

Session One

4th March 2006

6th Deadleaf 1166

After our embarrassing debut we are to be transferred to Rew for 6 months until things blow over. En route we spot smoke from a large fire as we approach a rise. An ogre has attacked a caravan. Two men are dead, one mortally wounded and one kidnapped. Two women are looking on the carnage, a priest is hiding nearby.

Caravan:

Gerlan – Merchant (Taken by ogre)

Salwyn - Gerlan's wife

Waggoners: **Bedlan**, ~~Karamar~~ and ~~Losfen~~ - Save Bedlan's life

Talla - Losfen's tart

Friar Stumple – Priest of Griss (was hiding)

Passendel – Ambusher: ogre, follows Issiad, serves Count Isandr (*allegedly*)
9'6", 45 stones, amber skin, chain shirt, shield strapped to his back, massive axe.
Brown hair and eyes. He carries a holy symbol of Issiad. Claims he is a vegetarian.

We stop the fire and take statements.

After following the ogre we release the merchant but take him into custody. The ogre is **Passendale**, he claims to work for **Count Isandr** and has been hunting servants of Aragorn and the Green Lady for years. He only has a holy symbol to prove this.

Caravan is transporting paper. The chest *allegedly* contained accounts. These were all coded and Passendale claims that they are coded messages between Aragorn and his servants; the merchant was a mule. Messages are in a hybrid Lethum.

Evidence:

- Waggoners have proper Chainmail armour, long swords, etc. Well equipped for their status – proper soldiers..
- Salwyn has a license for the magical *ring of animal friendship*.
- Talla tells us they travelled between **Firth**, **Rew** and **Nyr'Dan**. Bosses are pretty hard task masters. They were never worried about attacks. Have been targeted by bandits before.
- Gerlan claims that his wife wrote some entries, she has no clue about it.
- They left Turse in a hurry – avoided border crossing, presumably tax evasion.
- Gerlan has a primed scroll of *Light, protection from good, disguise self*. He claims to have got it from **Stephanus**, a bankrupt merchant.
- Bedlan was well paid and did not think the business was legitimate.

Gerlan and Salwyn sneak away during the night, followed by Passendel (we think).

7th Deadleaf 1166 – Morning

Track Passendel - find Salwyn's body in bits. Collect her equipment.

Fail to track any further. Erazmus' familiar spots them near the edge of the White Forest.

Send Elvira with an explanatory note to Nyr'Danr along with the ring. Her magic boots mean she will make it there quickly. She hands over the note and collects a reply.

At **Hornswick**: The Dog and Dragon (Barman: **Jogget**)
Meet **Pelinore**, the sheriff – hand over wagons and contents as evidence.
Drop off Talla, Stumple and Bedlan, the only survivors.

8th Deadleaf 1166 [full moon]

Bedlan travels with us towards Rew.

Elvira returns with a message from Lieutenant Loswyn.

- Brother Joseph promoted to Acting Sergeant Joseph.
- Ordered to proceed to Rew.

One the road; we encounter a **horseman**; he leaves us a bag holding a gnome's severed head. It also has a note:

"This is the head of a gypsy. I have many more and they will all die if you do not do as I say. At the next village you must kidnap the knight's daughter and ransom her for 600 silver arun. When you have the money you must leave it at the old lodge. You may keep 10% of the money. You must do this in the next three days. If you do not do this a lot of people will die and the blood will be on your hands."

He gallops off; we're unable to stop him although Erasmus shoots him with a crossbow bolt as he fled. His eagle followed; it reports that the horseman walked into a tower further up the road and into the woodland.

The next village is **Winden**. The knight there is **Sir Ketthen**.

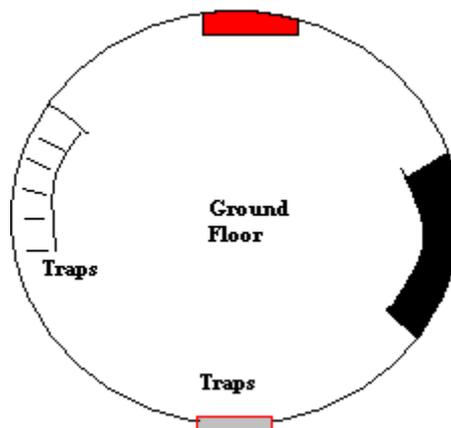
9th Deadleaf 1166

Tower:

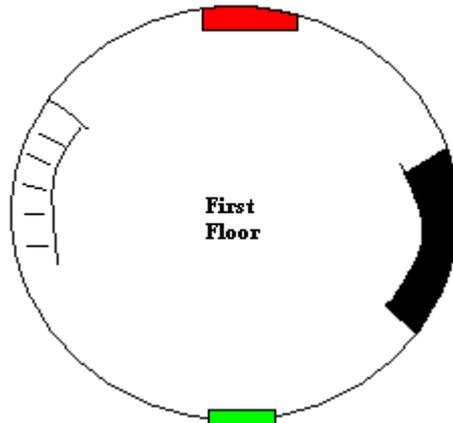
200' away is a makeshift stable, further into the woodland. The horse is here.

The tower is in ancient sylvan woodland, 100' tall, 25' across it clearly predates human existence in Hurssia and is obviously elven.

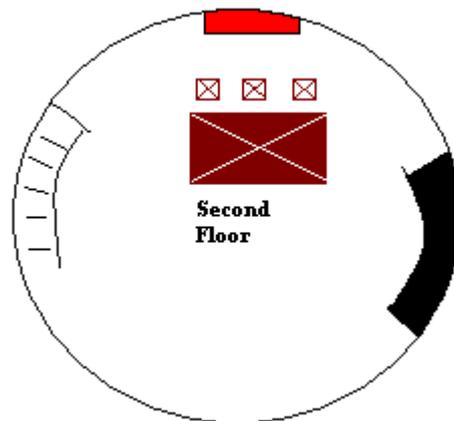
Ground floor: Two staircases, one blocked with rubble. Large fireplace, magical; marble with trees carved in it. In Allathian it reads `Speak and be warm`, this phrase when spoken magically lights the fire. The tower is quite well trapped.



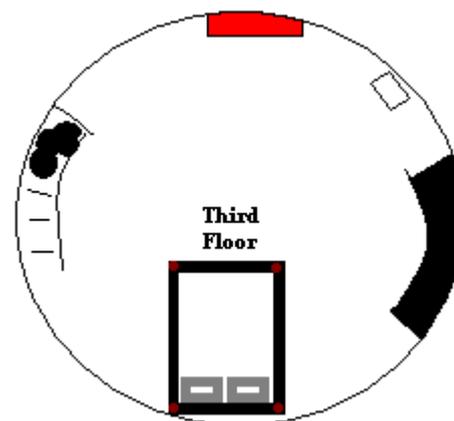
1st floor: empty. Another large fireplace. Green thick matted undergrowth stands above where the entrance downstairs should be – a hole in the wall.



2nd floor: huge wooden table covered in rubbish, chairs, furs, musty smell. Fire place has been used to cook food by someone who doesn't know how to activate the fires. On the table are furs and recent blooded bandages. Food, dry goods and animals are hanging up. Pots and pans are about. Nothing valuable.



3rd floor: large four poster bed, rough furs and blankets on it, broken wardrobe and windows. Large fireplace, has been manually lit previously.



4th floor: stonework blocks access further up. The roof has collapsed in on the top floor. Bushes grow on the top now along with birds nests.

Follow gnome tracks into the forest. Traps are again set across the path.

Hidden Temple of Tarak

A large temple to Tarak (God of magic, art and literature) stands in the centre. Many coloured marble, 2nd millennium BH architecture. Everything is magical.

The forest is decaying but still has very strong magic.

Wall: moss covered 30' thick x 15' high encircling a large area.

Area of confusion - causes people to walk away from it.

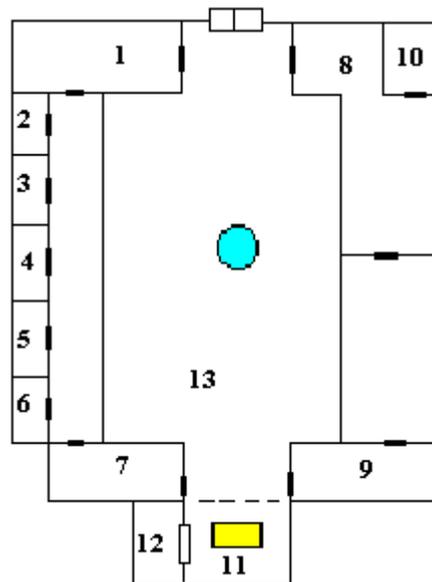
Guard towers line the wall

Ivy covers a guard tower.

Through the gate:

Two clearings either side of the path; there are also large expanses of water. The area is now vibrant with life.

