

Six Gio Mad in Amba

Dec 31st:

Briefing: Employer is the miners guild. Their representative is Matthew.

Beginning about 2 months ago there have been mysterious disappearances from the village. A man disappeared (not in debt, nobody had reason to see him dead etc). There were no signs. A few days later another; blood and ripped clothing were left behind. Since then a few disappearances in the village.

The Party:	Grareoth	George M. Human	Shadow Mage
	PJ de Bourgnac	Ben T. Human	Non-mage, noble
	Clementine	Kelsie Hobbit	Mind Mage
	Mordrin	Clare W. Dwarf	Non-mage
	Sabbath	Ollie Orc	Fire Mage
	Methuselah	Snow Human	Air Mage
	Scab	Daniel D. Orc	Witch

Party Scribe: Clementine

Party Leader: ~~PJ de Bourgnac~~ Mordrin

Party Mil Sci: Grareoth

The miners promise to pay us each 500s on completion but the guild decide to hold onto the 500 up front for some reason

The Lord of the manor at Amba is Cathal de Zala

Last year a guild party (no records) was hired to kill goblins who were attacking the Ambarites clearing forest north of the road in order to expand.

Jan 2nd:

Set off towards Moncks corner. Late afternoon attacked by 7 hyenas. Me and Sabbath got infected and me mute.

3/4 hr to village, meet some gypsies, get infection and curse fixed.

The hyenas were starving and very far from home, probably from the Fastness of Gnyllan area.

Gypsies tell my fortune: wagons going north to seacroft, getting on boat, going to island.

Jan 3rd:

Gugnirs Hope

Go to the Gryphons Wing, very discrete. They don't tell the militia that their patrons are adventurers. (The rest of the party except me and Mordrin get themselves arrested for burning down the orc inn anyway even though they didn't)

- Warning!: Don't walk into the guild backwards.

- Warning!: don't go to XXXXX inn, dangerous orcs, regularly burns down.

- Warning!: They don't like you to bring the orcs in the party in leashed and blindfolded. (I thought it was a good idea).

In the inn we met "The Dark Mage". He is a solar celestial. His stories: He's called that 'cos he lives in the Dark Forest near Htope.

Jan 4th:

We travel, in the company of the wizard, to Amba.

(see map of Amba)

16-Inn

2-Constable's house

People have disappeared from 9,4,22,11

Someone disappeared last night.

Various ages, sexes, races etc. All but one have disappeared from houses near the river.

Stay at inn. PJ doesn't set any watches even though I suggested it a couple of times. Garcoth runs off in the night. We hear a female voice singing. He runs towards the river too fast for us to catch him. We find shredded clothing and armour on the other side of the river, then an ear. The air mage calls a storm so we take cover and prepare to follow.

Thoughts: No tracks, maybe flying creatures, harpies or air mage. WW Vortex would explain scattered bits. Then find footprints so these speculations come to nothing.

Following the trail a bit we find a big footprint pointing NE. Get some tracking dogs and Scab's pigs to track all night. Though tracks washed away by (Stupid air mage's) storm pig recognises smell of monster but can only describe it as large humanoid. The dogs say it's those 'things that keep coming back'. (Goblins? we ask. No. Maybe a troll I voice only to Scab. I later figure it out but then by then I'm dead so I can't tell anybody).

Track all night. Somewhere in forest. Camp early morning.

Disturbed by two wingless gargoyles who want our money but are no threat

They lead us to hermit/witch. She gives the orcs leeches to swallow to defend against poison.

So we go up to demon rock (2 on 5 mile map) following trail from edge of swamp. I sneak up to look around at top of hill.

