

The Watch Campaign

Session 15

24 November 2014

14 Deepwinter 1166

Still in pursuit of the truth behind the horseshoes Flay wonders whether Duke Torman knew of this miraculous blacksmith from the woods during his own exile in the Kavil Forest? We ask Captain Jeshmire in the first instance. He doesn't know. So we go and speak to the Chancellor, Caddick. Caddick has heard of the blacksmith, but can't quite remember enough to place him. He'll ask the Duke this evening.

Flay is reminded that the Duke owes him two favours. Flay understand this, but says he is saving them up for a very big mistake.

Meanwhile, Nerull speaks to Mezzerrill about the role of a wizard in the Watch. She's evidently trying to turn the conversation towards getting her hands on a spellbook, but Mezzerrill is turning a deaf ear to the gnome's heavy hints. So, instead, Nerull asks about Duke Torman's history. He was married in 1162, his kids are aged 1 and 3 (Torwin and Kael). Duchess Luria (Torman's wife) is younger sister of Count Isandr, master of the Knights of Issiad.

Interesting though the Duke's history is an Amatlo and (an increasingly baffled) Flay decide the wizard's skills would be more profitably put to use with some heavy-duty scrying. Mezzerrill polishes his mirror and sets to work.

An attempt to scry on the magic horseshoes fails.

An attempt to Scry on Elvira's magic boots reveals that they are... on someone's feet! They are worn by a rider on horseback who is currently in transit. But where is he going? Looks like a paved road, and they only tend to be around the capital. So we guess he was in Hornwick this morning when we scryed him, and then he headed over to Nyr'Danr.

An attempt to Scry on Roderick results in greater success – he's at an inn! And it's not just any inn. Flay recognises it as the White Star Inn! The brothel just outside Rew. The elf is in a room in the brothel. He is in the bar.

Quickly, the group formulates a plan. Roderick knows what they all look like except for Adam. The ranger is to go inside and case the joint: keep an eye on Roderick. Flay cautions Adam against doing anything to anger the head pimp Moselvar. He'll probably be behind the bar – he's in his mid-30s with brown eyes, black hair and is built like a small brick outhouse.

The rest of the group will divide up. Amatlo, Melcor, Caius and Yorgil will enter from the front. Nerull, Flay and Jools will come in through the back door (the only other way in). Nerull casts a *message* spell on Adam and Amatlo so the three groups can communicate and co-ordinate their tactics. They will nab Roderick in a text book pincer movement, creating a minimum of collateral damage in the bar. Flay is very impressed with the plan, but can't help feeling that's he'll be cashing in one of his favours with the Duke before very long.

Soon after, Adam enters the dodgy establishment. The floors are sticky. He has no trouble seeing Roderick, and the ranger takes a booth where he can quietly observe the perp. Oddly, Adam also spots a half-elf in another booth at the back that looks just like Amatlo – so close is the resemblance that they could only be twins. Both Amatlo's twin and the elf are armed and armoured.

The rest of the party moves in. Flay, Nerull and Jools can hear the sound of dogs in the back yard. Rather than create a Ruckus, Flay sends Nerull in to deal with them. From the shadows, the three see two people head from the stable into the back of the inn. Once they have gone, Nerull moves down the alley way to the back yard to deal with the dogs. Her *colour spray* is only partially successful, so the trio casts caution to the wind and bundles in. By using the *message* spell this is carefully timed to coincide with the other team's entrance through the front door.

Roderick starts to cast a spell as soon as the Watch appear. He is closer to the front door, and Amatlo has the drop on him. The cleric jumps at him, but unfortunately lets go of his mace during the swing. Oh dear. From the back room Flay intimidates loudly and tells everyone who isn't an elf called Roderick to sit down. They comply, but in the hubbub Roderick seems to have turned himself invisible.

The Watch block the doorways. Yorgill leans against the front door and Jools against the back. Flay stands in the archway between the two bars. Melcor heads to cover the stairs to the upper floor. Caius uses his bardic powers to fascinate the crowd, calming them down.

Everything seems to be going well.. for about two seconds. Then the two characters who entered the inn from the stables just before Flay and his party make their move. One is an elf and one is a human and both make a run for a separate door. Jools tries to stop the human, but he barrels past her and heads outside. In an attempt to stop the elf, Nerull lets fly with another *colour spray*. The spell succeeds in taking out the elf, but also the barman Moselvar, a dozen patrons and Watchman Adam. The last thing that Adam sees before slipping into unconsciousness is the Amatlo look-a-like standing on the table in his booth and banging in the ceiling with his sword...

Then Nerull hears a window opening in the kitchen. Flay sprints in to discover the barmaid attempting the flee through the window. The half-orc tries to grab her but she just manages to evade his grasp.

Melcor can now hear movement on the landing. He scurries up the stairs to see a big, powerful looking man with black and silver hair. He's likely a nobleman which can only spell trouble to the watch? Oh dear.

Nerull slips outside to pursue the human who knocked Jools down. He can see the barmaid is now legging it down the alley toward the paddock. The gnome lets her go, but sends her cat after the barmaid to see where she goes.

On the stairs, Melcor confronts the nobleman and attempts to reassure him, saying that the Watch is not looking for him, and he should remain in his room. The nobleman says that he'll come down anyway. Melcor says that's fine by him.

Amatlo casts detect evil to try and locate Roderick, but the spell homes in on his twin instead... now revealed as his evil twin! "Who the hell are you?" Amatlo asks.

"I'm Bellick, who the hell are you?"

"I'm Bellick!"

"I was Bellick first!"

Outside, the human who ran past out comes out of the stable with a large horse. He hasn't had time to put a saddle on it, and mounts up. It seems he intends to head up the alleyway back to the main road and make his escape. The horse is a war horse. A huge destrier! This could well be the horseman that Elvira pursued from Great Ravenspire! They have (by blind luck) stumbled on the perp they were looking for. However, only Nerull stands between the criminal and escape. With her rope out the gnome creeps up to the horse and tries to tie its legs up with an *animate rope* spell...

Back inside, the bearded noble walks over to the booth with the Bellick brothers. He seems confused. Amatlo continues to ask questions of his twin. After a few minutes of conversation he discovers that they share a father (although have different mothers).

Elsewhere in the bar, the elf who was knocked unconscious by Nerull's spell now begins to wake up. However, Jools is keeping a close eye on him.