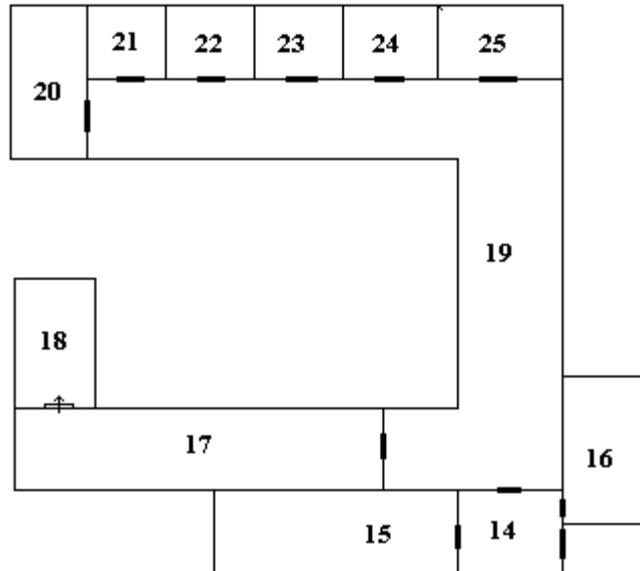
Courtyard:



Courtyard: cloistered central shadow-filled

Fountain: in the centre, carving of Tarak (winged elf) spewing water from his mouth

- 1 Empty
- 2- 6 Living quarters
- 7 Peslan's workshop
- 8 Empty L-shaped. Has a small room in the corner, sealed off.
- 9 Store Room: enough food to survive a siege, weapons, ropes, grapples
- 10 Stairs down and up
- 11 Altar
- 12 Stairs to tower.



Downstairs:

- 14 Entry hall
- 15 12 gnomes held prisoner in squalid conditions
- 16 Empty
- 17 Long corridor; secret door at end
- 18 empty room, very musty
- 19 Empty corridor
- 20 Communal bathroom
- 21 – 25 cells / rooms
- 26 Upstairs tower. Musty sealed off. Font has toxic gas inside.

Ambushed upon entry. Six dead; eventually some surrender.

Captives:

2 conscious, 4 unconscious

Perslan - Trap specialist: a very ugly dwarf

All arrested; handed over in Rew.
Due to hang: 25 arun reward.

Escaped:

Sparrowduck - leader. Late 20s, medium height, black hair and blue eyes.

Wallock – Kidnapper: Early 20s blonde hair, brown eyes

Caius and Bedlan guard the top of stairs when Sparrowduck and Peslan run for it.

Peslan is cut down, Sparrowduck runs for it.

11 silver, bronze

Leather armour, many tools

Masterwork shortsword

- Blackmail (Wallock)
- Attempting to bribe officers of the Watch
- Kidnapping (not a crime – gypsies are outside law)
- Theft
- Handling stolen goods
- Impersonation of a City Official

- Carrying Weaponry with intent
- Assault (Grievous)
- Tax Evasion
- Murder (not a crime – gypsies are outside law)
- Vandalism

10th Deadleaf 1166

Interview released captives and prisoners.

Pelsan claims to work for Sparrowduck, who works for Sir Ketthen.

They've been there a few weeks, the equipment has been here long term. They would have been paid 300 silver. Sir Ketthen showed Sparrowduck where this place was.

Gnomes were ambushed one week previously, as gypsies they are not subject to law and so killing or kidnapping them is not a crime. **Jiskamar** is the elder.

Left quickly to avoid reprisal (in case it is coming).

Session Two

5th March 2006

11th Deadleaf 1166

Get to Rew, brought before Duke Torman. Explain the adventure on the journey.

Sent back with wagon to get everything and clean up. Bedlan accompanies the group.

12th Deadleaf 1166

Drive wagon through village of Winden, very small place. A brick house with a tower is the nicest building. Temple of Mystrae is opposite. Village pond nearby.

Followed by **Derringer**, a horseman, since Rew. Torman has asked him to follow us; he will train us in future. He leaves.

Take wagon up to tower. Tracks indicate that Wallock was hiding inside when we searched. Can't see where he hid. Wallock seems to have loaded up goodies from the temple and fled.

At temple: workshop has been cleared out, as has expensive goods such as weaponry.

Bury dead outside temple area. Search and gather.

Guard towers are all overgrown and heavily warded.

13th Deadleaf 1166

At **Winden**: The Darkened Habit (barman: **Brucel**)

Gossip: Duke joined bandits, then butchered them.

Sir Ketthen has been knight at Winden for a while; fought in the war.

Wife deceased.

Son is quite wild.

Daughter is also nice, mid-teens.

Reward posters up. Perslan (25 silver), Sparrowduck (50 silver).

Mid 30s, blond greying hair, carrying a half spear: **Sir Ketthen**. Ketthen is irritated that the watchmen did not inform him of their presence.

Eventually Sergeant Joseph mentions that his daughter was being threatened with kidnap. He is pissed off with the watch for not mentioning this earlier (say 5 days ago).

14th Deadleaf 1166

Brief Duke Torman. Then assigned a double murder case:

Lorensa: Prostitute worked outside the **White Star Inn**, on road to Turse.

Scarabor: Pimp, tough, minor fence

Friar Kendirk Priest of Lugnae; arrested by Church Inquisitors. Innocent.

Prioress Abbemay: Inquisitor with dark background

Case:

On 12th Deadleaf – **Lorensa** and **Scarabor** were kicked to death at **Aragorn's Fort**. This is church land so Torman has no authority. Kendirk is accused and will be executed soon once he atones.

Actual:

Kendirk stumbled across a fight behind the White Star in the paddock. Scarabor had been kicked to death and he saw Lorensa practically beheaded. He was beaten, bound and gagged and dropped with the bodies at the fort.

Sir Hugo informed Prioress Abbemay of the “crime” and took her and churchmen to the Fort to arrest Kendirk. He blackmailed the Prioress into co-operating and forced her to turn a blind eye to the following actions. He tortured Kendirk to sign a confession, used *speak with dead* to question Scarabor about where *his* sword was, and had Abbemay collect the items from Scarabor's house.

At **Rew**: White Star Inn

Mosselvar: Barman

Dessa: a prostitute

Temple of Lugnae, it is a big place, under construction.

Bishop Seraphel. Mid-twenties, extremely young for his status.

Warns us against the road to Turse. Suggests Joseph should take on Kendirk's position.

Session 3

18th November 2006

14th Deadleaf 1166

As part of Abbemay's cover-up, induced by Sir Hugo blackmailing her, the temple guards and priests are told not to speak to anyone, particularly the Watch.

Kendirk's room and the two victims' rooms were cleared out, Scarabor's house was bought by the church after the deaths allowing them to rip up the floorboards and rent it out again.

Other priests who do pay for sex use the Pauper's Graveyard.

Temple of Kratese gives limited information: no caverns under the town – hard rock.

Interested in the elven temple Erasmus describes.

Cassius buys himself out of the service and returns to Nyr'Danr

15th Deadleaf 1166

Cassius' replacement arrives: A large half-orc, Mister Flay (assassin).

Aragorn's Fort:

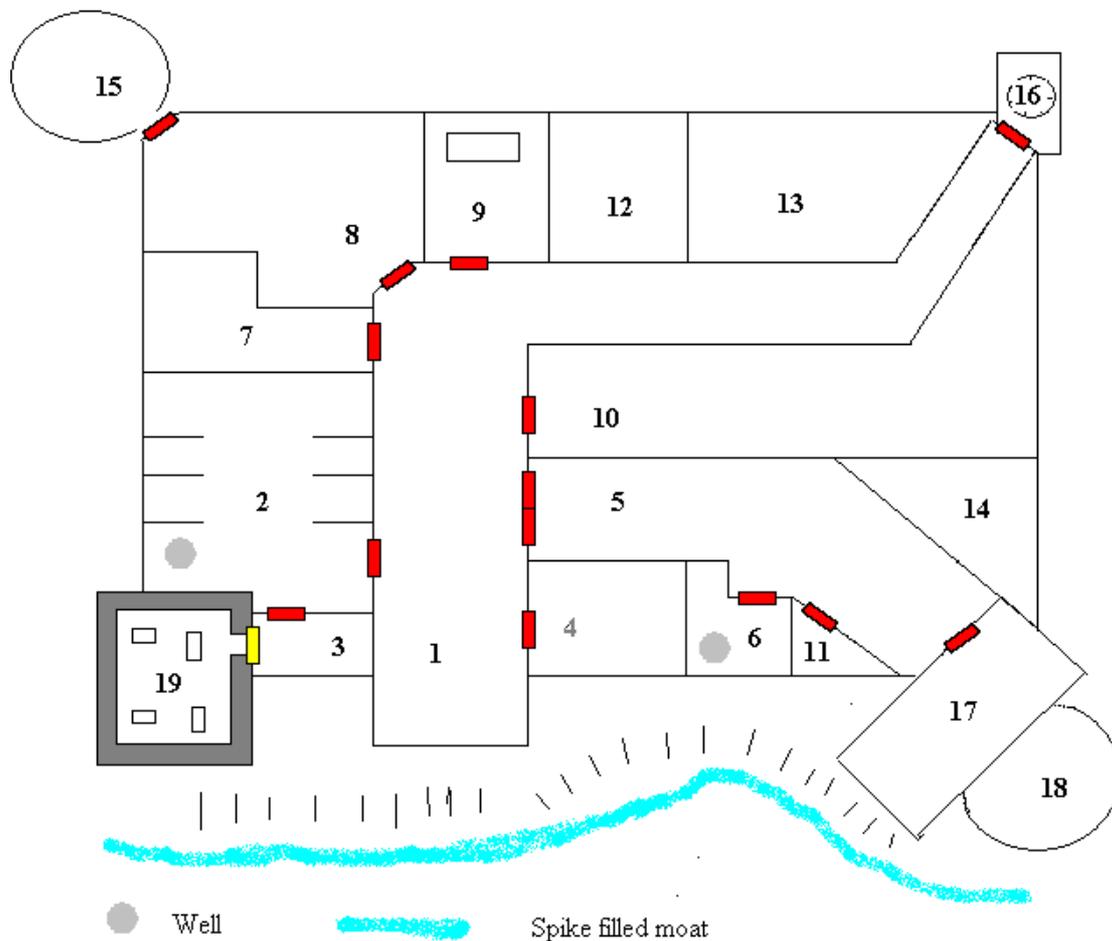
Defences: Wooden palisade - burnt out some time ago.
Stone built fort, much older than the rest of the area.
Surrounded by a more recent moat full of briars and hidden spikes.
Rickety burnt drawbridge is broken.

