

Name: Nerina Worell (Half-elf cleric/ranger)

Arrived in Andromorphosm from another dimension.
Escort up Zarkoph River to Myth Drannor (former Elven city) - Helani Helami Woods
Senusar in island in river.

Neidpath Keep

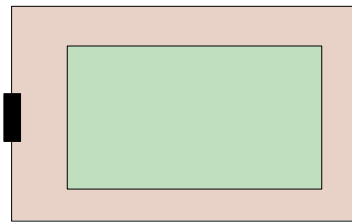
Locals worship Athena, not very tolerant.
Neidpath Legions (some better than others).
High Priestess Wendellin. [Almanac p1]
Sir Taunton Baroque is the nominal head, currently MIA.
Mingul horsemen - reporting to Urallan head, fast-moving anti-Ghoul patrol
Ghouls in fringes of forest and in valleys; remnants of orcish army in nearby fortress.

Myth Drannor

Elven city deep in forest. Well-paved roadways to city. Elven gardens off road. Local elven
settlers/refugees. Imposing.
Taunton Baroque is the nominal head, currently MIA. Followers patrol, lawful.
Centre of cavaliers.
Centre for common worshipping.
Met head of church of Myleeky (god of rangers, etc) - Christeena Yalu. She arranged meeting with Thomas
Greyleaf, head of Greyleaf Scouts.
Paul Tanalorne (monk) in the Weary Knight tavern - source of information/hiring/jobs [Almanac p12]

*Personal Aim: Get in with Greyleaf Scouts to learn local terrain, then go 'private', and re-open church of
Corellon Larethian.*

Took over an old elven house, which
needs work. Romanesque villa.



Mission

Small team to travel to area of interest to Guardians of the North Marches.

Information

- Constania the White, vampire MU, has travelled up north. [Almanac p10]
- Demons being summoned into village of Kersbrie. [Almanac p10]
- Boltflash Castle (north-east of Notch), owned by a Ranger Lord, battling Dark Sultanate forces in region. [Almanac p10]
- Date: Autumn 534.

Aims

- Collect information on factions.
- Make good local contacts.
- Deal with what you can.
- Conduct investigations and get lie of the land.

Investigations

- Where is the coffin of Mauldict the mage-lich? [Almanac p10]
- What are the Brotherhood of the Bolt up to? [Almanac p10]
- Report on bandit activity.

