

We have 3 days free until our next job with Rothe starts so we spend the time earning some cash.

Gotrek earns 2.5 gp for 3 days work using his professional skills, Igred volunteers up at the monastery, the rest of us work at helping to clear up the ruined buildings and mess left by the storm @ 2sp/day.

At the monastery Igred helps out in the hospital. During the 1st day a victim of the storm is brought in after being crushed by a beam and skewered by a large spike. Jack heals him with Heavenly Fire after spike is removed, but he still dies from his injuries a short time later.

During the night a runner wakes Igred, the victim is awake and talking! Igred casts Detect Magic and notices a lingering aura of necromancy. He discusses his concerns with Father Williams.

The victim (Tim Smithson) still has the wound from the spike in his chest, it is still gaping wide and does not appear to be much blood in either it or him. He is talking amiably and agrees to Igred giving him a medical examination. Finds a partially healed animal bite. The victim says he got attacked by a wild dog near the mines; it bit him and some of his companions before being driven off. Igred gets the names of the others who were bitten: Will Jefferies, Nathan Godfrey, Adam <thingy>.

Igred recasts Heavenly Fire on Tim in the morning and monitors the effects, seems to heal him rather than burning him so he is apparently NOT undead or abyssal - very strange. Reports his findings to Father Williams who decides to keep him under close care/scrutiny in the monastery.

Igred travel to the mines to find some of the other bite victims. Finds Will Jefferies and surreptitiously casts detect magic on him but find no traces.

At end of the 3 days we meet up again and head to Rothe. He has 5 ponies loaded with 60 pouches (12 per pony) plus 3 pouches (marked with red ribbons) for each of us and a tent. He is expecting to receive a pouch containing some gems and a parchment in exchange; we are not required to check/confirm its contents when we get it. We mount up and head off following the map Rothe has given us. Owain works out a good route for us and after first day we spend night at a way-hut on the road.

Morning arrives without disturbance, but in morning Igred notices some birds circling a spot nearby (could be vultures\etc). Wake everyone up and go to investigate, find a flock of crows squabbling over two bodies. Scare the birds off and examine the bodies [need willpower save (Igred, Owain & Morkoth make the save)] they appear to be Alaric and Jim Ravenik (one of the other wizards we were working for, went out with us on the first day). Their lips are blue and don't appear to have any death-causing injuries. Nothing magical on the bodies, but a wand is about 20 feet off to one side. Neither of them have a belt pouch, any weapons or backpacks. Cast Detect Poison - both have been poisoned. Wand has aura of Transformation of the Earth (minor), both Igred & Morkoth try to identify the wands power, Igred succeeds - it is a variant of Stone-Shape that fuses two rocks together, has about 7 charges left.

Owain & Igrid nip back to Bellamy with the bodies (transferring their pouches to rest of us in meantime to save weight), visit Bert the wizard first to let him know what happened and see if the Guild of Wizards want to pay for the Bishop to do a speak with dead to find out what happened or not. Then take bodies to The Watch. The Watch are not happy, take statements and say will send messages to The Guild and the Baron to see what they want to do. Owain & Igrid then head back to catch-up with rest of us.

We all meet up again at nightfall at the next way-hut, spend the night there it is a very cold night [Fort saves vs. cold with +5 due to warm clothing, we all succeed except for Olwain who has an uncomfortable night].

Next morning we continue, leaving the road and following the trail into the mountains. Time passes uneventfully until Olwain notices some tracks that are going in the same direction we are heading. About 5 people headed before us around 4 or 5 days ago. Wearing boots and humanoid sized.

Towards evening we approach the Low Stop, a two-story barn. Built to house mine carts going to/from mines higher up the trail and provide a rest-stop for animals and miners. Since mines closed it has been abandoned, but still used regularly by travelers as a way-station.

'Belamys Camp' is a ghost-town that used to house the miners.

Olwain scouts out the barn ahead of main group with Igrid covering him. Is mostly in decent condition with only a few holes in roof and minor damage from recent storm - no one else appears to be around. We all fit inside, including animals, spend uneventful night and continue on up the trail in the morning.

Olwain scouts ahead as we advance, the older tracks continue the way we are travelling. Reach the top of a ridge, see trail winding eastwards beyond to remains/ruins of Bellamys Camp about 3 or 4 hours away in bottom of valley then rising other side towards Greentop Mountain - named for the trees surrounding it. Can see some unhitched wagons near the town, but too far away to tell if they are old derelicts or signs of more recent activity.

We follow the trail down, passing turnings off to the old mines {paths to Shaft 3, then Shaft 1&2}. We notice the tracks we were following have increased from 4 or 5 people to 7 people, try to discover when they appeared and notice a rock-coloured (1 to 3 person) tent pitched about halfway down path to Shaft 1. Also notice some movement from the old church tower in the town. We leave Gotrek in charge of the donkeys and go to investigate the tent, upon approaching we see a couple of human-sized figures furtively crawling out of the tent away from us towards Shaft 1. Igrid and Morkoth speed up to a canter to intercept, they react by getting up and breaking into a flat-out run following different paths. Igrid jumps off his horse so that he can sprint fast to catch up with one, Morkoth grabs his reins then continues to canter after the second but not gaining much ground. Olwain keeps to a more sedate pace and checks out their Tent. Not much of interest there other than noting that it has camouflage-style netting over it.

The first figure disappears suddenly, might have fallen down a shaft or ducked through some rocks and scree, Igrid starts to search. After a couple of minutes the second figure starts to

slow down and Morkoth begins to gain on him.

The first figure reappears and fires a few arrows at Igred whilst making a tactical withdrawal, narrowly missing (thanks to Igred's sneaky monkly skills). Igred closes, slowing slightly in order to cast Mage Armour en route, his foe drops the bow and draws a dagger. He looks human with a beard and grey clothing; and tries to grapple Igred twice but misses. Igred punches him several times causing subdual damage only. The figure then tries to stab Igred but misses again and then gets knocked unconscious by Igred's blows.

Morkoth's target gets his breath back speeds up again, Morkoth pushes his horse into a gallop to make back the distance. The figure looks back at Morkoth and misses his footing, falling over. Morkoth takes a swing at him as he rides past, missing. The figure recovers and fires a bow at Morkoth, missing, then Morkoth circles back and leaps off the horse into a grapple with him. Morkoth pins him to the ground and starts to knock him unconscious, he briefly wriggles free before being re-pinned and rendered unconscious.