Inside: Wooden buildings inside were all burnt out some time ago.
Skeletal horses, rotting straw, foodstuff, etc

Undead: Shadows
Temple of Mallus

No sign of any life inside the stone fort, or any recent activity

No life anywhere nearby the fort.



- 1 Main corridor
- 2 Stables. Mouldy straw, dead horses, well
- 3 Rotten hay: access to room 19
- 4 Trashed
- 5 Corridor
- 6 Two Shadows. Well room.

- 7 Burnt out room
- 8 Skeletal warrior. Full of crates and boxes.
- 9 Temple room – consecrated altar of Mallus
- 10 Skeletal warrior. Boxes, barrels, crates – largely stale, rotten contents.
- 11 Empty
- 12 Empty
- 13 Empty
- 14 Packed armoury. Very well stocked. Small forge, anvil and tools to maintain weapons. Long swords, studded leather, chain mail, spears, short bows and shields. Symbols are all Aragorn's White eight pointed star.
- 15 Burnt out to the top
- 16 Stairs to roof
- 17 Burnt out
- 18 Empty
- 19 Accessible from the hay room through a clever secret door. Guarded by three skeletons. Four chests inside.

Chests have money inside iron, iron, bronze, gold and silver. This is a fortune. Erasmus only puts back what he takes when he realises that it might be cursed and that Deadleaf is the holy month of Mallus.

At around midnight Caius begins hearing voices; urging him to steal the money. Take it before Erasmus does.

Erasmus hears other voices; "Take the money, it's not much of a church anyway, what have they ever done? Killed a couple of people and hidden the bodies... You could buy a lot of spells with it, and a servant."

A young man in ordinary clothes is standing behind Erasmus, he says his name is Bethran, former Decorium (accountant) to Aragorn. When Caius objects he is frozen by magic (*Hold Person*). Bethran continues to try to turn Erasmus. He says there is around 900 gold there which they could split between them. He also steals Caius' silver.

Erasmus rejects him, shouts for help and wakes the others. Bethran casts *invisibility* and runs into the stables. There is a sally port which he escapes through... or not. Can't track him. However he tries again with Jemima later.

16th Deadleaf 1166

True strike plus holy water destroys the evil castle... Desecrating the altar of Mallus causes the fort to shatter as a lightning bolt strikes from a clear sky. A chasm opens running north to south from the altar and the western wing collapses.

Duke Torman rides out to meet us; he seems to remember being told we were subtle. He takes charge of the chests speaking happily of taxes. The Church of Lugnae was happy with the destruction of the temple of Mallus.

17th Deadleaf 1166

By reading the minds of the temple grounds: *Abbot Sir Hugo de Grenville* Formerly King Alexandr XIV's servant (King's Knight), then gave away his wealth and joined the church. Retired abbot, based in Whitebeck Manor in Rew only a few miles walk from the site of the murder.

Manor is very large, accommodation for 30 people. The door is ajar and the lights are all off, many doors and windows open. There are horses in the stables but no signs of people. Back door is open also.

Sir Hugo, fairly tall, silver hair, very active, with a brusque manner to account for the intrusion. There are many weapons about, stuffed and mounted Green Dragon's head. His Lordship responds well to the direct approach and says he will investigate.

18th Deadleaf 1166

Due date for execution of Friar Kendirk

Discover massive blood stains from huge fight in the paddock just behind the inn.

Enough evidence to postpone the execution

Kendirk – tortured by Sir Hugo to secure a confession.

Leaving the pub to go to the toilet he saw six men had kicked seven shades out of Scarabor, they were trying to take away Lorensa. One almost took off Lorensa's head with a sword. He was beaten and all were taken to the fort. He recognised the voice of one of the people but couldn't place where from. He was bound and left until Sir Hugo and Abbemay turned up. They took him back, wouldn't listen to his explanation. The Prioress left him with Sir Hugo who tortured him.

There's something about that bloke – he's no servant of Lugnae anyway.

What was he doing between 1142 to 1161? He disappeared during the Barbarian Wars and reappeared in 1161 after Aragorn was deposed.

Priests of Lugnae have had a lot on their hands stopping barbarians from overrunning Rew.

Information had been given to the Church that the Fort was heavily haunted and so they couldn't risk themselves. Deliberately faulty – we'll inform the church to check their sources.

Prioress Abbemay turns herself in, deciding Torman would give her a fairer trial. She has been blackmailed by Sir Hugo into ignoring what happened in the cells. He also demanded that the contents of Scarabor's "safe" are handed over.

The contents of the safe were:

Sword; wrapped up, magical – abjuration.

Bag of money

Scrolls - magical

The church was allowed to keep the money, suggesting Sir Hugo is not short of it.

Session 4

19th November 2006

18th Deadleaf 1166

Kendirk – to be set free

Abbemay – Perverting the Course of Justice

Sir Hugo – No charges

What was going on in the field – how is it linked to Sir Hugo?

Evidence that Hugo tortured Kendirk.

Belsimon the fence (and a fencer) handles magical goods illegally on behalf of Duke Torman. Knows Hugo is a man with many fingers in many different pies. The Thieves' Guildmaster has put out the word not to deal with Hugo under any

circumstances; unless you want to disappear completely, soul included. A rare warning.

Telgern is the other fence; very talkative but won't give out useful information. **Lugnae** reveals that Sir Hugo has not received powers from her, nor prayed to her, for fifteen years. He performed some ungodly deeds, certainly not appropriate for a priest. Suggestion that he follows the barbarians.

19th Deadleaf 1166

Move to arrest Sir Hugo. Take half a company of soldiers along with us. Many deaths and serious injuries before his men surrender and he is killed.

Our deeds:

Butchered butchers

Uncovered plot to raise dragon

Rescued gypsies

Assisted Passendel capture Gerlan

Captured bandits (Peslan + 6)

Destroyed Temple of Mallus

Proved Friar Kendirk's innocence of a double murder – saved him from execution

Caused Prioress Abbemay to turn herself over to the Watch for crimes committed

Had Abbot Sir Hugo de Grenville excommunicated before killing him.

Hugo's special equipment

Magic Armour

Magic Sword

Magic Boots

Oil of Bless Weapon

Manor house is standard exceptions are:

Altar to Lugnae in one room, Small chest containing cash: 100 gold rilk, Religious texts, Trapdoor in the stables:

Stairs down lead to a secret cellar. Empty, recently cleaned down very thoroughly, hanging from the ceiling are two dozen sets of manacles, sets of, transport manacles. This is a newly constructed building, no more than five years old.

Butler claims not to know why Hugo kept prisoners, knows he took ten to the forest, unusual visitors included architects, barbarians have never bothered the manor.

Perluck might know more; he is a down and out, outlaw, he arrives occasionally, Hugo knows when, they arrange the trade in women. He clearly lives rough from his state of dress. He dropped off the women. Women were brought in bound and gagged. Eats lots when there; early 20s brown hair green eyes taller than average stocky build occasionally wears a breast plate, carries a long sword usually turn up on horse

Three house staff: ignorant

Stable boy: He knew about the torture room; usually just down and out. They'd collect up women and would need "enough" of them; stable boy would take them food. He'd manacle them and transport them north to the White Forest. He'd only ever seen a dozen or so women in the last year. Maybe more in the last couple of years.

4 other men: mercenaries hired by Perluck from the Kavil forest; they were kidnapping Lorensa when they had to fight off Scarabor and Kendirk. Perluck planned the drop in the fort. These men had met Hugo each time they dropped off women around 13 in total. Usually they just took bandit women but the women in the forest are getting nervous so they looked for other sources.

Perluck knows more, he was a thief, early twenties, outlawed, lives in the forest. He said he knew a man who wanted women who wouldn't be missed.

They killed the two people and knocked down Kendirk. Perluck went to the Manor and told the men to take the bodies to the fort. Hugo and Perluck join them at the fort.

Friar Perluck was excommunicated from the church a few years ago for theft.

