

THE ELDER SCROLLS/BBFRPG PLAY REPORT

Dominion: Underhalls Kvatch, Tirdas 11th - Middas 12th of Midyear 4E 206

Date: 071513, 2 1/2 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: Talan, Redguard Warrior/leader

George: Cocius Mantediis Imperial Legionnaire



There was much discussion at the doorway to the Underhalls of Kvatch. Some wanted to leave and explore some nearby ayleid ruins while others wanted to go forth since they were already here. Riala brought up the point that she'd like to have some more healing options on hand which got the group to thinking.

Kalarus then made some good use of creating some enchanted rune items to help with some healing and other spells. This was the first time he'd used this ability and it was easy to implement though coming up with triggers and materials to make the runes was the sticky part. The group definitely needs some coin to get some basic supplies to ply their trades.

Cocius did question Joslin about what she thought was down there. He shared the following with the group: that Joslin believes there are ayleid ruins under Kvatch and that she believes there is something there that could help the empire in the war with the dominion. There was speculation that the nearby ayleid ruins may connect with those thought to be under Kvatch.

After 45 min of discussion they decided to go forth in the tunnels under Kvatch.

The group lit several torches and the spellcasters used their light globes so everyone could see. Jo'Rak and Filbyn were in the lead. After some time traveling through the dark tunnels they came to a large many pillared room. Jo'Rak, using his keen eyesight could see several bodies over to the left and went to investigate. When he got to the bodies several ghosts of townsfolk appeared and were screaming and yelling about no escape and that the imperial troops were being killed and that there was no way out.



He didn't sense the creatures in the dark and soon several small fire balls came streaking his way. He took some damage and then took cover behind a pillar. The rest of the party moved up and Yngvar ran forward and tossed his torch forward into the darkness to light up more of his vast hall. Strange short demonic creatures were revealed and the group wasted no time firing arrows at them.

The group used a combination of arrows, some spells to heal and cleanse and strike out at their adversaries. They worked well as a group, watching out for each other. Though Riala ended up out by herself again, the creatures were defeated so fast she had nothing to worry about. One additional creature that looked a bit like a short bipedal triceratops reflected some damage on Talan but it too was quickly overcome. The entire battle lasted two rounds. Nine creatures killed. Minimal injuries to some characters sustained.

We ended the session at the end of the battle with Riala using wizard eye on the dead bodies they had seen earlier and the group assembling there to discuss and discover what they have found.

