

The Watch Campaign

Session 20

18 May 2015

23 Deepwinter 1166

Following the adventure in Ferrenden, Flay and Yorgill are promoted to the rank of sergeant. Amatlo remains in charge of the unit. Meanwhile, Duke Torman uses his resources to get to the bottom of the current mystery.

A *Speak with Dead* spells on the bodies of the dead elves we recovered reveals some interesting information. They are mercenaries from the Larrowmor Forest, hired by Gedigus, a bard living in Urridge. Gedigus is a blond haired and green eyed elf who has been disguising himself as Skarra. Mezziril tries to scry on him, but fails. The duke set the trial of Farralok and Yedan for 10th Year's End at noon.

Yedan charged with grievous assault on Elvria, robbery of Elvira, and assault against the watch while resisting arrest. He will also be tried for treason in Nyr'Danr.

Farralok charged with Elvira's murder, grievous assault while resisting arrest, grievous assault while trying to escape, and treason.

We are given a new mission: to find Gedigus in Urridge, and then to try and find Farralok's lair again. However, we must return by 10th Year's End as we need to give evidence at the trial. However, Urridge is a different duchy and not within Torman's purview. Therefore we need to report to the Duke of Urridge (Duke Arnlaw, the Queen's cousin) and get permission to operate in his domain. The high priest in Urridge is great druid of the Bleak Weald, Sephias. He's a pro-elf human, so beware of possible links to the elven plot. Duke tells us to go to Urridge first, and then go to Farralok's hideout on the way back.

Our route will be via Hornwick, Nyr'Danr and then Vern and then to Uridge. A total of six days there and six days back. We only three days to play with if we're going to get to the trial on time.

Before we leave, Esmella Vyrn, sour-faced and sour-tempered prioress of Lugnae is assigned to the unit as a healer. She couldn't be less thrilled to be here.

We head off. Amatlo decides to go to Farralok's hideout first (despite Flay's advice to do it the other way around). Flay says nothing (but writes it all down). This time Adam manages to find the tree on the first attempt, but when we get close we notice there are figures hiding nearby. It's an ambush! More bandits. Adam is shot twice in the gut. They miss Yorgill, but hit Jools and Amatlo. We return to fire. Yorgill and Jools ride up. Nerull conjures an illusion of a wall of thorns from the ground. Flay moves up on foot.

Jools is shot and goes down. Nerull sees this and calls on Esmella to help. "Which one's Jools?" she retorts. But Esmella can't see through the illusion, so she commando-crawls after Flay and Yorgill. Jools begins to crawl back toward the others. Amatlo continues to bane the bad guys.

Our attackers are wearing tabards in Tursen colours. Caius steps out and declares that he is the Watch and they should stop. They shoot him repeatedly. Footmen run at Yorgill and Flay. Flay kills one but is wounded. Yorgill is taken down. Amatlo throws a magic stone to help Flay. Nerull magic missiles one of them. Adam is shot. Esmella moves in and helps to revive Flay and Yorgill. Eventually, the enemy is routed. They run away and escape.

We have six Tursen bodies. Three definitely beyond saving. They are all wearing studded leather, carrying shields, longswords, shortbows, arrows, a total of 56 silver aruns across all the corpses. Only four tabards. Two were destroyed in the combat. They are from Firith.

We head down toward the tree and Farrolok's lair. There are twelve horses and two donkeys laden with kit at the bottom of the rise. If nothing else we've made a fortune in pack animals.