

The Watch Campaign

Session 25

17 August 2015

3 Year's End 1166

We head through the gate of Urridge and go straight into the Watch compound at the castle. We eat and drink, and then thirty minutes later a tall and fairly young watch-captain, Elias, arrives and introduces himself. Flay salutes. We explain who we are. Elias agrees that we can operate in the town but he hasn't heard of Gedigus. Flay suggests hitting the taverns to gather information. Elias suggests starting in the Red Moon tavern. We split up into four teams of two to do more damage.

In order to properly go undercover we dispense with our watch tabard and each group takes on a cunning cover story.

- Yorgill and Flay: heading to Lanmere to find work with a local brewer
- Jools and Esmella: 'supposed' to be taking Jools to join the convent in Nyr'Danr, but actually masquerading as girls on the lash
- Nerull and Amatlo: a wandering cleric and his major-domo
- Caius and Adam: looking for work

We also can't take our major weapons with us... nothing bigger than a short sword. So Flay leaves the axe behind.

Flay and Yorgill head to the **Red Moon** tavern. It's on quite a narrow street away from the main thoroughfare. This is where the working men of town come to drink. A hulking half-orc is on the door. Asks us about our weapons. If we start a fight we should finish it, if we break anything we pay for it. We head to the bar and buy an ale, costs us an iron tik each.

We can't see any elves. Mostly humans in here. "Here, do I know you?" says a guy next to Yorgill, before punching him merrily in the face. Twice. Yorgill is slightly peeved at this turn of events, and picks up a barstool and smashes it over the guy's head, then Yorgill scores a critical hit to the nadgers. He doesn't get up after that. Flay starts a conversation with the bloke next to him, a bit of small talk while Yorgill drags the body away. It offends him.

Flay works the bar like a devil. He gets a lot of background of the town. Urridge, Lanmere and Barander all come under the purview of Urridge. It is an important trading and tactical point. The town is generally pro-elf due to the help it received from the elves in the war against Aragorn. As a result, logging is kept away from the Sylvan Forest. There's a big druidic grove to the south of the town where Sephias (the only human great druid) lives. The current Duke is follower of Issiad... he's a very good man, which unfortunately means he closed down the only brothel in town. Fortunately, an establishment just outside the city walls has appeared to fill that niche. It's called the *Loggers*, and is a common hall where loggers wintering in the area stay. No one in the bar has heard of Gedigus, there are some wandering bards but not him and not tonight.

Amatlo and Nerull go to the best inn in town: the **Earl's Arms**. Amatlo dresses up. Nerull tries her best. This place is very swish. Pheasant, venison. Four courses. Wine. Brandy. No spam. Amatlo watches the people. All the bigwigs are here: the mayor, the alderman. The tables are arranged so that everyone is at a discreet distance. There's no hint of anything untoward happening, although there are some elves in here.

Amatlo moves to the saloon for the brandy. There are quite a few people in here. A finely-dressed young man is the centre of the attention of a large crowd in the corner. That's the duke (in his mid-20s). All the people around the duke are human, but there are a few elves in the room. Amatlo's attention is drawn to two elves in a corner having a quiet drink. They aren't speaking Allathian so Nerull can't read their lips.

After a few hours at the **Red Moon**, Flay's new best friend Stayhol has invited Flay and Yorgill to the Loggers out of town. It is up a track beyond the West Gate, about 700 yards away from the town. Stayhol gets us in past the bouncers, and we go in. This is a place run by loggers for loggers. There's a wagon in the corner from which the drinks are being sold.

The pair quickly make the acquaintance of Lucinda the barmaid. Flay and Yorgill talk to her. There is some fine folk music being played by Lucinda's brother (Lucien) but again no elves are here.

At the **Earl's Arms**, Amatlo eats a large amount of cheese. Then he asks if there are any good places for entertainment. Any bards of any note that a really good? The barman suggests going to a tavern around the market place. There's music in the market square in the summer, but not now obviously. Amatlo drops the name "Gedigus". The barman doesn't recognise it. Obviously further down the social scale. Amatlo has to settle the bill for 13 gold rilks and 1 silver arun. It seems that the evening's festivities were on Pellard. Bless him.

