

Session/Game: RotT Gatavia 5

Date: July 12, 2009

EPISODE 5: The Ettin's Legacy

Campaign Date: May 10-13th, 1218 AFC

Characters:

Father Decimus Antonius Metellus, Ardean, adventurer-2, (Jason Leibert)

Decimus's Spear Squad-1 (Ardean Warriors-1 x8)

Orcunos, Westerling, adventurer-2, (James Gallagher)

Dengwur, Therk (Easterling), wise-man-1, (Bob LaForge)

Parsnak, Therk (Easterling), adventurer-1 (Marlon Kirton)

New Character Profiles:

<p>Dengwur: a grandson of the Khan of the Therks, Dengwur has devoted himself to forbidden knowledge and the worship of demons, knowing Sorcery, Witchcraft, Rune Magic and Poison mastery. He has 2 squads of kinsmen in region DIII. He loves horses, and can be described as hedonistic and glory-loving.</p>

<p>Parsnak: a distant cousin of the Khan of the Therks, sent out to look after Dengwur. In addition to being eagle-eyed and a keen archer, he knows the basic secrets of herbalism. He has 3 squads of kinsmen in region CIV. He loves to hunt, horses and glory.</p>
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GM: Dave Nelson

Cross-roads south of Noviodunum, May 10th

Decimus Antonius and his 8 henchmen had arrived at the crossroads south of Noviodunum in order to receive a message at the Mansio (way-station) located there. At the same time Orcunos was returning along the west-road from seeing off the carters that he had hired to take the shipment of arms (20 hammers, 20 maces, 20 kontos, and 35 javelins) to his kinsmen in the Caturiges tribe. Travelling up from the south were Parsnak and Dengwur, following some omens that bade them go west.

Soon after they all met at the crossroads, they spotted 15 Northron warriors, from the Fosa-gaut tribe coming up the road. Antonius orders the henchmen to attack. Dengwur drives his wagon toward the Gauts and blasts them with elemental fire, killing several. Orcunos drops one with a sling stone. Parsnak shoots several with arrows, and Antonius and his men manage to dispatch the last few. The last Gaut warrior got his dander up before he fell and wounded 2 of the henchmen.

It was not long, however, before Parsnak spotted a larger column of Fosagauts coming up the road. There were 10 horsemen chasing a lone rider, and a band of 30 more Gautish footmen following them up. Having ample time to prepare, the travelers set up an ambush. Antonius sent his two wounded men to warn the Mansio and a nearby villa.

When the Gautish horse arrived, in 2 rows of 5, Dengwur leaped from behind a fence and mesmerized the first row with his "evil eye." He then mounted his horse and wheeled along the left flank of the footmen, stabbing one, but then falling wounded from

several spear hits. Parsnak had followed Dengwur, shooting many of the Gauts from his horse at a distance. Meanwhile, Antonius and his 6 men rushed the stymied horsemen and wiped them out.

A group of Gaut footmen then arrived in the middle, and a second group around the right flank. Orcunos charged the flankers from the rear, but was repeatedly speared and fell wounded. Antonius had his men form a shield wall across the road to receive the oncoming Fosagaut footmen. However, the Gauts shattered the shield wall, striking down 5 of the henchmen.

At this point, the lone rider, who had been fleeing the Gauts, turned around and used a Rune Spell to heal Orcunos's wound. Orcunos, filled with rage and shame, entered a berserk rage and drew a saex and started to hack the flank group to shreds. The rider then used a spell to restore Dengwur as well and he and Parsnak wiped out the left flank group. Although the center group had shattered the shield wall of henchmen, the remaining members lost their nerve and fled, but the raging Orcunos chased them down and hacked them all. Orcunos then collapsed from his wounds, one of which appeared to be a mortal one. Antonius then made a heartfelt prayer to the Primus Auctor On High and the mortal wound was healed.

After they collected the arms, horses and coins from the defeated foes, the new comrades hurried back to the city of Noviodunum. One of the henchmen, however, did not survive the battle. Antonius and the other 7 henchmen departed from the rest and went back to Villa Antonia. Dengwur, privately, harvests the bones from two badly hacked up corpses, shoves them in a sack and throws them into the wagon.

May 11th, Noviodunum

Orcunos noticed that something was peculiar about the "Lone Rider" who had fought with them. He used his Soul Read to pierce the man's disguise. He discovered that the man wasn't a human at all, but rather a member of an ancient man-like race called the Lesser Ettins (or as the Westerlings call them "Lesser Fomorians"). His name was Brophy, and he said that his brother had been killed, and he was returning to inherit his tower in the woods to the west of Noviodunum. Brophy asked Orcunos and his friends to help him on his quest, and they agreed.

In town, Dengwur purchased and sacrificed a bull to his demons, bought himself a fine gourmet meal and an exquisite crystal goblet to drink from. He also helps Parsnak hire a minstrel to spread the word about his exploits.