Both figures are wearing camouflage over winter clothing, equipped with snow-shoes, bow, quiver, sword, rations and loose change. We remove their boots and tied their hands and feet. The arrows in the quivers match the arrow that was fired at us a couple of weeks ago.

We take the two men into one of the buildings at the shaft entrance and interrogate them, using Heavenly Fire to bring them around. First one identifies himself as Sgt James of Tanesins Irregulars, currently working for Lord Nathaniel Forsythe. Lord Forsythe is allegedly lord of the mountains around here, but no-one has heard of him and there are no known domains north of Baron Williams's lands.

Says his Captain, with about a dozen soldiers and 40-ish conscripted 'volunteers' (local people who were given no choice), is in the town. They are being paid in gold to clear tribes and claim the area, there is a bounty on ears. Says the Captain would probably offer us 100gp each to sign up and make us Officers, but doesn't seem convincing. They are due to be relieved soon, so we fetch Gotrek and the donkeys here then head back to the tent to lie in wait for the next watch.

We wait all night, sleeping in shifts, with no sign of the relief until shortly before dawn when we see two figures approaching us but also catch sight of other movement, possibly others trying to flank us. We prepare for trouble and Olwain and Igred sneak out of the tent. A voice from behind the tent says "Sparrow" and, when no response, an arrow clatters near Igred's feet.

Morkoth tries to bluff them by sticking his head out of the tent and saying "Psst, Sparrow", but no joy. The two approaching the tent break out into a run and one gets shot by both Olwain and Morkoth, dying, whilst Igred engages the other in melee. There appear to be around 4 above us shooting, after having trouble hitting Morkoth who is using the tent for cover, a flask of flaming oil is thrown and sets the tent alight. Bereft of the tent's cover, Morkoth starts to become a pin-cushion and heals himself a little.

Morkoth starts shooting the oil-throwing guy (with very little success), Olwain joins in after the one Igred was meleeing dies. After a few shots hit him the oil-throwing guy starts to withdraw

whilst one of the others yells "Lay down your weapons!". Icred charges after the one withdrawing. Morkoth changes target and gets a perfect arrow-shot into the centre one of the remaining 3, who then flees. Icred catches up with the oil-thrower and engages him in melee, flooring him. After being hit by a couple of shots from Olwain and Morkoth another one starts running away, leaving just one still firing. Morkoth is critically wounded by now and can't afford to take any more arrows, so he charges at the last remaining guy. Morkoth is so beaten up that his target is not intimidated by the prospect of getting into melee, so he charges to meet Morkoth with weapon held high. The resulting melee is over in a split second as he missed Morkoth with his wild swing and gets ripped limb from limb by Morkoth's claws and teeth in return. The others get chased down by Icred and Olwain.

We check the bodies, three are still alive, one of these being an officer of some sort as he was wearing a red tunic and a chain-shirt. Total haul is furs, winter clothes, leather armour, chainmail, chain-shirt, red tunic, 6 long bows, short sword, 2 long swords, a variety of knives and daggers, along with pouches containing a few gold and silver and a bunch of copper.

We take them all to the mine shaft, throwing the dead bodies down. We heal the officer who was wearing the chain shirt and question him. His name is Robert, he confirms some details but doesn't know about any lord. Says there are about 20 regulars (who wear red tunics) and around 2 dozen new recruits from Bellamy and Williamston. They have been told the job should only be a few weeks or a month, unless their contract is extended to help hold the area they have cleared.

We can't take them with us and can't leave them behind, so forced to drop the survivors down the shaft as well. We then clean up to remove traces as much as possible and head out. We plan to take a wide detour via the other shafts to avoid passing too close to the town of Bellamy's Camp. We see around 20 figures with dogs heading in our direction on foot, so use Olwain's tracking skills to find a route that leaves as few tracks as possible.

As we approach within a couple of miles of Shaft 4, we see the group from the town have changed direction cross-country towards Shaft 4 to try and cut us off, although we anticipate that we can beat them to the tree-line beyond Shaft 4. We start pushing the horses and donkeys a little faster to the north of the woods surrounding Greentop Mountain as our pursuers intercept the road to the south that leads away from us before bending up through the woods towards the way we are going.

We start climbing up to the ridge, the first section is quite steep (so we are forced to make a couple of trips up and down to get all the donkeys and horses up). At the top of the first section there is a slight terrace/plateau before a more gentle slope up to the ridge itself. On the plateau is a line of ceremonial stakes, about 15 yards between each, topped with animal skulls. We can't determine if they mark a territory border or a taboo/ceremonial area but they aren't magical. We continue on up and gain the ridge itself.

Moving over the ridge we are working our way around the north side of Greentop Mountain. We see a trail following a riverbed heading north and decide to follow it a way until we are able to cross the northern roots of the mountain to reach the east side and head south. The ice or

glacier on the sides of the valley glisten as if polished and give a near perfect reflection, hence the name: Mirror Valley. This starts to make navigation more difficult as we see the mountains and sun reflected from different directions. Navigation is also hampered by some sort of moderate enchantment that affects all of us except for Igred and makes us confuse north and south. Igred detects the enchantment and after argument with those of us who are enchanted, decided only after I also detect that everyone except for Igred is enchanted. We start to head south again, following Igreds lead, when we get hit by the enchantment again and arguments restart with Gotrek; these are settled only after Morkoth charms Gotrek to get him to accompany us, even if we are going in the wrong direction, in order to stick together for protection and he can split and go back the other way once we are safe if he wishes. Fortunately Gotrek agrees. Fortunately it starts to get dark so we can travel through the night without the distraction of the mirrored valley sides, we stop to camp at around midnight.

At around 8am we wake and confirm that we are south of the valley as planned and start heading further south-east toward the caldera which is our rendezvous point. We see a campsite about 12 miles west of the caldera, they are likely to see us as we pass, even sticking close to the caldera slope, as there is very little cover.

We see some birds circling something, so take a small detour to find out that it is a single adolescent goblin body dressed in woolen clothing killed by a rending slash through its back and arrow wound through its shoulder (with the arrow removed). Looking at the tracks shows a number of heavy booted individuals were running to here then milling around, about a day and a half ago.

We are only about 4 miles away from the rendezvous point so we quickly make a small cairn over the body and then push onwards. We notice stirring activity in the camp of about a dozen people doing things, but cannot determine yet whether we are the object of their activity. We will be passing them at a distance of about 6 miles by going up the caldera slope a little to make a little more clearance.