As he is leaving, the barman comes up to Amatlo and Nerull and says: "By the way sir, if you want to find Gedigus don't look for Gedigus. Try and find Brother Firebold, but you didn't hear that from me."

Flay and Yorgill don't find any more information in the **Loggers**, but for 15 iron tiks their evening isn't a complete waste of time....

Meanwhile Amatlo and Nerull go to the market place listening out for music. They head in to a promising looking establishment and drink more brandies. Amatlo is having a lovely evening. He asks after Brother Firebold, finds nothing, and then moves onto the next brandy-serving hostelry.

Back at the **Loggers**, Flay tips his girl, and begins to ask her a few questions. It turns out that she does know Gedigus... he lives in the house above the shop of Swavelan the Tailor. She says that he used to play in the Loggers fairly regularly but hasn't been in for months.

In another Market pub, and Amatlo is now on the wine. But hasn't heard of Firebold. He is directed to a tavern called the **South Gate** that seems more the sort of establishment where clerics would frequent.

Flay and Yorgill have a few more drinks and listen to the music. Then after 30 minutes they head off out.

At the **South Gate**, Amatlo talks to the barman. He's heard of Firebold! At last. Firebold is a priest of Insignious. He lives with a character called Gedigus in the house behind Swavelan the Tailor's.

Everyone meets up toward the end of the evening and compare notes. We decide to wander past Swavelan's and just get a sense of the place. It's a three story building. There's a lot of noise coming from the building in general. Nerull creeps around the back to case it. It's much noisier from the back. The kitchen is in an out-building in the back garden. The back gate is barred, so Nerull tries to climb the wall. She can't. The cat climbs the wall and looks about. There are people in the kitchen and the back of the house, it seems as though there's a party going on.

We decide to stake out the house tonight, and move into arrest Gedigus (who might also be Firebold, surmises Amatlo) in the morning. That way they'll all be drunk and easier to arrest. Esmella and Amatlo casts *endure elements* on everyone to protect them from the cold.

Adam and Nerull take first watch, then Amatlo and Yorgill, then Flay and Jools, and Caius and Esmella take the fourth and final watch. The party quietens down about 4am, but no-one leaves.

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Around 8am the Watch are reunited outside the tailor shop and we prepare to enter and arrest Gedigus. We have warrants to arrest the people we need. But we have to present anyone we do arrest to the magistrates here in Urridge before being permitted to take them out of town. This is just a formality and shouldn't be a problem.

The plan is for Amatlo to lead Yorgill, Jools and Adam through the front of the establishment. Flay, Esmella, Caius and Nerull will come in through the back. We also get a couple of local watchmen to add the necessary authority. Nerull casts *message* on Amatlo and Esmella.

The party around the back hoist Nerull up to look up over the wall. There's no-one there. She can see a courtyard with the kitchen in, and two doors leading into the main building. Around the front, Amatlo doesn't think they need to go through the shop. There is another door at the side of the shops front that looks to lead into the back garden. The local watch confirm that it's most likely that the tailor's shop is a self-contained unit with no access to the house, and that this door is probably both access to the garden and also the way into Gedigus/Firebold's abode. The door is, however, locked.

Nerull's cat is sure there's no-one in the kitchen. Nerull looks at the window on the back of the house. The shutters closed on the inside. The rest of the party move up to join her. Nerull tries to pick the lock on the door on the far right. The door on the left could be a privy. Nerull opens the lock. It is an alleyway running to the front where Amatlo is waiting, but there's a junction half way that leads to an inner courtyard filled with detritus, and with two doors and stairs leading up. Nerull unlatches the door to the street letting Amatlo and the rest of the team in. We leave a local watchman at the door here. And one at the back.