Scarabor had been keeping the sword for Hugo for five years, plus some paperwork. Brother Joseph promoted to Lieutenant.

Session 5

24th March 2007

20th Deadleaf 1166

Marc, Neil, Buff, Malcolm

Duke Torman briefs us. Assigned a missing person's case:

Misreth:	Sage / Botanist. Suspected of treason
Tamnuth:	Tax Collector, friend of Misreth, second in the duel
Soris	Bookbinder: killed in duel with Misreth, a former friend.
Azati	Wife of Soris, source of duel, lover of Misreth
Hexmore	Friend of Soris, second in the duel
Thexon	Servant of Misreth, as of three months ago
Jeswin	Old servant of Misreth, retired three months ago: old age
Sullimere	Wizard, possibly falsely accused of murdering Azati's father
Terravel	Murdered father of Azati, killed by lightning bolt

Task: Find Misreth, find out what has been going on. Don't pick him up on minor charges as he's under surveillance for treason.

1st of every month Misreth meets someone at the White Star Inn - short meeting.
(**Rykes**, Ukrallish – human – male - 5'6" - brown hair - green eyes – chain mail / long sword. Untraced so far; don't know if weapons are licensed.)

Misreth: late forties, silver black hair blue eyes, average height, slender build.
Fancied himself as a swordsman. Researching rare plants of the **Gon'Wrath Moors**: herbs and shrubs.

No family, few friends, no spontaneity. Reasonable business: mostly mundane.
Occasionally went on long rides. Has **map** showing a cabin near Kavil Forest and Moor. Had a runic charm paddle under his mattress causing a long-term charm.
Misreth has been having an affair with Azati. 12th Reaper's Harvest he challenged her husband and his friend, Soris, to a duel; alleging abuse to his wife. Soris was killed. His second in the duel, Hexmore, claims Soris appeared drunk – possibly drugged.
Tanmuth, Misreth's second denies this. 16th Deadleaf, Azati sold her shop and moved out of the city. 17th Deadleaf, Misreth left the city in his best clothes with best rapier and horse.

Azati (18-19) knew **Misreth** and **Soris** through her father, **Terraver**, a metal merchant. Terravel was killed [suspicious death] by a lightning bolt (in his home) on 1st Freshmere 1163: suspected to have been killed by **Sullimere**, a local wizard. A year after the death Azati married Soris – possibly saving her from financial ruin.
Sullimere claimed innocence and Duke Torman was suspicious; the death penalty was commuted to 20 years hard labour. Sullimere *was* working in a copper mine in the **Gon'Wrath Moor** but escaped in 1165.

Thexon: Agent of Duke Torman. Human, mid-30s.

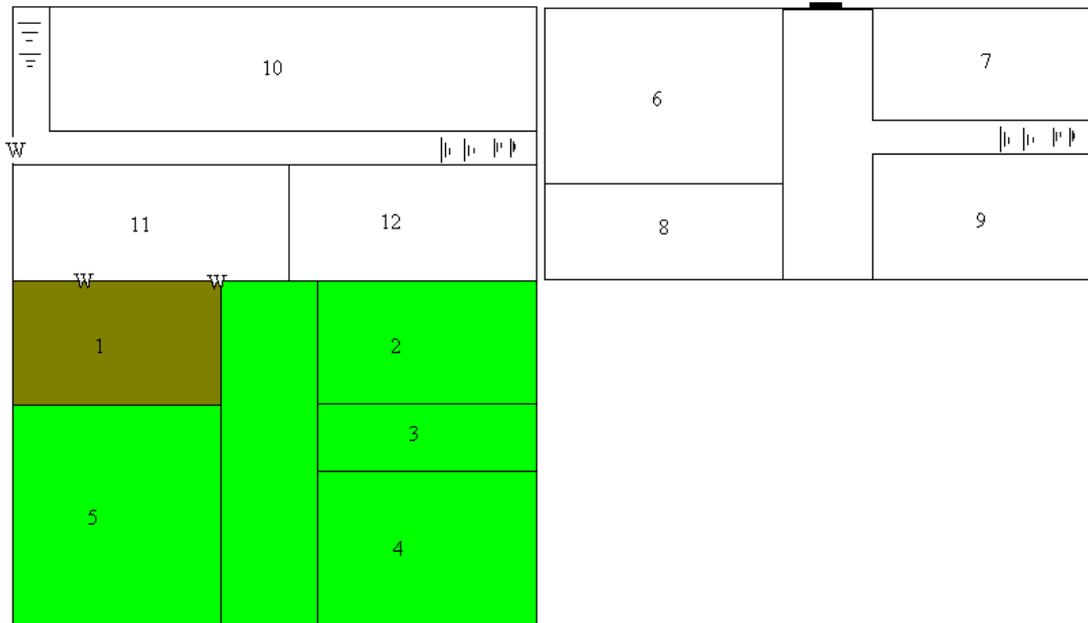
Thexon reported him missing to the watch. Previous servant was **Jeswin** – very old.
Hexmore early 30s blonde, tall, stocky man. Scribe; small premises.

Tanmuth, tax collector for the Duke, is a friend of Misreth.
Human, late 30s, just over 5', ordinary clothing. Old friend of Misreth.
Tanmuth left the castle fully armoured after being questioned. He headed into town but spotted that he was followed – lost sight of briefly – ended journey in baker's

shop; 5 minutes later left with bread (could be a message inside or ploy to distract us) then straight back.

Misreth's home:

To Attic



- 1 Stables – spare saddle, livery and horse tools. No horse
- 2 Vegetables – usual; tended to by Thexon
- 3 Shrubbery – rare from Gon'Wrath Moor
- 4 Herbs – rare from Gon'Wrath Moor
- 5 Herbs – rare from Gon'Wrath Moor
- 6 Dining Room
- 7 Study – several tomes, has a map showing a hut, representing `The Village`
- 8 Pantry
- 9 Kitchen – nothing related to sagery
- 10 Misreth's bedroom - very large, desk, wardrobe (riding cloak), chest (blankets), bed (made), `umbrella` stand (rapiers; subtly different – suggesting some knowledge of handling a sword). Magical
- 11 Empty bed room – bed (no mattress/blanket), desk with rugs rolled up, wardrobe. Room cleaned occasionally. It is unused – takes up half the back are of the house
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Attic creaky floorboards, bed, locked chest (clothes, outdoor cloak, spare blanket, bottle, thick pottery bottle – brandy: hidden inside it is a very expensive set of thieves picks)

Hathmore, Bookbinder, took over 16th Deadleaf. **Azati**, Soris' wife sold him the shop for a very good rate. She had a servant, **Gussiden**, who helped with the moving. 5'

slender build, brown hair, very good looking. Gussiden was dressed quite finely; he was in his late forties, brown hair stocky, not so bright.

Tax Office – Get Tanmuth to search for tax records on Misreth (fair income – all good), Soris (not particularly wealthy, reasonable business), Hexmore (Scribe: address of small premises give. Reasonable business)

Has anyone else been tracking Misreth
Schmooze at White Star

Azati – Terravel was her father, a metal merchant in Rew: Some smiths had heard of Terravel. He died a few years ago he was a supplier to suppliers, arranged transport of metals from the Darkmere hills and the Gruskan Mountains, etc.
merchants guild or suppliers

Sullimere – male half-elf, early 50s, slender build, blonde hair

Ride to **Winden** en route to the cabin. Caius informs Sir Ketthen of the Watch's presence out of courtesy. Explains they're looking for Azati – not been seen.

Misreth was seen four or five days ago. Possibly with that woman we mentioned.

21st Deadleaf 1166

Leave town – eagle spots short people ahead. Approaching the Kaval forest we spot two figures, Halfling about to be hanged on a stool and a woman standing next to it, in the bushes there are half a dozen people waiting. The woman is half-elf, half-orc. Heavy flail and longbow.

Ordered to stop by Brother Sturrink. Strip naked and take the hobbit or we kill the hobbit and sort this out.

Caius tries to talk his way out of things – how could they attack these great heroes of Kursaval? How could they dare assault the defenders of Rew, those who fought the Green Lady, those who stood up to Aragorn, those who slew the forty bandits that stood against them just this week? – these are heroes, etc...

Whilst he tries to persuade them that this is the wrong course of action the other watchmen try to talk to the hobbit.

Gruffler is the half-elf, half-orc she is momentarily polite before she kicks the stool down. Mr Flay kills her and Jemima cuts the hobbit down. Stunnick shoots Mr Flay.

Knife, money pouch (3 gold rilk, 24 silver, 30 bronze, 41 iron, 2 ambers [value: 100 silver]), normal clothes, nothing great

She – clothes, cloak, wineskin, winter blanket, scale armour, heavy flail, arrows, (12 silver, 15 bronze, 30 iron), etc

Goblins (4) poor studded leather, morning star, money pouches (12 bronze, 27 iron tiks)

Track the hobbit who fled – it appeared that he was in on it as his ropes were set for quick self-release. Catch him with a poor ambush of eight goblins. Caius is unable to talk them out of it as they don't speak kursavalian and Jemima's translation to Hobbit is ineffectual.