There is this

- In the forest where we're going there is

- a. harpies
- b. a hermit-female black mage-in the swamp
- c. goblins
- d. a friendly ghost called Swithan who looks after lost travellers and hunters
- e. a haunted tower in the roughlands
- f. a hermit called Martin on the other side of the roughlands

Martin knows the goblins who know about the tower

The witch is friends with the goblins and Swithan

.. Their story: Harpies at Buzzard Rock cut off their wings. There is a big long tailed monster that breathes green fire, flies and turns people to stone. (Turns out later it doesn't fly; the smoke does, or something.) Witch wants us to go to rescue the Spirit of the River from Demon Rock where the goblins worship something called 'the Old One'. The singing is the voice of the river.

which is too tall for me to see into. Go and get others. A violent storm comes up. When it is dark we all sneak up to the

top to recon in preparation for an assault tomorrow as the Old One is not active during the day (how do we know that? Maybe the gargoyles told us, oh well). At the top of the hill the others find that the wall surrounds a deep hole with water at the bottom. At this juncture, while trying to help me see into the well, Mordrin throws me off the top of the hill and I am never seen again.

I wake up at the guild, weak, and don't recover but I 'dreamed' (well guessed) it was a troll and he was luring people using the water spirit captive and catching them and scattering bits around so they could grow back and there'd be more victims, sort of troll farming.

While I was 'away':

They heard the voice momentarily and it stopped. They all slid down the hill and some of them hurt themselves; they hunted for me but couldn't find me then tracked somehow to a cave; in the cave was another hole with water at the bottom so they climbed down but PJ never made it; something got him when he was alone; then it nearly got Methuselah who went to find PJ; then the water spirit was trapped down there and got my body back minus arms and legs and ears and Gareoth's body which was down there, so Methuselah flew with us back to the guild, and I'm back but Gareoth is dead dead dead and PJ needs a rank 10 healer cos it's worse for a male to get nubbled by a troll, but he's mostly OK so now I'm back and I've got 3 grenados. Methuselah has done some research

Jan 9th:

Meth & PJ & I fly back to the village, then back to hole in hill to get others.

PJ jumps down the well and breaks his feet. Meth flies me down

The others have found a magical sword blade in an anvil; and the hilt is somewhere else along with most of our gear.

We dig our way out and let the water spirit go. She gives us waters of strength and of healing and names herself Clementine. Scab agrees to make me invisible if anything bad happens cos I've only got 5 endurance.

We get back to the clearing and discover that the path to the witches place is covered by water at high tide.

We decide to sleep in the clearing at the edge of the swamp but in the night we're attacked by harpies, so I run into the swamp and call Clementine. She heals PJ. All hide in swamp Gret her to lead us to the witches place in the shelter of the trees.

It seems the harpies are aggro cos we're with the gargoyles. They heard from the goblins at the tower that they talk to every day.

-It's a rock troll. They are very cowardly which is why it's been attacking only those who are alone. It's frightened

-There's a 3'x2' hole in the wall of the shaft (turns out to be a chimney for a forge)

-One of the Gargoyles is E&E

-By the way her name is Katherine but don't call her Kat, just Katherine or the Witch else she'll curse you.

-The harpies have a wand of fire balls and lightning bolts and seem to be able to see unseen sometimes

The gargoyles know about the ruins where the harpies are.
Plan to get troll: The witch gives me a troll skin change. It's very clumsy. I spend the rest of the day practising walking and talking, but I find I can't draw mana. Sabbath volunteers to be troll bait. Lots of fire.
Make a fire 20mins from rock trolls cave.

There's a big combat, we win, Sabbath dead. Job complete.

Phase II, the Treasure Map:

We go back to the witch. She says if we take the gargoyles back to the guild and get their wings fixed she'll give us a treasure map and lend me a were-bear skin change.

Back to Katherine:

I'm a big brown bear!

We get 5x R11 trollskin powder, Meth misses out.

We figure out steps one and two of the treasure map (information censored)

Back to Amba:

I pretend to be a pet bear.

Scab and Sabbath meet an orc bandit, Orson, in the pub, who wants them to join and kill 3 lots of 3 bandit sentries, who are waiting by the road to bandit passersby. I'm not sure why he wants this, maybe a coup or something, but it can't hurt to kill bandits.

Me and our orcs and Orson go out on the road and jump the sentries. We get 3 long bows, 3 bows, 3 spears, 4 short swords, (one?) with a guild mark 'Duncan', 3 sets of leather (2 damaged), 27s, 28s, 22s.

