

The Watch Campaign

Session 24

10 August 2015

28 Deepwinter 1166

We continue our mission to Urridge in order to find the blond elven bard, Gedigus, who is apparently the mastermind behind the Elven Popular Front, and who hired Farralok and Yedan. We need to report to Duke Arnlaw first to get permission to operate in Urridge. But we need to beware the Great Druid of the Bleak Weald, Sephias, who is apparently an pro-elf human. The party must return to Rew by noon on 10th Year's End in order to give evidence at the trial of Farralok and Yedan.

The journey from Nyr'Danr to Urridge (via the villages of Welket and Vern) should take about three and a half days. We can still make it back to Rew in time, but we're cutting it fine. So no messing about!

The road between Nyr'Danr and Vyrn is well kept. We are riding on compacted snow and making good time. We arrive in Welket around mid-afternoon, and think there's enough time to reach the next village of Hallowich (which is about six miles away). Vern is five miles further on from Hallowich, and we're unlikely to make it that far before night fall.

We're about an hour beyond Welket... Adam and Jools are at the front are taking point... and they spot a figure ahead leaning heavily on his staff, and staggering down the road. Adam confronts him, and the traveller seems extremely drunk. He says that he's on the road to Vern. Adam offers to give the drunk a lift, noting that he carries a rapier as well as a staff.

Amatlo doesn't think the new comer is a nobleman: he's not clean or arrogant enough. The party seem suspicious of him. Caius thinks there's something familiar about the swagger of this man. Caius asks his name... he is Friar Pelled the infamous delinquent priest of Gris. Caius is excited to make his acquaintance and quizzes him for interesting stories. Pellard promises to stand us all drinks at Harrowich. He has potions that can remove hangovers in the morning. It all sounds too good to be true.

We arrive in Harrowich just as its getting dark. Pellard waves his money around in the inn. He'll pay for the stabling of horses, meals for us and drinks for everyone. He gets more raucous as the evening goes on. A sober Caius goes to bed in the stables, while a sober Amatlo sits in the corner and pretends to have passed out. It's a cunning plan until a random woman passes out on top of him, he squirms his way out from underneath her, and discreetly props her up against a wall.

Nerull doesn't get too drunk. She spends a pleasant evening winding up a farm hand by moving his beer tankard with *mage hand* every time he tries to reach for it. She then amusing herself by flavouring beers with random spices.

Soon after the drinking begins, Jools collapses from alcohol abuse. Flay carries her upstairs. Then he carries Amatlo upstairs (not realising that he is pretending). Amatlo doesn't mind. As the pub starts to empty Yorgill stands on the door outside "collecting for the evening's

festivities". He gets about two iron tics, and a punter is sick in his helmet. Esmella is completely trolled and has started pole dancing (sans pole) on the top of the bar. A very drunk (and apparently myopic) Adam propositions her. Esmella's up for anything at this stage and the two disappear to the stables for a quick rendition of the horizontal lambada. It's not an image Caius will soon purge from his mind.

By 2am it's just Flay, Yorgill, Esmella, Pellard, Adam and Nerull. Yorgill passed out and nearly drowns in his beer. Flay drags him upstairs and says good night. The Adam retires, leaving only the tenacious Esmella to continue drinking with Pellard. The priest of Gris seems oddly unaffected by the alcohol. Pellard suggests that he casts *neutralise poison* on Esmella so she can carry on drinking until dawn. She thinks it's a splendid idea.

Unfortunately, this is the point that Pellard shows his true colours. Rather than removing the alcohol that is poisoning her blood, he instead casts an *inflict* spell designed to kill her. Only Esmella's stubborn nature and rock-solid constitution (not to mention her Die Hard feat) saves her life. She quickly casts a healing spell on herself, calls for help and runs for the stairs. She doesn't make it, though. Pellard casts another spell that stops Esmella dead in her tracks.

Amatlo must have heard Esmella's cry as he wakes up in the common room above. However, he isn't quite sure why he woke up, and he lies there in bed listening for further noise. The door opens and Pellard carries Esmella into the room and lays her in bed saying "night, night, darling". This makes Amatlo suspicious, largely because of the ease at which Pellard is carrying Esmella's not inconsiderable bulk. When Pellard turns to face the room and make a gesture he yells for Flay and casts a *command* spell on Pellard (to no effect).

Flay stumbles to his feet, grabbing the axe that lay close to his bed. He takes a swipe at Pellard, but in the confusion of waking he misses his target. Pellard casts a spell that nauseates and damage everyone, and almost kills Jools. However, this also wakes up Nerull and Adam who quickly join the fray.

