

With the trial of Morkoth over everyone departs back to their lodgings.

Bert hobbles off back to his inn, still wounded even after some medical treatment.

Remembering that Roth had wanted to speak to us we decide to visit him at his home. When we arrive we find the shop open and the Roths moving around inside lighting some lamps. After greeting them and discussing the trial we retire to the back of the shop. Unlike previous visits where we went in to the kitchen we are let through a sturdy door in to what appears to be his warehouse. In the middle of the floor we see three sleds and a large pile of canvas.

Roth admits he is collecting together equipment for his 'business trip' in a week to ten days. He estimates we will be away for a couple of weeks.

He presents us with a scroll case in which is rolled up a map. He would like it returned as it is an expensive item. He is keen to show us where we are going on the 'business trip'. He indicates we are visiting Nallons Plateau at the southern end of the map. At the South East corner of the plateau are a few caves and the people we are delivering to will be around there. The caves go back in to the rock face 50 to 300 ft, with a couple interconnected, but they taper mostly accommodation

There will be a couple of days travel along the Great North Road, after which we will branch off to low stop and then Bellamy's camp. Bellamy's Camp has been deserted for 10 years after the mines were worked out. After Bellamy's Camp the going gets rougher and so may need to transfer goods to the sleds. The goods are arranged in approximately 60 small rucksacks which contain small, child sized, clothing and other harmless goods. We sense that he is being truthful about not carrying weapons.

He is, unfortunately, unable to join us on the trip which changes the contract we had with him. He agrees to give us 200 Gold Coins between the group and provide us with arrows, provisions and bags.

We agree to come back in 9 days time a couple of hours before Dawn, although if we are round in a weeks time we could 'check in'.

We bid Roth farewell and retire to a nearby Inn. We decide on the Golden Lion where we have a few drinks and a meal which comes to 4 silver. The afternoon and evening passes uneventfully. Gotrek returns home, where his wife hands him a message from the mining council, he decides to leave it until the morning.

The rest of the party return to the monastery where the Bishop and Father Williams are conversing.

The night is uneventful, and we rise.

Gotrek meets up with the party and informs them he is off on Dwarven business.

He heads off to one of the houses in the town where he goes down into a Hall hewn in the permafrost under it. There are a number of dwarves within and Gotrek is directed to the table with some of the elders on it. As he is about half way there one of the elders rises and directs Gotrek to an empty table.

He has heard that Gotrek is doing business around here and was wondering if I would be interested in some guard duty or helping an engineer. The engineer is sponsored by Lord Goldbeard, who made his money building sewers under the capital, and bridges around the capital.

After discussing the potential tasks with the group Gotrek finds the engineer, Guildmember Ulric, in the square measuring with a wierd looking theodolite. Once trust is established Gotrek agrees to discuss the job with the group, which is to help put a ring of altars around Bellamy, who then decide to head down and meet the dwarf.

The two companions with the dwarf, looking bored, appear to be magical.

Igrid, our half-elf monk, casts detect magic on the companions and finds they have on them a wand, spell books (with minor spells), and something under their clothes.

After agreeing to meet with Ulric in the morning, and that we would take payment on completion of the task, we go about preparing for the job.

In the morning we meet wit Ulric and head out. As we do so Igrid questions Ulric about the task. He finds that he is building an arc of altars around Bellamy ostensibly to protect it against an air elemental, a rumour that has been put about by bards. The work is being sponsored by Lord Goldbeard. Ulric seems uncertain as to how they work.

The group reach a point near where the first altar is to be built. We unload the first box and load it on to sled which we then pull to the location, guided by Ulric. When we reach the correct point he sets up the altar then, taking a device from his belt and placing it on the stones, magically sets the altar in the ground. From what Morcoff can ascertain we are North of Bellamy with the stone pointing towards Bellamy. He detects a lingering aura of minor transformation, and a lingering aura of abjuration, and two active spells (a major evocation and a minor evocation). Walking round he doesn't detect anything further.

We are paid for our work.

A further three altars are taken off the cart and we head off to the tundra side of the Great North Road. The ground is harder to cover and we have to divert occasionally. Owain helps to guide us and we travel to the next location where Ulric repeats the process of setting up the altar.

Morkoth again tries detect magic, focussing especially on seeing if the stone links magically to the other altar we have set up. He notices that there is a break in the aura between the two sides of the stone.