

# Bome Alenas

## Tales of Adventure

### *My Troupe*

- **Arum Broadaxe:** Dwarf Cleric
- **Bruce:** Elf Scout
- **Bome Alenas:** Half-Elf Bard
- **Gery “Gary” Anders**
- **Kitharra of the Moon:** Cat-Folk Barbarian
- **Sir Percival Teneber**
- **Sister Miriam Suntemple:** Human Cleric



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# The Alchemist Ruins

Saturday, September 26, 2020

## The Offer

I met Gery traveling. When we stopped, we discovered some kind of lizard bandits had attacked the local baron and a few merchants. The Baron was offering a reward for recovering his signet ring and proof of killing the beasts.

The Baron's man told us there was an abandoned alchemists residence in the area where the attacks occurred, so we checked that place out first.

## Kobold Brigands

### Kobold Brigands



The Alchemist's place was in ruins: no roof, walls only a few feet high. Kitharra of the Moon found a half eaten sheep and plenty of lizard-foot tracks. ArakDorum the dwarf found the way down into the basement.

Behind the first door I heard claws clattering and other sounds—could be their language. Kitharra busts open the door and we quickly dispatch 2 small kobolds.

There was a chest in this room and Gery and Kitharra check it out. Not finding any traps, Kitharra takes a crowbar to it. “Hiss-ss-ss”: Gery feels terrible and needs to rest for a few minutes; Kitharra says she's smelled worse.

Inside the chest: a signet ring! Jackpot. There was also scroll in a leather pouch. I sensed it was weakly magical, but nobody has any idea what it says; I put it in my backpack.

Saturday, October 17, 2020

## Within the Ruins

After making quick work of a few kobolds, we manage to find 44 gold pieces each. Back in town I wasted no time spending some of it on a wonderful night out and a prostitute—she had a room at the tavern.

After searching the slain lizard guys; among them we find 40 silver pieces worth of coin each.

In the room to the south, we find a starving chained up orc. Arum the Cleric feels sorry for him, and gives him some of his rations.

*The Alchemist's Place*

We leave that a room and check out the east door. There is writing faintly scotched into the metal door. Basically say's "Evil ... keep out". I suspect that the room we are in, with the good magic circles was the last bulwark against the evil beyond this door.

After a few frail tries to bust down the door, Arum Broadaxe uses a spell to make Kitharra even stronger than she already is. Now she's able to bust the iron door in.

There are four giant spiders there. Gery gets bit. The Spider's poison is nasty, but Arum manages to keep him alive and fighting. After we kill the spiders, the left over pieces animate and start attacking us with webs! We kill them too, and this time we burn and Arum fries some with lighting.

After the fight, Arum is exhausted. He wants to head back to the Orc's room to rest for an hour, so we do.

2 cp (Broadaxe MVP)

Friday, October 30, 2020

## More Spiders

After we (mostly Aram Broadaxe, our Dwarf that just saved Gery's life) rest; we head back into the spider's nest. I still hear some ... shifting. I think it might just be rats, some kind of vermin enjoying home cooked giant spider.

As we make our way further in, up some stairs into pretty tight corridor, we see a giant spider skitter up a wall. Ya, the ceiling is covered in cobwebs—no telling how many beasties are hiding up there.

We back out till we're outside the webbed area, and Arum Broadaxe sends a bold of lighting up which ignites the easily flammable webs. A few things drop from the ceiling: dead spiders, spider meals, who knows.

We continue: Arum casts continual light on Sir Teneber's helmet and he moves ahead, Kitharra with him.

"There's about a half a dozen spiders up here." Sir Tenebar informs us. The rest of us move forward. Sir Teneber and Kitharra have continued beyond the web-cleared area. Several spiders drop from all over. I'm attacked! I dodge, drop my bow, draw my rapier and whiff! Clean miss.

## Giant Spiders



*Underground Ruins*

It's not good. Kitharra is wrapped in webs. Sir Teneber is swinging his great sword at four different spiders. Gery charges ahead, Arum and I are close behind.

It wasn't easy. Kitharra was unconscious in webs, but mostly we killed at least half a dozen giant spiders, that will become a dozen smaller-but-still-plenty-big spiders if Arum doesn't zap them, and lived to fight another day.

We end the fight at Kitharra unconscious.