As we pass the camp we now see that there are about 20 or 25 individuals making preparations to leave for somewhere, but still can't tell if their focus is on us or not. We also see a path leading to about 5 caves below us and a stream that forms a waterfall.

The first cave appears natural and is about 40 feet wide at the entrance, with lowish roof getting as low as 5 feet high in places and extending about 150 feet deep, widening out in the back. There are no obvious sign of habitation, so we push on up, past a few similar caves that are similarly deserted. Olwain notices a few faint sets of small humanoid footprints, heading in and out of the cave and following the trail outside as he follows after Igred who is scouting ahead. We can now tell that the people from the camp are heading in our direction, so when we catch up with each other we decide to go back a check the caves without getting trapped inside whilst sieged from outside; we figure that we have around 35 minutes before they reach the caves if we don't want to be trapped inside.

Igred and Olwain head back to the big cave (running) to see if they can quickly find anything whilst Gotrek and Morkoth stay with the animals. They follow the tracks inside and find a hole

that drops down into a cavern with what appears to be a natural passage leading deeper. They continue to follow the tracks deeper through the tunnels and caves. Deep within, 100 yards beyond a concealed sliding stone/rock they find some settlement buildings built around a large cavern, but don't think they have time to reach them before the camp humans reach the cave entrance – so quickly head back up and out to meet up with Gotrek and Morkoth.

We withdraw from the approaching group and head further up the slope of the caldera. The group stops following us when they reach the caves, about half of them head inside.

We reckon that (from knowledge geography) that caves formed from volcanic tunnels found at the base of the caldera must also extend from higher up where the volcanic activity originated from. Thus we search for other cave entrances higher up the caldera wall. We investigate a few likely sites, finding traces of goblins and determine from their debris that they use mountain-goat fur with the local reddish dirt rubbed into it to provide camouflage.

Having no luck, we go back to where we found the slaughtered goblin previously and try to trace the tracks backwards. We follow the tracks up towards the ridgeline for about 30 mins when we spot a herd of 8 to 10 goats, they blend into the background because their fur is reddy-brown – the same colour as the scraps we found, so probably have had dirt rubbed into their fur deliberately.

We get closer and spot some small furtive movement near the goats. Figuring that fresh tracks will be easier to follow and more likely to find someone, we leave the tracks we were following and aim for the goats. Getting closer the goats start to amble away and we spot a goblin cowering between some rocks. Igrid sprints to catch the goblin before it runs away. He disarms and grapples him until we catch up and Morkoth can talk to him in Goblin. We explain that we work for Roth and are here to trade. After proving our story by describing what Roth looks like, the goblin tells us his name is Urash and he promises to take us to his tribe when night falls. Asking him about the group from the camp, he says they arrived from Belamys Camp yesterday. At dusk we hobble the mounts and leave them with Gotrek whilst we follow Urash with a couple of the packs each. He leads us towards the waterfall and climbs down, around and through the waterfall into a cave behind it. The cave opens out at first but then narrows towards a passageway, Urash hugs the right-hand side of the cave then squeezes into a narrow crevice before the passageway.

Through the crevice we follow the goblin through several passageways and junctions, until it eventually opens out over a precipice over a 30' wide chasm with a narrow ledge leading to the left. The chasm narrows, allowing us to cross to the other side and follow another ledge leading back and down. More passageways, caverns and junctions follow until we reach a cavern with a rock-sealed door that we help him roll open and then back once we are through. Urash leads us across the next cavern to a narrow rock bridge that spans another precipice to reach a stalagmite that has windows/etc carved out of it. In the precipice below there is a purple glow and a sound of chanting that is reminiscent of spell-casting.

Urash tells us to wait at the bridge whilst he runs across and knocks on the door in the stalagmite. After a brief discussion Urash calls Morkoth, and then the others, over and inside the

building. We are asked to leave our weapons here before entering further. This is a smallish stalagmite, being only about 20' in diameter. After leaving our weapons we are led across another bridge into a stalactite building that is closer to 80' in diameter. We get offered refreshments and left in a waiting room with a couple of guards for a while until a team of goblins return.

Grash and Ithack introduce themselves as the leaders of the group and we negotiate. They offer to show us an easier way out than the way we came in. This exit too is protected and concealed by a rolling rock door, outside it is a clear night and we see a small fire in the open close to the entrance to the larger cavern. Igred sneaks out for a closer look and sees a single figure huddled near the fire and watching the cavern entrance, but cannot determine if it is a goblin or human. We back-track to ask the goblins if they had anyone posted there and they say no.

We form a plan whereby Igred sneaks out to the left on his own first in order to come around behind the fire before the rest of us who are not so sneaky try coming out to the right. Whilst sneaking out to the left Igred spots a second figure hidden to the other side of the cavern entrance. Before Igred reaches position the figure by the fire exchanges some sort of hand signals with the other hidden figure, before pulling out a small sack and empties its contents onto the fire. The fire flares up extremely brightly, so Igred yells at Morkoth about the figure to the right of the cave whilst charging at the first figure and pushes him into the fire. He continues rolling out of the fire and starts to melee Igred. Morkoth sneaks out to the right whilst trying to spot the second opponent. He finds the other figure when a blade flashes twice behind him, fortunately doing no more damage than a minor scrape on his armour.

After a flurry of attacks from Igred and an arrow fired from the cave entrance by Olwain, the figure slumps unconscious into the fire.

Rapidly turning Morkoth lays into his assailant with fangs and claws, but only makes contact with one claw. Slashing back at Morkoth he opens a gash. Igred rushes over and lands a hit on the figure briefly before Morkoth opens up some nasty wounds as both claws and his fangs dig deeply in. The figure drops his weapon and falls to his knees crying out that he yields to us.

Olwain notices numerous other fires spread out up and down the slope, probably one outside each cave. Morkoth briefly interrogates the prisoner whilst Igred tries to dampen the fire down with limited success. We find out the rough numbers and direction the reinforcements will be coming from the prisoner (up to 30 plus 'The Boss', depending upon how many he has sent inside the main cave further down the slope). We tie his hands and gag him before moving out rapidly to avoid whatever reinforcements might be on their way.

Meanwhile back at the ponies, Gotrek has been watching the fires appear. Each one appears to flare up briefly then die down at regular intervals, probably as an 'all's well' signal. He sees a small group carrying a large bundle of some sort go into one of the caves about a 3<sup>rd</sup> of a mile away from him and some strange wails waft out shortly after.

