

## The Chronicles Of Igrid, Part III, Bert the Wizard

### Session II (11<sup>th</sup> October 2011)

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After shopping we were walking through town when we saw a traction engine. As we were watching a wizard appeared in front of it ... luckily I managed to rescue him. He later told us his name was Hubert, aka Bert.

He brought us breakfast and explained that the large stone area in the centre of town used to be adorned with strange circles which marked the place out as a *teleport* location. He then said he'd been sent from the Order of Mages to investigate a strange magical presence in the town. Apparently the Order have a massive scrying table which can see over the kingdom. It also shows magic being cast, especially high intensity stuff. There is some strange magic around the town. It is repeating, not permanent, and its school is hidden.

Bert has been sent here by the Order, but would like to delegate this task to us. He is willing to pay 2.5gp per day for the party and brought us all a splendid lunch. Apparently there is a wizard living like a hermit outside of town who may be able to help. Fr William confirmed this and warned that he may be quite grumpy. He goes by the name of Marcus. Bert may have a hang over tomorrow.

*Party Fund : 3gp*

### Session III (24<sup>th</sup> October 2011)

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On the way to see Marcus the Reclusive Wizard we met with Ralph the Hunter. He told us there had been another wizard in town a couple of years ago who had disappeared about 18 months back. He was a fire starter who liked dressing up. "Nat" in the Dark Hole pub knows him. The wizard had been staying in the Miners Draft (a good place to stay). Three months after he left they had a fire in the common room and cellar. Ralph had been hunting near the Low Mine (coal) where he had heard several explosions. His arrows look similar to those found in Roth's backside and he claims to have brought them from Alric's.

We then went to see Marcus. He is vivisecting some rats, looking for the cure to a plague which wiped out his village and family ten years ago. He is a wizard and is holding one of the rats in stasis to preserve the plague. He told us there were no rats in town, and that they all disappeared or fled about a year ago. He also told us there were White Kobolds and a dragon in the mountains. Our Whoopsy purchased a healthy rodent from him, and a cage ... he claims this is to see what is driving out the rats from town.

We went back to town, via the monastery, where we collected one of the arrows used on Roth. We went to speak with Bert, then his landlord, who had not seen any rats for ages. He hasn't seen next door's cat either. We then split up, with myself and Owain went looking for signs of animals in town, whilst Whoopsy and Gottriech went to the Miners Draft.

Gottrich and Whoopsy were met by the militia who said their captain wanted to speak to us. They allowed the pair to go to the Miners Draft first. They asked the barman about the fire and he claimed it was a dropped candle and some spirits which caused it to spread downwards. He became very frosty when asked about the wizard. Whoopsy chatted up the barmaid and got a bit further. Meanwhile we had found no sign of small mammals etc, so headed to the Dark Hole. There we were told Nat would be in later.

We were then ushered off to see the guard captain, whose name was Roberts. He turned out to be a turd of the first water. He threatened us, telling us any trouble in town and we'd be the first suspects. He did, however, tell us the wizard we were looking for was called Nathan and they were holding some of his personal effects. He refused to show us the items, but did say there was nothing wizardly in them (books etc).

According to one of the other militia men Nathan had paid the innkeeper at the Miners Draft (Olaf) off handsomely and there was no reason to leave any of his stuff. He was also giving Mrs Olaf a good seeing too ...

*Party Fund : 2gp, 5sp*

#### **Session IV (31<sup>st</sup> October 2011)**

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We went to the Miner's Draft, where the Whoopsy tried it on with Mrs Olaf (aka Melissa). It transpires she is neither difficult nor choosy. The rest of us checked in for the night whilst he did his thing.

The following day she arranged to meet him in the market and then lead him to the caves. We followed at a discreet distance. At the market we saw some dogs down an alley, the first sign of animal life we have so far seen in town. On the way to the caves we watched a giant bird cicling us.

The cave is located on a plateau 40' above a bubbling artice stream and surrounded by low cliffs. There were signs of scorch marks on the plateau, but it had atleast a seasons growth covering it. Whoopsy gave melissa a good seeing to, then left. She spotted Owain on her exit. When we searched the area we found writing on the cave wall, which turned out to be magic runes (yet to be deciphered). Owain spotted something in the stream, which turned out to be a body in red robes. It had been there for over 12 months and appears to have been stabbed in the back.

