

The Chronicles Of Igrid, Part III, Bert & The Necromancer

Session XI (24th January 2012)

Over a pint with Bert he reported that the Order of Mages had detected more anomalous spell casting ...

- 4 Days Ago* A strong conjuration spell had been cast in Bellamy, ending up on the Great North Road between Williamston and Bellamy.
- 2 Days Ago* A moderate necromancy spell had been cast East North east of Bellamy around the High peak of the Saw Tooth Ridge. This is unlikely to have been kobolds.
- Yesterday* Several faint enchantment spells and a Teleport/Planeshift were cast in town. This is probably the demon leaving from the Miner's Draft.

Bert is concerned about the Necromancy and is prepared to pay us 50gp to check it out. We kitted up on weapons & equipment at Roth's, who also wants our help in avoiding the possible conflict between the town and the goblins.

That night we snuck the Whoopsy out of the monastery using a Globe of Invisibility from Bert. We then headed out of town and camped. In the morning we headed to the Ridge. Upon arrival we tracked out around, but found nothing but Kobold tracks. That night Whoopsy saw a rat. I killed it with a sling bullet. In the morning it was still moving and showed up to be magical. Owain has made an inspired ('20') roll to follow its tracks ...

Session XII (31st January 2012)

We found the site of a fight/disturbance between 2 – 3 kobolds and a canine. The canine ran away and the kobolds limped. We followed the kobold tracks to the High Peak. In a cave we found two injured kobolds who had been attacked by a wolf (which itself was covered in small bites). We healed the kobolds, then followed the wolf tracks.

On the way Whoopsy killed what looked like a normal rat. There was a flash of necromantic magic and it animated as if undead. We tried an experiment and killed out caged rat. There was no flash of magic. 200yds away we found a 2' diameter hole with wolf and rat tracks. Further up the hill we found a bigger entrance. As we were preparing to go in the rats came swarming out. As we killed them they animated into undead. We managed to throw them all into a sack, then pulp the contents on some rocks. I was the only one not to get bitten.

Session XIII (7th February 2012)

We smoked out an undead wolf from the warren and smashed it to bits ... and the bits were still moving. We burnt all the bits until they stopped moving. We then followed the second wolf from the lair and caught up with it. It was able to follow us by scent after its eyes had been removed. It too was despatched and burnt.

We then followed a bear which had crossed its path. After seeing a flying humanoid and dragon in the distance, we caught up with the bear. It turned out to be a polar bear and killing it twice wasn't easy. Gotrik was quite badly injured in the fight, whilst I remained unscathed. That night we camped and rested. During the night a white dragon stole the bears burnt remains from our camp fire, ignoring us.

Gotrik	32	22	16	13	4	1	8	14
Saves	16	26(n)	19	26(n)	24	2 / 16*	clw	rest

* Rolled a two, spent a benny

Session XIV (22nd February 2012)

We climbed the lower slopes of the High Peak in an effort to get a better view down into the valley. We saw bits of the bear as we climbed up. On looking down into the valley we saw a path near to where we had entered, finishing near the wolf den. We went back to the den and followed the trail, which turned out to be an 18" wide trail of acidic slime or ooze. The trail lead straight back to the house of Marcus the wizard (the one researching the plagues).

The shutters at the back of the house had burn marks similar to those at the wolf den end of the trail (where we had also found one of Marcus' cages). The burn marks on the shutters were in the shape of hand prints around the hinges of the shutters.

We spoke to Marcus, who admitted he had found a 'temporary' solution to the plague problem (which eats people from the inside out) and had created the necromantic effect we had seen in the creatures in the valley.

He claims something humanoid had ransacked his house and taken the cage, although he said there were no missing rats. It had also taken his early journal and a notebook containing spell details. He claims that some acid had been spilt in his lab ... it was no more than a pint though ... and we estimated the trail we had followed would have required atleast 8,000 gallons of the stuff.

Marcus' claims about a break in were also suspicious as Owain found no signs of any tracks around the property other than the slim trail which appears to lead away. Marcus also claimed only two other people knew about his research (his friends Arun & Wilhelm, both wizards), but he had been corresponding with them by conventional means so others are bound to know.

We realised we were getting nowhere with him and he was being evasive, so we have taken what we know back to Bert.