Battle – Caius inspires courage from behind a horse. Then loads a cross bow and starts firing. Flay is knocked down, the spell casting hobbit is felled by Erasmus,

Hobbit: Holy symbol of Griss, rapier sheath, knife, clothes, wine skin, two pouches (money, metal tube) (spell components) [17 silver, 9 bronze, 33 iron]
1 heavy cross bow, 7 light cross bows, 6 morning stars, 6 studded leather, 15 bronze, 41 iron

Drag our lot and return to Winden

Winden: Heal party, hand over hobbit (Friar Fussil, Priest of Mystrae) – cost 20 silver and two light cross bows

Inform Sir Ketthen; he allows us to interrogate before he takes over the prisoner.

The hobbit: Assault (Grievous) x 2, Blackmail, Illegal Spellcasting x 2, Possession of Controlled Creature, Rioting & Affray and Tax Evasion.

The hobbit tries to escape from being dangled into the privy by slipping the rope and diving into the shit. Flay drops a lighted cloth down and blows up the privy. A crowd of people move towards to find out what has happened, they call for a pole and take ten minutes to fish out the body. He is buried in the pauper's graveyard.

Caius (who was not involved) believes the story that he was trying to escape.

Arranges compensation and apologises.

Head back down the road, reach the ambush site. Caius leaves a note on the corpse of a bandit: "*Banditry will not be tolerated. Rew City Watch.*"

Reach edge of Gon'Wrath Moor. Marshland with willow trees spreads out ahead of us.

The Village

Eagle spots a few cabins and some movement of people at edge of marsh. This village is not marked on any other maps. Very primitive; small, wooden huts blend into the surroundings. Some carry weapons – even flint axes; very odd dialect.

Thinks the woman is Zarti – she lives in the swamp. He guides us by boat through the withybeds.

Scurrith – the inbred marshian leads us to the cabin. Jetty, causeway – will lead us to the edge. Recent movement of maybe four people. Hut is empty – no answer. Signs of recent use but not for a few days. Back of cabin - signs of a struggle: two men. Azati and Gussidin came here a few days ago.

Scurrith says the marsh is populated by orcs, goblins and the withychanters – evil spirit – comes when it is dark.

Erasmus wakes in the night – translucent glowing elven woman – talks to him:

"You're going to die here." *Light* – Scurrith's body is hanging from behind the door, everything is covered in blood and the body explodes when touched.

22nd Deadleaf 1166 [full moon]

Dawn. Scurrith's boat is in pieces. Decide to press on, but the events are disturbing. Follow the tracks of the struggling people – two men walked out, one walked back.

Misreth's body left in a pool.

Misreth's body: nice clothes, good rapier, sheath, knife on belt, money pouch with approx. 20 silver. = Execution

Return to hut and then head up causeway. Takes time to exit. End of causeway two men and a woman had left recently.

Villagers are suspicious and upset at Scurrith's death. Demand large axe in compensation – Flay complies.

The 3rd man is similar to the description of Misreth's contact from the White Star Inn; heavy build, large war hammer, 5' 6" and brown hair.

Stay overnight at Winden.

23rd Deadleaf 1166

Return to Rew. Torman is intrigued. Wants Azarti arrested for conspiracy to commit murder.

1st of month – set up stakeout in the White Star

Find Azarti's wagon

What was the wooden stick - an ancient magic but a modern piece. A charm rune: whoever had this under their bed was a victim. This kept the person sleeping over it charmed. We're facing a rune caster. They were permanently charmed. This is specific to one person and so clearly just targeted Mesrith.

Azarti was sold an old wagon and cart horse. She was with two others, a thick set man, average height, heavy build, mid-30s- looked a bit like her – a relative. The older guy with the brown hair was a servant; he drove the cart.

Wagon was loaded on the 16th Deadleaf by the servant. Long journey looked possible – covered in tarp, etc. She said she was leaving Rew for a fresh start.

24th Deadleaf 1166

Only two other deaths recently – cooper's apprentice (spurned in love), farmer (not recognised by Thexon)

Re-search Mesrith's house. In his study we find a loose flagstone, a loose wooden box; very heavy. Contains 15" x 9" lead lined money box. 350 silver arun exactly. Kratise and Merchant's guild are asked about Terravel's family. He was a popular man; a trader not a merchant. Arranged transportation. Had houses in Nyr'Danr and Rew, on his death his daughter inherited everything. He had a younger brother named Escobar, not seen for some time. Escobar was a former soldier/resistance fighter has been working as a caravan escort on the more dangerous roads to the mountains. 32 years, heavy set, brown hair, warhammer – a present from the dwarves.

Why was Misreth charmed – what purpose did this serve?

Session 5

25th March 2007

24th Deadleaf 1166

Marc, Neil, Buff, Malcolm

Disguise Erasmus as a relative of Misreth. It's very convincing.

Mosselvar, landlord at the White Star, mistakes him for Misreth. Erasmus says he is Misreth's bastard brother.

Mosselvar reveals that the contact of Misreth is Ukrallish

The merchants tell him that three or four caravans are due in to town in the next week

The watch that dealt with Terravel's death say that there was no other damage to the house. Sullimere was identified by Terravel through *Speak with Dead*.

Speak with Dead: Misreth

He claims that he discussed money – donations – with his contact each month. He doesn't believe anything he did was conspiratorial and Tamnuth was not involved.

25th Deadleaf 1166

Travel to Lethander – reach there by evening.

Azarti arrived on 20th

Escobar saved lives of some dwarves who gave him a hammer; never went native.

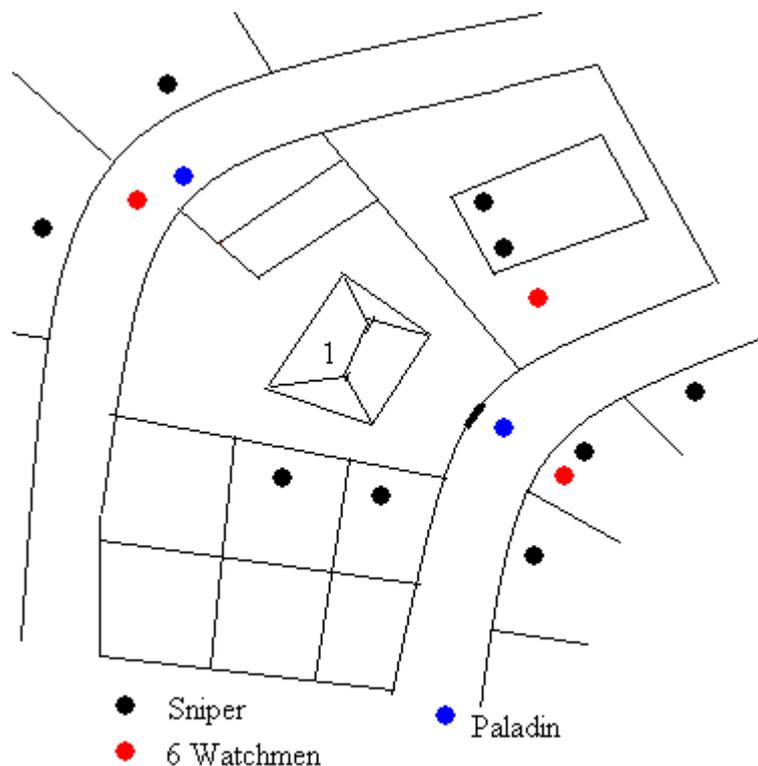
Hasn't worked as a guard for some time

26th Deadleaf 1166

Can't spot the contact from the White star in the Ukrallish caravan.

Wagon and horse are found. Azarti has moved into a house on the north side of town.

Approach Captain of local watch as Rew have no authority in this city. Explain situation and are granted authority to act inside the house. He'll provide us an escort back and men to block the exits.