That night, at the Drunken Monkey Inn, the comrades were awakened by Brophy's screams. Dengwur rushed to Brophy's room and used his Second Sight to discover that a Night Hag was attacking the Etti. Dengwur used his magic powers to banish the hag and save Brophy's life. Dengwur then purchased a boar and sacrificed it to his dark masters.

May 12th, The Woods West of Noviodunum

Dengwur, Brophy, Parsnak and Orcunos rode into the woods and up into district e9. There they came across an altar in the woods. Suddenly, Brophy fell over, struck dead as if by invisible arrows. Angered, Orcunos used his Second Sight to spot 4 Dark Elf archers standing invisibly in the woods. He marched up directly at one, who panicked and shot him. Orcunos ignored the arrow and warned the elves to behave

themselves. They responded that they hated (insert elvish curse word for Ettin) and that the rest of the party should get the hint as to what was expected of them by the altar and sheep skulls all around.

Orcunos decides to sacrifice Brophy's horse on the altar, but Dengwur gets extremely agitated at the thought of so crude a practice as to sacrifice a horse, a horse mind you, being the noblest creature on earth. Dengwur and Parsnak leave and return toward Noviodunum to fetch some more lowly animals for sacrifice. Orcunos stays behind and immediately sacrifices his own horse on the altar.

Orcunos spends the rest of the day searching through the woods for the Ettin's tower, camping for the night near the center of the district. Dengwur and Parsnak return to Noviodunum.

May 13th The Woods

Orcunos searches the woods widely, stumbling onto a primitive village of Creepy Hill Lurkers, which he avoids. Later he finds the Ettin's tower and marks its location, returning to the Dark Elf altar.

Meanwhile, Dengwur and Parsnak, with some sheep and goats, travel back to the woods, but are stopped by a Hrisi Raider. The Hrisi are a breed of stupid giants known for killing herdsmen and eating their flocks, one of these same giants had nearly killed Decimus Antonius the month before up in Haxmanland. Dengwur attempted to use a spell on the giant, but it failed. The giant cracked Dengwur over the head severely with his club, wounding him. However, Parsnak's withering arrow barrages forced the creature to grab the sheep and goats, shove them into a sack and run off into the forest.

Parsnak managed to tend to Dengwur's wound and revive him with one of his herbal remedies. The pair determined to hunt down the giant and beat him like a red-headed step-child.

Parsnak's superior sight allowed him to quickly track down the giant. He further wounded the raider, and Dengwur used a spell to bind the beast with magic. The helpless giant was then butchered most horribly by the Therks. Dengwur cut off its head and mounted it on a pole attached to his wagon. The pair then proceeded back to the road and onward to the Dark Elf altar.

They arrived just as Orcunos returned from scouting the forest. Parsnak tried to avoid sacrificing to the elves, so they shot an arrow into him. He then swiftly sacrificed one of the sheep, in a ham-handed and overly bloody way. Orcunos, by now feeling the ill-effects of having elf-shot still lodged in his body demanded that the elves remove it from him and now Parsnak. Since he could plainly see them, their nerve broke and they gave him some "Magic Powder of Milberries" which removed the elf-shot.

The three men agreed to immediately make for the Ettin's tower and to destroy whoever had usurped it from their late comrade Brophy. Dengwur used magic to animate his two bags of bones into Skeletal Minions to guard his wagon, which had to be left at the road.

After traveling across the district they climbed the front stairs and tried to lever the bar through some holes in the wood of the gate. This alarmed the horde of 11 Rat-men (Rat-men!) inside the first floor, who were ready for action and who opened the door themselves. Dengwur blasted half of them with a magical stream of hot steam.

Parsnak and Orcunos rushed the rest and wiped them out. The men then raced up the stairs and slaughtered a pack degenerate tunnel midgets and then burst into the chamber where 2 Old One sorcerers were guarded by 3 Creepy Hill Lurkers. Dengwur destroyed one of the sorcerers and battered up the three Lurkers very badly. However, the second sorcerer used his Evil Eye to mesmerize both Parsnak and Orcunos. Dengwur engaged in some spear fighting with the lurkers. Then the sorcerer attempted to dominate the minds of the mesmerized Parsnak and Orcunos. He succeeded in bringing Parsnak under his control, and had to release Orcunos in order to give Parsnak a command. Fearing the arrows of Parsnak, both Orcunos and Dengwur put forth a hardly effort and managed together to spear the lurkers and the sorcerer before Parsnak could shoot at them. Inside the sorcerers' chamber, the men found 50gp worth of golden ornaments and some witches' caldrons.

The three "heroes" then climbed into the basement, which they discovered to be filled with Rat-men and some degenerate Tunnel Crawlers. The hideous appearance of the Crawlers led the heroes to withdraw and take their loot back to town.