Talk to Simon (he's a bandit but I don't remember where he came from, maybe he was a friend of Orson, that was one of the sentries). He says he buried his chest 10 paces W? from the dunny towards the big brown tree (back at their camp at the Haunted Tower). The key is on the 3rd rafter from the door in the main hall.

Back at Hotel:

We go upstairs to talk. Suddenly a crow flies away from the window. Meth summons the crow but it flies off again. We summon it again, the dwarf leaps and grabs it off the eaves.

A bald guy comes to the door then goes away again. We interrogate the crow. It says it was 'watching sparrows'.

There is someone to see us downstairs. It's an old man Everard, the constable. The barman sends me outside, so I look in, chin on sill. Everard thanks us for fixing the troll problem. The village elder was locked up when there were no turnips (this is when the peasants were too frightened to go out to the fields, in case they disappeared). He's heard about the orc problem and says that banditry is bad. We explain that we don't want to be bandits.

-the black stump (I don't know why that's in my notes but it might be important)

It seems the barmaid has been telling tales.

Everard offers us an empty house so that we don't cause problems.

I bear hug one of the orcs into silence. (He must have been sent outside too.)

In the distance I hear the water spirit singing.

Back upstairs, we interrogate the crow some more.

Me and Meth and Pj go toward the river to check out the singing. We run into a young woman who wants to speak to us. She is befuddled but says 'the water spirit wants to speak to you'.

At the House:

Small badger comes into room to tell us the housedwelling rules.

He gives warnings if little cakes are left for him.

Meth summons the gargoyles. -The say they think some of the bandits are under control of the necro. -They got summoned to Hope by a solar mage cos they're troubled by the theft of the bodies from Hope. -The green breathing monster is chained up. -They turned the harpy with the wand to stone. -Orson, the bald orc is a friend of the necro. Necro lives at (3).

We worry that Orson may have stolen the bandit corpses so we get them dug up to check.

Talk to Simon the bandit. He denies being a bandit. Mordrin tells him the corpses are gone. He says "Matthew, Carlos, Sly & Roberto were friends with the bad guy down the hill. Other friends not bandits—adventurers. 3 of 1 armour, 1 leather, 1 robes.

Bandit Robin, Dan & Ritchy down west end of road. Orson/Oliver works for Mando-boss, E&E

Necro in league with ghost—maybe

Drew, Helm, Keltin know nothing

Basalisk doesn't fly

Little old lady comes to the door and leaves bread.

Four hours later get to area.

-Clementine says "Some people came and dug up a grave.

Goblins graves near stumps on other side of Ford. Six people came from the forest off the road on the high part, according to 'Bluering' - a friend of Rippon the roof-dweller, a badger like spirit.

The gargoyles have been chasing the green smoking monster and have turned a harpy to stone.

-Clementine wants us to kill 'Longtooth' the giant beaver and his wife (who is bigger than me). They can speak cast magic and talk to the humans who live in the forest. Clementine is going to hide in a pool past the waterfall where there is a sage trout. There is a cave behind the waterfall.

-Clementine also wants some special sap from a high pine in the high mana area.

-Trout knows about ghost in the ruins.