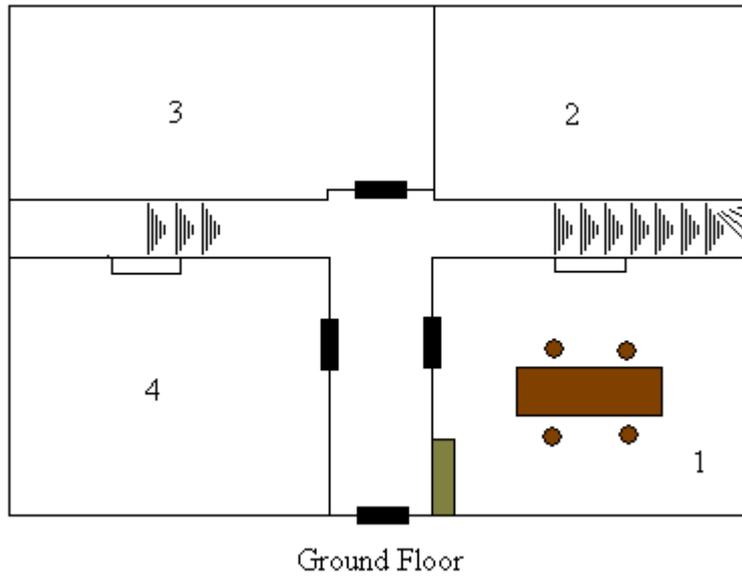


1 Azarti's house

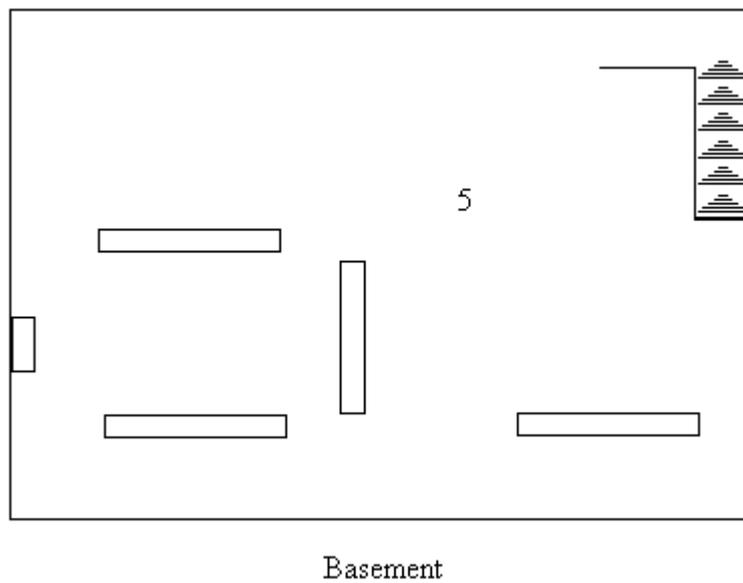
Position men around once we've established they're in the house. Targets: secure stables and horses, cover all exits with snipers.

Occupants have made their way downstairs and Azarti is directing her uncle and Gussiden to fight off the "burglars". She escapes up the coal chute with Escobar.

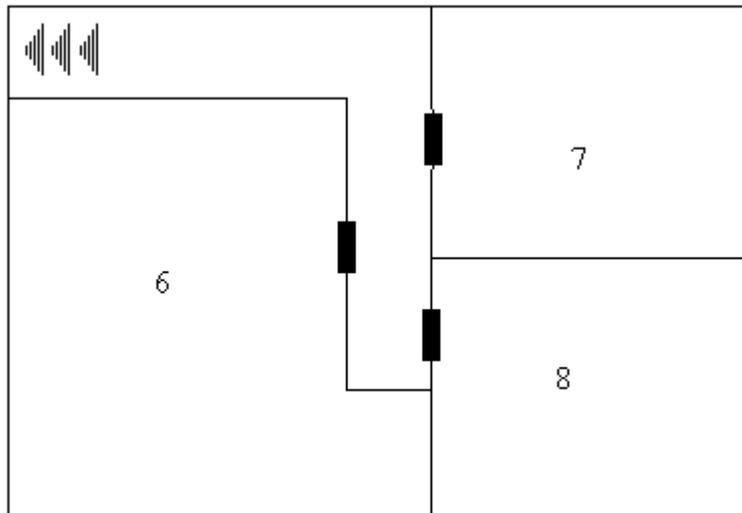
The Lethander Watch knock down Escobar, Azarti was captured but somehow has escaped, Gussiden was knocked out.
Gus: leather armour, knife, ordinary clothes
Esc: leather armour, clothes, war hammer



- 1 Dining Room
- 2 Pantry
- 3 Kitchen
- 4 Living Room



- 5 Basement – mostly empty, coal chute to the



First Floor

- 6 Azarti's room. In her room is a locked chest with a masterwork dagger, silver jewellery, clothes, disguise kit, small wooden box (money: 7gold, 4silver, 8 bronze, 11 iron, 3 amethysts). Some papers: Title deeds to house in Lethander and another in Nyr'Danr.
- 7 Gussiden's Room
- 8 Escobar's Room

At the gate no one has left.

27th Deadleaf 1166

Escobar claims innocence – you didn't declare yourself. Says his niece is innocent. Misreth babbled on about ghosts then ran. I tried to stop him but couldn't. He ran into the swamp and by the time we found him he was dead. We were all spooked and wanted to go as quickly as possible.

There was a knock at the door and Misreth answered it, he screamed ran away and didn't come back. Escobar arrived after this. He went to look for Misreth but came back saying he was dead and there were nasty things out in the swamp.

Gussiden talks about the death of his father.

28th Deadleaf 1166

Pay a wizard to scry on Azarti – disguised as a young man, rough peasant clothing in a hovel – one of the farms just outside the city. Narrow it down to one of three farms: orders to bind and gag any suspects. Go in with the cavalry.

Eagle spots a figure running towards the forest – she's intercepted and caught. Given an escort: three prisoners transferred successfully.

Report to Torman.

1st Coldsborn 1166

Azarti's trail

16th – Hire wagon and load up

17th – Mesrith killed

19th – Take wagon out Westgate
20th – Arrived, mid-afternoon, at Lethander
21st – Moved into a house at North of Lethander
22nd – Wagon sold in Lethander by Escobar: no idea where he was staying
26th – Raid on house. Azarti escapes; guards can't explain how. Gussinder and Escobar captured.
28th – Captured at outlying farm

Loose ends are disappearing

Charges to bring forth: Magical Interference, Conspiracy to Murder, Murder,
Treason – won't mention yet <?>

Interrogating Misreth's corpse again:

I was in the hut – the knock – Terravel was there. I ran and tripped and I died.

He met Rykesh in the Inn

The obsession with money came from Rykesh who needed the money

His role in the conspiracy was in the Steering committee

Soris, Sefton, Kaerbaerlien, Terravel – All fellow conspirators

Money for Rykesh was for operations in the Ukral

The conspiracy was to bring down the queen and remove the wizards

They'd do this by building up the guilds to overthrow the crown, raise up popular opinion

Report to Torman

Sefton – Assistant Chamberlain – Killed by Bandits, 5th Early Summer

Soris – Bookbinder – Not quite right, killed by friend in duel

Kaerbaerlien – Auctioneer, specialised in horses. Killed in fire (1st Freshyear)

Terravel – Trader – killed by lightning bolt: by Sefton, Soris, Misreth and Kaerbaerlien.

Misreth – Sage – frightened to death by ghost

Tanmuth, Azarti and Rykesh were his best friends (one of these would be the charming rune caster)

16th Colds Moor

Have to let Azarti go as can not file charges against her.

More questions:

Killed Terravel because he was holding up the aims of the group

They arranged to kill Terravel by using a scroll of lightning bolt

He met Rykesh because Rykesh contacted "us".

Ghost of an elf

Half-elf killed Terravel

Session 6

17th November 2007

2nd Deepwinter

1166

Marc, Jake, Geoff, Malcolm

Following on from the previous session Escobar is questioned further. He names a smuggler, Stellanor, as someone he wants in trouble but otherwise refuses to cooperate. His right hand was chopped off as part of his sentence.

Gussiden received seven years hard labour at the edge of the Kavil forest; working with loggers.

Stellanor: Smuggler or any taxed items, through the north route to Rew.

Welrich: Tursen (spy) dogsbody, hired by Lady Quiller in mid-Deadleaf.

Trenth: Tursen (spy) servant, hired by Lady Quiller in mid-Deadleaf.
Ukrallish?

Rudmarn:

Lady Quilla: Dowager wife of Sir Bellimore (died in jousting accident). Now penniless, staying with her sister-in-law, whose husband is the Garrison commander at Greater Ravenspire.

Lt. Oscus: Garrison Commander at New Ravenspire.

Agris: Wife of Oscus and sister of Agris

Necromantic band -

Targish: Human, male, early 30s, medium build, black hair, blue eyes. Master of Medgelert. Provided necromantic scrolls to Medgelert.

Medgelert: Ukrallish necromancer in the service of Targish. Arrested 8th Deepwinter

+ Human, male, early 20s, blonde, leather armour

Wolfson: Half orc, male, heavy shield, breast plate. Killed on 9th Deepwinter 66.

Waldorf: is in heavy hood and cloak, chain mail, carrying a light cross bow and bolts and long sword. He is a human male, the noble son of a priest. Lesser noble hanger on, not technically a noble but he does have a lot of powerful friends. Waldorf's saddle bags [light war horse] contain spare clothing (nobility), two decent winter blankets, wine skins and silk rope. Not very bright but he is a decent swordsman. His attachment to Lady Hayges is unknown but both parents were priests of Issiad.

