

We had three days to wait before seeing Wroth again so we decided to help the town with the clear up and rebuilding of the town after the storm. Igrid spent the first day at the monastery tending to the wounded. Morkoth and I helped the towns folk searching the ruins for trapped people and bodies. Up at the monastery the watch brought in a man laying flat on his back on a door. There was a splintered section of timber laying on him. There was a large nail in the timber that had penetrated his chest close to his heart. The nail was extracted from him but his chances of survival were rated very low. Igrid tries a Holy Fire to heal him but it is not enough and he died about an hour later. That evening while Igrid and others were eating dinner a monk ran in to say that the man is awake! Igrid checked for the presence of magic and saw a residue of necromancy. Just like we had seen with the rats. A quick search of his body shows a rat bite on his arm. Apparently he was bitten about 10 days ago. He and a few other men were attacked by a wild dog and several of them were bitten before they managed to drive it off. The other men were Will Geoffries, Nathan Godfrey and a man called Adam whose last name was not know. Igrid and the holy father discussed the implications. In the case of the rats and the bear they attacked us immediately but this man showed no signs of hostility or violence. Igrid tried holy fire on the man again and he regained a little more colour. This proved to Igrid that he was not undead or obyssal as Holy fire would have wounded him in that case. Igrid then headed in to town to find the other men and check if they were in any way magical. He came across Will Geoffries and cast detect magic on him. He was not magical.

We all met up again on the evening of the eighth day and then went to see Wroth the following morning. He wants us to deliver goods out into the wilds. There are 5 ponies and 60 pouches. There are additional pouches of supplies for us on the journey. He head out south on the Great North Road getting about half way to the turn off on the first day. We made camp at one of the many shelters on the road. Igrid spotted crows circling not far from the road so we head off to investigate leaving Gotrik to guard the horses and ponies. There are two bodies on the ground an turning them over. The bodies are Ulrich and the mage Jim Ravenik. They were both in town until yesterday when they were seen to head out south. Their lips are blue suggesting poison but none of us know enough about such things to be certain. There is nothing magical about them but about 20 feet away is a wand. There are no belt pouches, money, weapons and the wizards pack is missing. The bodies would appear to have been stripped of anything of value. Casting detect poison showed that both had indeed been poisoned but we still could not determine the nature of the poison. AN assessment of the wand showed that it was for minor transmutation of earth. The wand will fuse stones in close proximity. This was the wand used to set the stones in the guard ring round town and there are seven charges remaining in the wand.

We loaded the bodies on to my horse and Igrid's. Igrid and I then ride back to town to turn the bodies over to the watch but first we took them to Bert and leave a letter with him giving details. Bert is not sure of the poison but thinks it was in something that they ate. We left the bodies with the watch and after making a lengthy statement and obtaining a receipt for the wand we headed back south to catch up with the rest of the party and the hut nearest the turn off the road. It was a cold night at the hut as it was very low on fuel for the fire.

The next morning we headed off the main road. There are tracks in the trail that we are following. These were made by five or so people and are about 4-5 days old. The tracks are humanoid and about man size. At about 4pm we arrive a low stop as marked on the map. This was an old way station when the mines were still operating. It is long since abandoned but is roughly maintained for travellers like the huts on the main road but much larger. This is a two story barn with space for several horses on the ground level with accommodation on a mezzanine floor. We camp here for the night.