

Arrived at Middenheim from Untergard to the south with the refugees, bodies hanging from the walls, stuck to the walls. Recent siege. Middenheim on top of a mountain. Watch commander's name is Schutzman.

Stayed in the laborer's hospice, near Grunpark. Guards recommended the drowned rat to Heimar, and it sounded good to us. The place was to the southwest of town and seems respectable. We entered and asked for Johann. I ordered a couple pints for the guys while Sigmund waited outside. Johann recommended another place.

We decided, instead, to return the icon to the temple of Sigmar, near the north gate. The large stone temple was frequented by acolytes carrying their war hammers. After asking for a priest, Father Morten came out and asked about the relic. Sigmund showed the icon to Morten, who thanked us greatly for delivering the icon. Morten recommended the Scholars, nearby.

Scholar's is owned by Hugo and his wife/cook Petra. Bohemian intellectuals, all, chess sets everywhere. Horses stabled, business was down lately with the wizards off to war. Bought a decent meal, we sated ourselves.

Headed to the east gate, which was destroyed recently. The gate bound back together with huge, thorny, black vines. Laborers cut away the vines and building scaffolding. Deadly thorns.

Tavern named "Templar's Downfall" remained upright while the surrounding buildings were burned or destroyed. Witch hunters destroyed the cultists that remained after the battle. We poked around the foundation and noticed that the building was completely burned intentionally.

Back to the Scholar's in the cool March evening. Two guards escort us to the commander of the watch, Ulrich Shutzmann, to discuss the beast men. He's the commander of the city's security.

Father Morten was killed within an hour of our meeting him and the commander places us in a cell so that his watchmen can verify our story. They confirmed our story and asked us for help in finding his

murderer. He gave us a warrant so that we had some powers in regards to the murder.

Stuck in the back of the neck of Father Morten was a small dart that was shot through an open window. The window that was opened from the outside by something with three claws. The dart had a black/green goop. Sigmund wiped it off on a piece of paper so that he could transport it. Heimar noticed that one piece of paper had indentations of writing. The writing described the painting and the frame, and that he removed the frame (likely made/added later) and the painting appeared to be of very significant value as if it were painted from life.

We decided to take a late bath and catch some sleep. But then Heimar mentioned something happening at the laborer's temple at midnight. Some "job" he'd heard of. After seeing some thugs check us out, Heimar chickened out and we returned to the Scholar's. Wonder what happened?

After a restful night's sleep in a real bed and a decent breakfast, we headed over to the wizard's guild to talk to an alchemist about the poison used on that dart. We met the deputy wizard, Jenna, and we told her the story. She recommended we talk to the alchemist.

The poison contained traces of warpstone, making it extremely dangerous. We had the alchemist destroy it.

The next day, after a day of shopping for my friends and after I am rebuffed by the dwarven engineer's guild, we gathered up after dinner and visited Shutzmann, who took us into the catacombs below the watch's building. Three other darts were contained in a box, and Schutzmann mentioned that three others were murdered in a similar fashion recently.

He showed us a map with pins for the three victims. One was a watchman at the collogium theologica, killed three nights previous. The second was a doorkeeper at the dwarven engineer's guild, killed two days ago. The third was an unidentified man killed in the old quarter, just south of the Templar's Downfall, five nights ago.

We visited the widow of the watchman, who was killed in the same way as the priest. We then visited the collogium and the killing took

place near a window. A book was stolen from the library and was regarding the relics and life of Sigmar. Similar situation with the window--opened by three claws.

We visited the priestess of More, wanting to see the body of the man killed in the old quarter. She told us that the man was buried already. The man was identified by five men who also demanded to see the body. They identified him as Gerhard Krohen, a devout follower of Sigmar. The man paid in full for the funeral, burial, and headstone.

We visited the Morespark where Krohen was buried. The engraving on the tombstone was that of a witch hunter with a symbol of Sigmar, a sword crossed with a hammer, and the letters "O" and "F".

The man who paid for the burial had a scar across his nose.

Visiting the library, the librarian, Hans, described the tombstone markings as the Order Fidelis, a secret order of witch hunters.