Terms

- 25gp/month each; money can be drawn on Mr Basil Godfreid, Backlane, Mora

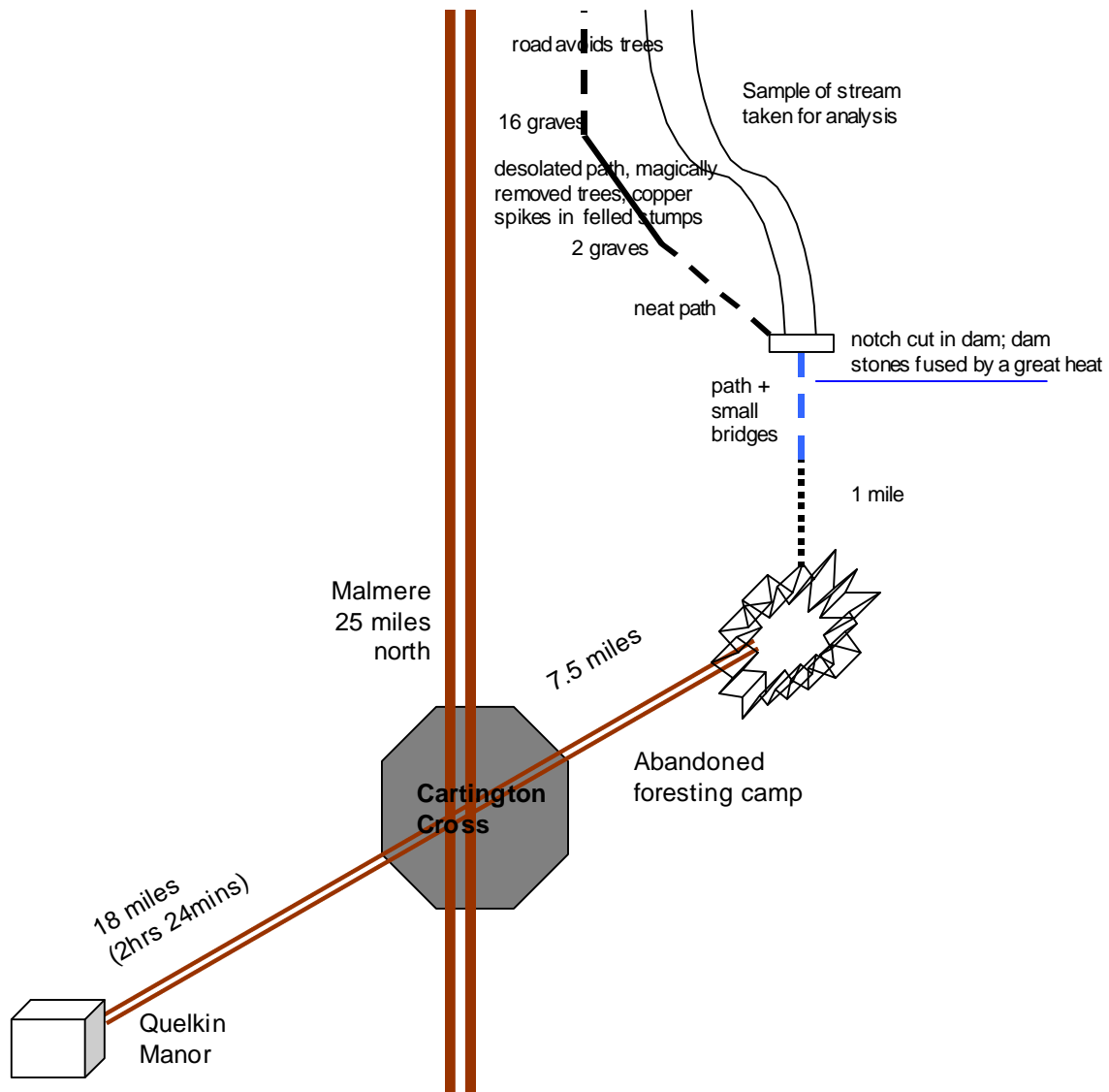
Good guys

- Bounders patrol
- Kersbrie militia
- Paladin Justike.

Party

- Lady Berwinella Culdrith - human female wizard. (npc)
- Bodyguard-Retainer Rynald Fourth (npc)
- Harald Heward (Malcolm) paladin.

MORA		Our contact: Mr Basil Godfreid,, Backlane, Mora
	35 miles	
MALMERE		Abbot of Johntay, agriculture, fertility Wayside tavern "The Gate" prop: Jim Holloway. 3sp including breakfast
	25 miles	
CARTINGTON CROSS		Pub: Cross Inn, prop: Chris Day; Stables 5cp with feed; 3sp/night with food
	15 miles	
WENTWORTH		baron
	20 miles	
GRINDLY CROSSING		
HARRETH		Town
SHALTOR NOTCH		[Almanac p10]
BOLTFLASH CASTLE		ranger lord [Almanac p10]



Cartington Cross

Quelkin manor: wizard; assistant: Jethro, researching seaborne creatures.

Abandoned foresting camp

Selling mature heartwood

Stopped 2 years ago, smoke seen, bounders informed

Hearths were 3 times bigger than required; and 3 years supply of timber fuel.

2 large buildings (stables) + 5 standard buildings.

Horse and human bones found; also armour shards.

Standard - 2 buildings closest to forest has ash, no bones, no metal

Trapdoor in 3rd of standard buildings down to stone-flagged floor, wooden supports, 15 bodies of youths/children.

Found suit of female's field copper plate armour, with the logo of rose. Taken north by us and returned to Baron Holtzman.

Erwyn Ubay, ranger (badge: white horse, maroon background) - watcher for the bounders.

Says regarding logging camp: large fire, logger leader Sir John Holtzman (Knight of the Shield, the Iron-Hearts [Almanac p7]) with Lady Jane (Knight Bachelor of the Rose [Almanac p7]) with retainers (cavalry and

infantry); approx 75 people; wolves and poisoned water; humanoid raids; building a new road. No-one came back down path.

Says master builder's assistant

Road crew hired before 25 May last, crew hired at Thane Market, crew from Mora; leader Morgan. Road crew of 50 based at Malmere; no military escort; no wizards; water flow started last September. Crew came back last September, 'finished off' and didn't go back into woods.