He then sees one of the fires further away flare up for a longer period and then be almost

extinguished. Shortly after he sees the rest of the party appear out of the shadows near him and we catch up on what has happened.

We decide to try and move quickly, mounting up and riding back to the cave hoping we can get back before any reinforcements arrive there to investigate. On the way back we notice one of the fires near one of the large caves we previously investigated flare up for 3 or 4 minutes.

When we get close Igred jumps off his horse and scouts ahead, then we ride in to the cave (which is large enough to comfortably hold all of them). We start unloading the ponies whilst Olwain keeps looking out and Gotrek goes through the stone door to get the goblins to help move the goods.

Inside the caves Gotrek hears the same strange wailing he heard earlier and is now able to identify it as a dog's howl. He speaks to a couple of goblins and tells them to come help unload, then heads back to the entrance. The tunnel is big enough to get the ponies down and turn around, so we decide to unload the packs by the inner bridge that leads to the goblin residences and a group of 4 goblins is waiting for us to help with the sacks. Whilst we are unloading the goblins send for Urash who has our payment in gems.

Just as we see Urash approach us we hear an explosion, probably dynamite, that shakes the bridge. Urash scrambles down and pays us then tries to persuade us to stay and help them fight; and leave the ponies here. We decline to stay and help and insist upon taking the ponies back with us unless he wishes to pay extra for them. No agreement is reached so we leave, re-sealing the stone door, as they rush off to defend their lair.

We decide to take a southerly route home, a longer distance that takes us towards Williamson but avoiding the passes and route-constraining cliffs towards Belamys Camp. We ride through the night in order to get clear, then heal-up and camp through daylight after we find a gully that can easily conceal us all.

We set off again in the late afternoon for a few hours until dusk and camp again. We keep moving through each day and camping at night through the southern hills to the road near Williamson. Looking back towards the caldera we see an aura hanging over it.

We eventually reach the road near dusk a few days later and set up camp at one of the way-huts. During the night watches we notice something looking like a humanoid creature with wings and tail fly and circle over us at a height of about 300 ft then fly north.

We progress up the road, estimating it will take around 2 and a half days to reach Belamy from here. The rest of our journey passes uneventfully until we are about half a day away from Belamy and stop for our final night before reaching Belamy. Shortly before dawn something breathes flames at our ponies tied up outside the hut. Rushing outside we see at least 3 hell hounds causing the ponies to scatter.

A couple of the ponies are pulled down, the rest break free of their tethers and bolt with the hell hounds in hot pursuit. Olwain shoots at them from the hut entrance. Igred runs after them flaying them from the rear as they run. Gotrek and Morkoth charge into melee with one that is slow to

run after the horses and land hits, as it turns to flee both hit it again and it dies. They then both charge after the next closest one that is about 60 feet away, Morkoth gets close enough to hit it whilst Gotrek comes up a little short. It breaths fire and backs off shortly before Gotreks axe cleaves it in half.

Meanwhile one appears from behind the hut and breaths fire through the door, setting our belongings on fire. Owain chases it back behind the hut to come to another that breaths flame over him as the hut-burner flees. Undaunted by his serious burns Owain faces off against it, causing it to back off.

Igred catches and slays one of the hounds chasing the horses, but after that the others are too far away so he returns to the hut, arriving shortly before Morkoth disembowels the hound engaged by Owain. Igred then chases after the one that flamed the hut as Owain shoots at it. After it gets hit by a couple of arrows and gets caught up by Igred, the hound turns to face Igred and a melee ensues.

Making use of their fire-proof armours Gotrek and Morkoth dive into the hut to drag out our packs before they burn. Morkoth checks the 4 downed ponies for signs of life, two are definitely dead he can't tell for the other two so tries to heal both and one recovers.

We cast around looking for other traces of our horses and see a couple of clouds of dust in the distance. Whilst looking around we find a strange scrap of paper on the ground outside the hut with what appears to be Abysal writing on it.

Owain rides the healed pony, with Igred running alongside, tracking down the horses. He finds his own horse uninjured first and, both mounted now, continue after the others. Gotreks horse is found injured, but Owain manages to calm it down. Igreds horse is found dead, Morkoths is uninjured, one other pony is recovered.

Whilst Owain and Igred chase down the horses and ponies Morkoth and Gotrek set about skinning the hell hounds, gaining 2 good quality skins and 3 average quality (we make these into a suit of masterwork studded leather and two fireproof backpacks – Morkoth gives his non-masterwork studded leather to Owain and pays the extra for the new one to be masterworked. Igred has one of the backpacks, other given to ???TBD).

Eventually we gather together again at the hut, it is early afternoon by the time we are able to continue our journey towards Bellamy. Arriving late afternoon we head to Rothe and give him his goblin gems, he shuts up shop to hear our report. He seems emotionally touched when he hears about the threat his goblin friends are facing. He vaguely recognises the name of Lord Forsythe, but can't quite place it, and says he will make enquires. He offers to pay us the gems from the goblins if we go back to help defend them and get them to safety.

On behalf of Gotrek I search for cold iron weapons in town. None for sale now but several recently sold, two swords plus about 6 months ago William Blackstaff, Carting Company owner, paid 350gp for a cold iron (possibly masterwork) dwarven waraxe. Investigating further, he lost it in a wager to Gillian, a dancer at the Golden Hind. Interestingly one of the cold iron swords was bought by a bouncer, Magnus, from the Golden Hind. Head to the Golden Hind to find

Gillian .....(TBC)

Outside the Golden Hind stands a bouncer, seeing us approach he tells us it is a silver a head to enter and all weapons must be checked in. We engage him in conversation as we pay our money and discover that he is not Magnus himself, but Magnus is inside.

Engaging the barman in conversation we find that Adriana (Miss Dodgy woman we encountered on the road) is visiting Baron Williamson (a trip she makes apparently quite frequently), possibly to further her plans for opening a new establishment in his town or to see prospective suitors.

The barman recognises me from the Murder Trial and asks if I am here to see Melissa (the murdering innkeepers wife). Apparently she started working here about two weeks ago, a couple of weeks after the trial, he assumes that she wasn't able to make the business profitable for some reason. The inn is now owned by Jake, an ex-bouncer who used to work here.

