

The Watch Campaign

Session 13

27 October 2014

13 Deepwinter 1166

The session opens in the early hours of 13th Deepwinter 1166. Caius and Jools to accompany the wagoners and guards back to New Ravenspire. With Samlark dead and Roderick gone, their only chance in getting paid lies in taking their grievances to Lt Oskas (or possibly to Duke Torman himself).

Meanwhile, Flay has the magical items pending identification. He isn't against the party using them in the pursuit of justice, per se, although he isn't too keen on clambering into a dead woman's boots himself.

Nerull looks at the potions with her alchemy skill. None are poisonous. Two are curative, one stronger than the other (both conjurations). Alchemy reveals no details of the third, and neither does *detect magic*. Flay looks at the licences contained in the magic purse (there's no licence to license the purse!). According to licences: Bracers of Armour, Ring of Mind Shielding, Potions of cure light, cure moderate, hide from undead, Boots of Speed.

Flay divvies up the items as follows:

Ring of Mind Shielding - Flay
Potion of Cure Light - Flay
Potion of Cure Moderate - Nerull
Bracers - Nerull
Boots of Speed - Amatlo
Potion of Hide from Undead - Flay for the time being

By the time we've done all this Roderick has had 4-5 hours head start on foot. No one saw him leave, but he could have been invisible.

Amatlo (on horse) along with Nerull are heading back to New Ravenspire this evening to see if they can discover something. They'll see if they can find Roderick or Elvira's scimitar-wielding murderer. Meanwhile the rest of the watch remain and get some sleep. Flay, Yorgill and Melcor will follow at dawn. Caius and Jools will come with the silk wagons later in the day.

As they retire for the evening in the same bunk room, Melcor thinks that someone was magically poking about in his mind. As a result of this magical interference, he cannot sleep and wakes his fellow guards.

(out of character - someone had tried to read Flay's mind, but the ring had protected him – jolly handy)

Meanwhile... En route to New Ravenspire, Nerull hears something (or someone) following along behind them. He turns and looks and thinks there is another horse on the road following

them. Obviously travelling at a set distance behind them... tracking them. Then it starts to close rapidly. Nerull and Amatlo discuss what to do next, but the enemy is upon them while they're still jibber-jabbering. Their horse goes over and the pair are thrown to the ground.

The horse that was following comes to a stop near-by. It is riderless – not even wearing a saddle. The pair quickly jump to their feet and look around. Nerull casts *protection from evil* on herself. Amatlo casts *detect magic* and explodes. What is it with that spell? The back-blast very nearly kills both of them. Nerull drinks the potion of cure moderate wounds, and flees the scene. A little shake, Amatlo casts *detects evil*. Nothing there. He heads over to his horse.

Suddenly... Amatlo is stabbed from behind and goes down. A man wielding a scimitar is standing over his body. Nerull runs back and lets fly with a *colour spray* spell. The spell fails, and the figure moves in and engages Nerull. His attack leaves Nerull a bleeding wreck. "Who are you?" asks the gnome. He doesn't reply. Nerull fiddles with rope.

"I've just come from my boots" says the killer. He says that he won't kill them both as long as he can have them. He then stoops over Amatlo's body and removes the boots. Nerull considers attacking with a magic rope spell, but in the end he decides against it. The killer touches Amatlo as he removes the boots, and then whistles for his horse.

Nerull does his best to remember the features of the killer – this is evidently their man and the murderer of Elvira. He is a human male, 30s-40s, brown hair, 5'9". But although he is nondescript, his clothes are not. They aren't Hurssian, but Nerull can't quite put her finger on it. He then gets back on his horse and heads in the direction of Rew.

Amatlo is still unconscious, but he's stable now. Amatlo's horse is writhing around on the ground. It's probably broken a couple of legs. The road ahead looks as though it's been ploughed up. Magically transformed from a road to treacherous terrain. Nerull can't wake up Amatlo, can't soothe the horse... so she hides and cuddles her cat...

Back at the castle the party is moved to act by Melcor insistence that someone was violating his mind. They look out of the window. No one there. They check the courtyard outside. No sign of anyone. Flay assumes that Melcor imagined it. They sleep, and in the morning Flay, Yorgill and Melcor head off back to New Ravenspire.

They find Amatlo and Nerull. Amatlo is restored with Flay's cure light wounds potion (so much for those two potions!), while Yorgill and Melcor look for tracks. The horse ridden by the killer was a lightly laden riding horse – it is not the same horse from before, but likely the same man. Flay puts the horse out of its misery.