The location where Krohen was killed led us to a sewer grate that was sawed open and then resealed carefully. After losing our lunch, we traveled "downstream", trying to avoid the muck. A loud bang and a flash of light left our ears ringing, but we were unsure what caused it. A side tunnel, recently dug, was occupied by rat men, the legendary "Skaven". After dispatching them in a drawn out (amateurish) combat, we found their lair. At the back of the lair, a Skaven with a blow gun surprised us and hit Sigmund in the neck with a poisoned dart. We dispatched him quickly and looted the lair. The poison the Skaven were using was not the same as the victims killed previously.

Upon emerging from the sewers, we headed immediately to a healer to have Sigmund checked out. Sure don't want him keeling over from whatever was on the dart from the Skaven beasts. Luckily, no poison was in his system, but we didn't find out 'til after we paid for the diagnostics. We met with Fredrick at the healers and we chatted with him at the Scholar's, bringing him up to speed.

In order to determine the story on the icon's frame, we decided to visit the dwarven engineer's guild, but we first decided to take a bath and clean up after the excursion into the sewers. While bathing, Hugo mentioned that Schutzmann was asking for an update.

Visiting Schutzmann, we shared the tale of the rat men. He rewarded us for the work. Afterwards, we headed over to the wynd district to visit the dwarves' guild. The dwarf guard was no help, offering only to share it with their experts if we left the frame with him.

At a loss, we decided to visit the alchemist to verify that the Manticore spoor was the same as the poison that killed Father Morten. Sure enough, it was, but without the warpstone.

We decided to return the frame to the temple of Sigmar and the healed up Heimar of his wounds for the trouble of returning the frame. On walking out to get some sun, a priest of Ulrick greeted us and asked that we visit the temple of Ulrick.

We visited the temple of Ulrick and met Father Odo, a blind priest (perhaps the high priest.) They thanked us and Odo shared that he had visions of us. He had a vision that he was in a deep forest, with a mound surrounded by skulls and bones with our bodies atop a stone. Blood poured from the stone and onto the mound. Then the blood glowed and the ground shook. The ground exploded and a black figure, a creature of Korn and a horned brass skull hanging on his neck, and the skull said, "I shall be freed." His assistant, Father Ranolph addressed us, saying Odo had collapsed and the brass skull is an ancient terror. Ranolph asked that we retrieve the skull and hopefully they can destroy it.

Father Odo led us into the forest after a day's travel on the road, apparently he could tell which way to travel to find the skull. The father had another vision/dream that woke Fredrick and myself. As we got closer, after a couple more days travel through the forest, Father Odo continues to feel that we were getting closer. Even Fredrick seemed to notice something awful from up ahead, and we decided it was best to tie up the horses and go forward as quietly as possible.

Atop a mound, a minotaur circled the chaotic rune-covered stone obelisk. I guessed it was what the Father had envisioned, but the minotaur didn't appear to have a horned skull around its neck. It blew a horn after we attacked it with an arrow, a crossbow bolt, and Fred's magical abilities. We dispatched it quickly, with little/no damage to us but blood spurting from the slashed ribcage thanks to Sigmund's deft swordwork.

What appeared to be the remains of a campground surrounded the mound with the obelisk. A particularly large pile of bones seemed to interest Sigmund and he started to dig around. Fredrick and the rest of us joined in and after minutes of digging, we found that the skulls continued into the ground where a carved stone door was to be found.

After struggling for a half hour or so, we finally levered the door open and Fredrick cast another one of his spells on a loaf of rye and walked into the darkness.

Fredrick didn't seem too hot to go down the stairs after all, and he felt it best to lead Odo by the hand in the back. Heimar moved first through the tunnels with his lantern lighting his way. Immediately upon descending the stairs, a bas relief of a horrid god graced the wall at the tee intersection. Heimar, in searching, pressed on a skull in the bas relief and opened a secret doorway.

