

The Watch Campaign

Session 12

29 September 2014

12 Deepwinter 1166

It is mid-afternoon on 12th Deepwinter 1166. We arrive in New Ravenspire. It's not a large village, and (unusually) it's not walled. There is a stone fort in the middle of village where the townspeople retreat in case of trouble. We follow the tracks to the crossroads in the centre of the town where there is a park-land and a church. The garrison stables are on the opposite side of the road. There is also a pub called *The King's Arms*. Melcor spots another pub called *The Three Tuns*, which is probably where the locals and the soldiers drink.

We head to the fort to report to Oskas. We learn from the duty sergeant that Oskas is out on patrol until the evening. We're told to make ourselves at home. Flay sends the secondary characters to quarter the horses etc. while the four of us head over the church of Issiad to see the body. Nerull leaves something precious under lock and key in the fort (his spellbook).

According to the sergeant, the local priest of Issiad is called Friar Shermock - a "steady sort of chap" with a younger (and lively) assistant called Dunwill. There is also a paladinic squire there called Farnmir at the temple. Shermock is an older priest, so he managed to survive the purges of the Green Lady and Aragorn.

We head into the temple and hear the sound of merry whistling. There is a young guy in priestly robes. Dunwill. We introduce ourselves. Shermock is having an afternoon nap. Dunwill shows us into the north chapel where the body is being kept. There's a chap with a sword standing guard over the sarcophagus.

Flay asks some questions... The body was brought in two days ago on the 10th just before the noon-day service. A *Gentle Repose* spell was cast at that time. Rumour has it the body was found by Cannock, a drover in the village and then brought to the temple by members of the watch. Shermock and the other two were present when the body was brought in. The body had many serious wounds.

We look at the body. Definitely Elvira. She is in a linen cloth. There's an obvious wound across the throat. Amatlo examines the body. He isn't sure how long she's been dead. She's been in a fight. Her opponent was using a curved bladed weapon, although the killing blow (to the neck) was done with a smaller and cruder weapon. All the other wounds were made by the same weapon, she was obviously fighting just one opponent. She was found in just her underwear, so the church wrapped her in the white linen sheet.

All her clothes and her magical boots are missing. Those boots were an odd black colour with silver stitching. Her studded leather armour, longsword and tabard are also missing. Shermock does have the ability to speak with the dead.

Dunwill has been in New Ravenspire for six months. Before that he was in training in Nyr'Danr. And this is his first training appointment. Shermock has been in post for five or six years here, Dunwill doesn't know where he was based before the war with Aragorn.

Speak to Farnmir. Thank him for his vigil. No one has come to see the body since it was laid out here. Farnmir has been here for two years. Also first posting since he was trained at the abbey in Lanmere. No notable brigands (they're all brigands!) in the area. Most ordinary brigands wouldn't use a curved weapon, it was a proper sword like a cavalry sabre.

On closer inspection we think the weapon is a scimitar and not a cavalry sabre. So who carries a scimitar? Dunwill informs us that the body cannot be buried on holy ground because of Elvira's bizarre magical proclivities in life (the Hexblade thing).

We leave the church to return to the fort. There are a dozen cavalymen returning to the stables opposite. One seems to be the lieutenant (Oskas). We question him. He says that a drover called Cannock did indeed find Elvira's body... the body was on a drove this side of the border, on the edge of the cleared ground. The border between Kursaval and Turse, he explains, is a man-made ditch that runs from forest to forest, the land to a mile either side of the ditch has been cleared, and there two gate forts on an island in the ditch: one manned by Kursavallian forces and one by and Turse. Lt Oskas and one other man went to find the body himself.

There is scrubland between the town and the border, where shepherds and cattle drovers work the land. Paths criss-cross this land. In a ditch 100 yards south of the road near to a drove is where the body was found. The location of where the body was found is about a mile from the town. The border is another mile beyond that.

Lt. Oskas is happy to take us to the site before dark. We leave immediately with a couple of members of the local watch and our entire party. Oskas seems to recognise Amatlo.... assumes that he must have seen him from Rew. Amatlo mentions his family name, the Drellis side. His mother the third daughter of the late Duke Drellis.

Melcor Scroff looks at tracks - among all the tracks, Melcor notices something. The drover who found her was heading north, and then turned toward New Ravenspire. In the last few days someone turned out of here - a stocky man leading a very heavy horse - headed in the direction of Turse. The horseshoes on this horse are very good quality, not made by a regular blacksmith.