Flay manages to connect with his axe, but Pellard ignores him and steps forward to attack Amatlo who is protected by a *sanctuary* spell. Pellard manages to penetrate that and knocks the cleric down. Amatlo gets up again. Flay slices him Pellard. The crippled Jools starts to crawl closer to use her magic sap to subdue him Pellard, who is (oddly) still up and fighting. The foe goes for Amatlo and drags him down. Nerull throws an animated row at the bad guy, but misses and tangles up Adam.

Esmella awake and combat rolls toward Jools to try and heal her. Caius finally arrives from the stables and casts a magic missile on Pellard. He shrugs off the magical assault and attacks Flay, bringing the half-orc down. Nerull recalls the rope and tries again, misses again, and tangles up Adam again. After a moment's indecision, Pellard runs through the party dives through the first floor window to potential safe and jumps to safety. Everyone standing jumps to attack Pellard while his guard is down. Esmella clocks him back of the head with her mace. Yorgill jumps forward and promptly stabs Adam in the back. All things considered, Adam's day is really doing downhill.

Pellard is still not dead, and is now hovering in the air ten feet from the window and obviously trying to beat a retreat. Nerull looks out of the window, casts *colour spray* and stuns him. Then Caius *magic missiles* and finally puts the priest out of everyone's misery. In death, the flesh falls off Pellard's body and his skeleton drops of the sky, collapsing to the

ground where it turns into a puddle of grey goo. Esmella quickly stabilises all the wounded characters, while Caius runs downstairs.

Caius searches body. There are two magic items around his neck and three in a bag. His rapier looks particularly fine (although not magical). He also has a heavy bag of coins. Pellard was carrying two holy symbols (one for Gris and one for Mallus) as well as three potions. All three are labelled "potion of clear thought".

Esmella tries to cast Cure Minor Wounds on Adam and explodes. She only damages herself and Adam but thinks better of casting the cantrip again in case she kills herself. She casts *cure light wounds* to restore Adam just to be sure. Flay and Amatlo will have to remain unconscious until morning. That puts Yorgill in command. He sits on the bed wondering how the hell *that* happened.

After examining the remains, Caius thinks that Pellard was a Hecuva... a type of undead that is created when a priest has lost favour with his god. So chances are this guy was exactly who he appeared to be... or at least used to be Pellard.

1st Year's End

We wake up. Flay and Amatlo still unconscious. The man who runs the village shrine in Harrowich is Friar Cullus of Mistray. Fortunately, he's happy to use his healing magic is used to restore Amatlo and Flay. We then head to Vern on horseback. The Queen's sister, Princess Jekkie is the ruler of Vern. We decide to go there and report to the watch captain in Vern.

An hour and a half later we've arrived in Vern. Where we report to watch captain. There are 78 gold rilks in the bag that Amatlo takes possession of. We are healed and move on at lunch time after making a full report. Amatlo sends a letter back to Rew saying that he thinks the attack was a set up, and someone is trying to stop us completing our mission.

In the remaining four hours of daylight we can get almost to village of Hadwell. We decide to press on and get there an hour after dark. The party checks into the Star Inn for what is hopefully a less eventful night.

2nd Year's End

We continue to Urridge, arriving at village of Larowich in the evening. This is a large village, and we are not more than halfway down the road to to Urridge. There are two inns in town: the Forester's Arms and the Longbow. We stay at the more expensive Longbow...

In the night Caius thinks he can hear something outside in the corridor. He opens the door to see someone creeping into one of the rooms of his watch-mates. He sneaks down to the door which is now ajar. He hears a voice "Quick there's someone coming!" and he hears the shutters on the window rattling. Caius jumps in. He sees a guy trying to climb out of the window. Meanwhile there's another fellow standing by the bed. He magic missiles this one.

The guy climbing out of the window falls to the ground. Jools blows her whistle waking up Amatlo and Jools, Nerull and Adam. Caius magic missiles the same fellow again. Amatlo rolls over in bed and inflicts light wounds on the perp above him, killing him.

Caius heads to window. There are two figures running away through the snow. He shoots them both in the back with magic missile. Amatlo shoots one, taking him down. Only one perp is still running away... Adam pokes his head out of the window... Caius gives chase through the snow. Adam also follows the perp. He drops the window and takes another shot. Misses. Third shot gets him.

Inside, Flay intimidates the first perp. He's just a starving opportunistic thief. It's all a bit sad really, but the law is the law.

The first one to be shot in the back is dead. Esmella can't save him. She meets up with Caius and Adam who have the stabilised body of the third. Yorgill wakes up the barman to fetch the local squire. They are serfs/debtors to one of the local farmers. We leave them in the care of the squire.

3rd Year's End

We arrive in Uridge late in the evening.