We identify which bouncer is Magnus and give the barman money for a beer for him when he is off-duty later, then take a table he can loiter near so he looks like he is working whilst he talks to us. He isn't interested in selling the sword because he is about to give it away as a gift – apparently to an uncle who helped him get this job, but something doesn't ring true about that, although it seems true that his uncle did help him get this job. On a hunch I ask whether he thinks Adriana will like the gift or not and he feigns confusion which makes me think we are on the right tracks.

We figure out who Gillian is and wander over in her direction, I buy her a drink and she joins us at a table. She claims to have sold the axe to a merchant who was a customer here. More questioning in a private room reveals that she sold it through a broker but for some reason seems scared to talk more about the subject or give any names; and leaves the private room when pressed.

We leave, but set up watch on the front and rear in case anyone suddenly leaves after us. We find a young man already watching the front. After creeping up and surprising him we hear his story. He is keeping watch for his girlfriend Penny (now Petal) who started working here a few weeks ago and now seems 'changed'. He has been keeping watch for about 3 weeks and hasn't seen anyone leave carrying a Dwarven Waraxe.

Meanwhile, Igred is spending time at the monastery. Through discussion with the monks and some visitors passing through on a pilgrimage (to 'Windal's Bay' (aka Windy) the most northerly village containing a shrine to their God) he learns that Lord Nathaniel Forsythe is actually "Nat" the crime-boss in town. They don't know where his apparent title came from, since they hadn't heard of him as a lord before.

His activities also seem to be having an impact on the local economy, as his promise of good wages and bounties has lured away a significant portion of the local hunters and trappers – which is starting to result in food prices rising as the supply of fresh game has been largely cut off.

Whilst resting that night Igred is awoken by a large emaciated humanoid with leathery skin,

coated in some luminous sort of sheen, trying to grab him around the neck. He dodges the grapple, but gets stabbed seriously in the back and bitten on the shoulder. He notices that the wardrobe door is now open and there is the half-eaten remains of a monk folded in the base of the wardrobe. Seriously wounded, Igred leaps through the window to escape and raise the alarm.

The creature squeezes out through the window to follow Igred and continue attacking, this maneuver does however give Igred sufficient time to heal himself with heavenly fire. The two engage in melee again, with Igred coming off significantly worst, until interrupted by other inhabitants of the monastery arriving and starting to cast spells. The creature says something in a language unknown to Igred before vanishing.

Igred gets healed up some more then goes back to his room with the crowd to investigate the room, the half-eaten monk was a novice responsible for lighting the hearths in the guest rooms. The pilgrimage cleric (Simeon Tormek) successfully identifies the creature as a type of Lesser Demon called a Babau. From Morkoths knowledge of these creatures we know that they are vulnerable to Blessed and Cold Iron weapons; immune to lightning and poison; and resistant to fire, cold and acid.

Back at the club, we keep watch on people entering and leaving (including Melissa entering for her shift). At about 3am the place starts to shut down, the bouncers go inside and we anticipate that the staff will probably start to leave shortly.

Two girls leave with one of the bouncers first from the back door. 5 minutes later, Gillian and a man leave from the same door. I grab the others from their watching point and then quietly try to catch up and follow Gillian and the man down the alleyway we saw them enter. We pick them up and follow them for a about 4 streets before they stop at a small house in a slightly average neighbourhood. Gillian finds her key, unlocks the door and disappears inside whilst the man strides off. We make a note of the address then return to Gotreks house to get a bit of sleep in before the morning.

In the morning Igred asks for an update on Tim Smithson. The monks are still looking after him, there has been no change in his condition. Igred suggests the visiting cleric might be able to help figure out what is up with him. Casts Detect Evil but nothing triggers it on Tim (or Igred either).

Igred regroups with the rest of the party at Gotreks house and we catch up with what has happened.

We scout around town to see if there is any cold iron ore available anywhere. Our first stop is Rothe, who tells us that he once bought some from (name supplied) dwarven mine owner. After swearing us to secrecy, he also tells us that the Goblins are much better at finding and extracting cold iron and other special ores. He writes a letter of introduction to the goblins for us, provided we ensure no-one other than us or the goblins ever see it.

We decide to head down to Williamston and investigate what the merchants have on offer there whilst also seeking an audience with the Baron to gain his opinion on the so-called Lord

Nathaniel.

We head south towards Williamston. On the second day of travel we meet a group of bowmen travelling north, some appear to be injured. I recognise some of them as hunters/trappers from bars/etc in Bellamy. They claim they got caught in a cave-in whilst resting in a cave when hunting in the wilderness; but it is clear that they are being evasive about the truth and are undoubtedly some of the trappers that answered the adverts to join Forsythes army and got injured fighting in the goblins caves.

We arrive in Williamston after lunch on the 4<sup>th</sup> day of travel. Talking to the first merchant we find about cold iron and discover that the Barons son had been asking the same questions about a week ago. He doesn't have any currently, but usually gets 3 or 4 pass through his hands per year.

The second merchant has a Cold Iron morning star that he was planning to sell to the Barons son (who apparently wants it as a gift for someone). We negotiate with him and pay him more than he would get from the Barons son to melt it down to make into several smaller Cold Iron weapons for us (a gauntlet for Igrid, claw-covers for Morkoth and a long-sword for Olwain). He asks for an additional 16 gold above the cost that we negotiated for the weapons.

It will take a few days for the smith to make the weapons, so we head on up to the Barons Castle. As we pass a high class hotel (the Williamston Arms) we see a carriage draw up. Two people come out of the hotel, get into the carriage and head off towards the castle. It is Adriana and a male Dandy we haven't met before. Both are dressed up to the nines for some special occasion.

Shortly after the carriage leaves a rider, leading two other horses, races up to the hotel and runs inside. Shortly later he rushes out again, gets back on his horse (leaving the other two horses behind) and races after the carriage. After catching up with it there is a brief conversation through the window, then both rider and horse continue on to the castle.

The carriage enters the castle then comes back our way. When the carriage passes us we peer in and see Adriana on her own, after she notices us she makes the carriage stop and comes out to talk to us.

She says her companion is Dimitri Orlov, a wealthy friend of the Barons son. She also tells us that the Watch in Bellemy are looking for us, as the last people to see Gillian. Asking her about Nat she tells us that he is technically only a Squire. The Baron is starting to find out more details about his activities and is not happy, but there isn't much he can do about it as Nat has gone over his head to the Earl (Earl Vandross, who lives in a city about 3 weeks travel south). Adriana claims that her business is in rivalry to Nats.

We ask her about Adriana and she suggests that it would be better to return to her hotel where we can talk more privately and she can get more news from her messenger. We agree and get into the coach.