Continuing onward, we met an intersection of a variety of hallways with a circular fountain in an odd-shaped room to the back. All of the walls in this tomb-like space are carved in similar relief carvings of chaos. As we passed through the intersection, the sound of dripping liquid alerted us to the columns of blood that formed into humanoid shapes. I screamed loudly as the one closest to me charged forward and smacked me upside the head. I continued to scream...But luckily Odo prayed to Ulrick and I came to my senses just in time to get smacked again. Luckily, while I took some blows to the head, we dispatched both of the weird creatures, bathing all of us and the walls with blood.

Heimar, berserk with battle rage, rushed into the room with the fountain. The skulls on the pedestal, which were until then simply dripping blood, then started to spin and spew blood everywhere.

Heimar quickly ran out of the room and seemed quite creeped out by the blood.

After Heimar hit one skull with an arrow, Fredrick tried to cover the fountain with his blanket. Unluckily, Ulrick's fury left him before he was able to throw the blanket over the skulls. His great idea inspired me and I lept forward to try to crush the skulls with my shield. I was able to do some damage but I kept slipping in the blood and it seemed to hurt to stand in it, and my eyes seemed to hurt.

Fredrick and Heimar continued to use their ranged weapons on the fountain, destroying one of the skulls, which did seem to stop the flow of blood from that skull. The other three, however, continued to spew blood.

Luckily, Heimar was more successful with attacking the fountain directly, destroying the remaining three skulls. It almost seemed like Heimar was in a blood rage as he cackled with glee. The blood dried soon after the skulls were destroyed and we helped him get his equipment back upon his body. A quick search of the walls in this room by Heimar found another skull that, when pressed, opened another doorway.

Through this doorway, we see bones littering the floor and a throne of brass with a carved statue sitting in the throne. When Heimar, who is first, stepped foot in this room, skeletons (wielding swords) arose from the piles of bones. We immediately engaged for the attack, dispatching the skeletons with little trouble.

After searching the throne and statue and finding nothing, we proceeded to search a side room that was piled with old booty. I found a beastman-headed helmet, the sort that is only worn by a master of the Knights Panther. Heimar found a banner from the knights templar of the White Wolf.

Another side room contained a single sarcophagus in a room with walls covered by battle scenes, the sarcophagus sitting in a rectangular pool of blood. Using the battleaxe from the minotaur we killed outside, Heimar and I pried off the lid. Inside lay the fully-armored body (unsure what is inside the armor) of the creature illustrated on the walls of the room. Around the armor's neck, a

brass skull necklace hung on an iron chain. Heimar plucked the necklace from the around the armor's neck and we left the tomb...

We met up with Sigmund and he was still with the horses. After discussing returning to Middenheim, I heard a horn that sounded a lot like the minotaur's horn. We ran off into the woods, away from where the sound of the horns blowing. For some reason, the horses wouldn't let Odo near them so the going was a bit slow.

Camping once the night gets too dark to travel, we decide to camp out in the dark. Arranging watch, I fell asleep. In the middle of the night, I was awoken by the sound of some quiet sounds of speech. Heimar was also awakened by the speech and he awoke Friedrich and I awoke Odo...or so I thought! When Friedrich lit another loaf of bread, I grabbed my spear for defense. I could have sworn I saw a shadow of some huge creature, but when I turned to see the source of the shadow, nothing was there. Friedrich dropped the loaf and its light extinguished. As Heimar held the brass skull he had pulled from the pack of Odo, Odo was walking towards Heimar mindlessly. Sigmund slapped Odo awake, and I insisted that Odo continue to carry the skull 'cause he was not a threat to us if he was possessed by the skull.

We continued through the forest after being awoken and make camp north of where we were camped previously. In the morning, as we head west, Friedrich and I saw a goat-like head peering around a tree. Running towards the road (now that I had my bearings), we were overtaken by a pair of half-bull/half-beastman creatures carrying demilances.

We were able to kill one of the beasts and the other ran off into the forest. I was surprised to actually be effective in using my demilance on horseback!

While we searched the body of the beast we killed, a man on horseback rode towards us and announced his presence and offered his help. We were glad to have him along and he helped us back to the road. Reaching the road (more of a wagon trail) we turned towards Middenheim.