Sigil on dam (3 tear-drops) symbol of Dark Goddess Talona, lady of poison, sworn enemy of Jontey, spreading disease and plagues. Typically human. Talonites or Talontar, malagents.

Malmere - Holstman's Venture

In Malmere, there's a windmill that was being built and stopped.

Mereview Tavern in Malmere, 3sp/night, 5cp for breakfast, proprietor Samuel March. Sir John and "his associates" frequented a few times. Lord Blane (traveller/investigator, fine woollen clothes, distinguished silver sword).

October: Harald tried to contact Blane, but he lives to south of Malmere (in theory); financier of adventurers.

The Citadel

Monk - Brother Liston in charge part of Land Registry - Sir John, was in the process of establishing a new Barony.

Harvest-Master Solnar, deputy warden of Malmere, late 50's.

Watch are separate from clergy, Solnar is liaison. Night watch led by Sergeant Veratsa.

Holstman's Ventures:

- Merefront wharfage along point.
- Warehouse
- Lumber enterprise 7 1/2 miles north-east of Cartington Cross.
- Windmill

Contact David MacLeod, who later became contact for wharfage and windmill - the earlier contacts were from Holtsman's side, not Taslain's.

Partner: Master Nathaniel Taslain (financier; senior merchant guildsman; alderman; villa Argask on merefront, north of town). Taslain had money and seat on board.

Logo: black boars head

Timber seasoning yard, no sawmill in Malmere, windmill was to have powered one.

Holtsman borrowed 1,000gp. Assets worth 2,000gp (when finished construction). Expenditure 1,000gp (running costs during time of operation).

Double-gate hinged at warehouse, well greased.

Agnes Leask, fishwife:

David MacLeod dragged away by the watch and the magistrates on 24 October last year. Arrested for failure to pay debts owed (held in Debtor's prison). No money, selling things (tools, etc) from warehouse before arrested.

Debtor's Prison:

Jailor Corven walks home to poor-quality 2 storey house in central area.

David MacLeod

Sir John leased property Feb (2 years ago); land for warehouse, windmill and wharfage; plans drawn up

End of Feb: Sir John and expeditionary force went out to logging area to establish a military camp.

March: cleared number of hagwolves.

Mid-March: similar disease outbreak. Physician sent for and cured.

April: campsite raided by goblins; fended off attackers, wasn't a serious raid.

End-April: major goblin raid (2 retainers killed; bodies burnt). Hunt organised (used cross-bows and javelins against them), hounds and lancers to flush out creatures. Goblins retreated to north into the tar-pits (areas of black tar).

By 20th May: building and a water supply were complete.

25 May: Road-building labourers sent up dry river bed and got to dam area. Retainers acting as guard.

3 June: series of tree falls.

12 June: more deaths; "forest attacked camp", trees uprooting themselves, thrown in air attacking camp and black goblins seen (but not attacking). 16 died. Sir John ordered scorched earth policy.

1 Sept: crew reached dam. Began to remove top of dam, but too slow progress. Running out of cash. Tried taking back logs, but prices too low. Suspended building of windmill (warehouse was going to store timber). Laid in water supplies.

Oct, first week: first frosts. 1 sentry killed at camp (literally torn in half, not by a goblin).

October 534:

Harald now has limited power of attorney for the Holtsman estate (gained from David Macleod).
200gp handed over and debt sorted for the month. This allowed MacLeod to be released from jail.

Fireplaces - don't know about large size

Logging camp - total 90-100 people

Was going to redirect river and float logs down, having driven them to river-head.

Attacked by thug and thief (Little and Large) whilst watching Taslain's. Thief had expensive sword (not like Blane's).

Reynold hit by custom-made crossbow bolt packed with anti-coagulant poison (used by professional assassins). Body of young female (18-20) thrown out of alley in front of us. Shabby clothing, no shoes, she'd been dragged at some point. Killed at least 1 hour before encountered. Strangled by cloth or scarf. Killed in a garden.

Lock onto roof has been forced. Observation post on back slope of roof. 'Little' used heavy crossbow from roof, while 'Large' was in alley, throwing out body. Followed tracks of 'Large' from merchant gate (lost tracks there). Have sketches of Little and Large's footprints. Followed tracks of murdered woman from dark shadow of Citadel (poor section).

