

# The Watch Campaign

## Session 17

05 January 2015

### 14 Deepwinter 1166

Upon further investigation the party find that Farrolok's guard (Steve) was knocked unconscious by the fugitive elf. They wait while he comes around. Steve reports that he couldn't see the bloke through the cell door, so he went in and bam! Unconscious. Flay shakes his head but falls short of calling the guard a numpty for falling for the old 'hiding-behind-the-door' trick. He suggests a new policy: if you can't see a perp in a cell raise the alarm first and then go in!

The castle is locked down and dozens of guards are at our disposal to guard posterns and search. Farrolok has not been at large long, and there aren't any tracks in the fresh snow outside so he must be in the castle somewhere. It's possible he cast a spell and turned invisible, but where were the components? He was searched before he came in.

Trying to play detective, Flay leads a search of the cell. There is a very heavy bed frame, low ceiling, straw mattress, blanket, heavy metal door. No natural light. Flagstone. Drainage hole in one corner. No way out of here besides the door.

Once through the door, the cell leads into a corridor. The exit requires a left turn, but that would have taken Farrolok through guardroom and he would surely have been seen. Right would take him deeper into the cell block. There are eleven further cells and the interrogation room down there. Five cells are occupied (four drunks and a burglar) and six are empty. After a painstaking search, we decide that Farrolok isn't hiding in those cells either.

Jeshmire turns up, and Flay gives a report. He suggests a wizard and a dog. The wizard Mezzarill is sent for, but he doesn't have detect invisibility. The dog proves more successful. It determines that Farrolok definitely left the cell block through the guard room – so he must have been invisible. However, the dog loses the tracks outside.

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At about 12:30am Mezzarill casts scrying. The elf is hiding in a hay-rick, a big of bundle of hay. We go to the stables in the outer bailey - the stables here are huge but we think that Farrolok must be hiding in them.

We head up to the hayloft... search it systematically. The elf is up here, and he bolts away from Yorgill, Amatlo and Adam and toward Flay and Melcor. Flay commands him to stop but it all goes a bit south from there. Outside, Nerull hides near the nearest door. Inside everyone charges Farrolok, but only Flay reaches him. He slaps the elf extremely hard in the face with the flat of his enormous battle axe, and the elf is shaken. Melcor caps off a shot but misses. Farrolok turns invisible. "Cover the steps! Invisible perp!" Flay yells to the guards below. Adam starts throwing hay around. Flay listens and lunges, the axe connects and there's a squelching sound. "Medic!" yells Flay.

Amatlo runs over. Cure Minor Wounds. He fumbles it. But Adam manages to stabilise him. After an unpleasant search we discover that he was secreting gum arabic in his underpants – at least we hope it's gum arable. Farrolok is returned to his cell where he stripped, clothed in a comical smock, and chained to the bed. Then an exhausted party head to their own rest.

Farrolok is conscious the following morning. Flay and Amatlo makes an effort to reason with him. Flay points out all the crimes the elf has already committed and the sort of treatment he can expect. If he co-operates then the magistrate could look at him more favourably. Still Farrolok refuses to say anything, so Flay throws up his arms and goes to get a cleric and a Zone of Truth spell. While Flay is gone Amatlo tries to play Good Cop, but it seems that a zone of truth and some physical encouragement is all that is going to loosen this elf's tongue.

During the interrogation the following illuminating points are revealed by the elf:

