

The Lost Woman Adventure

The Party: Bab El Ehr
Bleyze
HAMA
Nelson
Kree
Skuld the Demented

Session #1 – Be Discreet

After the Adventurers Guild meeting the party answered an advertisement which wanted a band of adventurers to perform a task (as then undisclosed). It also included a contact address. So we all went off to this address (in Seagate) where we met a fellow called Jenkins.

The task to be performed was the finding, and bringing back of, a woman called Slynxie. After Nelson had done a great deal of unnecessary haggling over the fee (well, I had already read the guy's mind and found out that he was paying as much as he could afford) we were told the known details of the case.

These were, that Jenkins was acting as an agent for someone who wished to have this woman found. Her description was as follows. Hazel eyes, five foot six, about ten stone, big and beautiful. A further identifying mark was that of a birthmark in the form of a duck appearing on the inside upper part of one of her thighs !

After this, Jenkins offered us the use of some horses to travel to Brastor Holdings upon. This Skuld did not seem to keen on, and in the end he provided us with wings to fly down there upon (much to the discomfort of Jenkins). After a non-eventful flight we arrived in Brastor Holdings where we duly made our way to the nearest Tavern. There we found out a bit more, or at least it was told to me then. She had last been seen in Lewiston, and another agent hired for our task earlier had been found dead in an alley with his, throat cut. At this point Jenkins said that he would have horses sent to us in Lewiston and gave us a contact address in Brastor Holdings in case we needed to find him. His parting words were ... "Be discreet".

Of course, this almost immediately suggested that something very noticable was about to happen. Nelson and Skuld seemed to take no notice of this and a very short while after Jenkins had left there was a fracas. It seemed that Skuld had been accused of being a Witch, and that Nelson was posing as a Witchhunter. The Patrons of the Tavern wanted to lynch etc. Skuld and from where I was sitting wasn't helping matters at all. After a bit more commotion, I decided to try to help Skuld out. This was fairly spectacular! I turned him into a Black Bear (this provoked a mass exodus!) and then went quickly up to our rooms.

Skuld thought it would be a good idea if he went upstairs as well. In the mean time the town guard were being called in. Once Skuld got upstairs I made him invisible and got him to hide in the room. The town guard then arrived (amazing timing that!) and proceeded to

search/ransack/loot the place looking for Skuld, whom they did not manage to find. Nelson, in the mean time, was poncing it up with some Castellian Ranger called Buck Rogers, pretending to be innocent and dropping the odd name (or so I understand it).

We then leave pretty quickly !

Added Note: Party camped outside town getting soaked, while Hama spent night alone in Tavern. Leaves to join party in morning after good dry nights sleep and hearty breakfast.

Session #2 – The Ghost

After our departure from Brastor Holdings we made our way down to Lewiston. This was the woman's home town, as we had discovered. On our arrival we immediately made our way to the most obvious Tavern. This place was known by the name of "The Windy Nook Tavern". Upon making ourselves known to the Inkeep and informing him of our purpose in visiting his town he told us a very interesting tale. There had been an old woman here but she had mysteriously disappeared in the not too distant past (I forget the actual date mentioned). Soon after her "departure" a most unseemly apparition was noticed to have taken up residence in the Tavern. This, the Inkeep explained, had done his business no good at all. The Inkeep explained that he had contacted the Church of Light and that they had not managed to "remove" the apparition but had managed to confine it to a particular room.

We then offered to try and remove this ghost for him (and also see if it "was" the woman we were looking for!)

The "Ghostbusters" had been formed !!

The Inkeep offered us the free use of the Tavern and its facilities. This was appreciated by the multitude of connoisseurs amongst us! So we settled down to await the appearance of the ghost. On its arrival some of us were found to be lacking in intestinal fortitude. Some threw up, and one even threw up and ran away (this might have been Skuld, but I would never place a slur on a fellow adventurer).

The initial shock, having been weathered left us to investigate the looks (or distinct lack of them, Yetchh !) of the ghost. It had indeed been female, and was about the right height, but there was no discernable evidence of a duck birthmark on what was left of the appropriate thigh.

That was about it for the night, except that the Inkeep arrived back at about 3 O'clock in the morning. The next morning saw Nelson and Hama vanishing back to Brastor Holdings to see if they could dredge up any more information about the case. This left the rest of us searching the Tavern and the town for clues. That night Skuld and Bleyze made a visit to the local Bawdy house (ostensibly to seek out information, but I wasn't so sure about their motives!). This occupied the day, and night, for us quite fully. In fact, it was another day before Nelson and Hama returned. They had found out something though, and had also been involved in a riot as well.

[side note: Walls of Darkness -- unsure as to what this refers. Ed.]

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Session #3 – The Ghostbusters Hot On The Trail

The morning after Nelson and Hama get back we were rather rudely awakened. We had been apprehended by the authorities in the course of their investigation into the riot in Brastor. We are all taken down to the Lewiston barracks and questioned. As a result of this Skuld and Bleyze are arrested. Skuld thinks that Nelaon may have tried to incriminate him and states his views !

That night I try to rescue Skuld and Bleyze (out of some misguided sense of loyalty to a fellow adventurer, I suppose). This did not turn out the best and all that happened was that I turned Skuld into something resembling a large piece of string and I become enfeebled. [side note: Skuld turned to spaghetti]. What a bad trip ! I have since decided to give up alcohol (!) as it was the only (!?) reason for such a complete debacle on my part. I was fairly well lubricated at the time, I think!

Anyway, the next day (the 6th I think) we all went down to Brastor (some of us with escorts). Upon arrival at Brastor we look up Nelson's source, and find out that a woman answering our description had recently had been passing a significant amount of foreign/northern currency. A locate spell was then used to see if she was still about, this being done in town of course. Due to our weakened party strength and my affliction (which I then had cured) it was decided that we should enlist the aid of the Castellian Rangers in the capture of this woman. So that night after surrounding the hideout of this woman, who we suspected of being a dangerous Black Mage, Nelson and the Castellian Rangers burst in. There we found the woman in a compromising position with a man. Our entrance was indeed, quite a shock to them ! In the immediate fracas of the arrest Nelson got quite severely mauled by a (Wild)cat. A successful arrest was however made. We are sure this is the woman (she even had a duck birthmark on her thigh !).

Upon further investigation by the Brastor authorities it was discovered that we had got the "right" woman. She was, in fact a Black Mage, but had been suffering the effects of Amnesia since shortly after the time when she had done away with the woman we were employed to find. She had killed her in order to use her skin to rejuvenate herself via the Skin-change spell. Thus with our mission successfully completed we only had to attend the trial of Skuld and Bleyze.

This trial resulted in them both being found guilty of the charges against them (whose number grew during the trial, due to certain indiscretions by the defendants !). As a result of this they were both heavily fined and, I think, they may have had a Geas placed upon them.

So ended the first outing of ...

"The Ghostbusters"