Scoped out warehouse - magic used to lock side doors to property.

Recently (within 1 week), someone's walked up wooden walkway:- boots with steel studs in bottom. Person had gone to top.

Anne Leask watching the place until 24th October (the day of the planned auction).

Leask, said, seen someone enter building from front doors (the one we couldn't get in). Little/Silk + Large. Large carrying large box, 2'x2', looked quite heavy.

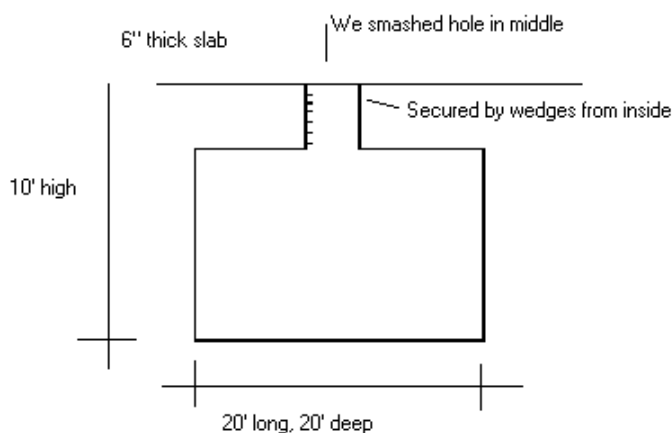
Leask: didn't stay to watch them come back; they used a key to get in.

Activity last night (1am): covered wagon drew up outside, went through main gate, no lights, driver swathed in voluminous black travelling cloak with black hat pulled over face, only the driver seen. Wagon came back out about an hour later: no noticeable difference in appearance.

We tracked wagon back to street besides a general merchant's shop/warehouse [Adam Trevilis Enterprises].

Single driver (different boot, but same size as "Little's" foot) + single person came late + took horses.

Wagon is wet inside (been washed out?) - from tracks, they did this at warehouse.



Illusionary floor covering.
Sturdily constructed barrel-vaulted room. Floor and wall is like a plaster/rock.
There has been booted feet and boxes in the room.

South-East of Malmere

Tarbins

Goblinoids, not living (constructed, like a golem), skin filled with tar, no organs.

Skull inscribed with runes, covering most of skull on outside.

Fighting tarbins on 8th, very ill by lunchtime on 10th. Would have been dead by tea-time.

Hagwolves

Very large wolves, smelly, biggest, glowing red eyes, insides filled with tar, not natural.

13th October

On road north of Cartington Cross, followed trail from road. Found a merchant's wagon (logo: series of diamond shapes - De'nino's company). Horses - heads hacked off in traces. Contents still there (approx 30 bolts of silk cloth).

Tarbins exploded from tar pits to attack up.

Prisoners:

Antonio De'nino (female, human, 19)

Perluigi Salvador (house guard, De'nino traders).

