

The Watch Campaign

Session 16

08 December 2014

14 Deepwinter 1166

Nerull quickly assumes that the perp on the horse is Elvira's killer, and uses the *message* spell to call for help. Unfortunately, Adam is unconscious and Amatlo is busy with his doppelganger... and is not immediately inclined to leap to the gnome's aid.

Hoping that she hasn't been seen, Nerull casts *animate rope* and sends entwines it around the legs of the horse. As small as she is, the rider has not spotted her, and the rope does succeed in entangling the horse. The rope cannot stop the horse from moving, but it does slow it down. The horse can now only move at half speed, although this is still twice as fast as Nerull herself can move.

The horse trips and staggers its way up the alley toward the main road. Nerull quickly casts an illusion of a mob of pikemen at the end of the road, pointing their nasties at the horse. From the shadows Nerull says: "I wouldn't go that way if I were you." The illusion doesn't fool the canny horse for a moment, but the rider is completely taken in. He brings the horse to an abrupt halt.

Meanwhile, inside the bar, the elf groggily gets his feet. Jools, who is standing over him draws her sword and points it at him and says "Don't move!" He puts up his hands and surrenders instantly. If only everything was so easy.

Outside, the horseman wheels the horse around and bundles off in the opposite direction past Nerull and down toward the far gate that leads to the fields. As it passes Nerull she launches herself up and scissor kicks the beast in the joy department for 10 points of damage! She follows this up with a ghost sound a crowd of shouty soldier-blokes approaching the horse from the fields. She then runs after it. The gullible rider now believes that he is completely surrounded. "You're under arrest!" Nerull yells.

Inside... an unwilling Amatlo leaves his twin and squeezes out the door to assist Nerull. After being apprised of the situation, Flay quickly follows him. Caius, Adam, Yorgill, Jools and Melcor remain in the bar covering all the exits and waiting for the invisibility spell they believe is running on Roderick to expire.

In the alley, the suspect on the horse begins to cast a spell. Nerull creates an illusion of a fiery man to scare the horse. But the horse is made of sterner stuff than that. Amatlo emerges and starts casting his own spell. There's a whole lot of casting going on, so Flay simply storms over to the horseman and demands his surrender. He backs up this demand with a swing from his axe, but he misses his target.

The rider's spell then goes off, conjuring a bear to attack Flay. At this point Amatlo's spell is finished. The cleric has summoned a foot long fiendish scorpion onto the horse's face. It clicks its pincers menacingly and stings the horse in the eye. This is too much for even the coolest of horses to take. The mount freaks out bolts up the road, carrying the rider with it.

Flay reacts quickly and slices the bad guy as he departs, but the blow isn't enough to bring him down.

Amatlo and Nerull now also attack. The gnome continues his vendetta against the horse by stabbing it in the leg (she can't reach the rider), but Amatlo's rapier and a further spell fails to find its mark.

The horse accelerates away, and is 40 feet from Flay before he can do anything else. However, the half-orc decides that it's probably more pressing to concentrate on the bear that is currently raking chunks of flesh from his torso. Flay attacks the bear delivering a very solid hit. The bear runs away. Flay swings again but misses... hopefully the bear unsummon itself soon... Flay returns his attention to the rider.

The horse is getting away... Nerull runs after it and at extreme range he casts another flare spell - this time at the horse. The horse is dazzled and it runs straight across the road and slap into the wall on the other side! Smack! The rider is catapulted from the horse, and impacts heavily into the rough stone. He then slides slowly to the floor in a comedic fashion. Flay covers some of the distance, but the perp gets shakily to his feet and starts running away.

Flay lurches forward and swings wildly, not realising that Amatlo is standing right behind him. He accidentally decapitates the cleric, who then proceeds to shoot himself in the head.

Nerull displays an impressive turn of speed to close with the perp. Flay ignores Amatlo for a moment, and races after the bad guy and cuts him down. Finally, success! While Flay manacles the perp, he sends Nerull off to help Amatlo, or to get help for him. She sees Yorgill open the door after hearing the noise outside. Yorgill steps outside, but he's no good at first aid either. They decide that they can't help Amatlo, so Yorgill runs back inside the pub to get further help. Adam then legs it out to help.

Flay disarms and manacles the perp. Nerull concentrates on her cat who is still pursuing the barmaid across field and dale. Noting that she can cause no more chaos here, She starts chasing off after the cat.

In the bar the nobleman approaches Yorgill and asks to leave the bar. Yorgill looks at him, black and silver hair, blue eyes, carrying a sword, muscular. The nobleman says that he can help his friend if he lets him. Yorgill says that it's more than his job is worth...

Flay now searches the perp... he's wearing leather armour, holy symbol of Allaveer, scimitar and a large pouch - a very large money pouch. Adam stabilises Amatlo and the perp, then Flay sends him off to get a paddy wagon. Flay looks at the horse, but can't calm it down. So he heads into the inn, and picks up the nobleman. Flay recognises him as Sir Athelmor. He's a knight from all over the place. Doesn't appear to follow a particular faith - he's probably a household knight. Athelmor casts a couple of spells at Amatlo and wakes him up.