(MVP Sir Teneber)

Saturday, November 14, 2020

## Crypts

### Slime, Beetles, Lizards, and more Spiders



*Crypt*

Sir Sir Percival Teneber suspect this was a sanctified holy place. Gery Anders finds something carved into the wall of one of the niches, he says it a blessing about "going to the other side".

Some niches contain a body with scrapes of moldy clothes. Some are all skulls or all leg bones. There are, disappointingly, no grave goods; either this ancient culture didn't bury their dead with their possessions, or they've already been looted. Or, some slime or fungus ate it. Kitharra of the Moon had her spear head eaten away a bit when she poked at one of these disgusting blobs.

There are also a few cat-sized beetles about. Arum zaps them with lightning

or Kitharra steps on them. As she stealthily leads the way, she encounters three 4' 4-legged crocodile/Komodo dragon type creatures. One clamps down on Kitharra's leg! Meanwhile, Sir Teneber informs us there is a giant spider approaching from behind.

We dispatch the three lizard things, then Sir Teneber rushes down the hall to take care of the giant spider. Gery rushes down to join him and burns up the spider corps to ensure it doesn't spawn two more spiders.

(MVP Broadaxe)

Saturday, November 21, 2020

## Fountain Room

The dead guy is wearing a heavy robe, that's starting to rot. He also has a key, a ring, scroll case, a book, and wooden box with 6 flasks. Gery smells one of the flasks and says it has no odor—maybe a slight earthy smell.

The leather bound book is magical. Gery says it's in surprisingly good condition. It's magical; I suspect it's a wizard's grimoire. I give the wooden box, book, and scroll case to Kitharra. I put the ring on and feel refreshed. I grab the key a well.

There is a door here in the east wall. It's locked, and spiked shut. Vendor's key does not fit the door.

We think better of opening this door right now, and leave to explore other areas of this dungeon.

## Crypt - South West Area

More webs in the ceiling. Gery climbs up Kitharra and burns it out using my torch.

There are two large spiders lurking in some rubble to the south. An arrow from my bow and wack and stab from Gery and Kitharra take one of them out.

Wait! A third spider emerges from the rubble to the east! And a fourth. And three of them managed to spawn six new spiders before I could get the torch to them. But, eventually, we manage to dispatch all the little beasties.

Gery was the only one who got bit. I administer first aid, and Sir Teneber administers his healing touch. That will have to do for now.

There is a lot of rubble to pick through here. Assuming it's blocking a passage or room beyond, and not just wall that caved in.

We're considering going back to that spiked door.

(MVP Gery)

Saturday, December 12, 2020

## Spiked Door

Sir Percival Teneber leads the way to the spiked door. The dead alchemist, Mr. Venzor, is still there. Miss Arum Broadaxe thinks with some time and research she can decipher Venzor's book.

## Beautiful Princess



*Treasure Room*

her is gone, but there is still some lingering magic in the room.

“Do you remember your name?” I ask as Kitharra opens one of the 7 lead-lined chests—it’s full of gold

Thinking for a moment—“Sidarra. I think I’d like to leave this place.”

“Yes, let’s get you to safety. Sir Teneber, lead the way.”

Arum opens a second chest of significant wealth. Arum is suspicious—it’s just too much wealth—so she casts dispel magic. The gold and gems are still there.

Not beyond taking of few of the most impressive gems and gold coins, Broadaxe agrees our priority should be to get Sidarra to safety.

Kitharra of the Moon gets to work on the spiked door with her crow bar. I ready an arrow. We get through.

We’re in a musty passageway. I don’t think anybody’s been in here in quite some time, i.e. Vendor didn’t make it this far. Kitharra says there are no tracks or footprints.

The hallways are very nicely made, plastered over.

There is a beautiful princess inside a circle; she is radiating colorful magic. She is inside some ceremonial circle: Aram says she thinks some kind of sleep magic is at play here. Sir Teneber moves into the circle; the yellow part of the Princess’s(?) aura goes away. Sir Teneber kisses her to wake her up. Nothing. Arum casts some spell to dispel the magic around her. The hair on our arms stands up; there is a woosh, torches sputter and our magical light sources dim slightly. The colorful magic surrounding

## Sidarra



## Barron's Place

The Barron takes an instant liking to Sidarra, but I keep Sidarra wooed. He's interested in what we found. We tell him everything—I make sure the horrific nature of the spiders and lizards are well elaborated upon—except we skip the 7 chests of fabulous wealth.