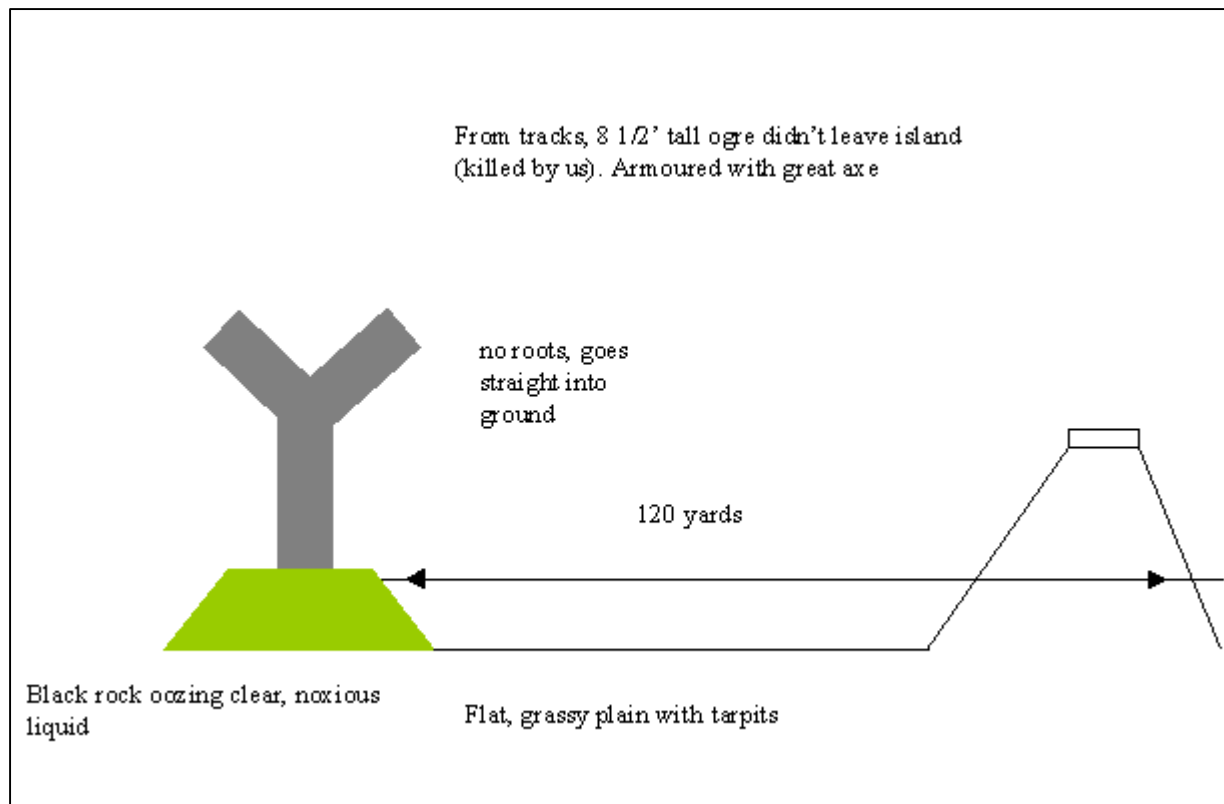
Lives in Malmere, daddy, Jan, master trader, has own villa.

In the Moonshaes, structures called "moonwells" - this looks like one. Druid temples, usually filled with water and have an oak tree in middle.

In this one, island made of petrified wood.

Big nasty - spiked light plate with lead chains.

2'x2'x3' gold bass relief box, detects as having 2 traps, just the 2 clamps at front, inlaid with crossed bolts.



Buried this in the bund, camouflaged and marked.

- Ogre was chained to island.
- Armour worn by ogre similar to that worn by the 'northern horde of humanoids'.

Baron Holtsman

17 miles north up Kingsway, 10 miles into mountains to get to Holtsman's Barony.

Tried to help resupply wagon that was attacked by approx 30 norkers (4' tall dark-grey humanoids with spiked clubs).

Holtsman Manor

Fortress on side of Y-shaped junction in river. Motte and bailey, small temple, small village below castle.

Baron Peter Holtsman.

Richard Holtsman is in Alande City.

Plague: chesty raking in cough + breathing difficulties. Started within a week of village coming into castle.

Blood-borne parasite.

Deaths + suicides:

Guard Captain: year ago - off balcony.

Guard/Senior mercenary - 3 months ago - slit wrists in own room.

Priest: 1 month ago - hung himself.

Guard/Senior mercenary: 7 months ago - off balcony.

Nerina had an illusionary encounter with tarbins. Scratching in room, wet sticky stuff on wall, large amount of tar on wall, oozing out of wall, study in pool of it. Door locked.

The Taking of Spherglow's Bandits (around 20th October 534)

1 mule found, ran off from scene of an attack, there were 6 mule tracks. Tracks of attackers: 12 humans, 1 halfling, 1 person booted + big (weighing 400lbs, 8' tall; not as big as ogre).

Box - logo of Paul Argent, chest locked + trapped with poison gas; there was another 5 boxes. Opened later when back at Malmere. Contents: silk + small packets of saffron. Secret compartment.