Returning to the back garden, Nerull somehow manages picks the lock of the door on the left (she's not very skilled in lock picking, apparently). There are steps going down here. There's

also the foul smell of stale beer and stale vomit. The party was evidently down here.... the back door team head down the steps into a room about the size of the shop above. It is one big cellar. There's a bar down here, a large common room with benches and tables down the sides. There's a stage at one end. There are guttering lanterns. There are no elves here. All the sleeping revellers are human apart from a gnome laid out on the stage. The gnome is wearing a holy symbol of Insignious, it seems likely that he's Insignious. It doesn't look as though anyone is going to be waking up any time soon, so we sneak back up, quietly close the door and wedge it shut so no-one inside can escape.

Back in the detritus-strewn inner alley, Amatlo tries the door on the left. There's a good dining room in here bedecked with hangings, but it's been left in a mess after last night's festivities. There's a mezzanine level, but no way up to it from this room. With no-one in there, Amatlo leaves and tries the door on the right instead. This is a bedroom. There's a plain bed, with a brown-haired human sleeping in it. There are no further rooms off here, but there is a window to a hide alley. It's barred but could be easily opened from the inside.

The group leaves Caius and Jools in this room, watching the sleeper in case he does something dangerous. Jools pulls out the magic sap and hangs it over his head. The remaining six members of the Rew watch are now inside (Flay, Amatlo, Nerull, Adam, Esmella and Yorgill). They go up the stairs. Nerull is in the lead, sneaking.

Ascending the stairs from the detritus strewn inner hall reveals a passage that doubles back over the mezzanine and then into a room over the front of the shop. We can also turn right. Turning right we see boxes with the stamp of a weaponsmith that filled with chain mail armour. Very suspicious. There's a door here as well (we are now above the dining room).

We send the local watchman from the front of the house to the back garden. Yorgill and Adam go out on the street at the front in case someone crawls out of the front window.

Nerull listens at the door by the chain mail boxes. There's a bedroom here. A fireplace with a roaring fire burning in it. There's a bed with nice sheets, but haven't been slept in. There's a religious shrine in the fire place – it's not a natural fire. This is evidently Firebold's room, but of course he's asleep in the basement. Nerull detects magic. The fire is magical as is something in the wardrobe... we decide to search it *after* looking in the last room. Gedigus must be in this room!

Nerull sends the cat back to the stairs to keep it out of the way. The final room inside is larger than we expect (it over hangs the street so is larger than the shop beneath it). There's a big four poster bed, writing desk, wardrobe. The place is clean and completely empty. We move in and search the place. The desk is empty. The perp is not hiding under the bed. They don't think that Gedigus has been here in a while – this tracks with Flay's information that Gedigus hasn't been in the loggers for a couple of months. Is he out of town? Dead?

We go back downstairs to the brown haired human in the bed. With an animated rope we silently tie him up and gag him. Everything is going pretty well! Surely our luck can't last. We hand that perp over to the Watchmen in the garden. Now we have to arrest Firebold. First we search the wardrobe in his room. Inside are gnome sized clothes and a magic greatsword sized for gnome, or a longsword for a real person. There's also a backpack with something magical inside.

We unbar the door and look down to the cellar. Amatlo casts silence on a pebble and gives it to Flay. Flay, Yorgill, Adam and Jools move in under cover of silence to arrest Firebold. Nerull and Caius stand in the doorway ready to magic missile him. Esmella and Amatlo stay out of the silence radius. The intention is for them to creep across the room and grab Firebold, overpower him and tie him up. Flay, Yorgill and Adam grab him. Jools tries to use the sap and succeeds too well. There's some sort of spell on Firebold that reverse the damage. He's a little wounded but Jools is lot unconscious.

We pin Firebold, tie him up, remove his holy symbol, and then gag him in case there are other spells that they can cast. Flay carries him out while Adam and Yorgill carry out Jools. We ask the local watch to have a poke about in there, but there's no one else they are after.

Having arrested the two most suspicious perps, we properly search Gedigus's room and Firebold's room. There's a secret compartment built into the bed frame in Gedigus's bedroom. In this drawer are a ruby, two emeralds, seven sapphires and several hundred gold rilks in coinage. We also take the crates of armour. There's nothing else in Firebold's room.

We take Firebold and the other one back to the watch house. It is now the equivalent of ten in the morning.