

THE ELDER SCROLLS/BBFRPG PLAY REPORT

Dominion: Underhalls Kvatch Part 3, Tirdas 11th - Middas 12th of Midyear 4E 206

Date: 072913, 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

George: Cocius Mantediis Imperial Legionnaire



After bandaging and healing, the group attended to the imperial guards sent to accompany the previous explorers of these ruins. Of them, two wore not only the imperial leather armor but also the livery of Kvatch.

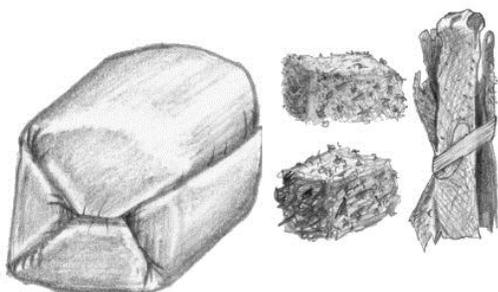
The troops were cleansed, checked for wounds and given some food and water. The ordeal with the possession by their ancestral brothers and sisters seemed to have invigorated them. The party gave them a copy of the map they were making and since they had cleared the way sent them back to Kvatch.



Further exploration of the room showed that the Welkynd stones were removable, encased in a metal basket which in turn rested in a metal sconce. All four Welkynd stones were recovered and several were tied to people's belts as a convenient light source.

Kalarus busied himself collecting alchemical ingredients from the clanfear and daedroth. He seemed quite excited to have the opportunity to gather such rare ingredients. Jo'Rak meanwhile had become obsessed with finding his lost arrow. Riala, noticing something very wrong with her friend used a cleanse spell and removed the mild compulsion affecting him. With the party patched up, the troops sent along their way, and gear/ingredients collected, the group sat down for a lunch of rations.

This



Not This



The stonework had changed at this point from the brickwork of the underhalls to smooth gray blue stone, with the occasional metal grillwork. Ahead, some of the party could hear the drip of water or something else. That something else proved to be dripping blood. The next room was circular and filled with nearly unidentifiable body parts. It looked like a massacre had occurred here but the truth was far worse. One, just one of the adventurers, had made it here and the daedroth had spent the last few days “playing” with him. The sex and race were not determinable.

Jo’Rak and Filbyn were the first to encounter the room. When they determined it safe, Jo’Rak stayed while Filbyn returned to report to the group. When the party arrived Jo’Rak was nowhere to be found.

They found a pile of rubble with strange runes on the stone. Kalarus determined them to be daedric runes and that this had been a gateway to oblivion, destroyed at the end of the Oblivion Crisis. The group also learned that the dunmer alphabet is based on daedric runes.

This



Not This



𐌆𐌚𐌚𐌚𐌚 𐌆𐌚𐌚𐌚 = DAEDRIC RUNES

Riala began extending her senses magically looking for Jo’Rak. Yngvar began taking down stakes and spears that had impaled parts on them and Cocius busied himself with collecting the body parts so he could bless them and put the no doubt tormented spirit to rest. Jo’Rak somehow found a way up to a hole in the sixty foot high ceiling and found a rope left there by the previous explorers and dropped it down so the rest of the party could ascend.

Our heroes soon found themselves standing ayleid hallway. One side was blocked by a quake or shift in the plateau that Kvatch hallway contained an ancient door.

After satisfying themselves the door was imperial soldier to lead the way and draw powerful illusion hid a magical acid trap Jo'Rak left his right boot as the only only 40 feet long and ended at a descending

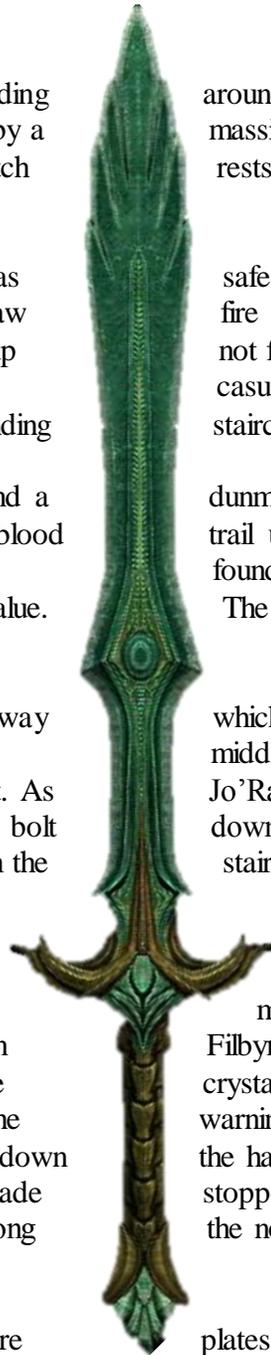
Along the spiral staircase the party found a wound. He had already died and left a blood of what lied ahead. On his person they Morrowind glass longsword of some value. caution.

The stairs descended to yet another hallway end was a four way intersection. In the pedestal with a large round crystal on it. As began to glow and then sent a lightning bolt left a glowing spot on the stone wall on the arrow to try and destroy the trap.

Meanwhile the party really pulled on the spiral staircase and unable to Riala began casting protection spells on loose with another arrow destroying the hallway at it. A grating sound was all the came out of the eastern wall and raced down backwards to avoid the blow and the blade Jo'Rak before it moved slowly back along wall and retracted.

Filbyn and Jo'Rak identified the pressure trap and Filbyn was able to disarm it.

So ended this session.



around a gaping hole in the floor of an massive slab of stone possibly indicating rests upon. The other end of the short

safe, Kalarus cast an illusion of an fire with the scouts close behind. A not far down the hall. Quick healing on casualty. The hallway past the door was staircase.

dunmer battle mage with a fatal gut trail up the stairs. It was a grim warning found a good amount of coin and a The group proceeded with yet more

which was about 60 feet long and at it's middle of the intersection was a metal Jo'Rak entered the hallway the crystal down the hallway. Jo'Rak ducked and it stairs. He immediately let fly with an

together. Here they were, cramped maneuver effectively. Cocius and Filbyn, Jo'Rak and Talan. Jo'Rak let crystal as Talan charged down the warning he had as a 7 foot scythe blade the hallway. Talan threw himself stopped right in front of Filbyn and the now noticeable groove in the eastern

plates along the floor that activated the

