

# Kaith Tax Collection, Winter 801

## 1st Frost

Seagate, city of beggars, guild meeting.

We have been hired by Able a minor functionary of the county of Kaith in Brandenburg on behalf of the count to get the taxes from one of his barons. This year three groups have already been sent one after another and disappeared without trace

\* The first was two tax collectors and their three guards

\* The second was a troop of eight soldiers and a sergeant which was sent by the chamberlain

\* The third was a group of four amateur non-guild adventurers from Erin sent by the count He has agreed that the count will provide all equipment however we must bargain with the count for payment and he is unsure of the ransoms available for the missing men. The barony in question is located upon a cold plateau. He will pay for and arrange all transport.

## 2nd-3rd Frost

Party Trains and equips themselves, waterproofing from the guild is generously paid by Michael, with Viola's lasting till 19th of Seedtime

## 4th Frost

We board the ship Gentle Anne, a slow but comfortable costal hugger which trades up and down the kingdom, with two bunks per room. Viola is evidently extremely experienced in shipboard life and boldly states "I've wrestled with sailors before", she has apparently vanquished many a pirate.

## 4th - 8th Frost

Uneventful travel training on board

### The party.

Michael	Mighty warrior and prince amongst men, accompanied by his three capable guards Dean, Alan and John
Viola	Beautiful sorceress with exquisite taste in clothes, graceful, elegant and lethal. Party leader
Jonas	Unarmed combat master from the far north, strong of morals and courage
Anook	Halfling from further north than the far north, beyond where the land meets the sea and the sea becomes as land. Master of dangerous beasts
Arnaud De Monfort Esq	Scribe



*Seagate Beggar Girls*

## 8th Frost

The ship was assaulted by six fishmen who swarmed upon the ship while their orange shark allies swim about eating the fallen.

Never have seen such as display of combat prowess, the fight being over so rapidly that I never had time to even draw my sword. Michael called down the power of light and hewed left and right with mighty blows like death incarnate. Jonas engaged one in unarmed combat where he disarmed and slew it with contemptuous ease. Viola attacked another slaying it with cat like grace with a sinister weapon of darkness. Anook created a wall of fire then killed the injured as befits his halfling heritage while Michaels guards slew yet another of the foul creatures. The final two of the creatures were so overcome by the furious assault that they

quailed in fear and fell unconscious rather than face the party's wrath. The sailors as befitting their serf like breeding fled like frightened children and only returned to attempt murder and theft upon the captives, fortunately the party inspired by the moral fortitude of Jonas stopped a massacre. The captain, when he had emerged from hiding behind frightened women and children decided that rather than attempt to ransom the fishmen we should release them so they can spread the word not to attack ships. To assist this I taught one the phrase "Don't attack Shipping" by repeating it ten times using the proven 'doigts cassés' teaching method to ensure it becomes part of their verbal history, similar to how one teaches bards.

Profit Six nets and Six Tridents (72 pennies, 42 pounds )

GTN 'Sahugan' (Fishman) long lived sentient, social class = soldier

Loss One sailor killed by sharks after valiantly standing before the assaulting fishmen while women, children and rest of crew fled.

One sailor injured after leaping from rigging into sea in his haste to flee, rescued but somewhat chewed upon

## 9th - 11th Frost

Uneventful travel training on board



*Evil Fishmen*

## 12th Frost

We arrive in the port, seat of count Connell of Kaith. It is a well organised, rich trading town with cranes on the docks to allow movement of heavy goods and very few pubs. At the castle we were met by Alfonse the steward, he arranged miscellaneous travel goods, accommodation in town and a meeting with the chamberlain. He seems to think that the taxes may have been stopped deliberately to make the count look bad.

After waiting the normal hour to meet the chamberlain, Shawn McGunnan we were ushered into his office for lunch which was sumptuous and greatly appreciated after shipboard fare. The mission objectives were laid out as being to find out what was stopping the taxes, fix the problem and if possible return with them. We were asked to be discreet so as not to embarrass the count.