On the way there we notice a humanoid figure about half a mile away, apparently injured,

crawling along the hillside outside the castle. Igrid and Olwain get out to investigate, leaving Morkoth to continue with Adriana to the hotel.

The figure is female and is dragging a badly injured leg. She introduces herself as Mina and explains that she was hired to hunt monsters in some caves, but was really badly planed and everything went wrong. People got dragged into solid walls and the caves collapsed on them, it has taken a week for her to struggle to reach civilization.

Igrid heals her up a bit and they help her back to the hotel to find out more about what happened.

At the hotel they are let in to see Adriana after she confirms she is expecting us, the hotel is very busy preparing for a party being hosted by Adriana on behalf of the Barons son.

Adriana sets up in the smoking room of the hotel, she has a private conversation with the messenger whilst we wait for the others to arrive.

Mina tells us a little more, a little over 30 people went into the caves and as far as she knows she was the only survivor. The very rock of the mountain seemed alive and sucked peoples legs/etc into the walls and floors.

Two nights ago Gillian was found dead with two bites in her neck and drained of blood. The Watch want to talk to us as some of the last people known to have spoken to her. She apparently did not return to the club the evening after we were there.

In return for vouching that she saw us here today (and hence couldn't have killed anyone 2 days ago since it takes 4 to travel here) Adriana asks us for a favour. Whilst we are back in Bellemy, can we find out what happened and whatever creature caused the death.

We ask Adriana what she thinks Nat hopes to gain from his endeavor. She replies that she and Nat have both wondered how Rothe makes his money, and that gaining control of those mountains might gain him access to wherever Rothe is getting his gemstones from. Also there is an increased demand for coal due to new industries/technologies growing in the south. The old mines in that area still have plenty of coal in them, they were only abandoned because coal was much less profitable numerous years ago.

Magnuses uncle is Olaf Tomlinson who owns a haulage business; Adriana claims that she only vaguely knows him as a person she occasionally does business with.

Vampires are vulnerable to silver and magic weapons, don't know how they create new vampires but vampires can either drain victims to death or only drink small amounts and leave the victim alive.

Adriana invites us to the party. We decide to split up, Morkoth will attend the party and try to gain the ear of either the Baron or the Barons son; Igrid, Olwain and Mina go to the castle to try and get an appointment for an audience with the Baron.

At the castle they get to talk to the steward and say they have information of interest to the

Baron about Lord Forsythe and have no interest in payment. They get offered an audience at 2pm tomorrow.

Igred then runs quickly back to town to catch Morkoth before he spends too much money, he is being fitted in the tailors shop by that time so ends up paying 5 gold for the effort they have put in so far.

We then retire for the night in a cheap inn, hiring two adjoining rooms to sleep in for a reasonable rate of 2 silver each for bed and board.

Mina and Olwain take watches of 2 hours each, during Olwains watch he hears some noises closer than the noises from Adrianas party: some sort of intermittent high-pitched squeak (or distant muffled scream) that lasts 4 seconds or so every few minutes. Olwain wakes Igred up to watch for the rest of the night (he only needs 4 hours meditation each night); and the rest of the night passes uneventfully.

Over breakfast we listen to the common-room gossip about the party, it is mostly about who attended, nothing notable appears to have happened.

We call on Adriana at about 11am to hear what happened at the party. As we enter Morkoth goes in first, looks up and sees Melissa on balcony moving her arms looking straight at you not moving lips then moves off. She was probably casting a spell of some sort but we couldn't tell what spell. After we enter the rooms where Adriana is waiting for us Igred starts to cast Detect Magic on Morkoth to see if Melissa cast anything on him – Adriana interrupts the cast, saying that she would prefer to retain her privacy. Igred explains the situation and promises to focus only on Morkoth, Adriana permits it – but nothing is visible. When asked why Mellissa is here, Adriana explains that she and the girls were her to work at the party.

Jacob (the Barons son) and Dimitri seems to have enjoyed himself, through conversation we discover that the main focus of the Barons sons interest\activities at the moment are focused on impressing/entertaining his fiancé Lady Jessica (daughter of the Vicount Karhaus). She says she has not heard any more news from Bellemy about the murder.

We get to the castle in time for our 2pm audience. We see the Baron talking to someone who we are fairly sure is Nat in the courtyard before being shown in to our audience with a lady we presume is the Baroness. We explain our concerns and what we saw in the wilderness (without mentioning the goblins). She says that Squire Forsythe is entitled to do what he appears to be doing, but if we have evidence that murder is being done in his name we should bring it to her attention. She is most interested in Adriana Waters, including where she came from before appearing in Bellemy and her intentions towards Dimitri Orlav. She indicates that she would be grateful for settling the situation in the wilds down or for any evidence of murder or wrong-doing done to any of their subjects. She notes that whatever we do, we have not met the Baron and he has not met us!

We leave the castle and head back into town to check on progress at the smith, the knuckle-dusters for Igred are ready but it will take about 7 days to finish the rest.

We decide to use those 7 days to check up on the current situation at Belamys Camp, using Mina's survival story and searching for survivors as a justification for us being there. We estimate it will take about 3 days travel to get there.

We set off, but it is starting to get late so we only reach the second way-hut along the road, where we stop for the night, a little after dusk. The night passes uneventfully and we head on towards way-hut-12 where the trail leaves the road. It starts to snow during the second day and it seems to be settling. During the 3rd day of travel, when we are in the mountains, we spot a few arctic hares and goats that we shoot to supplement our rations.

Igred has a few concerns about Owain's sudden preference for eating the goat and hare almost raw. During his watch that night he tries casting detect magic on everyone, but doesn't find anything useful. He may have missed something though.

At lunchtime we crest the ridge and start our descent to Bellamys Camp, as a blizzard starts, reaching it around 4pm. Mina directs us to the recruiting office she knew from her previous visit here.

As we approach the office we see a few figures in the bell tower, who start to shoot at us. We yell at them to stop firing as we take cover, mentioning Tanesin's Irregulars and the password/challenge of the last day Mina remembers. The arrows eventually stop, but we aren't sure if that is just because they are finding it hard to see us – we don't hear any response.

Meanwhile Igred explores the other end of the alleyway we took cover in and spots two goblins, who charge us when they see us as Igred calls Morkoth over to talk to them. The goblins don't seem to respond to Morkoth, even after he uses Grashs and Ithacks names and makes a high intimidate. Igred tries to subdue one of them, both seem to be extremely badly wounded, yet Igred's subdual doesn't appear to have any impact. Morkoth grapples then trusses up the second. Morkoth and Igred then combine efforts to truss the first.