We continued down the road until night and we walked into the forest and camped again. Heimar was awoken with the skull before him, whispering to him. It didn't help that I fell asleep on my watch, so someone probably grabbed the skull in their sleep.

On the way home on the road, we were ambushed by a bunch of nasty beastmen. After a heated battle, most of the beastmen were dispatched and the remainder were driven away.

As we gathered our stuff, another large group of beastmen passed our path and were pursued by a party of humans...

The party of humans, riders on horseback, dispatched the beastmen quickly and with great skill. Methias greeted us and introduced his crew (Jacob, with his pistols and crossbow, and another gentleman.) All were wearing amulets with an emblem on it.

They broke off from our party before we returned to Middenheim. I rode ahead with Odo and asked if the priests at the temple could meet the skull at the gate. They couldn't spare any priests, but we were able to return the skull to Ranolph. Heimar also returned the banner of the knights of the white wolf.

Upon returning the skull, Odo and Brock fell to the ground and Odo started changing into some odd beast! We dispatched it quickly, my spear going completely through it. Other beasts emerged from the kitchen of the temple and we barely killed them before they escaped into the town. Odo and Brock had drunk the water and there was a pitcher of water in the kitchen as well. The well in the temple's basement was sealed and we discussed the situation with the deputy high priest.

Taking two bottles of water to the Collegium Theologica, we had the water from a pitcher and from the well tested. I also got myself checked out, as I was drenched in some goo from the mutants. Luckily I was ok but the water from the well and the pitcher were tainted with warpstone.

Sigmund and I returned to the temple with the letter while Heimar and Brock took the dwarven hammer head from the mound to the dwarf's guild.

We decided to watch one of the other wells in the city that night, and sure enough we caught someone trying to poison it as well. We attacked and killed the man and found a map on him. He also had a pouch of warp stone powder, surely intended to be poured into the well.

We followed the path back to a single-story warehouse. The warehouse was boarded up and damaged from the siege. Going around the building, we found a door open at the back of the building. Heimar entered quietly and Fredrick and I waited outside, hoping to not hear Heimar scream in terror. He did let out a shout and we heard his blade hit flesh, a bright light shone through the door, and we rushed into the building to support him. The man Heimar hit dropped down through a trap door. We all followed him, Heimar leading the way and I immediately behind him with my spear poking past Heimar. We reached the end of a long tunnel to a pile of boxes and barrels. Behind the pile, a couple of men shot crossbows at us from behind the stack. After knocking down the stack, we met a half dozen cultists, a mage, and a demon! A heated battle ensued, and we stood our ground but the demon made quick work of Heimar and Fredrick and I ran out of the tunnel and threw some of the junk from the warehouse down into the tunnel to block the escape of the rest of the cultists.

We met with some city guards and Schutzman recognized us. Miraculously, Heimar was there and was alive! Apparently, his holy symbol of Ulrick saved his life, taking the blow from the demon and leaving a mark on his shoulder.

Upon returning to the cave with the city guard, we found that they had hastily left the tunnel and left a barrel of warpstone dust behind.

May 15

Shambling home, a mutant girl ran into me and into an alleyway, she was being chased by a couple guards and a large crowd looking to lynch the girl. We gave up to the guards. High priest Liebnitz met

us on our way to the town watch's headquarters and freed us from the guards and escorted us to the temple.

We described the cultists (Tzeench) to Liebnitz and he offered us a reward. He then threw us into the prison below the temple.

Busting the lock, Heimar snuck over to the outside door. He returned to the cell and we discussed the options. I decided to approach the door, and stupidly leaned against the door, opening it. We bum-rushed the jailer, hoping to dispatch him before he raised the alarm. Luckily, his cries and our fighting did not attract the attention of the guards at the temple. We took one of the other prisoners, Methias, one of the Order Fidelis that we had made plans with earlier that evening. He was badly hurt, some of the guards must have tortured this gentleman.

We were guided by Metias Hoffer to a hidden door to the Order Fidelis hideout in the temple of Sigmar. The head of the temple helped us out and shared that one of their bretheren, Jacob Bauer, has been captured by the city watch and is going to be put to death.