- Clear glass bottle-in-bottle:
 - Inner - Acidic poison with arsenic (balprin); blue/green
 - Outer - Yellow ;liquid - not poison, oil - antidote
 - Carbrook looking into.
- 7 small packages - vaguely cylindrical - [got identified by Quelkin later as chelembra locusts from the deep south]

	Quelkin reports:
2 copper locusts	If prepared in a special way, can be used as a poison (ingested or insinuated) and traps victim in a fine mesh of copper - turning skin into a copper mesh. Requires magical or alchemical input.
2 bright yellow locusts	He will investigate
3 green locusts	He will investigate

- 6 series of steel tubes with poison in them [got identified by Quelkin later]. Quelkin says they are the bristles of the tenebrous worm (young of Gloomwing); very large, very scary, covered in bristles, lives in subterranean regions. Causes instant paralysis and death thereafter. Difficult to come by. [Given to clerics in Malmere for destruction].
- Cloth-covered box with velvet crystal vial of poison (not magical, not natural). Cinnamon/viscous liquid.

Back-up for raid on bandits: 10 soldiers + 1 CO (sergeant Kada) + 1 priest/druid (Brother Franklin) + 2 non-combatant horse-holders. Chainmail, shield, great-axe and cross-bow.

Philip Carbrook - cleric/analyst, poison analysis of that used on crossbow-bolt that hit Reybnold- binding agent is tar (similar to tarbin's). Poison: hemlock and arsenic. Sealant: acacia gum. Could be made by alchemist, wizard or assassin.

Some bandits caught for interrogation - 'Silk' was there (real name: Gideon, an illusionist? As disappeared behind non-existent secret door). Contact of Spherglow (the boss, killed in our raid). Didn't have any connection with tarbins.

Rescued Paul Argent and his brother (Rynar), and bodyguard (Sothgarn). Carrying textiles and series of small packages.

Treasure from raid [will be shared with soldiers]:

16 gallon barrel of red wine.

Box 1 - 25 gp worth of clothes, leather goods, saddle blanket, chain.

Box 2 - Tarpaulins, ropes, etc.

Box 3 - metalwork, grapnels, nets, fishing gear, block + tackle.

Boxes 4+5 - sedan chair

Box 6 - 50 books - research notes.

Spherglow's

Flaming broadsword [Reynold has]

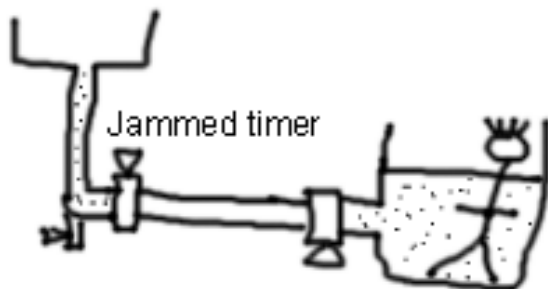
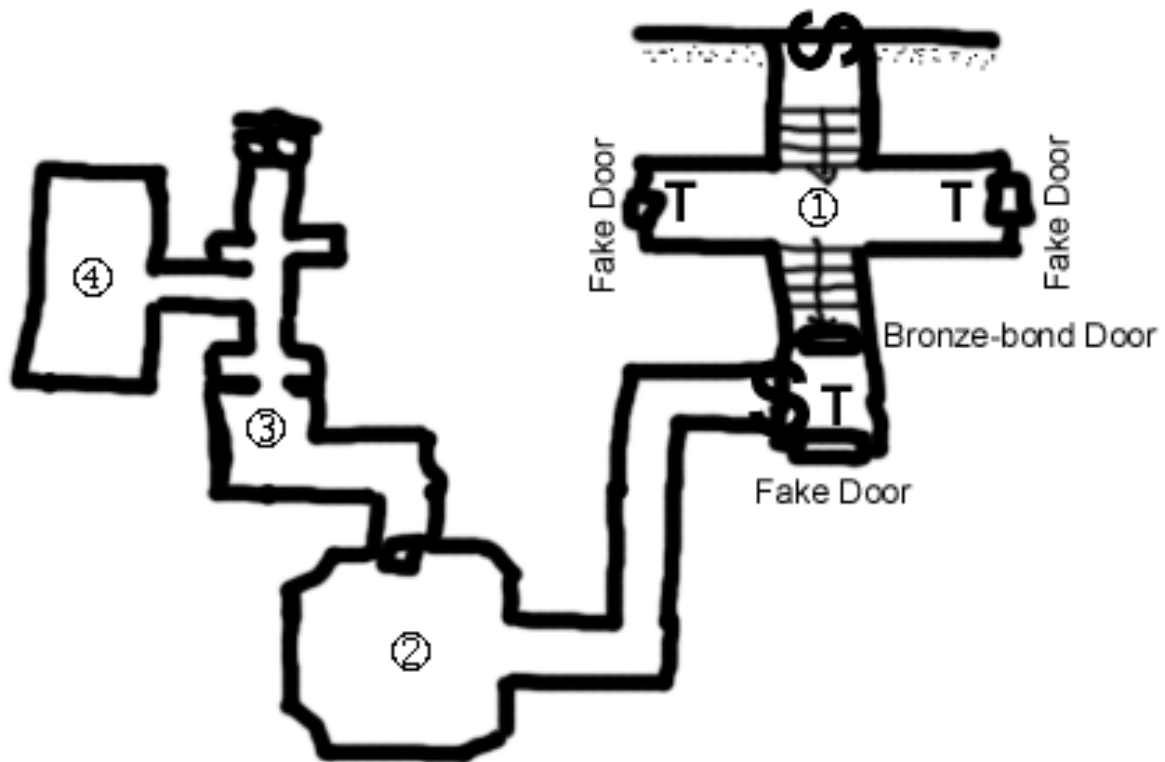
Chain armour