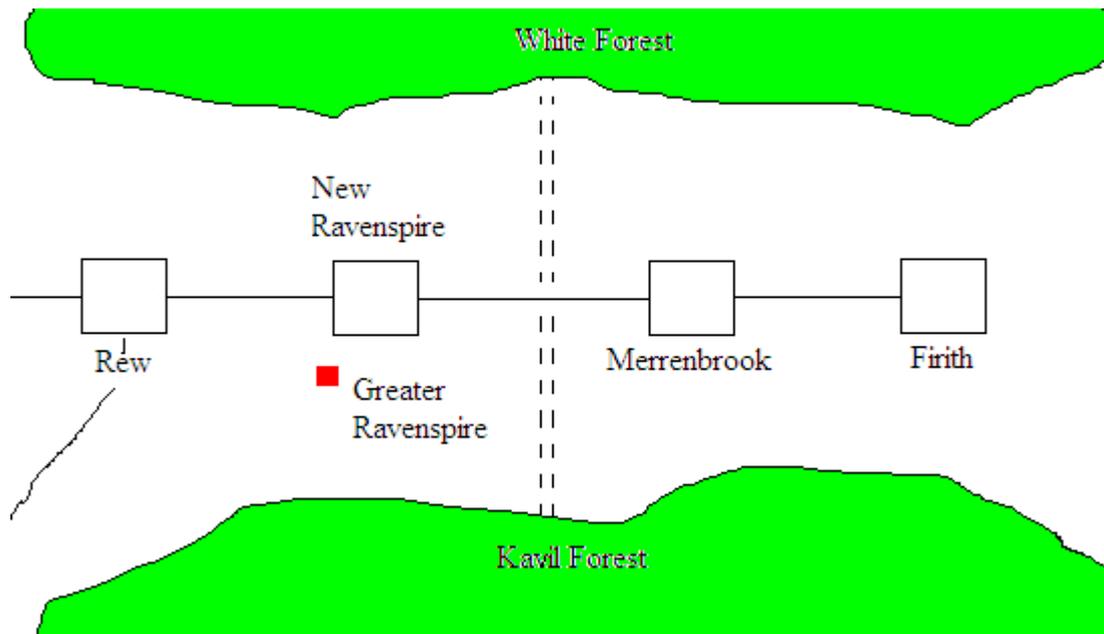
Lady Hayges: human female, youngest daughter of the late Archbishop Vesparian, former high priest of Issiad. Her eldest brother is Count Petteric, the current Lord Chancellor.

Male and female servant.

Duke Torman advises us the revelations of conspiracy and further prospects of further treason to be revealed have made him unpopular in certain circles.

Information received suggests a meeting of some importance, likely triggered by these events, has been called in Greater Ravenspire on the Kursavalian border with Turse.

Attendees to and purpose of the meeting are unknown. The task is to find out as much information as possible.



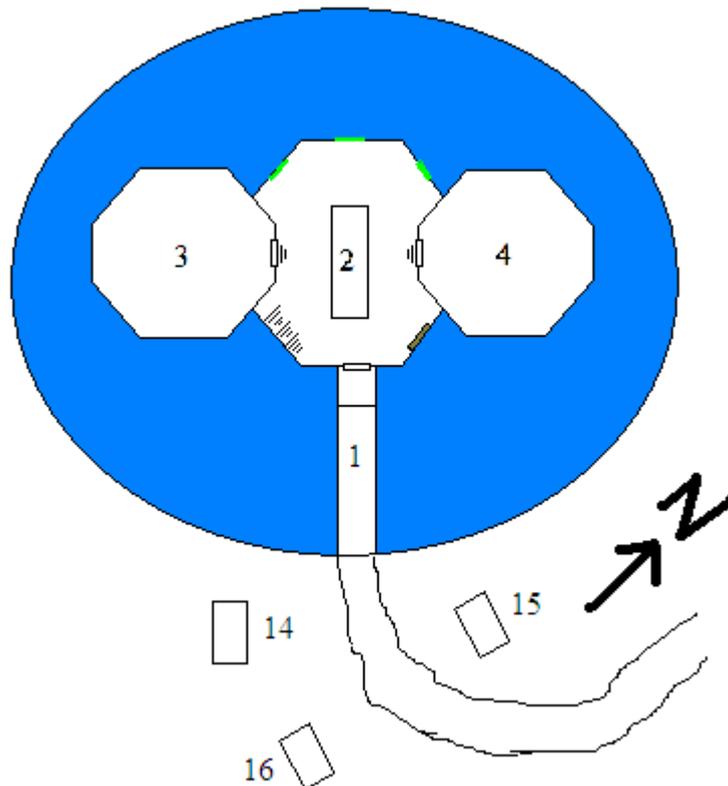
New Ravenspire is the border town

There is always one company of Duke's troops present. The current border guard is the Medium Cavalry, led by Lt. Oscus.

Greater Ravenspire is an old site by the Kursivalian side of the Tursen border. Now run down, having been assaulted during the barbarian war, the area should be abandoned. The northern tower is crumbling and the architecture seems more in line with a church than a military fortification. Aerial reconnaissance reveals three chimneys smoking and sparse population. The tower was destroyed by the King's chief mage as they fled from barbarians. *Teleport* and *Delayed Blast Fireball* allowed them to escape.

Erasmus' familiar is uneasy flying over this area.

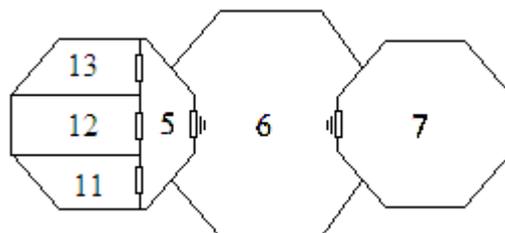
First Floor



The castle is surrounded by a moat and the causeway crossing it leads straight over it. The single entrance to the building is on the first floor.

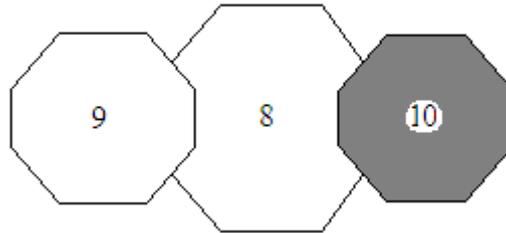
- 1 Causeway
- 2 Main hall. Doors to two first floor tower rooms, table large enough to seat fifty. Fireplace in wall to right of the entrance way. Stairs down [to 8]
- 3 Parlour. Stairs up. Stairs down. Desk drawers, ladies toiletries.
- 4 Bedroom: multiple beds
- 14 Derelict cottage – run down building, in a state of disrepair
- 15 Servant’s House – not pretty. Set up to accommodate ten people.
- 16 Stables – recently repaired to make it serviceable. Feed and care for a dozen horses for a week.

Ground Floor



- 5 Entrance to cells - door with lock,
- 6 Large storage room - large table, many boxes, storage of food and building materials
- 7 Well room - many buckets, functioning well
- 11 Cell - empty
- 12 Cell - empty
- 13 Cell - empty

Top Floor



- 8 Spire – no easy roof access, nothing actually there.
- 9 Tower room – bedroom
- 10 This room destroyed during the barbarian wars. Since rebuilt as a flat roof.

Defences currently are light. The three buildings are run down. The stables have Kursivalian been renovated and significant repairs have been made to make them serviceable. The stable is set up to support and feed at least a dozen horses. Currently, the only horse there is a nag; Torman's brand is on it but it is well past its prime. The equipment with it is reasonable but nothing fine.

The house is set up for servants with space for about nine to ten. The derelict cottage is completely abandoned.

When the area is approached **Welric** moves from the house to intercept. He is unarmed. Erasmus *Charms* him and he invites the group to stay in the servants' house but only for the night. A second servant, **Trenth**, appears from the house and berates Welric until he too is *Charmed*. They provide valuable information.

They are both friends, recently arrived from Turse and hired by **Lady Quilla** as servants. She is the sister-in-law to the Garrison Commander at Greater Ravenspire. Trenth goes back into the house and Sam helps Welric repair the roof to the servant's quarters. Meanwhile Joseph and Caius search the buildings. Welric is given drink to fall asleep early.

Each member of the watch assumes a pseudonym, Caius is given the nom de guerre, `Silent Giuseppe`. He "mimes muteness" when required.

At night Sam is persuaded to enter the crumbling tower. Vaulting the moat, he falls in nonetheless when climbing to the first floor window. He finally makes it in when Erasmus's *Mage Hand* sends over a rope. Wet and cold, he climbs in and seeks shelter. His initial reconnaissance reveals basic details.

During the night Lady Quilla appears at the door and calls out for Trenth. [It is later suspected that he was meeting with Targish, whom then directed Medgelert to track the watchmen].

Deciding to inform Torman of the progress so far Lt. Joseph, Erasmus and Caius travel through the dangerous bandit infested roads towards Rew. The attack comes from a single spell caster and two undead wolves. Joseph is bitten by a wolf after failing to control his mount. Whilst he is paralysed by a spell he watches his comrades fall, content to see Erasmus ride down the spell caster before his friends are overwhelmed by the wolves.

3rd Deepwinter 1166

Lt. Joseph Hellebush awakes in the morning, recovering from the paralysis of the spell he was hit with. He revives his comrades and *Turns* the wolves. Hiding in trees whilst continuing to *Turn* the wolves the group retrieve the unconscious necromancer, search him and dispose of the wolves.

The three watchmen escort **Medgelert** [Winter blanket, silk rope, food, wine skin, scroll tube: primed scroll *Detect Undead*, three primed scrolls of *Command Undead* and a *Wand of Cure Light Wounds* wrapped in cloth] to Rew, where he is healed and questioned.

[Illegal Spellcasting, Possession of a weapon with intent, Unlawful Animation, Grievous Assault and Magical Interference]

He works for Targish. Targish provided him with necromantic scrolls to command the undead "In case I needed to." He came across the border from Turse a few weeks ago with Targish and two others.