The head of the temple asked that we go to the Sword and Flail, where Methias and Bauer found another cultist den and where Bauer was captured and Methias left for dead.

Going to the Sword and Flail, we were unsuccessful in getting through the door to the back where the stairway goes. Leaving the bar, we ended up in a fist fight with some town watch. After beating them senseless (even though there were four of 'em) we returned to the bar. When the owner decided to close up, and after the other patrons left, Heimar jumped the barkeep and I joined the fight. His scarred face started to ooze blood, perhaps he was a cultist of Korn as well.

Going upstairs, we found a treasure chest and not much else of value. We then went downstairs to the cellar and uncovered a tunnel. What is it with these tunnels? We fought two weird mutants (one with huge teeth, the other with huge blade-like nails.) Dispatching them, we go down the passageway and find a smashed altar of Korn. Johan Opfur, a small boy, was being held in a cage. Upon freeing him, he told us his story and we knew he'd be helpful in the case to acquit Bauer...

June 26, 2006

Trying to get Opfur to the trial so that he may testify, we were unable to make it into the crowd at the square. We decided, instead, to use the secret door at the temple of Sigmar and we were able to get into the crowd with the guard's help. Fighting with a pick purse who made it off with my coin pouch, we finally made it to the center of the square where the trial was to take place.

While the case seemed to be in hand and Stolz's presentation of Opfer before the court, Liebnitz accused Stolz and the church of Sigmar of being corrupted by chaos and he presented the icon of Sigmar to Stolz and the court only to reveal that the back of the icon had a red skull of chaos marked upon it. The crowd broke into a full riot and the courtesans ran into the palace in order to avoid being beaten to a pulp.

We stayed the night in the palace with Stolz and discussed his plans. In the middle of the night, a knock at the door and Father Ranolph appeared. Ranolph presented us the screaming skull inside a magical chest and he requested that we destroy the skull with the help of Zweisstein at the Collegium Theologica.

After sneaking past the guards at the palace, we arrive at the Collegium and we are let in after convincing the guards that we have business inside. Wandering the halls, we arrive at Zweisstein's office. After much consideration, Zweisstein opened the chest we were carrying the skull in and inside was the head of Opfer! Obviously it had been switched by an agent of chaos.

We returned to the palace with Zweisstein and alerted watch commander Schutzmann and I donned my suit of armor in preparation for a possible battle. We headed towards the temple of Ulrick and we approached to the sound of chanting and the flash of red magic light. Sneaking past the watch walking around the temple, we were unable to open the main gate and the next group of watch came across us. After defending ourselves against their attacks, we retreated to the palace. Returning to the temple with a sergeant of the watch, we entered via the kitchen door and were set upon by a pair of the tutigan guards who painted over their white wolf emblems with a bloody skull symbol. We are almost killed

when the town watch help us finish off the two guards. Dashing in, we discovered Liebnitz cutting the throats of the tutigan guards. Finishing the last one, Liebnitz spilled his own blood in the summoning of a huge demon. Luckily, Fredrick was able to put the demon to sleep and we quickly dispatched him. The flame of Ulrick burned bright and left a white scar of the symbol of Ulrick and Sigmar combined.

July 10, 2006

After some congratulations, we all hit the town and dealt with a variety of errands. Heading to Altdorf, Fredrick mentioned that he could see some odd black aura on my armor and a black thread leading away into the forest. Night fell quickly and we almost immediately came across the haunted house where my suit of armor came from. Tying up my horse, we entered the house through the back door.

Inside, a pair of zombies were roasting a spit of meat over a stove. The zombies immediately attacked us but they were no match for us (once Fredrick and I stopped being stunned by the horror of the rotting flesh.)

The spit of meat, upon closer inspection, was a mass of writhing faces screaming silently at us. After trying, in vain, to burn the mass in the fireplace and trying to throw the mass out of the fenced back yard, we decided to leave the mass in the fire of the fireplace even though the fire did no good.

Heimar opened up two store rooms, finding nothing. But he did act like he saw something, letting out a yell and swinging his sword at nothing.