I set Sidarra up in my room.

We party with the locals; we're very generous. When we get back, I make my way to Sidarra's room—she's not there and her window is open. She's gone. :(

## GM Dawn's Epilogue

The items you found on the body of alchemist Tenzor are:

- magic ring +2 fatigue (this was given to "Princess Sidara")
- a key, which goes to the door from Tenzor's lab into the crypt
- scroll case, has a spell of your choice within it
- the alchemist's note book, if translated and studied for 3 months confers 1 level of alchemy skill to the user
- 6 small bottles (about 4oz ea) containing aqua pura, a necessary component of healing potions. Worth 100 gold each, or a bonus to anyone who can create potions

When Bome visits the "princess" after the party at the inn she reveals herself in all of her terrible beauty, laughs and thanks him for freeing her, and flies away. Her goal was to be free. She tried to enchant various members of the party (and failed to get all of you), and since no one challenged or attacked her she decided she could just escape with no one the wiser.

Anyone who cares to do research will find that the coins in the hoard date back about 500 years, to a period of civil war. This is likely when the tower was originally built. Who stashed the treasure there is anyone's guess. You find no records of anything to do with the succubus or who or why she was imprisoned.

The Baron is very pleased with the information you have brought him and lets you stay at his manor for a couple of weeks. The townsfolk are happy to hear the lizardmen bandits are gone, and to have you spending money in town. The baron says he may have some other small jobs for you in the future, if you are interested.

[2 cp all around; MVP Broadaxe & Alenas]

Friday, December 16, 2022



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# Krampus

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## The Town Loves Us

After dispatching the bandits, trade caravans have resumed. We spend money freely and frequent the tavern. We're beloved heroes.

### Winter is Creeping In



*Woods*

More adventurers show up looking for more gold. They venture out for this gold. Some come back bruised and battered; some don't come back at all. There are rumors of a giant flying something on cloudy nights.

The summer is over; harvest has been brought in. The baron has sent his tax to Capital City. Winter is creeping in: the air is chilly, the nights are frosty. An icy draft rolls in every time the back door opens.

Boy: I say it again.

Bome: [I race out the back door.] Where boy? Where?!

Boy: There were two of them

this time.

Barkeep: You'll want to be getting back in. The woods are dangerous. Besides, tomorrow is Yule's Eve; there will be a big festival.

Boy: [to serving girl] I saw the creatures again.

Girl: Ha. I'm sure it was nothing. Perhaps some winter sprites or dark Peter himself?

Bome: Dark Peter.

Old Woman: [Gives me a look] Aye, all of us know of Black Peter, and the fae folk. You should keep your voice down.

Bome: Ah. Maybe you've heard of us? We rid the area of bandits for the Baron. What can you tell us of the local fae folk.

Old Woman: Elves and fae folk about an hours walk are the dark woods. There used to be a monastery there.

Bome: And what of this Black Peter?

Old Woman: Some say he keeps the key to Krampus's prison cell, where he keeps the naughty children. Some say he was one one of the Elvin kind, but has turned to evil.

Bome: What do you think of these flying beasts? You seem a wise woman and I would value your opinion.

Old Woman: I've never seen them. And who knows to make of tales told by tavern drunks.

Aram: I'm going outside to walkabout a bit. Join me?

Gery and I stay in with the warmth and the wine, woman, and song. Aram returns.

Aram: We're to meet a King and Queen about a quest.

We hike brusquely into the woods about a 1/4 mile.

Magical Creatures: My lord and lady require someone such as you. Your assistance is desperately needed.

Bome: What do you need and what is the payment?

Magical Creatures: I don't have the specifics.

I pow wow with my mates. They're both into it! We had out deeper into the woods.

Bome: I don't think I've ever meet your kind.

Magical Creatures: Few people have, especially the younger races.

We come to clearing: three large grey ice-covered stones.

Magical Creature: Follow me. (He steps into the circle and vanishes.)

We follow. There is a brief disorientation. We're in the middle of a warm field in summer time.

Guide: Welcome to the Land of Summer.