Payment was to be whatever remained of seven and a half thousand pennies worth of rank one invested items ( guild valuation ) provided to us in advance and five thousand silver pennies upon completion. All travel goods will be provided and the armour and weapons of any soldiers found is to be their ransom. Other ransoms may exist for the tax collectors, sergeant and adventurers from their respective families. We have been also provided with two potions of whispering wind to inform the chamberlain as soon as we find out what is occurring.



*My Fiance Aslyn*

While Annok and Jonas asked about outside the castle and found out that a wagon with a page boy and possibly Abriham and Viola had been seen leaving, discreet explanations to the chamberlain about what had occurred and where Abriham might be found allowed us to eventually locate Viola and Abriham leaving a gentlemen club together, we were rather annoyed at Abriham and he hastily departed.

Later that night Viola tearfully explained that this blundering fop is in fact a pacted demon worshipper, the page boy his half devil lover and that he was attempting to seduce her to the powers of darkness, it appears his master likes pretty boys and girls, he obviously doesn't choose them for their intelligence, and is a master of illusions. She forgot to mention the EVIL bit, but did mention between choking back sobs that a previous guild party had sold her to eighty men to "do as they wish" with while she was unconscious and that the father of her child, a guild necromancer, had deserted her.

Viola asked us as party leader not to inform on Abriham, however Michael explained in no uncertain fashion to the chamberlain what we thought of him. Hopefully this wandering troubadour will get the message and leave quietly, wander elsewhere and never wander back without requiring more blatant blackmail or force to get him to depart the county.

## 13th Frost

Visited Aslyn and family in morning, left letters for my father and got formal permission to marry from her father. Party equipped with three mules, one horse for Viola leave the city heading north to the town of Fordham some forty miles distant, there we hope to meet the mayor who knows more about what is occurring and how much tax is in arrears. As we travel north the weather becomes very cold with sleet starting about four hours out of town, spend the night in a roadside inn.



*Castle Connell*

Court gossip is that the count who is twenty five years old and has only been in power since his fathers death for two years is considered too inexperienced to run the county by some of the older nobles and that running the county should be handed over to Duke Brandenburg.

We were invited to dine with the count and nobles that night, Viola dressed in her glacier dress, as Anook aptly describes it. Jonas considered coming in his best matching furs however was convinced otherwise as it may have been inappropriate to wear at this conservative court. The festivities were superb, with abundant rich fare, enough even for a hungry hobbit. At court were the barons Dearwood, Taks and Fordham, where the missing taxes are from.

Michael looking 'richer than the gods' enjoyed the evening discussing the spice and beef trade with Clive and Catriola Hartley. I was introduced to several merchants daughters, found one I liked and proposed, we shall be married after I return from the adventure.

Viola made the acquaintance of a limp wisted troubadour named Abriham who spent the evening making blundering attempts at seduction while staring down her cleavage. Some half an hour after proposing to Aslyn I was forced to leave her as Annok and Jonas approached me with a tale of woe, it appears that Viola had been drugged, abducted and taken over the back wall of the castle by Abriham.



*Abrihams Master*



*A cold frozen land*

Profit	Aslyn agreed to marry	
	10 * R1 Windwalk	10 * Walk unseen
	15 * R1 Wings	10 * Blending
	2 * Catvision	5 * Opening
	5 * Wall of Bones	5 * Control Animal
	8 * Water breathing	2 * Storm Calling
	Several assorted counterspells	
Loss	1 * Net traded for lunch	49 SP two nights in inns

#### 14<sup>th</sup> Frost ( Full Moon)

Travel onward through the day with resist colds on, about half way to the next inn it seems to drop dramatically in temperature, DA shows magical aura of ice mage weather control at rank15 is in effect, second half of the day is very hard going on all the party. Stay in wayside inn where the innkeeper tells us that there is a day and a half to the next inn and scares us with stories of giant wooly mammoths and such with glowing red eyes.