Melcor can see a lot of smoke about a mile and a half away, to the north-west of New Ravenspire. What's there? A few farms... we double-time it across the countryside. We could do it in about 15 minutes. Flay leads the way. It's a burning farm house. We head into the courtyard. Looks as though the building has been burning for about an hour. No sign of any bodies outside, although it's obviously been lived in very recently. There's evidence that the gate has been smashed open.

Amatlo notices a figure hiding in some bushes about 50-60 yards away. Amatlo calls out that we're from the Watch, and that they have nothing fear. The chap in a bush is also a watchman... he saw the smoke and came out to have a look. His name is Adam. He came up

to have a look as well. He scans the area for tracks (could he be the 'great' tracker from New Ravenspire that Oskas mentioned to us?). Adam says that cattle rustling barbarians took the cows on the farm and headed north toward the forest with them. By barbarians he means the enormous and inhuman barbarians of the White Forest... Flay shudders at the thought of them.

Melcor, who couldn't find any tracks at all, believes this Adam to be no more than a fraud and making things up to sound more important than he is.

Adam also says the place is called "Helt Whistle Farm", and that the farmer Medge lived here with his wife Eril. Flay checks out the barn and the area. They don't think there could be any survivors, the question is do we go after the barbarians? There's no time to go and get back from New Ravenspire. Flay decides that it's their responsibility to go after the dozen barbarians and rescue the cows.

Tracking is easy. After about 25 minutes we can see the edge of White Forest... the supernaturally cold and frozen woodland. We see the herd being led in the forest and we are about 400 yards away. We approach without being seen, but as we get closer we can no longer remain hidden. By the time we close to 150 feet they have retreated into the forest. Adam caps off a shot with his longbow, but doesn't hit anything.

At the edge of the forest, Flay determines that we'd be nuts to follow them in. Back at the farm the fire is as bad as ever, so we go to New Ravenspire instead. Flay sends Amatlo and Nerull off to see Friar Shermock and get healed, and also to check on Elvira's body.

The rest go to report to Lt. Oskas... As he is still suspicious of the lieutenant's involvement with Lady Hagus, Flay voices a pretend theory about Elvira's murder being simply about theft... that the Scimitar Killer was motivated to steal the boots, and only steal the boots. Flay hopes that convincing Oskas they are on the wrong track might pay dividends later. Or not.

Oskas says that Flay's theory is possible, but why go to all that trouble for a pair of fairly minor magical boots? Suggests that the boots are the link to the perp - find them, find the Scimitar Killer. So Duke Torman's wizard could help with that, so we need to return to Rew. Oskas is being very helpful. Flay starts to think that he misjudged him. He feels that they need more information.

So the party hits New Ravenspire with the aim to gather information around the town, the pubs and in the garrison. All through the rest of the morning and the afternoon they are looking for info about Lady Hagus and Oskas. We find out that no-one thinks Oskas is suspicious. We hear that although Lady Hagus and her companion Lady Quiller were staying in town up until yesterday, they have now left. Presumably back to Nyr'Danr, which means that they would need to go back via Rew.

Quiller is a dowager. Husband was a knight called Sir Belamor who was killed in a joust. She's in her 30s - a bit down on her luck in regard to money and things. Lady's Quiller's sister Agrynn is married to Lt. Oskas. Lady Quiller doesn't seem to be that well liked. A bit of a miserable, demanding cuss. Life has been hard to her, she's bitter and perpetually cross with the world.

Flay suggests that party (sans Caius and Jools who are still en route from the border) head back to Rew as soon as Amatlo has prayed this evening. If we leave around 7pm, we should get there by 10pm. We'll take Elvira's body, and leave word for Caius and Jools follow with the silk wagons in the morning. The guards and employees of the deceased Samlark aren't under suspicion and will help to protect the two guardsmen on the road.

We're not sure what to think at this point. Was Lady Hagus waiting for the Scimitar Killer to return, and are they now returning to Nyr'Danr together? What is Lady Quiller's involvement in this? And who killed her husband Sir Belamor?

On the road we can hear howling on the road to the north. We're obviously about to be attacked by wolves... so we stop, lay fire and try to defend the horse. Some get through to the horse which panics and bolts. Amatlo falls off the wagon, as does Melcor. Flay has already jumped down to deal with the wolves, and jumps aside in time to see the wagon rumble off, squashing one of the wolves. Melcor kills another wolf with a shot from his bow.

Yorgill has completely lost control of the wagon. Good grief.

The wolves are eventually frightened away or despatched, and the party meet up a little while later to compare notes. We then continue our journey to Rew.