- He's from the Larromoor.
- He's not working with Turse, but is instead part of an elf supremacist group dedicated to returning Hurssia to the control of its traditional elven masters. He believes that all non-elves are little more than worthless stains on creation. Ultimately he hopes to take down the Queen.
- The mastermind behind the plot is an elven druid called Initiate Skarra – who apparently has the ear of Queen Tulia.
- Farrolok says that Skarra has a plan to stop the humans, but hasn't revealed what those plans are. Is it to kill them all? subjugate them? Amatlo suspects a mass sterilisation programme. Farrolok doesn't know the details.
- Yedan (the guy on the horse from the previous night) is also part of the conspiracy, and Farrolok has been working with him.
- Farrolok reveals that Elvira chased Yedan from Great Ravenspire. Yedan bested her in a fight, tied her up and brought her to Farrolok. Farrolok then killed her because he thought she was a wizard. Hates wizards they support the aristocracy.
- When asked why they were at Great Ravenspire in the first place, Roderick says that it was Lady Quiller's idea. The meetings was induct Yedan into the organisation. Yedan was supposed to replace another contact called Terraval who died recently. Flay notes that Terraval's death came up in a previous case.
- Terraval's role (the role Yedan would have taken over) was to raise funds for the great elvish revolution but he didn't know what the funds were going to be used for, and neither did Yedan or Lady Quiller. They think they are funding a conventional coup against the Queen.
- Lady Hagus is not an innocent in this. She's in with the Conspiracy as deep as Quiller. Undoubtedly Quiller and Hagus fled back to Nyr'Danr when things started getting dicey.
- Farrolok stole the magic boots and got Yedan to take them into Turse to sell. He sold them to a Kursavallian merchant called Samlark. We believe he arranged to sell them onto a third party but the boots were confiscated before that happened. It was that third party who stole the boots back from Nerull and Amatlo. This is unconnected with Farrolok and the general plot. Finally, this bit of the puzzle makes sense!
- Farrolok says that the Conspiracy operates a cell structure. Aside from the people we know about there are no other contacts that Farrolok can rat out. He reports directly to Skarra.

- He is due to meet with Skarra on 20th Deepwinter at Bedrick's Lodge in the village of Ferrenden. This is a woodcutter's cottage on the edge of the forest. Bedrick himself is loyal to the great elvish revolution.
- Nerull wants to know about his Farrolok's spell book (that we haven't been able to locate). The elf says that it is located in his secret base in the Kavill Forest. He then lists the traps that there. It is in the base of a 1200 year old tree. Pull the brown cord inside the trunk to open the door to avoid getting gassed. There's also a pit trap at the bottom of the stairs. It's in the study. There are other traps deeper in.

Having heard all this, Flay speaks to Jeshmire and then we immediately go to speak with Duke Torman. It's treason, and it doesn't get any more serious than that. Flay is extremely anxious that nothing happen that could endanger the life of the young queen.

Duke Torman listens to all that the party has to say with the aspect of a man being crushed by a very heavy weight. Flay concludes the narrative by saying that he Roderick and the Third Party who took the boots are still at large. Roderick on his magical mount could well be in Hornwick by now.

Torman isn't too concerned by Roderick and the Third Man and asks us to drop that part of the investigation for the time being. He finds it difficult to believe that Skarra is actually behind this plot. He says that he will warn the Queen and also discreetly deal with Yedan and Farrolok. He is worried that the involvement of Lady Hagus means that her brother Lord Petterick is involved – which makes the threat to the Queen far more real and believable.

He orders the group to go to ground for a few days (perhaps check out Farrolok's lair in the Kavil Forest) and then keep this appointment. We need to use the element of surprise, and capture (or kill, Duke doesn't mind) this 'Skarra'.

We ask some supplementary questions of Farrolok just to clear up a couple of things:

- Farrolok confirms Lt. Oskas is not involved in the conspiracy despite his familial connection with Lady Hagus.
- There are no special conditions to be met before the rendezvous: just turn up. Farrolok says that Bedrick is very capable of defending himself.
- Farrolok describes his contact, and he does give a description of Skarra – short for an elf with silver hair and amber eyes.

The Duke says he is prepared to give us further equipments and ask what it is we need to carry out the mission. We come away with the following:

- All the magic items confiscated during this investigation. Plus:
- Studded leather armour +3 for Flay.
- A composite shortbow +1 for Melcor
- Any two spells of levels 1-3 for Nerull.
- Healing potions: Cure Serious Wounds (×2), Cure Moderate Wounds (×6), Cure Light Wounds (×2) – but we need to bring back any we don't use.

The Duke commends our work. As a result Amatlo is promoted to Sergeant (he's a noble, it was always on the cards). Flay – who has just been acting up in the role – returns to his proper place as henchman. He is extremely relieved.