

The Watch Campaign

Session 14

10 November 2014

13 Deepwinter 1166

With a nagging feeling that they have missed something important, the party and Elvira's body finally makes it back to Rew. They pass the few farms scattered around the town and, at around 11pm, head past the White Star Inn. This is the local brothel discreetly located outside the town walls in accordance with city ordinances. Passing the ditch that surrounds Rew, the party hammer on the gates that are closed at this time of the evening.

Amatlo wonders why none of the churches in town will want Elvira's body. Flay explains that she was of an "unclean faith". Fortunately, there are commoner's graves outside of town. As one of the Watch they'll do her justice.

Once inside the gates, we ascertain who was on duty when Lady Hagus returned to town. We're directed to a guard called "Eyebrows" who is not currently on duty. However, if Lady Hagus is still in Rew then she'd be staying at the castle, with the Duke. With much to report, we head to Watch HQ to see if Captain Jeshmire is still awake. No-one seems to be about, except for the duty-watchman and the stable boy. We discover that Lady Hagus was here apparently, but left for Hornwick this morning. Bugger.

Flay opines that pursuing Lady Hagus is now their only clue. She is the only link to the Scimitar Killer that he can see. The half-orc wishes that Lt. Joseph was still in charge. He's more of a henchman than a detective. Other people should detect: he should hench.

Amatlo questions the stable lad, plying him with iron tiks. How many were in Lady Hagus's entourage? Just Hague and Quiller on their own, he is told! That seems very odd. They both had very good and fast riding horses. It seems they were in a big, big hurry to leave....

With few other options, Flay wakes up Captain Jeshmire and gives his report. Jeshmire says that the Duke's Chaplain, Prior Gwendan can cast *speak with dead* on Elvira's body, but waking him now wouldn't win us his undying friendship. Flay decides to stay the night and then request that Torman's wizard Mezerill put a trace on the boots.

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Amatlo asks at temple of knowledge as to what's been happening with Quiller and Hagus. Now there's a rumour that something happened at Great Ravenspire that the pair were involved in.... although of course that is all a matter of Watch record. Meanwhile Nerull visits grove of Allaveer but can't afford to get her cat healed.

After breakfast, the party meets with Mezerill. Nerull conjures an illusion of the boots to show Mezerill what they look like. Amatlo corrects him. Mezerill gets out a mirror and casts a spell! It clouds over and we see Elvira's boots. They're in a fairly plain, nondescript room. A bed, wardrobe, table under a window. Probably a room in an inn. The walls are white-washed. There's a window, but the curtains are drawn. Someone is in bed. Clothes are

thrown across the desk - the same odd clothes that Nerull saw on the Scimitar Killer before. Boots are down by the head end of the bed. Mezzerrill has seen that style of clothes before... but not on this plane of existence. A parallel world! Flay grumbles.

Mezzerrill thinks that given the room, this chap is unlikely to be in Hornwick or Nyr'Danr. He suspects Lethander or Rew. If it's Rew then a locating spell might help. We get a map and mark all the stone inns in Rew. We search the search the city with magic and now we're pretty sure that the Scimitar Killer is not in Rew. Another dead end.

Fortunately there is still Prior Gwendan. And after lunch we conduct a macabre interrogation of Elvira's body. These are the questions and the answers as recorded:

1. Tell us about the circumstances of your death.

We were surveilling Great Ravenspire. We interrupted what was going on. I gave chase to a rider. I caught up with him after cursing his horse. I engaged him in a fight. That's all I remember.

2. Tell us all you know about the of your magic boots of speed?

No.

3. How do we get in touch with your next of kin?

They all died centuries ago.

Oh good grief. We check out Elvira's body. Amatlo frisks her thoroughly - is convinced that she is a human. Prior Gwendon can't offer any insight. It seems that Elvira will take her secrets with her to the grave. On balance, that may be best.

Early afternoon we are summoned to Duke Torman's chambers. We update him. Give him a complete description of scimitar wielding perp, as well as the horse and the horse-shoes. We notice the sword on the image is not a scimitar - it's a curved sword, but looks more like a rapier than a scimitar. Amatlo says that this is not the murder weapon that killed Elvira.

New theory: Elvira stabbed unconscious by rapier guy, and then dumped out the way. Later the merchant (Samlark and Roderick) come past and see the body with the magic boots. They kill her and strip the corpse, smuggle the magic boots into Turse and file off the serial numbers. Sell it to someone and bring it back into Kursaval. The customer is the guy who attacked Amatlo and Nerull. And he was the one behind the mind-reading as well? Or an opportunist who reads the mind of everyone at the castle. Or Roderick?

Chap who duelled with Elvira used a scimitar and rode a heavy horse with special horseshoes. The perp on the road who attacked Amatlo and Nerull rode a light horse, and wielded a rapier-like weapon. Hence the thought that they are two different people.

The horseman who killed Elvira (with the scimitar) is now unidentified. And if the new theory is correct it look as though Samlark and Roderick murdered Elvira. But this is all speculation.

Torman reminds us that our mission to find Elvira's killer, not necessarily pursue what happened at Great Ravenspire. We can visit all the blacksmiths in Rew to try and get a lead on the strange horseshoes.

On the way out Torman wants the ring of mind shielding, which Flay hands over. He is given a different ring in return (ring of protection +2). Then everyone except Nerull goes out questioning blacksmiths. Nerull learns magic missile from Targesh's spellbook (which is held by the Watch).

Most of the blacksmiths couldn't make something as good as those horseshoes. This is a master craftsmanship. None of the blacksmiths have touched these at all, although one has seen work like this before. There was a chap hiding out in the Kavil Forest who did work like this. But that was a decade ago. Again no leads.