Going out into the hall, we checked the backmost room. Inside, the room was filled with furniture and dirty old rugs. Stepping into the room to take the rugs, we heard a noise and turned to peer upon a painting of a chaos beastman standing over two dead soldiers. The soldiers started writhing in pain and blood flowed into the room. The beastman stepped into the room and engaged us in a heated battle. We dispatched him after some struggle, and his body turned into a cloud of smoke. We took the frame, too bad it was fake and almost worthless.

Continuing on, we find a guest lounge with a silver cake stand (but with nooooooo caaaaaake....whoooooooo!) We steal it and throw it in the pack of the horse and return to the house. In the bedroom behind the guest lounge, Fredrick was attacked by a pair of skeletons in the bedroom, by the light of the flickering candle.

July 24, 2006

Returning to Middenheim, we licked our wounds and sought a healer for hire to take with us on our travel, Dr. Balthezar Behn. Asking around at the park in town, we find Dr. Behn and hire him for our travel.

Heimar decided to spend the rest of the day trying to find a charlatan that took him for money earlier. Fredrick and I went over to the Collegium Theologica and Zweisstein had some interesting news regarding the brass skull and two other artifacts--an iron dagger and a chalice. Zweisstein referred us to Dieter Klemperer in Altdorf who will be able to help us.

As we walk out of town through the south gate, the guards point us at a pair of carriages that are riding to Altdorf to find work; a blacksmith and a cartwright with their families and two road wardens escorting.

The first couple of days travel was uneventful, but the third day was punctuated by three ambushes along the road by ever increasing beastmen incursions. The two road wardens were killed in the combat, and a mysterious man saved our skins against a huge army of beastman. The man identifies himself as Wolfgang as we ran to the inn for the night. I offer to be the road warden for the road between Altdorf and Middenheim. Wolfgang offered us a job as a body guards and he offered his hospitality but we decided to turn down the job as the body guards. The inns along the way recommended the Burning Table Inn in Altdorf. The remainder of the trip was uneventful and we arrived in Altdorf.

August 21, 2006

Upon paying the entrance tax at Altdorf, we entered the city with Wolfgang and immediately found the Burning Table Inn, which

looked to be a fine establishment. Wolfgang bid us farewell and gave us directions to his house and asked that we visit him before leaving town.

Wandering the town, we stumbled across the Empire House. Waiting in line, we had a brief discussion with Kasimir, Drahkina, and Aggis, road wardens for the road to Nuln, who were turning in the heads of beastmen for bounty.

Giving 50 gold to the Burning Table Inn's keeper, we decided to run some errands. We tried to talk to the Knights Panther but the guards at the palace turned us away immediately with their gruff voices. I took my armor to an armorer for a bit of cleaning, polishing, dent removal, and fitting.

We then turned towards our business, finding Klemperer. His manservant walked us into his study and served us tea as Fredrick discussed our business. Klemperer referred us to a Lord Fredrick (no relation) at the Gorgon Club. We bought some nicer clothes and walked to the club in the evening.

Entering through the servant's entrance, we shared our adventures with Lord Fredrick and he expressed quite a lot of interest in the demon we dispatched in Middenheim. I gave Lord Fredrick the helmet of the knights panther and Heimar gave him the amulet that saved his life in a battle with a demon. We spent many hours regaling him with our tales. As dawn approached, he suggested that we meet him at Zeigmuller's Theater the next night after he had an opportunity to research the dagger we were seeking.

Returning to the Inn, we found that our room had been burgled, the thief rummaged through our items but only took Fredrick's book and Heimar's hammer. We talked to the innkeeper, he described a bunch of ruffians who got into a bar fight--a dwarf with a warhammer tattooed on his forehead, a norskin man with a scar on his right arm. We ask around town and almost track down the fellows and realize that we will be late for the play at the theater. We rush over and sit with Lord Fredrick. He mentions a witch hunter Gottrey Hammerfist. As we watched the folks across the way in the other box seats, a gentleman knocked and entered our box, a Johann Schmidt. Schmidt expressed interest in adventuring and made plans to meet up the following day.