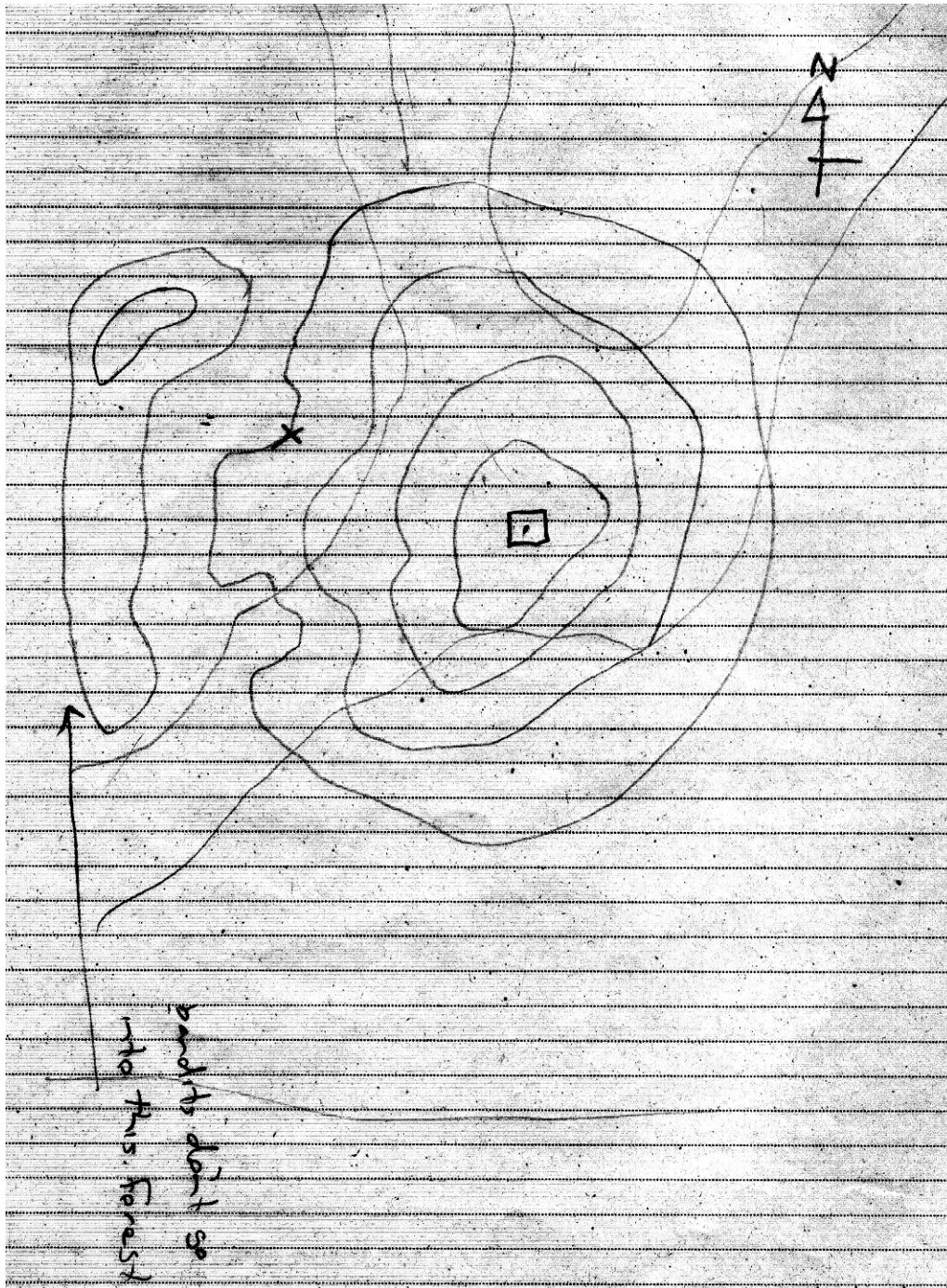
-The roofdweller for the ruin area died when the building fell down.

-Says beavers are the size of Pj.

-Says beavers can't cast magic.

-"When you run into Swithan, you should have found out what had already killed him".

I think we then attacked the bandit stronghold.
Here is the map of the area.



And the map of the building

420'

20ft wall

He attack, unseen, ESP up.

1	move
2	"
3	"
4	"
5	M S M P C S G
6	" " " ob " "
7	" " " chax "
8	" (1) " (1) " (1) quichen
9	(1) " " disa " "
10	" " " "
11	mv " mVA jump "
12	(1) leap up to second floor, charge in slot by x-bar 21en
13	close eyes, x 2
14	drink potion push guy down stairs splat. sleep

huh? huh?

It seems that it all goes badly, as my notes say:
 Sabbath and Mordrin dead, Scab unconscious.
 Zombies coming, PJ yelling.
 Give potion to scab who was just sleeping.

So I presume we gave up and went home.

Later Mordrin and I hired a party to find the treasure, but we didn't.