Bome: [bows]

Guide: [pulls his cloak back. He's an Elf] We have but a short journey to continue.

We find ourselves in a village full of Elves. One of the buildings is larger and more ornate; our guide leads us inside. Our guide speaks with some other Elves. We're lead to a reception hall.

There are elaborately dress elves, a man and woman. The woman has been crying.

Bome: What troubles you, my Queen?

They have a mission of great discretion. The other night, our children, a boy and a girl, were kidnapped. We fear they will use the children against us. We can't send our elves; it will cause a political situation among the other fae.

Aram: Who is responsible?

King: Possibly Krampus, or one of his associates.

Queen: Their names are Thanus and Elsa. They were a little naughty, but they're not that bad. They're usually darling children.

They used magic to determine their children have been taken to the Winter Realm, a place called the Black Forest.

Bome: We could use some amulets against cold. Do the fae have any weaknesses?

They list a litany of potential nasties. Too many to keep track of.

Elvin Lady: These will help you in the cold. [She takes out nine pouches (three each) If you mix a pouch of this with hot water, it will keep you warm for one hour. [She pulls out a dark reddish pouch.] It looks empty, but inside you can pull out friendly furry creature, e.g. a rabbit, and owl, maybe even a tiger. [She takes off a broach with a nice jet in it.] This word turn it on. This world will blind a creature within 60' of you. This word will cause the gem to flare in a blinding 30' cone; this may destroy the broach.

Gery: What can you tell us about the fae?

Guide: The Winter Fae re known for being chaotic and cruel. If you have to fight them, use fire. Lay lines there are weird, they can mess with spells, especially gate and divination. Around Krumpas, expect your luck to be very bad. It is always night in the dark forest; anything that requires the Sun will not work. There are dark elves, they will kill you on sight.

And here we are.

Two trees lean into each other forming an archway. Beyond, it is very dark.

Guide: Someone will be waiting nearby for the next day. If not me, then someone else. If we don't hear from you in two days, we'll assume you have failed.

We decide you use out first of three hot-water cocktails before we go in.

Arum finds dome giant-goat looking prints in the snow. Sounds like a Krampus. We follow them to a small village of five stone cottages, which sits beneath a large castle.

Stairs 30' up lit with green-flame braziers lead to the door of the castle. A giant doorman calluses out fo the shadows. he lets us in with promises of ginger cookies.

Once inside, I listen at a large door: I hear children crying. Breaking thought the door will make too much noise. We check out a natural room to the east.

There is a large dire wolf/reindeer.

DW/R: Leave now and all will be forgotten.

Gery: Have you seen my ball?

The DW/R confused, we sneak passed it.

In the next room are two kids in a cage, and a Krumps on a throne.

Krampus: These are the Landuvar children, but I took them from a Human home. They tricked their nanny into falling into a frozen lake. They burned down a grain storage bin. They never brush their teeth before bed.

Aram: Hey, taking these kids back to their real Elvin parents will make both kids and parents miserable. That should be full and fitting punishment for hellions such as these.

Krampus: That will be acceptable.

Bome: Krampus, my time here has been some of the most interesting and rewarding of my adventuring career. You are far more interesting and complex than the tales of common folk have made you out to be.

Arum: Do you have a bag?

Elsa: [to Arum] You're ugly.

Thanus: [kicks Bome in the leg]

Arum puts the kids in the bag.

Krampus gives us an escort to the arch. The Lord and Lady are waiting on the other side. The kids are quickly whisked away by some palace retainers.

The Lady presents us with each a 2-pt power stone. And we still have Krampus's bag and two pouches for hot-water. They also bring us the two human children.

Bome: What are we supposed to do with these?

Aram: Take them to their human parents.

Bome: Who are their human parents? [Looking at The Lord and Lady.] Ask your kids. It's possible the fae simply switched the two pairs of kids.

Lady: [to a servant] Find out from Thanus and Elsa

Fritzl

2 cps, MVP Aram Broadaxe

Saturday, July 8, 2023

# TBD

## Find Thine Fine Ice Wine

Early spring at a tavern with **Bruce** and **Sister Mariam Suntemple**. A few more cold nights may yet be ahead of us. Currently the crowd is small; farmers are still in their field.