Flay opines that that Elvira was killed enroute between Great Ravenspire and this point. The body them dumped. One confederate then headed off to Turse. Through the border fort? Probably. So we plan to go to the fort to check.

Head down to bottom of the drove. There's no sign of a fight here. Oskas can recommend a better tracker in New Ravenspire. Oskas says to ask for Perremort at the border fort - he's the man in charge. We arrive at the border fort. This is very different to the garrison fort at New Ravenspire. It's small and cramped, but much older than the fort back in New Ravenspire. Every available space is filled with horses, caravans, wagons etc. This is the only safe stopping place between Merrinbrook and New Ravenspire.

Yorgil goes to check out the horses and the smith. Looking for the horse.

The border is closed at night. It is always open in daylight hours. The pub in the fort is *The World's End* and it's absolutely heaving. The barkeep points us in the direction of Perremort.

We head to a corner booth with the RESERVED sign for Perremort. They look like wizards in watch tabards. Flay gives description...

Perremort doesn't remember anyone of that description leaving a few days ago (they don't keep records) but does remember someone of that description coming back in today. Young man, blond hair, scimitar, wooden shield, stocky, leather armour. So the man has returned...

We ask Perremort to hold the horseman if he comes back this way. And then we decide to head back to New Ravenspire... is it to meet with Lady Hagus? To make sure we cannot magically interrogate Elvira's body?

Mention the magic boots. There's a Kursavalian merchant called Samlark in town who has some magic boots at the moment. He had a licence for them so the wagon hasn't been searched. Flay asks if we can search the wagon this evening. Samlark is sitting with a male elf. Both are well dressed (the elf is wearing elven chain). They don't seem too bothered that the wagon is to be searched, and they follow Perremort out of the bar - Flay and the others follow.

Outside, Yorgill is in the forge when a boy comes in and says "stand to". The smith puts his iron down and draws his sword. Yorgill joins him. The smith goes to the edge of the door and has a look at what's going on outside. They see Perremort leading the merchants out of the inn followed by Flay, Caius and the others. Yorgill slips out with his bow ready.

The courtyard is pretty packed, there's a lot of people out here. Nerull has tried to cast *detect magic* and explodes. This causes mayhem. A surge of people flee from the pub. Jools and Melcor dive for cover. Amatlo notices the source of the problem, tells Flay who keeps his beady eyes on the merchant and the elf. Meanwhile an embarrassed Nerull sidles slowly from the pub.

In the chaos the merchants have gone. Flay lost sight of them in the crowd. Flay goes to join Perremort who stepped to one side. Then everyone piles out of the inn. Amatlo spots the merchant, Samlark, lying on the floor under the stampede. Amatlo dives over the merchant and casts *sanctuary*. Will it work? He jumps ineffectually forward, catches an elbow to the chin and then finds himself wrapped around a wagon. Flay and Perremort can't see Samlark. Flay decides to help pacify the crowd as best he can.

Caius runs over to Samlark's wagon. It doesn't look as though it's been recently rifled through. So Caius stands guard just in case. As we start to calm the situation. Perremort is pulling a body out of the way. It's Samlark: he looks dead. One of the barmaids has also been grievously wounded. Amatlo goes and casts a *cure light wounds*.

Samlark had been travelling with three wagoners, and three bodyguards (all dwarves). And his assistant, the elf. That elf seems to have disappeared. This is suspicious and we ask Perremort to search the place. Samlark's death does seem not suspicious considering how the riot started. Meanwhile we search the wagon... he certainly has some nice stuff. There's magical bracers, rings, potion bottles, boots, purse... he has a licence for all of these things.

The wagon is mostly filled up with silk - Ardinian silk, and it's worth fortune. The boots in the wagon are Elvira's. Check the licence to the boots. It's in Samlark's name. It's a Tursen licence made out in Firith created on 11th of this month.

13 Deepwinter 1166

We lock the fort down. The guards identify the elf as Roderick, but he is nowhere to be found. By the time we have done all this it is the early hours of the 13th Deepwinter 1166.

- Bracers
- Ring
- three potions
- magic boots
- purse

We take these things into evidence. We will transfer all the equipment and prisoners to Rew. Do we want to keep the prisoners. Roderick had been with Samlark for longer than the wagoneers and body guards. They were business partners.