#### 15<sup>th</sup> Frost

Travel north under thick dark clouds and increasing cold, without resist colds we would certainly be doomed, about an hour after lunch stop due to exhaustion and Annok creates a huge sentient bound ice dome which we camp under for most of the night, with a door which opens when you say "open sesame"

#### 16<sup>th</sup> Frost

Anook turns the bound dome into a giant ice sheep with mules, horses and party inside and has it carry us slowly out of the affected area so we don't freeze. About midday a wingless cold breathing ice drake attacks our sheep, throws it to the ground which shakes the horses and us up. We burst upon it like disturbed ants from an overturned teacup and as per usual within seconds I am unconscious as it tramples and strikes me with its huge tail. I come to amongst numerous empty healing vials inside the sheep, the party was very badly hurt by its breath and trample attacks. Viola pays it off with a whitefire invested and we learn that another group brought it down from the mountains and taught it how to raid for cows. It is responsible for the magical cold which has made over six hundred square miles of land uninhabitable and eats a cow a day from raids on the surrounding land, nearly forty thousand pennies per year. Sneaking up behind it shows it is rather badly wounded so I somewhat foolishly hit it as it leaves, fortunately it runs off rather than turning and ripping me into wee little pieces, a scary monster. Magical cold seems to have been dispelled, perhaps the cold ritual is concentration based.



*The frost drake*



*The frost Drake Attacks*

We decided to track down the drake as Jonas puts it "I consider it in societies best interests to rid the world of this monster", we could also get its loot. The horse was put out of its misery as its leg is broken and we have no healing available, in hindsight this should ideally be done in the open air and not in the close confines of an animated ice sheep. Expert tracking by Jonas across ever colder land covered in slippery ice and slushy snow allowed us to find it in a large series of caverns within an outcropping of rocks. After a pleasant if non scenic lunch stop we prepared for combat using some magical drugs of Michael's and entered the caves where an epic battle occurred. After much chasing of the drake through caverns it was brought to bay by our brave feline who caught it by the tail where we proceeded to hack it to death as it trampled, clawed, bit, breathed cold and gaze attacked us in return. The remainder of the day was spent skinning it, cleaning ourselves up and collecting its loot, and mighty fine loot it was, we recovered Viola's Whitefire and stayed the night in its cold underground streambed lair.

Profit	Found reason for cold / reopened road
	GTN: Palrujak long lived sentient ( wingless ice drake)
	7 large nuggets of Gold (thousands of pennies worth)
	Amulet of Amethyst ( Bad Dreams)
	Amulet of Aqulaegus (Fear)
	Skin, head, claws, heart and large bones of the drake
Loss	Horse converted into trail rations
	Numerous healing potions & wounds
	Tulwar damaged

## 17<sup>th</sup> Frost

Travelled back to, then up the road where at midday we espied a deserted watchtower , exploration and checking the hay's aura showed it had been deserted since the war, some six years ago. We found very little until Anook entered a room on the top floor which contained a rubbed out chalked pentagram and triangle, tentative and cautious looting with much aura detection for wards and curses allowed us to retrieve from the desk a beautifully illuminated tome about demonology, of soft white elf skin vellum and written in ancient elven, some chalk and a pencil, five foul candles of human fat and in a hidden compartment a magical quill with a personal seal on the end which takes the form of a severed lions head. The candles had been lit two and a half years ago. While investigating the basement myself and Dean in his plate armour fell through a rotten stair fortunately neither of us were badly hurt, a barred up escape tunnel seems to lead out of here.

Shortly afterwards on the road we meet up with a scarred thirty something unpacted holy mage of the raphaelite order, Father Peter. He is travelling to Fordheim after to replace the previous Brother who has died, he blesses and thanks us for slaying the drake.