We were in the process of retrieving it when we were ambushed by four kobolds. We injured all four, but managed to take them alive. We interrogated one who claimed :

- † We are trespassing on their land
- † That the body is that of Nathan the Wizard
- † That the big bird we saw was a winged Kobold
- † Two years ago Mrs Olaf brought another man here

We left them bound in the cave under the furs and reassured them we meant them no harm. We then took the wizard's body back to town wrapped in a blanket.

*Party Fund : 0.2.1.6*

## Session V (9<sup>th</sup> November 2011)

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The Whoopsy identified the runes on the wall as : *Charm Person, Detect Magic, Read Magic, Light* and some unidentified spells from Enchantment, Alteration and Invocation. It would appear he had been teaching someone else how to use them.

We then travelled to the monastery, along the way we saw the dogs from the market. At the monastery we had a better look at the body, including the red/orange robes and copper/bronze clasp (not valuable). He was either human or half-elf, in good health and not too old. He had been stabbed under the rib cage from the front and the weapon had imbedded in his spine. The weapon was either a large knife or a short sword.

Fr Williams believes it could be wizard Albert Nathans. He also told us there were six full time watchmen, with a number of deputies and that Captain Roberts was not bent, but was a bit of an arse.

We then saw Roth ...

Fr Williams said that if we went to Williamston then to be careful about asking priests to do *Speak with Dead* as some of them really don't like it. On the way back to town we saw the dogs again. We spoke with bert and he told as Nathans was a muppet, but not necessarily evil (he let off a scroll of *Fireball* in the Orders school). Bert has paid us for 6 days in advance, plus given us 4 gems and the name of a reliable jeweller in Williamston so we can pay the priest.

We saw the dog on the way to Gottreich's, so decided to try and get a closer look. It turned out to be a hellhound, and we heard at least four more howling. They are native of the prime material, evil, hunt in packs of up to a dozen and are often found in the wilderness in the company of fire giants. They are smart and sadistic, immune to fire and not normally urban creatures. We skinned the beast for its fire proof coat, then took the head for bert.

The next morning we dumped the remains of the carcass, noting the lack of rats on the town dump, then delivered the head to Bert. After confirming with Alric that the arrow was made for the military and shipped south, and that it was not 'local', we headed for Williamston. On arrival we went past the big fort and into town, where we got the Whoopsy kitted out in an old set of noble clothes, in order to go and court the snobby priest (disguise 22 to make the clothes look better).

*Party Fund : 0.13.9.6; 4x Oynx; Noble Clothes (0.13.6.0); Rat in a cage*

## Session VI (15<sup>th</sup> November 2011)

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After an audience with the bishop we returned to see him the following day. The questions asked were :

<b>Question</b>	<b>Answer</b>
Who are you?	<i>Wizard Albert Nathans</i>
Who killed you?	<i>An Acaman</i>
Who were you teaching spells to in the cave?	<i>Melissa</i>
Why were you killed?	<i>For talking to Malik</i>
What was it you almost told Malik?	<i>Almost arranged a deal for him to come here</i>
Who is 'An Acaman'?	<i>Thought it was Melissa, but it turned out to be Olaf</i>
Who is Malik?	<i>Resides in the city of brass* and is a servant of the grand sultana</i>

\* Whoopsy said this was on the elemental plane of fire and is home to the Efreeti.

After paying the bishop two oynx for the spell we left, ensuring the remains were given a paupers burial. Whoopsy then sold the noble clothes for 14gp and we went to look for the archer. We found one potential, a recently retired guardsman named Anders. He lives on Gold St. the tournament was won this year by some Mercs passing through from a job at one of the mines. They were on their way south.

We then returned towards the ambush site ...

*Party Fund : 0.27.9.0; 2x Oynx; Rat in a cage*

## Session VIII (30<sup>th</sup> November 2011)

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We called in to see Bert, who told us that 'Malik' was a title, roughly equivalent to duke. He'd like us to further investigate the Acaman's to see if they have continued Nathan's work. Nat, from the co-op, had told us that Nathans had come to town to purchase something and succeeded after 2 months. He'd then spent 3-4 months hanging around, either locked in his room or in Mrs Acaman. He was within a week of being ready to leave.

*Party Fund : 0.26.3.7; 1x Oynx (now ours); Rat in a cage*

## Session IX (19<sup>th</sup> December 2011)

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We had lunch with Bert. The townsfolk know about us rescuing Roth from the goblins. They also said a woman (Mrs Larson) had seen a burning dog. Whoopsy also found out there are 6 redundant mines in the area (including a gold mine about a days walk from here), and that most of the town had been owned and founded by James Bellamy. He had gone missing, and with no relatives, ownership had passed to the current baron.