Casting detect magic reveals very faint/old traces of necromantic magic on the goblins, then both look so injured that they ought to be dead yet have pulses and seem to be very much alive.

Leaving Mina and Owain to keep an eye on the goblins, Igred and Morkoth scout around the town to see what other signs of life are around the town. We hear signs of movement inside one of the stone buildings and see 3 more goblins around the base of the water tower; seeing that they have a faint aura of old magic. They unfortunately spot us and charge, we leg it back to the rest of the group, yelling to alert them as we get close.

Mounting, we all race the goblins out of town. Both us and the goblins get shot at from the tower as we run back the way we came.

As we ride, one of the tied-up goblins chews its arm off to get away. As it falls away from the galloping horse, the sudden lack of weight on one end of the rope causes the rope to start slipping with a risk of losing the goblin tied-up on the other end. Mina grabs the rope before it slips off and, with the help of Morkoth leaning across from his horse to help pull on the rope, ties the rope around the pommel of the saddle. The part-arm left on the free end of the rope is still

animated and grabs at Minas leg as we ride.

Once we reach the mine-head, where we camped before, we pause and rest whilst we discuss what to do next. Casting Detect magic on the goblin and goblin arm, we detect a minor necromantic aura. Holy fire cast upon the goblin appears to heal it slightly rather than harm it.

We decide to push on to Low-Stop, the barn/way-station on the trail back to the main road.

We lose our way in the night and snow-storm, almost losing Igrid in an avalanche, but manage to get back onto the path at the crest of the ridge. Looking back at Bellamys Camp we see a big fire of some sort; and later what looks like a number of torches around the town.

We make it to Low Stop a couple of hours before dawn and get some decent rest after being on the move for over 20 hours. It is close to noon when we have finished resting. The weather has cleared but there is still lots of settled snow. We can't see any signs of any life other than us.

Mina casts Diagnose Disease on the goblin and determines that it has a magical disease that has the feature of transferring a magical effect.

With only 5 hours or so of daylight remaining, we decide to stay here for the coming night too – but use the spare time to double back to the ridge and see what we can see. Belamys Camp has about a dozen small lights around the town. They are to be stationary but expire every 20 minutes or so and appear to be refreshed from a central point and then be rapidly moved out to where the light previously expired.

We return to the Low Stop and the night passes uneventfully. Dawn sees us setting out early on our way back to Williamston. We reach Way-Hut 11 by dusk and rest for the night then continuing to Williamston after another day and a half of travel.

In Williamston we go visit our old friend Bishop Altus with the goblin and goblin arm. He is very concerned by what we tell him and what he sees of the goblin bits. He needs to prepare further spells to investigate and so asks us to return in the morning.

During the night Mina checks out Owain by casting Diagnose Disease on him, he is confirmed as having the same disease. Both Owain and Mina memorise the same spell to check out the rest of us later in the day.

We return to the Bishop in the morning. He starts by casting Heal on the goblin, which brings it around to consciousness again before it leaps to attack the Bishop who has started to cast another spell. Morkoth grapples the goblin before it hits the Bishop and starts to pin it whilst trying to calm it down in Goblin. The Bishop then casts Remove Disease on the goblin, which is still struggling in Morkoths grasp. With Owain and Minas help, Morkoth gets the goblin pinned and tries to talk to it again but it doesn't seem to be in control of itself.

Through this Igrid has been using Detect Magic to track what is happening. After the cure/heal spell effects fade there is still a lingering necromantic aura, but Diagnose Disease confirms that the disease is gone. We tie up the goblin and lock it in a storeroom whilst we decide what to try next.

It seems that the disease acts as a carrier/infection to spread a given spell effect, in this case a necromantic spell. Olwain gets cured of the disease part, but it seems that he might still be under the effects of the necromantic spell since he still has cravings for raw meat.

We negotiate with the Bishop to investigate the source of the contagion in return for a favour and some minor expenses.

Since the 7 days for our cold iron gear to be finished is up, we then go to visit the smith we commissioned. His shop is locked up and the neighboring shop says he hasn't opened since there was a fire during an attempted break-in about 4 nights ago. He said that the smith usually comes around at about noon, since he has been repairing the shop.

We investigate evidence of the attempted break-in. There appears to have been a bottle of something flammable smashed against the shop, damage to the door and a small windowpane has been replaced. There is no evidence that they succeeded in breaking in. We hang around until he appears. When he sees Morkoth he grabs him by the elbow and hustles him inside the shop quickly. He shoves a bag containing the Cold Iron gear into Morkoth's hands saying 'Here, take it quickly and go, I don't want to be mixed up in whatever you are involved in'. Upon being quizzed he explains that a short while after we left he was visited by two thugs who were after Cold Iron. They wouldn't take no for an answer and, when threats didn't bear results, tried to break in. No indication of who they worked for, but only we and Orlov had been asking after Cold Iron before and he hadn't Orlov that he had any.

Description: Both were tall, one big and broad the other shorter, but still taller than the smith, and skinny but muscular with a scar under one eye. They were dressed in wool, but with chainmail hidden underneath and had clubs.

We head towards the general store to get supplies for the trek back to Bellamy; en-route we pass by the hotel where Adriana is staying. As we pass by we notice Melissa in the window watching us and casting some sort of clerical enchantment spell. We can't detect any spell traces upon us, but we do consider it odd that Melissa would be able to cast clerical spells when we know she was raising as a wizard. We try to think of what spells come under the category of low-level cleric enchantment spells and only get things such as Bless, Bane, Aid, Command, Calm Emotions, Enthrall, Hold Person.

We get our supplies and head off up the road towards Bellamy, the weather turns wet, sleety and very cold during the 3.5 days it takes to reach Bellamy. An empty wagon heading south passes our hut during the second night, it looks like the wagon that was used by the wizards and engineer in order to carry the stone-ward-melding anti-elemental blocks we helped with a few weeks ago. Nothing else note-worthy is noticed and we eventually reach Bellamy on schedule, shortly before dusk.

Heading to an inn for the night we encounter a dwarf who asks us about a second stone-ward contract and if we got it or turned it down. It appears that guards were being sought, but he got turned down for the contract and he doesn't know where it went or how successful

At the monastery Igred learns that the pseudo-zombie man is now being kept locked up

because he has started attacking anyone he has chance to. They are feeding him on raw chicken since he won't eat anything else.