A wagon caravan arrives. Two wagons pull into the courtyard of the inn. The inn is doing well; they've made some repairs and upgrades and added a few bungalows. A merchant chats with the inn keeper. "The pass should be opening." "Rupert says he has a new batch of **ice wine**. The winter was very good."

The **ice wine** is made from grapes high in the mountain, harvested on the full moon after the frost has set on them. I buy the merchant—who seems to be doing well, but is still a working man—a round. He used to be an adventurer. He likes the ladies. I do too, but they know me too well. I offer our services to get the ice wine. **-1 gp**.

### On the Road



*To Winterhaven*

We are to go to **Winterhaven**. **Bruce** has it on one of his maps. Take the road... The **cases of wine** are \$250 per case, and we'll get a 10% commission for bringing 8 cases back safely. It's a day's ride.

**Bome**: Good! I hate camping out.

The road winds through the fields of the valley, still grey from the winter. In few hours we're at a crossroad; we turn toward the snow capped mountains of **Winterhaven**. Going up the mountain slows us down a bit. The ground is wet with slushy snow. We manage to get to **Winterhaven** before dark. It's a busy little mountain town; about 3 to 4 times larger than the village we came from.

There are a number of adults with weapons and armor; we see about six guys, traveling alone or in pairs. **Bruce** notices they all have dark blue **armbands**. Several businesses are here: leather, dry goods, restaurant. The roads are still churned up with snow and slush. The air is chill.

**Bruce** leads us to a wooden sign: "Winery", pointing up slope. As we pass by a building, two people burst out of the building.

**Older Rugged Gentleman**: He's gone up

there and I'm not sending anyone else. There is nothing more I can do.

**Old Woman:** God's curse you—all of you if he doesn't come back.

## More to Wine About Than Wine

**Sister Mariam Suntemple**, desperate to make this trip about more than commerce, can't help herself and interviews the **older rugged gentleman**.

**Older Rugged Gentleman:** One of the younger lads went off on a stupid mission. A **castle** that only appears during a blizzard; it contains untold riches. I sent a man to fetch him; he should be back soon.

**Sister Mariam Suntemple:** We're headed that direction. If you tell me where he went, I might be able to render any needed aid.

**Older Rugged Gentleman:** Follow the trail past the winery.

**Older Rugged Gentleman:** The mother is **Luanna**. The lad is **Richard**. **Jack Krul**, a woodsman and hunter who knows his way around the mountain, went looking for him.

The **Older Rugged Gentleman** is in fact, the mayor. The blue armbands are the war band.

We arrive at the **winery**. The **proprietor** has the wine, but isn't in a position to lodge us. We head back into **town**.

I give **Mariam** **1 gp** for **cold weather gear** and I go into **town** to carousing. This time, a fine lass surrenders to my charms and I leave the lodge with her fairly early.

## Up the Trail, Into the Mountain

The next morning, we head up the trail in the crisp morning air, well equipped, thanks to **Mariam** and **Bruce**.

**Mariam:** The locals informed us there are wolves, and ghost.

**Bome:** Ghosts?! They can be hard to hit.

**Mariam:** I have an "Affect Spirits" spell.

The wind is whipping the snow around, as we ascend the **mountain**. **Wolves!** Four regular kind and two **undead**—say's **Sister Mariam**. I go down and feel ... wrong; I fall unconscious. **Bruce's** skill and potions and a spell from **Mariam** puts me back right as rain.

It's now quite cold. We see a **castle!** **Bruce** notices a **cave** opening. We decide it's better to not freeze to death getting to the **castle**, and we head towards the **cave**.

**Mariam:** I don't sense any immediate evil in the cave.

**Bruce:** There are some tracks at the cave; I can't tell what.

The cave is warmer.

**Bruce:** There are definitely humanoid tracks here. Looks like **large humanoid** shuffled through here.

**Bome:** Shhh. [listening] I hear a faint squealing.

We move into the tunnel and get to a three-way branch.

1. Tracks
2. Frozen
3. Not Frozen

We follow the tracks. Eventually, I hear tearing and rending. **Trolls!**

**Sister Miriam** lights up the cave. **Bruce** drops them with some well placed arrow shots. **Mariam** cuts off their heads and burns the bodies. We take some **troll teeth** with us.

