

The Watch Campaign

Session 11

18th August 2014

Previously: The party were tasked under Lt. Joseph (Geoff) to scout out a ruined castle between the border between Kursaval and Turse. A dodgy border due to the state of Turse. Torman only became duke after his brother was murdered, but that was just before the war with Aragorn and he has experience of fighting a guerrilla war from the woodlands. Torman had got wind from one of his agents that the Tursens were doing something dodgy on the border at this fort.

The party sneaked in and had a look around and discovered that the castle wasn't ruined, it was in good repair but under the cover of a powerful illusion. Erasmus and Joseph did the main search, interrogated the servants, checked out some caves, and found some undead down there. We managed to grab someone called Targesh (Ukrallish chap). That all happened on 6-9 of the month. We rested for two days and then returned to Rew. Targesh has been arrested as a possible Ukrallish spy - or someone with links to the Tursens.

Watch-woman Elvira had spotted a number of perps fleeing the scene on horseback, and pursued using her boots of speed. She has not been seen since...

12 Deepwinter 1166

Flay has been promoted to acting Sergeant Flay. He is not entirely comfortable in this role.

Primary characters:

- Neil: Ignacious Flay (half-orc rogue/fighter)
- Malcolm: Caius Kaelson (male human bard)
- Clive: Nerull Spanglestrup (female gnome wizard) with a cat
- Adrian: Amatlo (male half-elf priest of Kraatese)

Secondary characters:

- Neil: Melcor Scroff (human male scout)
- Malcolm: Jools (human female thief)
- Clive: Yorgil (male human fighter)
- Adrian: Adam (male human ranger) – not appearing in this session...

The scene: Duke Torman's castle in Rew, early in the morning, in the one of the halls in the outer keep where the Watch is based. It's a small room. We're here to be briefed by Captain Jeshmire, the head of the Investigators.

Joseph, Erasmus and Samuel are currently interrogating Targesh and keeping an eye on Great Ravenspire Castle. Yesterday evening a rider came in from New Ravenspire - the closest town to the border with Turse. There's a detachment of cavalry there, although Torman's main force is still in Rew. Rider was a cavalry man. He had messages:

- They have a body. It's at the temple of Issiad in New Ravenspire. Body was found a couple of days by a drover in a ditch just off the main road to Firth on the Kursavalian side of the border. Hasn't been positively identified as the body of the missing investigator Elvira.

Note: Elvira was last seen on the ninth. So that timetable works. We last saw Elvira on the 6th Deepwinter. Caius had tipped off a bunch of people at the castle by trying to overcast *invisibility* and exploding. They then fled from the castle. One was Lady Hagus (younger sister of Count Petterick, the current Lord Chancellor whose father was Archbishop Vesparian – the High Priest of Issiad before his murder at the hands of Green Lady). Two men on horseback fled with her. Elvira chased off after one of the horsemen.

Flay is ordered to take team to New Ravenspire. Identify the body. If it is Elvira, investigate the killing and see if the death is linked to what happened at Ravenspire Castle. Messages can be sent via Lt. Oskas, the Watch Commander at New Ravenspire - he's head of the cavalry there, in charge of protecting the border. Sensitive information should be sealed. Lady Hagus is currently staying with Lt. Oskas. Be discreet. Lady Hagus is untouchable by us (SL 10+). She's a teenager.

We can requisition a pack animal, and maybe a cart to bring a body back.

As we leave the castle we're stopped by the castle carpenters who give us a coffin. Then we head off around mid-morning. It's a fairly straight road, but rutted. Icy puddles. Frost. Slow going. Melcor and Kitty (Nerull's familiar) are sent out ahead. Melcor notices a suspicious Hawthorne bush. The trunk is too big for the size of the bush.

Melcor sneaks around in the ditch and notices someone is hiding there. He makes his way back to the party and tells them this. Amatlo fires a crossbolt close to the tree and Flay yells announcing that they are the Watch and have to surrender. It all kicks off 150 ft. away from the bush.

Big half-orc gets out and tries to intimidate us. Flay insults his lineage by accusing him of being the son of a goblin. It looks like a stand-off, until Jools shoots at the half-orc with her bow and arrow. It's an impossibly bad shot. Then a 9 ft. tall half-ogre charges us from outside the Hawthorne bush.

Melcor shoots the half-ogre, but his arrow does a pitiful amount of damage. Flay scans around for any other enemies, but doesn't see anything. He orders everyone with a ranged weapon to take down the ogre. Nerull hides in the undergrowth. Amatlo casts *cause fear*. No effect. Yorgil jumps off the cart and draws his sword and shield. The enemy half-orc has closed the distance and engages Jools in combat. She jumps off the cart and leaves him to Yorgil.

Caius races over and stabs the half-orc. Melcor misses the ogre with his bow and arrow. Meanwhile Nerull prepares a *colour spray* for the ogre when it runs past. Flay attacks the half-orc and utterly intimidates him while nearly cutting him in half. He tries to run away. We attack him as he tries to flee. Aha! Unfortunately, the half-ogre is still charging. Amatlo throws a Doom spell at him. Nerull casts Colour Spray. Doesn't seem to have an effect.

Jools runs over and manacles the half-orc. Melcor shoots another arrow at point blank range that bounces off the half-ogres armour. Flay attacks very effectively. Various other attacks, then the ogre hits himself in the face and falls down dead. Obviously decided suicide was preferable to humiliation at the hands of the Law.

Amatlo stabilises the half-orc bandit. Then we see another half-ogre gets up out of the grass, pulls an axe and heads toward us. Melcor strings his bow and shoots it. The ogre disappears as soon as the arrow touches him. Another illusion.

Clothes, back-pack and leather armour. In backpack is a bottle, knife, silk rope, wineskin, bedroll and blankets, money pouch (coins and gems). No licence for his sword. Contents of bottle, the leather armour and the bastard sword is magical. There's something magical around the half-ogre's neck. Nonmagical breastplate, and a holy symbol - two crossed dragon heads (magical). Great axe. A very full money pouch. A spell component pouch. Aha! A priest.

We decide to incarcerate the half-orc in Rew rather than drag the prisoner all the way to New Ravenspire, so we return to the town. We can't identify the holy symbol in Rew. There were 17 gold rilks and 290 silver aruns on the half-ogre. Half-ogre 19 silver aruns, 2 amber gems. We turn it all over, then have lunch.

We arrive in Ravenspire mid-afternoon with no further troubles.