Sept. 18, 2006

Johann showed up at the appointed time, while we discussed the theft with Felix. We decided to head to the Broken Barrel, a run-down tavern in a six-story building. Given how much we'd stick out, I suggested that Johann and I wait outside and let Felix and Heimar go in on their own.

Almost immediately, Heimar yelled for help. Running in with Johann ahead of me, we witnessed Heimar and Felix in a fist fight with a dwarf and a very large guy. After taking a swing at the big guy, it was immediately apparent that they were quite drunk. I charged the big guy and pushed him over a bar stool, knocking him out handily. The dwarf was a bit more difficult, but Heimar was able to put one of the half-barrel stools over the dwarf and I sat down to keep the dwarf stuck.

The big guy, after waking up, gave up the name of the woman-- Solvig Thundrum, tall, skinny, black hair and black eyes. They met her at the Cock Pit, and she's recognized by her creepy-looking scar under her eye. After Heimar gets directions from the dwarf, we head immediately there.

Traveling a couple hours through town, we find the establishment, a gambling place that was upscale in a down-trodden neighborhood. Betting was heated, and we even noticed Lord Fredrick across the way in the higher-priced seats. Johann led us over and we discussed Gottrey with Fredrick, who invited us to his place to meet Gottrey for lunch the following day.

Heimar discussed Solvig with the floor manager and the manager helped give him more details, particularly that Solvig wears all black with a bright red sash.

The next day, after a morning ride with Johann, we go visit Fredrick and meet up with Gottrey, a stout dwarf with short hair. After a hearty meal, we got down to business and discussed the brass skull and the dagger that we were after. The dwarf mentioned the light wizards and its leader, one Konrad Mesner. After the dwarf shared his wild-taled evidence, he left without saying goodbye. Lord

Fredrick gave us a letter of introduction so that we can visit with Mr. Mesner.

That evening, we decided to head back to the Cock Pit and search for Solvig. Johann and I hung out and placed bets while Heimar snuck up behind Solvig and pointed her out to us. Heimar grabbed the woman and some words were exchanged, and I tried to signal that he should offer her money, but it was apparent that she wanted to get away and she took a couple steps. Further words were exchanged, and Heimar gave her some money.

He brought Solvig back and we discussed the job she did on us. She referred to a guy named Dieter who hired her at the Pit and met her after the job in the burned area in town. We paid for her meal and she went on her way after we discussed the weird mark on her face, which she received when she stole from some cultists in a previous job. We offered to have our doctor look at the mark but she declined.

We decided to mull about the burned area at night, I was hoping to show Johann a scary good time, but nothing interesting happened in the burned area besides some burning embers and a strange gate in a large wall (behind which, apparently, the burning wizards have their keep).

I returned to the Inn and had a good night's sleep. Heimar went to the Gorgon Club and didn't show up until the next morning. (He didn't seem to be glowing...)

A delivery boy showed up at our table and handed us a sealed letter. We asked our good doctor to open the letter and out sprouted a demon covered in green flame. We dealt the demon a couple death blows and its blood burned the table. The innkeeper asked to buy our weapons and he displayed them proudly with the table in a corner of the Inn.

The doctor brought back the messenger and he described the woman who gave him the letter. A large woman, short, stocky, with brown / graying hair, mail shirt. His name was Berthold and he received the letter at his workplace, the Three Beards tavern.

Oct. 27, 2006

After "hiring" Berthold, we gathered our stuff up, we followed Berthold to the Three Beards. The neighborhood around the tavern certainly was less than savory. Noise emitted through the rag-covered windows. Berthold was immediately scolded by the bar keep.

Considering going to Gottrey's or Wolfgang to see if they can give us further on the letter from which the demon sprung that morning. We settled on visiting Gottrey and we showed him the letter. He didn't provide many details, and burned the letter immediately. Conrad Sayer and Lady Elizabeth, both of whom know Konrad.

As we headed back to the Inn, I decided to head to the Gorgon Inn and see if Freidrick. He introduced me to a woman, heavily scarred and older, dressed in adventurer's clothes, Theodora Ferig. I described the demon and we discussed our adventures after a time. She mentioned that the folks that Johann knew had discovered a spell to destroy a demon artifact.

