

**Session/Game:** RotT Gatavia 7

**Date:** July 26, 2009

## **EPISODE 7: Rock You Like a Hurricane**

**Campaign Date:** May 20-21<sup>st</sup>, 1218 AFC

### **Characters:**

Dengwur, Therk (Easterling), Wise-man, level 2 (Bob LaForge)

Slave Girl x1

Several Skeletal Minions

Parsnak, Therk (Easterling), Adventurer, level 1 (Marlon Kirton)

Hardbrand, Haxman (Northron), Warrior, level 1 (Rob Waldrop)

**GM:** Dave Nelson

### **New Character Profile:**

<p><b>Hardbrand:</b> a warrior from the Haxmen tribe, his family is not particularly wealthy, his father's brother owning a farm of average size. He has 3 squads of kinsmen in region C-I. He owns a superior quality warhorse. Hardbrand came to Noviodunum to serve in the personal guard of the Tribune of the Garrison, Julius Wulfgar. Hardbrand can be described as glorious, loyal and a lover of horses.</p>
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*Noviodunum, May 20<sup>th</sup>*

The tribune of the Noviodunum garrison, Marcus Julius Wulfgar, summoned one of his guards, a fellow Northron named Hardbrand for a task in the city. He sent Hardbrand to the Drunken Monkey Rooming House to find a certain Therkish sorcerer who was rumored to have used his evil magic to drive off a horde of Fosagaut raiders single-handedly. He could be recognized by his most impressive hat. Hardbrand was to contact the sorcerer and bring him back to the tribune to discuss a job offer.

Hardbrand found Dengwur and Parsnak drinking fine wine at the Drunken Monkey. Hardbrand quickly told him that the Tribune had even better wine at the headquarters. Intrigued, Dengwur agreed to come with Hardbrand to the camp. There Wulfgar told Dengwur that a dragon had been creeping into the lands of an important land-owner named Lentulus and eating his workers. Lentulus was important to Wulfgar's plans and so he wanted to help him, but his troopers would be unlikely to want to face a dragon, so a mighty sorcerer seemed to be the answer. Dengwur and Parsnak agreed to take the job, and Hardbrand was assigned to join them. Wulfgar offered them 100gp for the destruction of the dragon.

First they visited Lentulus's villa. Lentulus told them that the dragon was likely crawling out of the ruined pagan temple south of his estate. Then they stopped at the monastery to consult Abbot Demartus. The abbot tried to get Dengwur to sit on his trick collapsing stool but the sorcerer was too quick-witted. They departed, having learned little from the monks.

At the ruins of the temple, the party was ambushed by 7 two-bit bandits. They quickly killed the robbers, and then Dengwur animated 2 of the corpses into 2 skeletal minions, to join the two he had already in his train.

They then all passed into the underground crypt beneath the temple. They fought a pack of 11 jackals. Dengwur had his skeletons capture 2 of the jackals alive, but the rest were

all killed. The jackals did tear one of the skeletons to pieces first. Dengwur sacrificed the two jackals to his demonic masters to replenish some of his spell power.

Further along, they found a room containing a beautiful inlaid cabinet. Dengwur ordered one of his skeletal minions to open the cabinet, but it was instantly blown to pieces by some magic force. Dengwur advanced to the cabinet himself and opened it. A holy spirit appeared at the cabinet door and blasted them with holy radiance. Hardbrand attempted to hack at the spirit, but to no avail. Dengwur used a "banish hags" rune against the spirit. The spell was successful and the spirit was forced to withdraw. Inside the cabinet, they recovered an illuminated manuscript of the Book of Sarepedon, a silver amulet of protection and a sack of gold coins.

They then killed a pack of Rat-men. Dengwur killed several with a spell, and Hardbrand and the last 2 skeletal minions killed the rest. Soon afterwards they found the actual dragon, a flightless type known as a Barrow Wurm. The dragon immediately tore the skeletal minions to pieces. Then it rushed Hardbrand and he had to use his shield to block its deadly bite, shattering the shield to pieces. Hardbrand hacked at the beast, while Parsnak shot arrows at it. Then Dengwur caught its gaze with his evil eye, holding it in place momentarily. He then tried to Dominate the creature through the gaze, but failed to do so. Finally, Dengwur threw a witch's curse and turned the dragon into a toad. They were unsuccessful in attempts to capture the toad and decided to return to town for rest. They sold off the manuscript to the Orthodox Fane and got a good night's rest. Dengwur sacrificed several bulls to restore his magical energies.

*Noviodunum, May 21<sup>st</sup>*

In the morning they returned to the crypt. Parsnak bought a hunting dog, a small trap and a bag of flies in hopes of hunting down the toad-transformed dragon. Dengwur animated three more skeletal minions from the corpses of the bandits that still lay around. He sacrificed another bull which he had brought along for this purpose, and then they all re-entered the crypt. They found that the dragon had recovered from the transformation, and they began a serious battle against it. The dragon quickly killed the skeletal minions, but the constant pounding of Hardbrand's sword, Dengwur's magic and Parsnak's arrows finally slew the beast. They took its head and a large section of hide as trophies, as well as the dragon's hoard of 100 pounds of copper coins and goods, up to Dengwur's wagon and returned to the crypt to further explore.

Due to Parsnak's keen senses, they were able to corner a really big centipede that would strike secretly from a magic mist in one chamber. They fought a desperate battle against a half dozen man-sized beetles, but triumphed there too. They next found a huge barrel containing a dragon-hide armor, a fine fur and a sack of gold that was guarded by a crowd of skeletal minions. After destroying the skeletons, Parsnak shot an arrow into the barrel, damaging the fur. They next discovered a curious painting, but Dengwur's second sight warned them of a hidden curse upon it.

Finally, they stumbled into a really big scorpion. The scorpion critically wounded both Dengwur and Hardbrand (Hardbrand suffering 2 separate wounds). Dengwur managed to retain consciousness and drag Hardbrand back away from the scorpion when one of Parsnak's arrows tripped the beast up. With Hardbrand and Dengwur out of the fight, Parsnak's final arrow killed the beast. They discovered the chamber beyond to be guarded by a single skeletal warrior, but being too badly wounded, they fled back to town.

The dragon-slayers got their reward from Wulfgar, who also made a secret second job offer to Dengwur. He arranged for Hardbrand's and Dengwur's wounds to be healed at the camp.

Dengwur searched the city and bought (for an astounding 55gp) the most amazing noble quality suit of clothes, rivaling the formal robes of the governor himself. He also bought an even more impressive hat, to match the outfit, and a set of fine silverware and fine dishes for eating in style while on the road.

Hardbrand went to the workshop of the greatest builder in town, and commissioned a small statue-set of himself slaying the dragon, for public display in the forum.

Parsnak began inquiries towards the purchase of a stable for indulging his love of horses.