

# THE ELDER SCROLLS/BBFRPG PLAY REPORT

Dominion: Underhalls Kvatch Part 2, Tirdas 11th - Middas 12th of Midyear 4E 206

Date: 072213, 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: Talan, Redguard Warrior/leader

Riala using wizard eye identified several magic items on the dead adventurers. A cloak of shadows (+20 stealth), bracers of defense (one free resistance check per turn) some 2 minor healing potions (1D), 1 minor strength potion (AID – STR +10) and some mundane gear. Filbyn scrounged arrows from around the room, Jo'Rak searched for secret doors and hidden passageways and found a magic arrow. Yngvar guarded the far exit. Kalarus created a couple more rune stones.

Yngvar noted some far off banging noises further along the dark tunnels. The group gathered and distributed gear and coin. Then moved on further into the Underhalls of Kvatch.

The next encounter happened when the group came upon a room lit with glowing stones in the corners up on alcoves. Several clannfear were bashing at an iron grating and had almost broken through. Two lay dead on the floor from arrows.

Again, the ghosts of villagers appeared and were reliving their entrapment under Kvatch in the escape tunnels during the Oblivion Crisis of two hundred years ago. The group very quickly dispatched the clannfear. Again, this combat took only 2 rounds. Arrows, some from stealth and melee combat ruled the day. Yngvar was severely injured going after the clannfear, their reflective damage field causing him 26 BP damage! When the clannfear were dispatched I ran a "cut scene" wherein the gate crashed in and a second gate beyond opened up and several imperial troops (survivors from the previous expedition) emerged, thankful for their rescue. At that moment the ghosts of the troops that had fled from the daedra onslaught appeared and began to relive their hard decision to try to save themselves rather than stand and protect the villagers.

Cocius (player absent but had talked to me before the game) came forward and using his holy symbol of Talos and the cleanse spell gave the ghosts a chance at redemption and a way to end their torment. The ghosts merged with the living troops and both protected them and bolstered their resolve. Which was good because two large creatures came stomping down the remaining exit to the room. Two daedroth emerged and roared their challenge.

And rise to the challenge our heroes did. They hit them with everything they had, keeping the large beasts of oblivion reeling and effectively stopping their attack. The players got better initiative in all three rounds of combat and kept the pressure on both deadroth. They ran me, the GM out of bones and attack options. The deadroth could only defend against such fury. The overconfident Redguard charged them and he lived because the daedroth never had enough actions left to deal him serious damage.

We had to end there for the night. The players bandaged wounds, collected arrows and Kalarus harvested rare alchemical ingredients from the dead daedra.

