a painting of himself slaying Horrible Cyrus.

Parsnak hires the builder Gaius Tullius from Portus Nardo to build a brick hunting lodge in the westerling forest (naming it True Arrow North). He also has a stable built there and 6 trap-door covered storage pits at secret locations in the forest nearby. He then arranges for several hunting parties in the forest, spending a great deal on hunting bows, arrows, prize money, advertisements, and 2 small painting of himself killing a troll. He also commissions 4 small statues of his fist holding arrows to give as prizes at his hunting parties.

### **LOG**

*Portus Nardo, June 1<sup>st</sup>*

Lucius Aurelius informs Dengwur that Kaeso has informed him that the conman Balbinus was driven to distraction by the Scabies and nightmares. He fled the town to the west, looking for and finding sanctuary in a secret pagan shrine, somewhere near the nearby lake.

*Portus Nardo Region, June 2<sup>nd</sup>*

Parsnak, Dengwur and Lucius Aurelius and their men travel to the lake and question a local farmer. The farmer is a tenant of Lord Grampius, a local Ardean land-lord who has fortified an ancient Westerling hill fort and raised a band of warriors to protect the locals from raiders, at a price. The farmer says that there’s a pagan shrine under “Druid’s Hill” on the eastern coast of the lake.

They discover some Druidic standing stones on the top of the hill, but Parsnak spots some Westerling spearmen in a cave along the lakefront. Dengwur, Lucius and Lucius's men sweep in from the north, while Dengwur's soldiers try to sweep in from the south, while Parsnak and his men attempt to climb down directly over the hill. Dengwur uses Tendrils of Doom to attack the center of the Westerling shield wall at the entrance of the cave. This drives the Westerling leader into a berserk fury and he charges forth and critically wounds Dengwur before Lucius and his men hack him down. One of Lucius's men is stunned in the fighting, and one of Dengwur's men is killed before the westerling spearmen are finally wiped out.

The force then enters the cave and finds a complex of chambers and tunnels. They are challenged by 4 Light Elf spearmen and 3 invisible Fairy enchanters. After a long fight filled with bouts of enchantments, sleep spells, and bewitchments, 2 of the elves are killed and the rest of the enemy flees into the dark. One of Lucius's men is wounded, but is healed by Dengwur.

They decide to leave the caves and regroup at Villa Agricola, Lucius's new house, which is just a few miles away. That night invisible gnomes sneak into the house and steal the amulets of protection from all three heroes. Parsnak awakens during the robbery but is enchanted back to sleep before he can stop the gnome.

#### *June 3<sup>rd</sup>, Portus Nardo*

They return to the city of Portus Nardo and buy replacement amulets. Lucius Aurelius goes to the main city shrine where he swaps the captured "Silver Horn of Woden" to the Supervisor for a more appropriate relic, the Shinbone of St. Bocephus.

That night, the invisible gnomes return and this time steal valuable weaponry from the heroes. This time Parsnak manages to awaken and punches the gnome several times before being enchanted back to sleep. (A superior sword from Lucius, a superior spear from Dengwur, and a superior enchanted war bow from Parsnak).

#### *June 4<sup>th</sup>, Druid's Hill*

They return to Druid's Hill and re-enter the hill. They kill a basilisk which had been put on guard on at the entrance. Going deeper, they stumble into a guard room with 3 light elves. The elves brutally stab Lucius, wounding him. Dengwur manages to Dominate 2 of them with spells and the rest of the men kill the last one. Dengwur argues that they should withdraw and recover. They force the dominated elves to produce a map of the complex before sacrificing them to Dengwur's demons.