

# THE ELDER SCROLLS/BBFRPG PLAY REPORT

Dominion: Episode 1, Of Dungeons & Dragons Part 3: Wilderness South of Stornhall, Morndas  
10th of Midyear 4E 206

Date: 062513, 3 hours.

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

George: Cocius Mantedi Imperial Legionnaire



Correction from last session. I was in error on having the elves wear glass armor. That should have been elven armor.

Two more Thalmor guards were spotted over by the horses bringing their number from twelve to fourteen. Our heroes without hesitation waded in. It was during this fresh wave of fighting that the villagers emerged led by an Imperial farm woman with elven sword in hand. Several other villagers were behind her, also armed with the swords of the fallen. Heads turned when she began to challenge the high-elves.

*Enough, you come to our land, our town. You threaten our people, you threaten my husband, my child! You falsely accuse us of worshipping Talos! You burn the innocent! Well if Talos is something you fear, then on this day a new follower of Talos arises. She arises with the sword of her enemy in hand, and against your crimes there is but one punishment.*

*She looks to the others holding weapons. For Talos! For Talos, they yell. For Stornhall! For Stornhall! For the Empire! For the Empire! And they set upon the high elves, with the intent that none be left alive.*

They then rushed the high elves, Thalmor warriors but their hearts experience. With renewed vigor legionnaire joined the fray from

Most understood that this was a would be no prisoners, no Aldmeri Dominion troops. Some of their fate was sealed the moment they intentions.



their skills feeble against these made up for their lack of the fight was on and an imperial the rear of the Thalmor.

fight to the death, that there witnesses to the attack on these the high-elves tried to surrender but entered Stornhall with their vile

The group then assembled and the newest hero was introduced, Cocius Mantedius. It was also learned that the farmer woman who lead the charge of the villagers was named Cinda who did indeed have a child and wounded husband.

There was a bit of fumbling about as this new group of players adjusted to figuring out what will later on become common tasks, loot, bodies, etc. They decided to hide the Thalmor in the tunnel rather than burn them and possibly attract the attention of the dragon, whose roars could still be heard. They also managed to get some healing potions, a ring of frost resistance and a staff of flames off the Justicar. The justicar was also wearing a unique badge marking him as someone quite high up in the Thalmor.



The group then split up with most taking the villagers past the grisly pile of Thalmor to the shrine of Talos to worship where Cocius offered the badge of the Justicar to Talos. From all indications, it was accepted. Meanwhile the rest of the party collected the horses, Yngvar's dog and Karlarus' scribe familiar and did some nice role-playing.

When the group got back together Riala added enchantments to the weapons of all of the warriors save Yngvar who declined again, his reasons are yet a mystery. Then the party and villagers continued on their way. An elder, named Falced was familiar with a secret route to Oak Hollow and had traveled it many times in his youth so that is where our group headed.

At one point along their journey the heroes crept up to an overlook where they could see the village of Stornhall several miles away. They watched as the dragon tore up the town looking for high-elves to cook and eat and tear and toss. They eased back from their lofty view and hurried the villagers on.

The Blue Ribbon Canyon was the secret way that Falced showed them. It was a hidden slot canyon that cut many miles off their track and was named for the ribbon of blue sky seen above. After navigating the Blue Ribbon Canyon they came to a trail, which then lead to a road which then lead to a crossroads where they found Brahnlor on a horse.

Remembering that he had been seen limping away Riala offered to heal the wound but not before Kalarus offered to take a look but offered no help whatsoever. Brahnlor asked him what was wrong with him? He had no discernible reply.

Riala healed Brahnlor's wound then healed the entire group, injured villagers and all. (This was really the first time this group had seen healing in action and I think they were impressed with its versatility and power. It was also here that I finally remembered to tell them of the 5 BP recovery rule after battles if you can be treated. Oops. Bad GM! It came up as Yngvar yet again refused magicka assistance.



The group moved on for another couple of hours and then made camp at around 4 PM creating lean-tos and building smokeless campfires as best they could. Kalarus foraged for special herbs and minerals while Filbyn provided fresh venison for everyone.

This was the end of our session.

### COLOVIAN HIGHLANDS