The father and ourselves then proceeded into a small hamlet a day from Fordheim where we came across some "countrified" gentry boorishly arguing over a ram which had strayed upon one of their properties. While most of us politely ignored them, Jonas and Viola decided to sort them out tracking down the real culprit to be a mistress Dorothy who was trying to leave the ram on a Captian Belish's land but was seen so left it upon a Mr Bochner's land and fled.



Mistress Dorothy is the pregnant twenty something wife of the sixty year old retired ex-military Mr Gentspan, and is having a ladies fued with a Mistress Marietta Vetteringling who is also pregnant and married to Captian Belish with gardens salted and rams moved to start fights. Evidently Mistress Marietta hired her seamstress away and is now the best dressed lady at the fortnightly dances which annoys Mistress Dorothy to no end, or at least this is the reason given to Viola, she may also be aiming for widowhood by getting her hot tempered husband into duels.

Gossip is that Baxters wife has died and left him with nine children to look after and the Blacksmith, Alterten is a foreigner and fancies one of the alehouse servants Sara who has a six month old child. The Mayor of Fordham the Worshipful Jonas Honagan Esq is fifty and has a wife of similar age, he has had the local lady of the ill repute move in with him who rumour has it is pregnant with his child. Count Connor's father was previously married and had a son who was lost when a baby and should be count, his second wife after his first wife died was a witch who gave birth to the current Count.

### *Mistress Dorothy*

Count Connor is VERY unpopular in this area with claims of baby eating and such laid against him and open opposition to his rule. Unfortunately Viola mentions we are in his employ, which goes down like a sack of salt in a nixie pond, fortunately she doesn't say we are here to collect the taxes. Jonas leaves the drake skin to be tanned with the local tanner, who he judges to be capable, we studiously avoid the area.

While having a meal and drinks at the extremely appreciated and quality inn we decide to do some random aura checking of the men and find they are under the effects of an uncolledged MA29 infatuation curse which was laid down between two and two and a half years ago, one also had been charmed at some time. This is the same curse that had been noticed but not really worried about on one of the gentlemen at Count Connors court.

Profit            A Fine Tome on Daemonology  
Five evil candles of human fat / chalk and pencil  
Magical Pen  
Blessed and Thanked by raphaelite priest  
Discovered curse

## 18<sup>th</sup> Frost

We travelled to Fordham, a nice walled town and made an appointment to visit the mayor. While waiting checking aura's showed lots of cursed individuals and general observation showed lots of pregnant women including many who are unmarried or older than would be usual. We have dinner in the tavern where we meet a rather nice uncursed lady, however upon leaving we find we have been drugged and so rather undecorosly rid ourselves of the food we had consumed rather than fall asleep and flee to the church. On the way Viola is petrified and has part of her foot broken off, using a nearby wagon we put her into a stable next to the church with Alan, Dean and John to guard her.



*The WatchTower*



*Mistress Marietta Vetteringling*

A hound of light appears when we enter the church and gives our weretiger some grief due to the cat dog thing however we finally calm it down and it leaves. Meanwhile Jonas and Anook decided to follow a man dressed in black who was acting suspiciously and trail him into a copse of trees just outside town where Jonas is captured, fortunately Anook manages to flee over eight attackers as magic begins to impact upon him from hidden casters and returns shaken to the church.

That night Michael and myself receive absolution for our latest batch of sins, or at least those that you would tell a priest, evidently as long as we don't break the raphaelite commandments we should be protected from evil.