2 cp (MVP)

Saturday, July 29, 2023

## Into the Castle

We leave the chamber, **Bruce** leading us to a different exit than the entrance we came in. It's slippery and I catch **Kitharra** before she face plants.

**Kitharra** is clawing a way for us out of the cavern. **Bruce** checks it out, and comes back.

**Bruce:** We're in the castle!

There are two rows of crumbling statues in a courtyard. Our cave entrance was part of the wall.

**Bruce** approaches the nearby guard house. It takes **Kitharra** to force it open. She sees a dozen **skeletons** sitting against the walls of the room ... with no injuries. An **ice rat** scatters across the floor.

**Kitharra:** Eek!

We search the room. Most of the **weapons** and **armor** have rusted away.

**Bruce:** There is a small trap door here.

The lock to the trap door has long since rusted away. There is a **medium shield with three white bears on in**. Nobody wants the shield. As we're leaving, **Kitharra** leaps back and pulls a shiny silver ring off one of the skeletons—it looks like a **signet ring with some random heraldic symbol**. I'd like to learn more here, but any information has long since rotted away.

As for the castle, it looks like we can enter through the **main entrance**, or a **servants entrance**. **Kitharra** tries to lift the portcullis to the **main entrance**, but she doesn't budge it.

The **servant's entrance** seems to have collapsed years ago. There are giant footprints sunk into the wood of the floor! We dig through some old supplies and find a **skeleton**. We find a **glass dagger** embedded in the wood. It's not magical, but of very fine quality; I cut my gloves open just handling it. Though it appears to be made of glass, I believe it's shatter-proof. I give the **"ice" knife** to **Kitharra**.

**Bruce:** We can get into the **castle** from here.

We find ourselves in a **banquet hall** of sorts. Everything is shattered and broken up, **tapestries** are barely hanging on. Other exits are blocked by falling rubble. There is a **hole** in the floor.

Two of the **tapestries** are still in decent shape.

- One shows a blue-eyed madden.
- One shows a ruined axe on a gilded table in front of a white-haired queen. Both are probably worth a bit; the blue-eyed maiden tapestry looks in better shape; I give it to **Kitharra**.

**Bruce** and **Kitharra** check out the hole. **Mariam** provides light from her **flaming sword**.

**Kitharra:** That smells really bad.

**Bruce:** Like the pungent musk of a live creature, and death.

We all climb down into the stinky hole. Sister **Suntemple** falls; our light source — her **flaming sword** — goes out. **Miriam** re-lights her sword. There is a door, with writing — no, it's slashing, like a cocaine bear trying to write in cursive.

## It's a Blood Bath

**Kitharra** bashes it open (Forced Entry crit success). The stench is overpowering. The floor is covered in blood. There is an emaciated scraggly —not human, though **humanoid**— in the room, alive! No wait, more **bloody creatures** emerge.

**Kitharra** makes the first strike, with her crowbar, because she happened to have it in her hand. After dispatching the first four creatures, two more emerge from the walls, which we dispatch—but **Bruce** is bear-hugged by one and Sister **Mariam** is compelled to heal him.

**Bome:** What were those foul wretched creatures?!

**Kitharra** finds a **glass scepter**, that might match the scepter that the white-haired queen seems to be holding in a picture here. This room appears to have been **servants quarters**.

We climb back up into the **old banquet hall**. It looks like we're going to have to dig through one of the two rubble piles. **Kitharra** hears a moan past one of them. We dig through into the corridor ahead—we definitely hear moaning.

**Bome:** **Richard?! Jack?!**

Voice [from out of the darkness]: Help me. I think my leg is Brocken.

Sister **Mariam** presses towards the cries. There is an injured woodsman.

**Mariam:** Are you **Jack**?

His leg is twisted at an impossible angle. **Mariam** sets to healing him.

**Miriam:** Did you find **Richard**?

**Jack:** No.

**Miriam:** Any sign of him?



**Jack:** No.

**Miriam:** This might hurt a bit. [She bandages and splints his leg.]

**Jack** will make it, but he will slow us down. He's quite capable of taking care of himself: **Jack Krul**, a woodsman and hunter who knows his way around the mountain, that the **Mayor** sent to find **Richard**, the lad that came here to find the riches of the **blizzard castle**. Question: do we take him with us, or leave him behind and grab him on our way out.

2 cp