We went to see Mrs Larson who gave us directions to the house where she had seen the dog. The house is burnt out, and the watch have said the fire was caused by an illegal still. We have also heard of two rumours of silver going missing (Bjorn at the Forge and Andres and his family silver). There was nothing of interest in the burnt out house.

We then booked into the Miners Draft (4 rooms). Whoopsy kept the Acaman's entertained with the aid of a *Charm Person* whilst the rest of us searched the building. We scanned the place using *Detect Magic*, locating a moderate Illusion covering the entire cellar. There was also evidence of spell casting in the Acaman's bed chamber. This was emanating from a chest on her side of the bedroom. We searched it, but could not get into the chest. We hopefully left the place as we found it. There was two pouches of dust in the wardrobe, which we later identified as diamond and silver.

Gotrik checked out the cellar, but couldn't see anything. I went in later using *Detect Magic* and was able to see through the illusion. First the furnace which Gotrik had seen became Mrs Acaman chained to the wall, then it became a 10-12' tall humanoid with flames licking around it. He was surrounded by magic wards on the floor, of faint and moderate abjuration.

Whilst Whoopsy entertained Mrs Acaman in private, the rest of us headed over to the Baron's Arms to inform Bert of our discovery ...

*Party Fund : 0.26.2.5; 1x Onyx (now ours); Rat in a cage*

## Session X (17<sup>th</sup> January 2012)

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Whoopsy was caught by Olaf Acaman giving Melissa Acaman a good seeing too. A fight ensued in which Whoopsy pummelled Olaf into running away. We came back from the Baron's Arms with Bert and met Whoopsy outside. We then went and agreed to release the demon proving he returned to the Obsidian Fields, left immediately, did no damage on the way and took nothing with him. He promised not to return for 150 years.

On the way out we found Olaf stabbed to death at the top of the stairs. Whoopsy went to the monastery to claim sanctuary whilst Owain and I stayed with the body. Gotrik went to the watch, where he found Melissa Acaman busy accusing Whoopsy of murder. The watch returned and took over the crime scene. We then went to Gotrik's to get some rest.

The next day we went to the watch and gave a full account, including talking to Wizard Nathan's corpse and the demon in the cellar. Bert paid us five onyx each and agreed to stick around as witness.

*Party Fund : This has now been split. I have retained the onyx until we can sell it in Williamston. Whoopsy still has the rat.*

## Session XV (28<sup>th</sup> February 2012)

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We got a message to see Adrianna at the Golden [Be]Hind. The following day we went to visit her. She offered us a scroll (Blood Biography) which can be used to determine how a person died, and who killed them. In return she needs a favour ...

... some of her guards at the brothel have disappeared, along with some takings. She believes they have been paid off by Nat and his Co-Op. the missing are :

<b>Guard</b>	<b>Description</b>	<b>Residence</b>
Geoff Smithson	Human, 5'11", brown hair, uses scalemail and a club or sword	Geoff rents a room on Butchers Row, under the butchers.
Harold	6', dark hair, former tracker	Lives in the workhouse behind the tannery
Karath Gunnerson	Axe wielding dwarf	Has a room in the workhouse behind Scoulds Warehouse
Song Hee	Robed oriental, always carries an animals foot	Lives in the same Workhouse as Harold
Astrid	Female tracker, blond hair	Has a hut in the Shanties

We went to the warehouse behind the tannery and investigated Song's bunk. It was full of superstitious trinkets such as crystals, symbols and dream catchers. It was not the work of a professional. We found 10gp in a hidden compartment, which we replaced with a paper turd.

We then went to Astrid's hut. We broke in through the rear window and searched the place, finding 10gp and a small map. Finally we went to the workhouse looking for Karath. We found a lot of papers about Tobias and how he has stood up to corruption. We also found 10gp, although we had to give the workhouse watchman 1gp.

We then headed for the position on the map found at Astrid's. This turned out to be an ambush site on the road to Williamston, around the 5<sup>th</sup> wayside hut. In the early hours we ambushed the ambushers, just as the bishop arrived. We eventually won the fight, capturing Geoff and Karath, although they were unconscious. We also rescued the bishop. Near the hut we found the bodies of 6 goblins. We weren't sure why they were there.

On the way back to Bellamy we saw something flying above us, but it was in the sun, so we couldn't make out what. We think it used some form of magic to kill Geoff and Karath.

When we returned we sold the armour and weapons, identified, then buried the bodies and spoke with Adrianna. We each ended up with 53gp, although I still have the Whoopsies share as he is in klink.

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