

**Session/Game:** RotT Gatavia 22      **Date:** January 31, 2009

## **EPISODE 22: Bitch-Slapped and Horn-Gouged**

**Campaign Date:** July 1<sup>st</sup> –July 5th 1219

### **Characters:**

Parsnak, Therk (Easterling), Adventurer, level 5 (Marlon Kirton)

Ergul, level 0, adventurer, translator-boy (NPC)

Therk Riders Squad 1, common warrior, level 1 x5

Therk Riders, Squad 2, common warrior, level 1 x2

Dengwur, Therk (Easterling), Wise-man, level 4 (Bob Laforge)

Ardean Infantry Squad 1, common warrior, level 2 x6

Elfric the Mighty (Northron), Warrior, level 3 (Jason Leibert)

**GM:** Dave Nelson

### **LOG**

#### *Parsnak's Hunting Cabin, July 1st*

Parsnak was having one of his famous hunting parties for some notables of the Nardo region. In attendance were "Lord" Grapius, (an Ardean warlord who has refortified an ancient Westerling hillfort nearby), "Chief" Murphy (a westerling adventurer, cousin to the Prince of the Catoriges tribe), and "Captain" Castor (a leader in the band of revolutionaries and bandits known as the People's Revolutionary Army). While hunting, they all spot a marvelous shining white stag, the largest deer any of them has ever seen, with a spotless white coat and golden antlers. All three hunters give heated chase, with Parsnak close behind. Fearing that this is some sort of enchantment, Parsnak throws magical darkness over Murphy and his horse, causing Castor to crash into him.

When Grapius works his way around, leading his horse, Parsnak rushes up to him and attempts to prevent him from renewing the chase. Grapius seriously bitch-slaps Parsnak around for his insolence, but soon all three hunters put aside their strange over-zealous lust for the chase and return to the cabin.

By this time, Dengwur and his henchmen have arrived with Elfric and the body of his slain bard Athelward. They intend to go back to Hastein's Garth to bury Athelward and wanted Parsnak to accompany them. He offers to let them join their hunt, but Dengwur has already had his pavilion set up and an ample feast laid out and has no desire to rush off into the woods. Elfric agrees that he'd rather drink than ride at the moment.

After a rest, Grapius, Castor and Murphy demand that Parsnak lead them back to the chase so they can hunt the fabulous stag. He eventually tracks it down, but this time the three hunters catch up to it. But once they attempt to stab it, it turns on them and brutally wounds Castor. Murphy's and Grapius's horses are terrified and carry them off into the forest. The stag then turns on Parsnak and harries him through the

trails. The deer inflicts 3 wounds on Parsnak, but his mighty constitution allows him to remain conscious long enough to escape by using his darkness spells again.

Back at the camp, when Parsnak limps into camp, Dengwur cures his serious wounds. Soon, Parsnak's henchman brings the mortally wounded Castor into camp as well, but Dengwur also saves his life by his sorcery. The hunting party ends and Parsnak agrees to join Dengwur and Elfric on their trip to Haxman land.

*Across the Nardo Region, July 2<sup>nd</sup>*

10:30 am: Parsnak, with 3 henchmen, Dengwur with his spearmen and wagon, and Elfric stumble across a battle between 10 horsemen from Wulfgar's army and 20 spearmen of the People's Revolutionary Army. The adventurers help the bandits and all of Wulfgar's soldiers are killed. Dengwur extorts some additional plunder from the bandits for his help.

4pm: Parsnak spots a party of 6 Hrisci giants raiding the countryside. Dengwur summons a demon of hatred as his allies attack the giants. The demon gets one giant to turn on another during the initial charge. Dengwur bewitches another giant, and the remainder are slain by Parsnak, Elfric and the henchmen. The giants mortally wound 2 of Dengwur's henchmen, but he manages to save them by magic after the battle. They discover that Wulfgar is paying the Hrisci of the Silva Fusca region bribes of large wheels of cheese to raid the lands in the Portus Nardo region.

2am: horse thieves sneak into the camp and steal Elfric's horse.

*Eastern Nardo Region, July 3<sup>rd</sup>*

8:30am: They hear a cry for help and find a maiden on a wagon, threatened by 2 Hrisci giants. The lady and the giants are revealed to be phantoms, and Dengwur spots a dragon coiled under the wagon. The dragon manages to kill 1 henchman and wound 3 others before it is slain by Parsnak and Elfric. They find a tidy sum of gold in the wagon.

6pm: They meet a Haxman patrol but Elfric proclaims his burial-business and they are allowed to pass.

10pm: a strange wanderer, spouting gibberish, wanders into camp, but Parsnak murders him without any debate.

*Haxmanland, July 4<sup>th</sup>*

8:30 am: Brocu the Trumpeter, a skilled military musician with an irritating voice meets them on the trail and asks to join their group, but Elfric murders him.

10:00am: some goats block the path, fearing they might be evil goats, they slay them with arrows.

2:00pm: Parsnak notices a "dead spot" on the trail, and they make pains to avoid it and proceed.

6:00pm: They meet Lady Greselda and her guards, who hail from Hastein's garth. She offers to lead them to the Lord and they agree.

*Haxmanland, July 5<sup>th</sup>*

Elfric conducts the funeral for Athelward and goes about finding a new bard and hires 10 Haxmen henchmen.