*Sleepy Snow Tiger*

### The Ten Commandments

*Thou shalt not worship other than Raphael.*

*Thou shalt not worship any graven images.*

*Thou shalt not take the name of Raphael in vain.*

*Remember the high holy days.*

*Honor thy father and thy mother: that thy days may be long.*

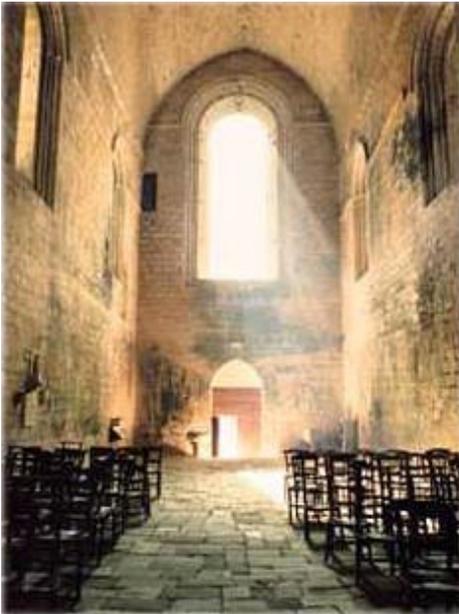
*Thou shalt not kill.*

*Thou shalt not commit adultery.*

*Thou shalt not steal.*

*Thou shalt not bear false witness.*

*Thou shalt not have evil desires.*



*Raphaelite Church*

Father Peter speaks to the mayors wife, Cath Morrigan and starts to arrange for baptisms of the children born in the last two years, she has been having visions and painting them in the church. I have some reservations after someone says they may be half devils, however michael claims "we are in no danger of being overrun by daemonic babies", I leave him discussing theology with the priest and make my way to the stable where I gently wipe down Violas marble like flesh which someone had befouled the lower regions of while she was petrified, I also read the tome on demonology and gain a few demonic lords true names although the other contents I cannot comprehend.

### **19<sup>th</sup> Frost**

I send a message to Shawn McGunna, the Counts chamberlain using a windspeak potion "Road clear, townsfolk love cursed ma29, demonic influences, most women pregnant, forham has delared itself a freetown, some mages on otherside, priest pure, holding out in church, will investigate further?".



*True Name of Sallos*



*Viola Sleeping*

Michael, Anook and myself ride on horses loaned to us by the faithful of the town, leaving them with Alan, Dean and John who are to try and escape on horseback. We fly away using wings, however about three quarters of an hour out of town are forced to land as five figures with faster wings catch us up. Landing is frightful at night with the open piece of land we choose being filled with jagged rocks, my arm is ripped open and with no healer I begin to bleed to death while lying on the snow covered ground. Anook breaks his arm and crawls into some bushes, even Michael stumbles but manages to avoid serous injury and gets under cover.

Viola arises in the afternoon and we tell the priest all we have discovered to date, he advises us to go to Chantel Abbey some fifty miles away and seek aid, he gives me a letter of introduction to help convince them, Ventford Abbey is also nearby but father Peter tells us he doesn't know that order and that the Michalites are best when dealing with deamons.

This typical Michalite order are probably petinent pruitans as the priest, Peter advises Viola to leave town before they arrive, no doubt in case they are overcome by her beauty and have to whip themselves. She leaves but unfortunately since she was petrified the night before the sleep potion kicks in and she falls asleep and is captured by the enemy while lying in the grass and flowers by the side of the road just outside of town

At this point one of the pursurers is revealed as a half devil who carries me off and heals me, fortunately It appears I am unprotected from its magic, saving my life as consciousness slips from me. Michael and the one armed Anook slay a human mage on the wing while the three remaining non-mage attackers, like us discover the hard way that this “deadly ground” is a poor place to land, especially when defended and are dealt with with ease.

- Profit        Completed first part of mission to find out what has been occurring and sent message to employer  
ITNS of Dukes Aim, Astaroth, Berith, Furcas, Gremory, Sallos and Valefor
- Loss         Jonas, Viola and Myself captured  
4 Shadow wings and 1 Windwalk invested used

Michael and Anook travel onward on foot through the night and arrive at the Michaline abbey at four in the morning, Anook has his collar bone brutally set.