The next morning, we ate an uneventful breakfast and headed over to grab Johann. We asked to go visit Gabriel, his amethyst wizard friend. In the center of a cemetery, a large cathedral loomed. The front door of the cathedral, the amethyst wizard college, remained open. A door man fetched Gabriel and we headed to a restaurant for lunch. We discussed the dagger and asked her for her help, which she accepted, perhaps.

Heading to the college of the light wizards, we went to where the college should be and Heimar yelled out for Konrad Mezner . After another yell, he disappeared but Johann and I could still hear him. He asked that we go to see if Fredrick could help out. We couldn't find him at his house and we returned to the spot we lost Heimar at previously.

After spending a couple hours at a small restaurant nearby, Heimar eventually returned, appearing out of thin air with a fellow in white following immediately behind. He explained that he walked through an invisible maze with the help of a wizard until he came to the college. He mentioned that Konrad recommended we revisit Theodora.

Visiting Fredrick again, Johann, Heimar, and I supped with him and he recommended we visit Maximilian Sair who frequents the Tarnhaus playhouse. After dinner, we visited with Maximilian who regularly views the plays from a center box.

Nov. 13, 2006

Wolfgang met us when we returned to the Inn for the night and we discussed the dagger and he seemed concerned that we might be entering into a trap. He recommended we talk with a priestess of Sigmar, one Clara Roban.

Next morning, Maximilian and Johann greeted us over breakfast. Maximilian discussed the places we've visited and he mentioned not being able to gain entry to the Gorgon Club. Apparently, Max had an issue with Lady Elizabeth Bauern who blocked his entry to the club. We retired to Theodora Ferin's place and Max walked up and knocked. We were granted entry to her townhouse by the butler and she arrived shortly. We spent all morning discussing our adventures and Theodora's adventures as well, hoping to determine where there may be information relevant to finding the dagger.

We follow Max to his townhouse as he had specific business to tend to. After a nice lunch on the top of Max's house, we felt it best to go visit the temple of Sigmar and meet Clara. The temple, a large octagonal building, was crowded with worshipers and witch hunters. Clara didn't provide us with much information but she trusted Gottry and Theodora implicitly. We also discussed happenings with the captain of the witch hunter's before going to get dinner at the Gorgon Club.

We got jumped near the Burning Table and we ran back to the three beards. We captured the woman and she burned at the stake, confessing to be part of the crimson skull.

Theodora relayed recent news, including repeating the tale of the adventurers and that Konrad Mesner had defeated twenty years ago the demon we were looking for, Zathradox. She didn't know more how he defeated the demon but she recommended we re-visit Konrad.

Nov. 27, 2006

Riding out on the road towards Middenheim, doing our rounds, we came across a rotund Halfling holding his head and patting herbal poultices on his pate. He quickly explained that he had been robbed by brigands and his cart of herbs stolen. We rode in the direction we expected the brigands to be, which conveniently was towards Altdorf. We didn't run into the brigands, nor see any sign of their passage...Perhaps the Halfling was confused, the bruise on his head indicated quite a blow.

Discussing, briefly, our past adventures and our current quest, we decided to bring the Halfling along. He introduced himself as Capbelly, and he obviously could read and knew something about herbs--I thought we could find some use for him.

We headed to the Light College and made plans along the way. After some struggle, we made it to the college and met with Konrad. Lord Konrad recommended that we go visit Klemperer and he led the way to the Celestial College.

Meeting Solvig at the Cock Pit, we headed back to the burn area and Capbelly even stumbled across the Bright College, but we were unable to find him until he left the College and found us in the ruins. We did find Fredrick's book and Heimar's broken dwarven hammer, but no other clues as to who hired Solvig to steal from our room.

We decided to wrap up the evening at the Gorgon Club with Lord Fredrick. Capbelly seemed the type who would enjoy the club and the company of Lord Fredrick, and the food at the club.

Konrad – Chris
Sigmund – Ronnie
Heimar – Alex
Fredrick – Matt
Aldebrand – Max
Brock – Scott
Felix – John
Capbelly – Wayne