

Looking behind him Gotrek sees that there are 5 elementals closing in on him. Realising he won't make the edge of the fissures he looks for one that is caved in and heads towards one that looks accessible. Ulric and the wizard move with him, the wizard casting a spell.

Igrid decided to close with the trailing party and heads back towards them.

Gotrek drops into the fissure and finds himself safely in the bottom. He sees that there are three tunnels, left right and forward, of his position and he heads in to the wonder going towards town.

Morkoth drops in to the fissure and heads towards the same tunnel as Gotrek.

Gotrek finds himself in a tunnel that has been eroded by water and wind. Ahead it opens out in to a y junction heading left and right about 20 ft ahead. Morkoth and the wizard join him. They decide to wait in the tunnel. Morkoth grabs a piece of rock and, casting light on it, throws it about half way towards the tunnel entrance. He also tries to put the wizard behind himself and Gotrek, instructing him to cast light if he can.

Igrid decides to stop and wait to see what the elementals will do. He estimates that it will take more than 30 secs to reach him.

Inside the tunnel Gotrek holds his action. An elemental descends about 3 or 4 ft in to the fissure about 20 ft away and appears to hang there before disappearing. Morkoth also holds his action. Both of them feel a strong breeze blowing down the tunnel.

Igrid observes the elementals gathering over where the rest of the party have disappeared.

Gotrek puts his axe away and, drawing his bow, holds his action until an air elemental begins to enter the tunnel but misses. Morkoth draws his bow and shoots at the same elemental but again misses as the air elemental moves out of the way.

Owain and Igrid see that one of the elementals is out of view and another half out of view in the fissure. Two more remain on the surface.

Igrid gives Ulric to Owain and instructs him to take him back to town.

Igrid shoots again at the elemental in the tunnel and hits him, the elemental then heads towards him but just as he reaches out towards him it recoils from the stone around him.

Morkoth reaches out at the elemental and attempts to rip it apart. Hitting it twice, once with claw and once with tooth, he manages to damage it.

The second elemental enters the tunnel and heads down a different passageway out of sight of Morkoth and Gotrek and a third elemental appears.

Igrid can see now only one full elemental as the other begins to disappear in to the fissure. He sprints towards the fissure. The wizard casts a spell behind

Gotrek draws his axe and swings at the elemental but just misses. The elemental fortunately also misses. Morkoth hits another elemental with a claw.

Igrid continues towards the fissure.

Gotrek manages to dispatch the elemental he and Morkoth had been fighting. Morkoth backs up towards where the wizard should have been, but there is no wizard. He runs forward to pick up his stone and then heads back to the junction and heads to the right. 20ft down this tunnel he comes to a further junction with a passage way almost straight which bears round to left and another tunnel to the right. He waits at this junction.

The elemental proceeds down the tunnel towards Gotrek and touches him, causing 10 pts of damage.

Igrid continues towards the top of the fissure.

Gotrek strikes out at the elemental with a critical hit causing 37 pts of damage. He then runs towards the right hand tunnel of the y junction. He is now at the edge of the light that morkoths light stone is casting.

Morkoth searches for the wizard, but seeing no light, he calls for the wizard and awaits a reply.

Gotrek is hit again by the elemental for 5 pts of damage.

Igrid continues towards the fissure and sees which tunnel they have gone down.

Gotrek strikes out at the elemental attacking him, hitting it causing it to disperse.

Morkoth cannot hear anything so waits for Gotrek, who is backing towards him.

The following elemental lashes out at Gotrek and hits him, causing 11 points of damage.

Igrid tumbles in to the fissure and finds multiple entrances. He can hear something behind him.

Gotrek strikes out with his axe but misses, but Morkoth does hit and causes 11 pts of damage.

Igrid finds an elemental coming towards him from behind. It strikes at him but misses. Igrid casts magic weapon

Morkoth and Gotrek hear Igrid somewhere nearby.

Gotrek hits the air else tall again, causing 10 pts of damage, and Morkoth adds to the damage with 6 pts from a bite. In return the elemental swings at them both hitting them and causing 6 pts on Morkoth and 11 on Gotrek.

The other elemental misses Igrid, but Igrid hits back.

Gotrek strikes at the elemental and hits it causing 14 pts of damage. Morkoth hits also with a claw and does 5 pts of damage. The elemental strikes at Gotrek hitting him causing 12 points of damage then begins to back off.

Igrid finds another elemental coming out of the tunnel in front of him.

Gotrek draws his bow and shoots at the withdrawing elemental but misses, as does Morkoth.

The elemental that has just emerged swings at Igrid but misses, as does the original elemental. In return Igrid tumbles past them to join the party. As he tumbles down he sees torch light off the wall in front of him. He stays there.

Both Gotrek and Morkoth see Igrid in the tunnel. Gotrek moves towards him.

Igrid hits the elemental attacking him.

Gotrek moves towards Morkoth and asks for some healing, which he receives 9 pts. Morkoth then moves up towards the fight.

The first elemental is hit by Igrid, who then receives 4 pts in return. The larger elemental misses and Igrid hits it so that it disappears.

Gotrek moves forward to join Morkoth and can see Igrid fighting the final elemental. Morkoth charges towards the conflict and hacks at the elemental but misses. The elemental swings at them both and damages Morkoth for 12 pts.

Igrid misses with a stunning fist and an ordinary attack.

Gotrek advances to the mellee and hits the elemental for 12 pts. Morkoth misses. The elemental strikes Gotrek and causes 11pts of damage then begins to fly away, being hit once more by Igrid. It ends up 60 ft above them, which makes Gotrek miss.

Morkoth heals Gotrek for 5 pts.

Igrid shoots at the elemental with his longbow but misses.

The elemental moves out of sight.

Deciding to leave the wizard behind the party climb out of the hole. When they reach the top Igrid grabs Gotrek and carries him after Owain and Alaric. They make it off the fissured area and head off after Owain towards town.

Seeing the haze of Bellamy in front of them the party leads off. As they do so it begins to rain. The wind and the rain picks up sufficiently to slow the party down, Igrid puts Gotrek down and it takes 10 minutes to reach the outskirts of the town. The party head in towards the inn where we find the landlord shuttering up the inn. The common room is empty.

The party then head to the inn Owain had been staying in. Unfortunately the common room is empty so Morkoth speaks to the man asking him to send a runner to find us if they turn up. He informs us they are up in the room to find Alaric and Owain with the wizard who remained behind.

Igrid examines Alaric to find him unconscious but stable.

We find out the wizard we left out in the fissure field was called Simeon Bartemeus. We all decide to stay in the inn as it is very wild outside and have a reasonable night sleeps.

In the morning Igrid heals Alaric.

Outside it is still blowing a gale.

We bed down for the day with Igrid treating the wounded, leaving only to pick up further supplies from a local shop.

Alaric pays us the remains of our pay.

After a full days rest the wind starts to abate and it is still raining and it is easier to move around. We rest up for the evening.

On the morning of the sixth day we are trying to fill before going to see Rothe the wind is dying down. Alaric begins to talk about heading back South, his task completed. He settles up the bill for all of us.

We head to see Rothe and purchase three healers kits for the group.

Wandering around the town we see that a third of the shanty area has been destroyed and the roadways are covered with tiles and rubble. There seem to have been few injuries, although some died when their shacks fell on them.