Meanwhile I awaken a captive of Sallos and his minion, I am healed but they maintain a close guard on me so I cannot escape.

**20<sup>th</sup> Frost**

Michael and Anook meet abbot at lunchtime and arrangements are made for the army to gather and march the next day. These zen like knights are very calm, they tell them that im “in the clutches of evil”. The other two nearby abbeys are Gabrealite and Uralite. Anook is nearly caught out worshiping the false idol “food” when they say grace, pronounced “We would like to thank Michael for his bountiful harvest”



*My Savior*



*Chantel Abbey*

Viola rests and Jonas finishes having all his curses removed, an eighteen hour plus marathon then they fly down the coast to the port city nearest Fordham where they rightly figure that they may be able to rejoin the party. They make an impression on the camped michalites as they see as a heroic tiger bound across the sky carrying a beautiful woman in white back lit by the moon, many prayers and self flagellation occurs that night.

- Profit        3 doses poison dust, 2 doses sleep dust
- Loss         Two shadow wings invested

Meanwhile I meet Sallos for lunch. I have only met two avatars and he is definitely nicer and more human like than Anubis - the god of the dead, he doesn't kill people and is more interested in drinking and wenching, he hardly seems evil at all. He charms and throughly questions me on what is occurring and reads these scribe notes which is to be expected given the circumstances. He tells me that the Michalites are on their way and seems more amused than worried. I am moved out of Fordham to an unknown location with six guards.

Meanwhile Viola is charmed and leaves to kill the local priest, however when she fires her arrow she is overcome with remorse and manages to break the charm, she then rescues Jonas who is charmed and cursed to love the wearboar Joan by sleep dusting and binding him so he cannot escape. She flies to a nearby costal city with him and hires a namer to remove the enchantments.

**21<sup>st</sup> Frost**

Michael and Anook march with michalites and are attacked by a half dozen succubus, they remain safely within the middle of the footmen while Anook discusses alternative theology with fanatical warrors, that is till his toes are stepped on by Michael.

I remain a captive and co-operative in the hopes my guards will become complacent, I am treated well with good food and wine and believe they may be having second thoughts and/or coming out of charms themselves as internal conflicts are beginning to appear in their ranks.



*Viola and Jonas go riding*

## 22<sup>nd</sup> Frost

Michael and Anook march at dawn after praying over their food, something like “mumble ..mumble. .please michael give us something other than runny porridge to eat”. That morning the baggage train catches fire as hidden imps upon a grassy knoll summon salamanders into the carts, manically brave Anook volunteers Michael and himself to fight them and despite taking hideous burns, they manage to smite them as the michalites save the provisions. The michalites then comment unfavourably on the small size of Anooks weapons and have him carry some of the goods saved until he falls to the ground unconscious, he is then treated to a lecture on the sin of gluttony from within the infirmary wagon and is given only half a cup of foul smelling tea for lunch to harden him up.

My guards return my possessions, apologise and release me very early in the morning. I head to the coast away from the approaching battle which I don't wish to get involved in. I send a message using the last windspeak potion to Dean to attempt to reform the party “Arnaud here, Michael and Anook got to Michalites, I was captured but have escaped, Whereabouts of Viola and Jonas unknown. Regroup at inn in town on the coast half a day to the east of Fordham.” I travel to the coast and find Alan, Dean and John who have been drinking, wenching and fighting at the frisky ferret and send messages to the michalites and the chamberlain informing them of what I know. After a pleasant morning tea at the local Raphaelite church I hire a dwarven weaponsmith to straighten and derust my tulwar.

Evidently Alan gave the elf skin book on demonology back to Michael and the innkeeper has seen me before, which is worrying, obviously some some illusionist “succubus” is out and about impersonating us.



*The Michalites*

At lunch time I return to the good quality Soldiers legs inn to find Jonas and Viola, we enjoy a pleasant lunch together and decide to wait till the battle, rapine and pillage is over before returning to Fordham.