Nerull continues to pursue her cat and the fleeing barmaid: she's heading into the woods.

Yorgill quizzes the barman about the missing barmaid. She's still in the kitchen! The one that fled was not a barmaid, but someone in disguise. So Roderick hadn't used an *invisibility* spell: it was *alter self*. The cunning elf has escaped again!

Flay lets Sir Athelmor go along with his squire (the evil Amatlo). Amatlo tells Flay that his twin was evil. Flay says that he can't arrest someone for simply being evil. They get Yorgill from the pub and between the two of them, Flay and Yorgill calm the horse down. We're sure that this is the horse that was at the scene of Elvira's death.

Soon after eight more watchmen have arrived with paddy wagon and Adam.

Meanwhile, the cat returns to Nerull. It saw something that scared her. They are about half a mile from the pub heading onto a curve back to the road. Nerull creeps up to the road, but there's nothing to see there. She starts to creep up towards the town.

After thirty minutes at the pub no one invisible show up. Flay concludes that the barmaid inn disguise must have been Roderick. We take the other elf in for questioning, and load him and the unconscious perp onto the back of the wagon and take that and the horse and the magic horseshoes back to the watch house.

The elf is called Farrolok... and wants to know why are they bringing him in? We explain he walked in with a mass murderer. "I only met him in the stables!"... "Then perhaps we can discuss that, sir," says Flay.

We get back to the castle at about 7pm. Adam says the perp on the large horse will be unconscious for a couple of days. He has a holy symbol of Allaveer, scimitar, wooden shield, money pouches (7 sp 23 ba 9 it), and larger one has 7032 sa 29ba.

Initiate Heagen is in charge of Allaveer clergy in Rew. Flay sends a message asking for an appointment at his earliest convenience. He then turns his attention to interviewing the perp. Not wishing to be involved in an interrogate, Nerull says that her cat can lead her back to the point where she got spooked. Nerull is therefore sent back out (with Melcor and Adam) to see if the trackers can draw any conclusions.

Caius, Flay and Amatlo conduct the interrogation of the elf named Farrolok. He says that he is a self-employed scribe, and only met the horseman in the stable that evening. Caius is sure that this is a lie. Flay turns up the heat. Farrolok says that he works with two merchants named Greddon and Tellen – both are elves, but he doesn't know Roderick or Samlark. Flay lays his cards on the table and accuses him of conspiracy, spying for Turse and murder. Some of what he says hits home, but Caius notes that Farrolok seems genuinely baffled by some of Flay's wilder accusations.

We search the elf's belongings: he was carrying clothes and winter clothes, bracers, scroll tube, component pouch, long sword and buckler is all magical. No licences! So we can at least hold him on something. The scroll contains four spells: mage armour, mount, obscuring mist, and protection from arrows. The party return to the inn to check the stables, and get Farrolok's horse. There is nothing incriminating in the tack.

Out on the road... Melcor is nervous. Why are they out in the dark hunting down frightening magic phenomena? After some bickering, Adam and Melcor look for tracks. They note that a heavily built woman came out of the hedge in the road. A horse appeared in front of her, and then she got on it and rode off down the road in the direction of Hornwick. A *mount* spell like that could have scared the cat. Such a spell would get the rider as far as Hornwick - but it's complete darkness, and the road across the moor is treacherous at night.

Nerull goes back to Watch HQ where she joins Flay and Amatlo in the investigation of Farrolok's lodgings. But as we leave it starts to snow heavily. After asking directions, it takes us about 30 minutes to get to a small cottage just out of town. It appears to be in darkness. We deploy Nerull to check that the place is empty and in darkness. There's a little light from under the door, more likely a dying fire than a lantern. Adam heads surreptitiously around the back and sets off the guard dog, when that happens we hear someone moving inside and the light level goes up. At the sound of the dog, Flay and the others start to move forward. At the back door, the dog snarls at Adam. Then the door opens the back door and a crossbow points out into the darkness.

Nerull, sneaks into the house through the front door. She can hear someone moving into the room to the right. She can look through the house through the kitchen to the back door where a stocky human is standing in the doorway. Adam shows himself, and the man invites him in.

The stocky human is in his 50s. Looks as though he works on the land. A woman then enters. They haven't heard of Farrolok. Nerull discreetly searches the place. No sign of scribing materials, looks as though Farrolok lied about where he lived. The man with the crossbow is called Trendell. Along with him Mrs Trendell and Trendell the Younger (who works in town as a labourer) live in the house. Flay is satisfied that we are the victims of Farrolok's lies, and apologises for disturbing the family.

The group returns to the castle at 11pm. It seems that Fallolok's cell is empty. A drink was taken to the cell about 15 minutes ago and he was there then, but now he's escaped! Bugger! With no immediate sign of him we raise the alarm and castle is locked down. Will nothing go right?