

The Watch Campaign

Session 18

19 January 2015

15 Deepwinter 1166

By lunchtime the following day the party have rested and distributed the healing potions. *Cure light* potions are given to Melcor, Jools, Yorgill and Adam. Caius and Amatlo take a *cure moderate* each; and Flay and Nerull each take a *cure moderate* and a *cure serious*.

Then it's off to loot the wizard!

The group sets off from town in a terrible blizzard. Between them they have eight horses and one donkey laden with sufficient provisions for 10 days travel. However, we do not ride well in the deep snow. We arrive at a small settlement at dusk - and head to an inn called the Woodman's Hall. We go and take rooms there. It's warm!

16th Deepwinter 1166

The following day, Amatlo decides that we should try and find the lair of Farralok's today on the way to our destination rather than on the way back. Obviously, this goes against the advice of the Duke, but *Sergeant* Amatlo is convinced that he knows. Flay discreetly makes a note of this.

We continue the trip to Farralok's lair, plunge off the path into the woodlands and promptly get lost in deep snow. Bugger. After several hours of thinking we are making good progress, it soon becomes apparent this was all an illusion and several more hours of going backwards and forwards ensue. Adam and Melcor bicker. A lot. Eventually, Jools says she sort of thinks she knows the way, so Flay orders her just to take us there. He's getting cold.

After a little while on the right track, Nerull and Caius spot some figures coming toward them. Suddenly we are surrounded. Arrows start flying. Flay shot is show in the rear. This angers him, so he dismounts and charges his attackers (without properly realising how far they are from him). The bowmen start to shoot back. Nerull tries to scare them with using ghost sound to make bear sounds. One runs away. Caius rediscovers he know how to cast magic missile. Flay continues to make the longest charge attack in history. Yorgill goes down to arrow, and uses his magic potion.

Amatlo plants an obscuring mist to stop half the archers from targeting us. Flay finally reaches mêlée, and is immediately surrounded. Fortunately, his foes don't manage to connect with their short swords. Elsewhere, Caius is shot. Nerull conjures the illusion of a bear to go with her illusion of sound. Caius uses a magic stone spell. Flay finally manages to connect and slay one of the bad guys, at which point the bandits break and run for it.

Flay cuts one down that tries to run, but otherwise five leg it (plus the one that fled from the bear). Six were brought down. We frisk the bodies and gain 21 silver aruns, 19 bronze agols. Heroic are the Watch!

Two of the bandits lying on the ground turn out not to be dead. There is the beginning of a discussion over what to do with them, but Amatlo quickly overrules any opposition and orders the two bandits killed. Flay notes his objections, and adds the incident to his growing list of Amatlo's indiscretions. Yorgill is commanded to kill them by Amatlo, who says that he takes responsibility for the action.

After the battle, we renew our quest for Farralok's lair, and get hopelessly lost again! So we retreat back to the edge of the forest and try again, this is equally unsuccessful. As dusk begins to move in we limp back to the pub from the previous day. We abandon the plan to go to Farralok's lair (we'll get there on the way back - as was the original plan).

17th Deepwinter

We head down the road to Hornwick. It's all completely quiet. We arrive in town by the evening of the 17th, and stay at the inn. We're not the only people to stay, but we don't recognise anyone else who is staying.

18th Deepwinter

We get up for breakfast, and there's a watchman here who came from Rew last night. There is a package for Nerull... a wooden box. Inside is a leather bag containing a travelling spell book. It has the spell book that Nerull requested. She is chuffed and immediately starts studying it.

We ask around to try and find out more information about our destination. We're told that there is an inn in Ferrenden called "The Hunters", run by Hortmine. The local knight is a man called Sir Bormane, and there is a local temple to Mistray.

19th Deepwinter

We arrive in Ferrenden about an hour before noon. It is a small village surrounded by a ditch and a wooden stockade. The gate doesn't seem to be manned. Woodcutters are still working. We go to the inn, and order toddies, steak pie and a vegetarian quiche (for Nerull). We ask questions about Bormane, and other "people of consequence".

Again we are told of Sir Bormane, the knight and the squire. Friaress Elfrickd is the local head of the clergy of Mistray. Nerull goes to see the friaress. While the rest of the group hit the road to gather more information. We hope to be well-informed before everything goes inevitably south.

Amatlo visits the knight and speaks to his housekeeper. He introduces himself as a sergeant in the Rew city watch. Bormane is currently out of town, and won't be back for a few days, as he's currently in Nyr'Dnar. Amatlo has a drink with the housekeeper.

Mid-afternoon we leave and then circle around the town, to head to Bedrick's place. We get around to the north side of the village and head north looking for the lodge. We follow the hobbit tracks. Could this be Bedrick? The party realises that they're not entirely sure what race Bedrick is. The great detectives strike again!