## 23<sup>rd</sup> Frost

Meanwhile Michael wakes up and notices an extra footman in their tent, checking his aura gives “succubus” after a cloud of fog forms and many screams and running hither and tither the michalites eventually banish it. Several guards die including one as they have no healer capable of healing poison in the army and seem to rely only on herbs, surely there is taking this anti-magic crusade a bit too far. The michalites tell Michael not to worry about poison as by praying over it any poison of unearthly origin in neutralised, common poisons still work however, how useful. The morale of the footmen, including Michael and Anook is beginning to suffer as another ambush is avoided and they camp for the night near a fort close to Fordham where Sallos has chosen to hold out for battle at dawn.

Viola, Jonas and myself train while Alan, Dean and John get into serious drinking games. The indiscreet and gossipy innkeeper tells us that other refugees have fled this way including a merchant and his son who said that the townsfolk were worried about “bad men” coming with tax collectors, which would be us. Both Viola and Jonas seem to think this was Sallos and a greater summoner as they saw a young boy who claimed to be “in charge” when they were captured.



*The Frisky Ferret*

## 24<sup>nd</sup> Frost

In the morning the senior michalite knights move about the troops boosting morale with holy prayers and seeking the suicidal. Michael out-volunteers Anook and they become “catapult fodder”, showing outstanding bravery to lead the ram crew against the tower in which Sallos has made his stand despite being unskilled with using a shield which is required to stop the burning oil and red hot sand which the defenders have prepared. An angel turns up to ornament the battlefield, capture the souls of the pacted and generally be of little real use.

The awesomely brave charge scrambling up the hill to the tower is horrific with the Abbot and multitudes of holy warriors going down under fusillade's of arrows, the ramming crew is doused with burning oil, however fortunately Michael sensibly ignores foolish religious protocols and opens the door hastily using an invested opening to get inside the tower alive.

Michael and Anook then leave the first wave of defending devils to the squires and step into a side passage to covertly cast more “michaline miracles”, namely sword of light and corriscade spells on themselves, luckily the michalites don't take issue with this magic use.



*Anook and the Salamander*

Rejoining the forefront of the battle our brave companions came upon some women prisoners chained to a wall, Michael checked their aura and lets the squires know that two of them are succubus and one human, however the misogynistic puritans are unimpressed having encountered illusionary aura's before and taking no chances sensibly slaughter the innocent and succubi alike under a hail of sword blows, fortunately it turns out she was no-one of any significance.

The battle continues to the second story where devils and half devils are slain and most of the squires who have been leading the charge up to now go down. A horrid chaos knight, sword master is fought and single handedly forces all the attackers back before retreating when all his side have fallen.

At this level Anook gathers several items from a table before they can be destroyed for being magical, demonic or some such insensible reason as screams of troops falling from the walls are heard, evidently climbing ropes and ladders against a defended fortification is shall we say casualty prone. Meanwhile the knights take the lead charging into the third floor where they detect ward the old fashioned way, being torn limb from limb by a whirlwind vortex ward.



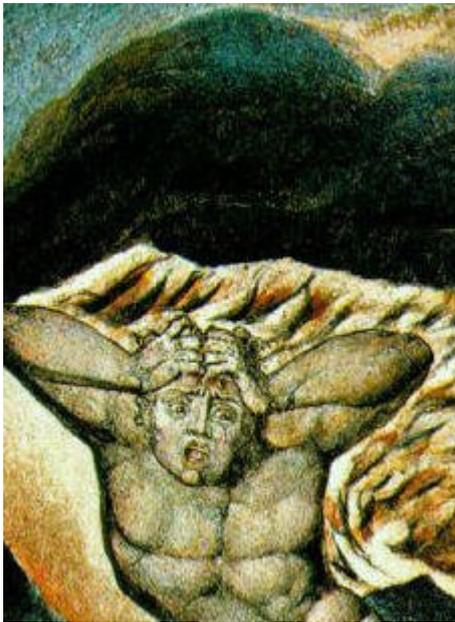
*Deamon Citadel of His Grace, Duke Sallos*