Magic heavy gold ring [Nerina has]

Bandit gear - leather armour, crossbows, etc

50 gp + 40 gp

Bad guy's chest: gold weathervane, 3 gold bracelets, 35 gp, 3 small gems, 1 pendant.



Area 1.

- Cut block floor.
- Walls have large ornate carving of mountain range [south and west from Malmere, past Quelkin's Manor; towards Shaltor Notch and Harreth; goodly type had battled with Brotherhood of the Bolt in the past]; with wizard towering over an army, casting magic to assist a human army; wizard locked in combat with a series of demonic figures.
- Traps:
 - East & west doors - pressure pads in front of doors, firing out something through hole in fake door.
 - South door - pressure pad, dropping floor in front of fake door. We used block & tackle and timber to cross.

Area 2.

- Large alchemical laboratory.
- Discoloured bronze door to south (looks like it was heated), 3-4mm thick, carbon is all that remains of wood structure.
- Bronze tubes, glassware, equipment stores.
- Pillars with iron brackets and benches.
- 3 large stone vats with black substances [Berwinella's taken samples].
- No magic in there.

Area 3

- Bronze coating on walls, ceilings, floor - seems to be from the solid bronze door melting explosively.
- Fused rock at southern end of corridor.
- Holes in wall for brackets. Remains of books in room. Remnants of solid bronze door to south doorway. Looks like a fireball hit here.
- Book 1 & 2 found in room.
- Book 3 found in one of the 10 x 10' alcoves.

Area 4

- Green marble floor into room.
- 16 stone tanks set into wall 20' above the floor. Series of bronze pipes. 7' long x 3' wide vat in centre of room with skeleton in it.
- Skeleton figure submerged in black liquid with iron crown set into skull.
- Device between vat and tanks clock-like linked to piping - 1 mechanism still ticking, been jammed by a flattened ring.
- Detect magic: skeleton is magic, crown is magic, all clock mechanisms are magic, liquid is magic. Ward set on all tanks, pipe-work, clocks, skeleton and crown. Didn't show as a trap. Ring is not warded.
- Described set-up of room to Quelkin, reckons some form of ritual which is incomplete. Warding spell, be careful if breaking it, as effects could be anything. Strange that no strong evil.
- Berwinella's taken samples of tar.

Book 1

Leather and steel-bound tome with sigil:



Belonged to Drin a few centuries old (4-600 years). A travelling spell-book with 3 undamaged spells: change self; gas reflection; light.

[Given to Berwinella.]

Book 2

Set of research notes, or thesis on bone-bats. Of Raza Alard. Reference to spells needed: fly, detect invisibility, infravision, animate dead. Knolathon's nine-men (bone-fixing spells), cross-reference N-chizar's Iron-manikin. [Giant bats are native to mountains east of Quelkin Manor]. [No mention of vat, tubs or skeleton].]

[Given to Harald, then to clerics in Malmere for keeping locked up.]

Book 3

Badly damaged book - outer cover and title page [Harald gets bad feeling], language unknown.

Religious text - rituals of Melifluer - obscure cult of lich worshippers - god of liches.

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