In the morning we meet up with Igred and go to visit Rothe to give him an update on the goblin situation.

Following that we head back to the monastery with Igred to check to see if any of the monks how were attacked by the pseudo-zombie got bitten. Several of them were and our spells determine that they have been infected. We advise the Father about the affects and what we have discovered so far about curing them.

We then progress to the Watch Station to help them with the enquires about the murder of Gillian. After talking to the desk sergeant who arranges for us to give statements to an investigating sergeant. We get asked lots of leading questions about our abilities to fly and taking impressions of our bites

After the interviews we ask more about the circumstances of the murder. She was apparently dropped from some height onto a roof and then fell into an alleyway off Gods Street on the night we saw her (about 12 nights ago now), she was drained of blood and had two bite marks. We have a bit of fun teasing the watchman about his obvious reluctance to consider the option of a vampire being responsible. We ask him if the body of the victim has been checked since it was found, in case of it turning into another vampire. We talk our way down to the morgue, two levels of basement down) to check on the body. She has deep marks on her ankles, that appear to be consistent with being tied up with rope more than being held upside down by a strong hand grasp. The bite marks are slightly inclined towards each other without and tearing, which would teeth rather than an artificial tooth-like implement. After our banter, the watchman warns us not to cause any panics by talking about vampires.

We head off to Gods Street to investigate the crime scene. On the roof above the alleyway we see some where some new tiles have been placed. Underneath those tiles we see signs of broken tiles and deep gouges in the underlying beams. The owner of the house, who comes out to find out what we are up to, gets paid to help us with our enquires. She says she heard two loud bangs from the room under that section of the roof, our experiment of deliberately falling off the roof onto the floor of the alleyway is reported as being much quieter than both the bangs she heard. The body was discovered by two prostitutes around dawn.

After experimenting with bits of similar wood, we determine that the marks were probably made by something with claws landing and hanging on very hard to the beams after something else had first fallen or dropped onto the roof to break the tiles and expose the beams.

Gillians house is about a ¼ mile as the crow flies from here. We go there to investigate. It is a small, single storey terrace house with a door front and back and only a single window. We can't see any signs of anything untoward around the roof, window or front-door. We head around the back and find lots of boot prints over the garden and the back-door levered open.

Inside the house is just a single room, with a large bed, table, built-in wardrobe and fireplace. Searching around uncovers a brass bowl and a silver candlestick on a hidden ledge inside the

chimney; as well as a padlocked trapdoor in the bottom of the wardrobe. Under the trapdoor is a small room containing a pile of chicken bones, a pile of excrement and some rags and blankets soaked with a fatal quantity of blood. The underside of the trapdoor has deep scratches from probably fingernails. There is also a strange small recess inset into the wall, with remains of a few candles inside and a grate secured with another padlock across the entrance. The age of the feces was about 2 weeks old and the quantity appeared to be 4 days to 1 weeks worth.

We recall that the War-Axe that Gillian had was originally owned by William Blackstaff, and so go to interview him. He claims that he last saw Gillian a few months ago, he lost the waraxe to her much earlier at the start of the summer. He didn't have any special desire for Cold Iron, he just thought it might sell for a nice profit further south where Cold Iron is rarer.

Morkoth has a brainwave about a ranger spell (Residual Tracking) which grants a vision of whatever/whoever made a track. We head back to where the body was found in order to cast the spell on the clawed tracks.

On the way we get stopped by a local who has heard that we are hunting vampires and wanted to know when we were going to kill Lord Farlyn (a minor noble with a manor north of Belamy that has long been reputed to be from a line of vampires).

Casting the spell grants Olwain a vision of a creature that was definitely a Succubus.

Working on the premise that the succubus might has been masquerading as someone at the club; we recall that Penny (Petal) had been reported (by her stalker ex-boyfriend) as completely changing her personality recently, so we visit the club to investigate. Turns out to be a dead-end, but we do find out that the only two people at the club who don't really mix sociably are Melissa and Adriana. We also find out that Adriana took over the Inn from Melissa, apparently in return for some sort of debt or favour she owed Adriana. Recalling our stay in the Inn we note that

Morkoth has another brain fart of using the same spell on the scratches on the underside of the trapdoor to confirm who was being kept prisoner. It is confirmed that the prisoner was Gillian, she was naked, relatively clean, and had a strange birthmark or tattoo on her back of 5 penny-sized splodges arranged in a rough cup shape.

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We examine the age of the cellar (from the age of the cuts in the wood, earth and corrosion on the grill) and it appears to have been dug reasonably recently, and we find the removed earth has mostly filled the cess pit. Locks are fairly specialised, so we remove one of the padlocks and take with us in order to try and identify where it came from.

We spend the night at the monastery without incident and head around the merchants quarter to find out more about the padlock. There are no locksmiths in town but we track them to a merchant called Skald who sold about 20 of these padlocks (fitting 4 or 5 keys) for 40gp each to

Adriana, plus one of better quality for about 200gp, around mid-summer.

He offers us 5gp for the padlock in its current damaged state (we bashed it quite badly opening the trapdoor), but we decline for now. We return to the house to recover the other padlock and examine the cellar more. We remove the grill and examine the recess beyond, looking for traces of the digging operation that we can again cast the tracking spell on. The result is Gillian, naked and muddy up to her arms, using a kitchen knife to dig. Strangely she looked much cleaner in the later vision when we saw her scratching at the underside of the trapdoor.

Things to ponder:

- Why did the succubus decide to kill Gillian so publically (rather than just stuffing her in the cess pit or somewhere)? Was it because she got spooked by me asking questions she didn't know the answer to – and wanted to stop any further digging?
- Adriana asked us to investigate – would she have risked doing that if she knew that there were succubae at her club?
- We have so far encountered 3 extra planar creatures (the Effreeti, the Babau and the Succubus), it would seem logical to assume that there is only one source or summoner of these creatures than multiple – so they are likely linked. Melissa? (do the Hell Hounds count as summoned too?)
- There were 20 padlocks sold, at 2 padlocks per succubus that gives 10 succubae – coincidentally there are 10 dancers at the club. Possibly a little far-fetched considering Adriana asked us to investigate – however how could a dancer steal two such expensive items without their loss being noticed; and what could so many padlocks possibly be needed for in the club (each one would be worth at least 4 to 6 months wages for a dancer).