

The Chronicles Of Igrid, Part 1, Finding Roth

Session I (3rd October 2011)

I have reached the town of Bellamy, a squalid little place near the arctic circle. It is set amongst the tundra and is only here because of the mining, mainly coal (6), but also an iron and a lead mine. As a consequence there seem to be quite a number of dwarves here. It is late summer, 1739. I have taken lodgings at the local monastery, just outside town. The senior priest is Fr William, a retired soldier and member of the Order of Thorns. All nineteen of the monks are retired soldiers from the civil war, and the order is made up of those who fought to protect the innocent.

Fr William has asked me to help look for the husband of Mrs Roth. He is a merchant, and like his wife, he has gone south. He went missing whilst returning with his caravan of wagons. After leaving their last destination (Williamstown), he told his wagon master to continue north, and slowed down to put some distance between them. He is then thought to have gone on to some 'other' business.

Fr Williams has kindly introduced me to some others who may be of assistance. There is a dwarf named Gotrek, who is quite handy with a beer barrel and an axe. A human ranger named Owain, who should hopefully keep us alive in the tundra. And finally there is the Mighty Musical Morkoth (A human whoopsy bard), who has so far demonstrated his usefulness with Mrs Roth.

After loading up with trail rations and being paid 5gp each we have started out on the 2½ day trek toward Williamstown. The going has been fairly slow as we have been checking side tracks. We managed to lodge in one of the wayside huts on the 'Great North Road', these are roughly 2 hours walk apart. On the second day we found a track which had potential, so have followed it. We found a wagon, which was alight, and I saw a figure running away from it, with five more running towards it. After giving pursuit the lone figure escaped, disappearing in a cloud of dust round the bend in the track. It turned out the five others, along with their 15 companions, are goblins. The wagon is their supplies, and they said they purchased it off the lone figure. They knew who Roth was, and said the seller wasn't him.

We followed a bloody set of tracks away from the main path. They eventually lead to a canyon where we found Roth hiding in a crevice from a polar bear. Gotrek displaced his rather unorthodox yet highly effective fighting style ... I'm not sure if he hurt the beast, but throwing himself off the canyon top at it certainly distracted it long enough for the rest of us to dispatch it. Morkoth and I left Gotrek and Owain skinning the beast (badly), whilst we tended to Roth. Whilst we couldn't revive him, we have at least stopped him from dying.

Session II (11th October 2011)

We put Roth on his wagon, having been given leave to take it by the goblins. We progressed onwards towards the road and eventually found his horse. The horse had been shot with the same arrows as Roth and the wagon. We managed to get them all to the road and headed towards Bellamy. We rested at a way station, where Morkoth and I removed Roth's arrow and I tended the injured over night.

The following morning I slept whilst we headed north. Early that evening we were attacked by an archer who nearly hit us at 500yds. We out paced him and he did not pursue us. The arrows were the same as those found in Roth etc. We went into town and took Roth to the monastery. There we handed over everything to Fr William, including the small bag which one of the goblins had left for Roth. In it were half a dozen gemstones ... possibly uncut rubies. There was also a coded message hidden in a shopping list which contained a date, in two months time.

The next day we sold the pelt and went shopping.

Session V (9th November 2011)

... we saw Roth who had recovered somewhat. He told us he was selling trade goods to the goblins as they were being used as a buffer tribe between Bellamy and the less civilised tribes further out. Roth was injured whilst travelling home from a mine many years ago and these goblins, who were starving at the time, looked after him for a month. The buffer tribe have their own mine, hence the gem stones he had. He'd like us to re-investigate the scene and has thus given us 8gp up front, plus 3 each upon return.

Session VI (15th November 2011)

... on our way back from Williamston we returned to the ambush site. Around the corner where I had seen the cloud of dust we found a rock fall. It had been caused by a small explosion. In the rubble we found the remains of the fuse and the body of the man who had set Roth's cart on fire. His throat had been slit. The only item of note on him was a bone handled dagger. He'd been dead about 1-2 weeks (fits with ambush). There was a campsite nearby which had been used by 2-4 people at about the same time. We then returned to Bellamy.

Session VII (24th November 2011)

... on our way back to Bellamy from the ambush site we had to stop at two waystations. At the first we picked up Adrianna, the proprietor of the "Golden Behind", the local knocking shop. She travelled with us on the road north. At the second stop Whoopsy was ambushed by Jake, a local hoodlum from Bellamy. It wasn't a very good ambush and we soon had him subdued. He had a message from Nat (of dark Hole fame) to "Leave Roth alone". After securing Jake we bedded down for the night, with a double watch. We were shortly attacked by 4 hellhounds. We despatched 3, but one escaped. Jake also tried to make a rund for it and is now unconscious.

Session VIII (30th November 2011)

There was no sign of anywhere near the waystation where Jake could have been lying in wait. We skinned the hellhounds, then followed the trail of the wounded animal back to town. Adrianna went into town, then we left the body and the prisoner and went to look for the poodle. We didn't find it, so went back and took Jake to Nathans cave. He told us :

- † Didn't know anything about the hellhounds
- † Nat is running a protection racket
- † He is low level muscle
- † "Workers Co-Op" is made up of : Nat, Mick & Sandy (giving orders and doing business behind closed doors). Plus Lars, Daniel, Toby, Marian and John.
- † They meet at the "Hands Restaurant", where Nat is nominally in charge.
- † The corpse is Sam Tanners, a hunter cum tracker who normally drinks in the dark Hole or the Golden Lion.
- † Jake isn't allowed in the Golden Behind – the bouncers keep criminals out.
- † Nat has something on Roberts.

We then took the corpse and Jake to Roth's, via the tanners. The tanner is making Gotrek a Hellhound Shield (3gp/3days) and Whoopsy a Hellhound suit of leather armour (7gp/10days). Both will have defensive properties, plus Fire Resistance 2. This uses all four of the hides we have.

Roth pays the co-op for 'protection'. He paid us the 4gp each, plus a 25% staff discount provided we accompany him on his next mountain jolly. We left Sam's body with him. At the restaurant we discovered someone had paid Nat to warn us off. He'd been following us anyway and knew we'd recovered Nathans body. He also knew Mr Acaman had killed him. He has offered us an unescorted look at Nathans stuff in the jail. He is charging 2gp for this, but wanted us to do a 'job' for him.