- Human, male, early 20s, blonde, leather armour
- Half orc, male, heavy shield, breast plate.

Medgelert was going to meet Trenth and others in a cave in the Kavil forest.

Elvira wakens Fley to point out a horseman had ridden up to the causeway and spoken to a servant. She followed him after he left, until he entered the Kursival Forest.

Extract Sam, noisily with the aid of Fley. Manage to hide before someone from the servant's house comes to investigate the noise.

4th Deepwinter 1166

Heavy snow storm. Fley and Sam are on watch outside Greater Ravenspire. Erasmus fails to learn *Invisibility*. Caius learns *Magic Missile*.

Medgelert was asked to keep an eye on the group by Targish. Find out what they were up to. His normal role is to watch the goings on in Greater Ravenspire. Detect Thoughts reveals much, including graphic images of his party all participating in terrible deeds with many undead. They have a dozen undead with them.

Report this to Torman.

Travel to New Ravenspire, arriving well after dark.

At the Three Tuns (A local bar for local people). Cavalry are fairly well liked, they leave the locals alone, mostly travel to Rew for their women. They've been in for a year and are due to stay for some time yet. Commander is fair, reasonable. Most families are back in Rew.

The King's Arms is more of a soldier bar. It doesn't help that Elvia insinuates that Caius is a homosexual. His questions are interrupted by a couple of cavalry men attacking him (ineffectually). Elvira's feeble explanation gets them both barred. Caius does say he is a member of the watch, but not in which branch.

Lt. J pays a courtesy visit to Lt. Orcus. Advises him his men are investigating a smuggling operation and he has about a dozen men in the area.

5th Deepwinter 1166

Spend day in stake out.

Day watch: Erasmus, Sam and Joseph

Night watch: Elvira, Flay and Caius

6th Deepwinter 1166

Spend day in stake out.

During the day **Waldorf** approaches on horse. He conducts a search of the area before leading back the rest of his party: two women and one man

Waldorf is in heavy hood and cloak, chain mail, carrying a light cross bow and bolts and long sword. He is a human male, the noble son of a priest. Lesser noble hanger on, not technically a noble but he does have a lot of powerful friends. Waldorf's saddle bags [light war horse] contain spare clothing (nobility), two decent winter blankets, wine skins and silk rope.

Lady Hayges, human female, youngest daughter of the late Archbishop Vesparian, former high priest of Issiad. Her eldest brother is the current Lord Chancellor.

Male and female servant

Caius ruins the atmosphere by detonating himself whilst trying to cast *Invisibility* on Erasmus. Erasmus casts *Silent image* to cover the group.

The eagle scouts and identifies a lone horseman stopped about half a mile to the north. After fifteen minutes a nervous Welric is sent out to get the horses. All of Lady Hayges' party and Lady Quilla flee.

Trenth and Welric jump out the rear windows and swim the moat.

Erasmus detonates attempting to cast *Lightning Bolt*

The servants flee and the guards lose their tracks.

Elvira, following the horsemen, sees the sixth rider. Waldorf shouts "Get away, get away." The rider flees to the East, Waldorf and Hayges West, Quilla goes North. Elvira tries to intercept the sixth rider. She curses the horse, forcing him to stop. The brief combat leaves Elvira unconscious, though the rider was seriously injured.

Welric's tracks end at a stream. Sam and Fley separate to search for him, whereby Fley doesn't spot his body in the water. Caius, responding to a whistle call, is able to resuscitate him and they put him in Caius' clothes and winter blanket before he's taken back.

Five beds made up in the whole of the castle: Lady Quilla, Waldorf, Lady Hayges, Trenth and _____?

Strong presence of invisibility in mid north tower: can't find anything, so they bash the panels in until they find a staircase going up. A table, recently cleaned, chairs all around, drinks cabinet in a corner, four windows looking out with a lovely view.

Flay carries Welric to Rew, accompanied by Joseph, Erasmus and Samuel. Torman is in Nyr Dan'r, Lady Hayges and party have settled in the castle.

Caius stays in the castle, refusing to engage the dire rat that enters the castle. He prepares himself for an escape if necessary. He awakens in the night to see men and skeletons marching in towards his hiding place. A throwing dagger and arrow stick in his back as he runs up the stairs to the invisible room.

Four skeletons make it into the room, following the orders to “Get him.” Caius makes is out the window and falls into the moat, the obedient but unthinking skeletons follow.

A necromancer throws a spell at Caius from the bank, it fails and he swims away. More arrows follow from the tower and spells from the evil mage. Caius flees, *Blind and Deaf* into the woods. It is not long before he is captured.

7th Deepwinter 1166

Erasmus questions Welric in the cells. *Detect Thoughts* aids him in getting information. Been in the country a few weeks, his employer is a (“grumpy old witch”) Lady of Kursaval. He met Trenth a few months previously. However Welric tries to focus on other things rather than answer questions honestly about Trenth. Welric from

Main group return to castle, can see lots of tracks of skeletal wolves, skeletons and booted tracks. It is clear that there has been a lot of activity. A quick search reveals very little, except an open window in the private room. Tracks show that Caius’ movements were extremely erratic – hitting many trees on the way. The chase seems to end at a tree that has had some effort to cut it down. The tracks end there. Elvira has not returned either and it is clear that she too had been taken. Things are not looking good.

The tracks to the castle come from the Kavil forest, which are followed.

Early evening, two huge wolves charge out of the night. One flees, the other is killed, but the Lt. and Fley both fell in the combat. Though Fley is restored, the Lt. is left unconscious.

8th Deepwinter 1166

Three of the horses need to be put down when everyone makes it back to Rew. Re-interview Medgelert. Their hide out cave has a locked door; there are many skeletons and some pits. There are no look outs. Welric and Trenth are Tursen spies. Targish is a spell caster, none of the others are. Trenth has magic to disappear, Medgelert doesn’t know of any other abilities he has. Medgelert is a fighter. Charge Welric with assault against Mr Fley just to keep him in the cells.

Get ten soldiers with heavy maces, chain and shield; Trescor, a woodsman and Friar Benith, a cleric of Lugnae to track down the necromancers and undead.

Gain spells over the day.

9th Deepwinter 1166

Welric has to be released unless charged.

No trouble befalls the heavily armed group as they move to the cave. A battering ram is made. A cave entrance is discovered, but not the main entrance they were looking for. Mr Fley checks for traps, breaks down the first door encountered and falls down the first hole.

The tunnel ends at a bedding area, long abandoned. Barrels and crates of stale food stuffs are there. A concealed tunnel leads on but is too small for Fley who turns back.

The rest of the party continue, eventually finding three doors.

Door one reveals a store room with sleeping half-orc [Heavy pick, breast plate, heavy shield, money pouch, keys, wine skin] who is killed after a struggle. He died suddenly, which upset Joseph. His head is taken.

Door two leads to a holding cell below. The hole going down has had all ledges removed to prevent climbing. There is a hook in the ceiling. The chamber slopes downwards and ends in a boulder choke, where writing on the wall shows `Caius was here, Deepwinter '66.`

Behind door three is a shrine to Mallus. The nine skeletons are quickly destroyed following Joseph's seasoned strategy. Friar Benith destroys the altar.

The pool at the back of the cave leads through to the next chamber where a rope ladder leads up the hole above us. Erasmus removes the clapper from the bell at the top of the ascent. Two undead wolves are slain here.

Sam breaks the trap which stabs him as he climbs through to the misty chamber above. The mist clears to an illuminated area where a scorpion is standing over the limp body of Targish. Human early 30s medium to slight build, black hair. Stop him from bleeding, bind and gag. Joseph heals him to consciousness

Detect magic reveals magic in his pocket and in a scroll tube [power crystal, scroll detect undead and three time command undead, spell components, knife, set of keys, dagger, money pouch], chest nearby has spare clothes, silk rope, light cross bow, quarrel, standard spell book].

Skeletons: 9 Wolves: 2 Necromancer band: Wolfson, 1 half-orc

The Tursens, Rudmarn and Trenth, Have taken Caius to Firith. Rudmarn is medium build, blonde hair.

Targish's spell book contains the following spells.

Level One

Detect Undead, **Cause Fear**, **Chill Touch**, *Expeditious Retreat*, Obscuring Mist, *Mage Armour*, *Magic Missile*, *Mount*, **Ray of Enfeeblement**, *True Strike*, Unseen Servant.

Level Two

Alter Self, **Blindness / Deafness**, **Command Undead**, Dark Vision, Fog Cloud, **Ghoul Touch**, **Spectral Hand**

Bold are necromantic spells.

Italic spells are already known by Erasmus. He learns:

Alter Self, Dark Vision, Fog Cloud and Unseen Servant

Aim to return to Rew by the 11th Deepwinter, when Duke Torman is known to be back by.

Duke Torman is unhappy. Joseph, Fley, Erasmus, Sam and Caius are called into his office. Caius is back traded for Welric by Torman who is angry to have lost his only lead to the conspiracy. Brother Joseph relates the facts as he knows them. Targish and Medgelert captured. Both linked to Trenth.

W 12 b 11 i

Tar 15 s 6 b 20 i