On the fourth floor His grace, duke Sallos joins the battle with his major force, wearing a copper crown and wielding a dark sword he devours the souls of two or three Chantel michaline knights despite the obviously less than competent angelic presence and sucks the luck from the battlefield. Michael and Anook hack their way through numerous half devils until finally they confront Sallos. Overcoming the fear that they must have felt for their very souls they bravely engage him in melee with the sole surviving michaline knight, surrounding and somehow managing to destroy his avatar.

Anook then took the surrender of the knights on Sallos's side who had been charmed, taking their gear them captive, very well done Michael and Anook.

Definitely a pyrrhic victory for the forces of light with the Abbot, 19/20 Knights, 15/20 Squires and 40/60 Men at arms from Chantel Abbey being martyred in return for Sallos being banished for at least a month.

After the victory a bit of a standoff developed with the grasping michalites trying to claim all the loot, Anook eventually handed over the armour and weapons to them but secretly manages to keep all the easily hidden items. They return to their Abbey and let Michael know that a Urialite Inquistior ( Judge ) is on the way to Fordham to root out any evil remaining.



*Michaline soul burning in hell*

- Profit Sallos banished allowing tax collection ( second part of mission complete )  
Crystal Ball, Helm and Armlet from second floor table  
Gear from Captured knights  
Holy water
- Loss One innocent woman prisoner mistaken for clever succubus  
Our book on summoning the dukes of the seventh plane  
Souls of several michaline knights  
13 Sp for sword repair, 40 for accomidation  
1 opening invested

Taking two wandering michaline horses Michael and anook then made their way to Fordham and noticed the place was locked up with guards on watch. Sneaking in to the church they speak to the priest, Peter who tells them that the mobs of townsfolk believe that the count was paid alot for the towns freedom and now he is about to try and tax them again. Peter believes he can break the love curses and sort out the resulting social chaos. They stay the night in the church.

## 25<sup>nd</sup> Frost

Jonas, Viola aka Jane and myself bluff our way into Fordham and meet up with Michael and Anook at the church where I get to pet the nice heaven hound, plane of origin "Heaven". We then wander out to the Vetlingling manor house where Sallos was living where we find some freetown adventurers Joan (leader), Antony, Daniel, Paul, Simon and Luke and ten of the counts missing men who agree to return with us. We thoughtfully remove all the wards and potentially demonic items from the house and stay the night with good food and company.



*Gate into Fordham*

### **26<sup>nd</sup> Frost**

After due consideration it is decided to use an immense show of force to overawe the peasants and so stop undue amounts of carnage which would occur should they decide to attack us.

We enter Fordham en-masse, opening the gates with ten guards plus the party fully corricaded and lead by a ten foot across ball of bound ice which smashes through all opposition. We break down the council room door and scare the townsfolk badly, remove the demoic wards in the council house and get the taxes, books and charter from the town records. The mayor resists but is squashed dead by the 35,000 lb snowball, we then leave with the money. A unexpected and wonderful bonus is that we may have managed to convert many of the townsfolk as they flee shrieking to the church of Raphael.

### **26<sup>th</sup> – 28<sup>th</sup> Frost**

Travel back to Kaith with rescued guards.

### **28<sup>nd</sup> Frost**

We arrive in Kaith and meet the count in person who thanks us for a job well done, takes possession of the goods from the manor so they may be checked and returned to their rightful owners and pays us 4000 sp with the other thousand being a donation to help the people of Fordham. We let the guards go without ransom for their rescue as an act of friendship, besides they helped us collect the taxes in the end.

### **29<sup>nd</sup> Frost**

I get married to Mistress Aslyn de Montfort and a few days later the party returns to the guild.



*Count Connell of Kaith*