

THE ELDER SCROLLS/BBFRPG PLAY REPORT

Dominion: Episode 1, Of Dungeons & Dragons Part 2: Ancient Storm Sewers Under Stornhall, Morndas 10th of Midyear 4E 206

Date: 061713, 3 hours, 20 min.

Players:

Brian: Jo'Rak, Khajiit Assassin

Amanda: Filbyn, Wood Elf Scout/sneak

Tina: Riala, Breton Mage

Reid: Kalarus, Dunmer Mage/enchanter

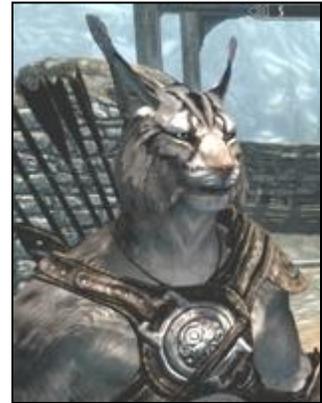
Logan: Yngvar, Nord Warrior (Stormcloak Rebel?)

Tony: Tralen, Redguard Warrior/leader

The first hour+ was spent with character generation for our newest player. He had lots of excellent questions and grasped the nuances of this system quickly. Then we picked up where we left off at the Shrine of Talos.

A Correction from the previous session: Yngvar DID pray at the shrine and received the blessing, "Fist of Talos".

While the group was gearing up one of the villagers stepped up to the table of gear and started claiming some items including a curved sword. Riala meanwhile offered to add powerful magic to the weapons of her new companions, if they promised that these weapons would not be used to harm the innocent. She then approached the Redguard and introduced herself, with the same offer. His reply showed him to be an honorable warrior and the group continued down the ancient storm sewers with the villagers. Jo'Rak snuck back, prayed at the Shrine to Talos and left an offering of gold and a bit of his blood.



A short while later Jo'Rak, scouting up ahead again, found a room of sorts with a grating high above in the ceiling. The tunnel widened here and now the water was just a trickle down the middle of the path. He was about to continue on when he noticed there were some mud crabs, six of them. He backtracked and let the group know what he found.

Just as the group was starting to figure how to attack them, Filbyn asked everyone if she could try and resolve this without killing the mud crabs. She explained she was good with animals and if you knew how to treat them everyone could get by the mud crabs without any harm to anyone, mud crab or villager. The group agreed to let her try.

Filbyn calmed the mud crabs when she entered their territory and then using some of her rations, fed them and guided them to one side of the room while the rest of the party moved the villagers along the edges of the room and on down the tunnel.

Kalarus got it in his head to then use illusion to look like a mud crab. Yngvar almost drew his two-handed Nordic sword before realizing what Kalarus was up to.

The next encounter started when up ahead, the dark tunnel was filled with light as something was uncovered from a grating over another larger “room”. Then Thalmor guards began dropping down into the tunnel and some ran off. Shortly after many of them had jumped, fell and dropped into the room the roar of a dragon was heard and the grating above was covered over with rubble and some stone blocks fell down into the room.

The Thalmor guards were just recovering from fleeing the dragon above when our heroes struck. Filbyn stepped to the fore and fired the arrow that Riala had charged earlier. The arrow struck true and killed the female Thalmor Guard and then the arrow’s charge filled a large portion of the room with lightning bolts. Most all the Thalmor were severely injured, their glass armor smoking.

A few more arrows and a follow up concussive blast from Riala finished them off. The group was shocked at how formidable they were together.

The party, now eager to get the rest of the fleeing Thalmor picked up the pace, the villagers were terrified of battle but confident their rescuers would protect them followed quickly behind, and picked up a few elven swords just in case. Our heroes were careful to not let anyone fall behind and watched their back trail for any pursuit.

A short while later the storm sewer joined a natural tunnel and exited into a small outdoor grotto complete with pool of water, the heroes horses. There also stood the Thalmor Justicar and a bunch more high elf guards.





Thalmor Guards in Glass Armor

Tralen inspired the group and our heroes attacked. Jo'Rak was first and with incredible heroism, ran past the two high elves guarding the cave entrance and along the edge of the grotto, drew an arrow he had Riala charge earlier and despite all odds and some cover dropped the Justicar where he stood.

Yngvar came out of the cave next, fired an arrow dropping one guard, tossed his bow behind him, reached back and drew his two-handed Nordic sword, and cut down the other guard. This cleared the way for the rest.

Kalarus entered the fray next and using summon, summoned the spirits of the slain prisoners from earlier in the day. (I used some stats of the dire rats and for this battle let him summon those restless spirits. This fit well with the story and the Dunmer background.) He followed up with a second action to summon illusions of those same spirits, having the spirits attack first to put the fear in the guards. Very creative. Some more arrows from Filbyn, some sword swings from Tralen and another blast from Riala brought the numbers of guards down from 18 to 12.

This is where we ended this session.