

Session One

4th March 2006

6th Deadleaf 1166

After our embarrassing debut we are to be transferred to Rew for 6 months until things blow over. En route we spot smoke from a large fire as we approach a rise. An ogre has attacked a caravan. Two men are dead, one mortally wounded and one kidnapped. Two women are looking on the carnage, a priest is hiding nearby.

Caravan:

Gerlan – Merchant (Taken by ogre)

Salwyn - Gerlan's wife

Waggoners: **Bedlan**, ~~Karamar~~ and ~~Losfen~~ - Save Bedlan's life

Talla - Losfen's tart

Friar Stumple – Priest of Griss (was hiding)

Passendel – Ambusher: ogre, follows Issiad, serves Count Isandr (*allegedly*) 9'6", 45 stones, amber skin, chain shirt, shield strapped to his back, massive axe. Brown hair, and eyes. He carries a holy symbol of Issiad. Claims he is a vegetarian.

We stop the fire and take statements.

After following the ogre we release the merchant but take him into custody. The ogre is **Passendale**, he claims to work for **Count Isandr** and has been hunting servants of Aragorn and the Green Lady for years. He only has a holy symbol to prove this.

Caravan is transporting paper. The chest *allegedly* contained accounts. These were all coded and Passendale claims that they are coded messages between Aragorn and his servants; the merchant was a mule. Messages are in a hybrid Lethum.

Evidence:

- Waggoners have proper Chainmail armour, long swords, etc. Well equipped for their status. – proper soldiers.
- Salwyn has a license for the magical *ring of animal friendship*.
- Talla tells us they travelled between **Firith**, **Rew** and **Nyr'Danr**. Bosses are pretty hard task masters. They were never worried about attacks. Have been targeted by bandits before.
- Gerlan claims that his wife wrote some entries, she has no clue about it.
- They left Turse in a hurry – avoided border crossing, presumably tax evasion.
- Gerlan has a primed scroll of *Light, protection from good, disguise self*. He claims to have got it from Stephanus, a bankrupt merchant.
- Bedlan was well paid and did not think the business was legitimate.

Gerlan and Salwyn sneak away during the night, followed by Passendel (we think).

Morning: 7th Deadleaf

Track Passendel - find Salwyn's body in bits. Collect her equipment.

Fail to track any further. Erasmus' familiar spots them near the edge of the White Forest.

Send Elvira with an explanatory note to Nyr'Danr along with the ring. Her magic boots mean she will make it there quickly. She hands over the note and collects a reply.

At **Hornswick**: The Dog and Dragon (Barman: **Jogget**)
Meet **Pelinore**, the sheriff – hand over wagons and contents as evidence.
Drop off Talla, Stumple and Bedlan, the only survivors.

8th Deadleaf

Bedlan travels with us towards Rew.

Elvira returns with a message from Lieutenant Loswyn.

- Brother Joseph promoted to Acting Sergeant Joseph.
- Ordered to proceed to Rew.

One the road; we encounter a **horseman**; he leaves us a bag holding a gnome's severed head. It also has a note:

"This is the head of a gypsy. I have many more and they will all die if you do not do as I say. At the next village you must kidnap the knight's daughter and ransom her for 600 silver arun. When you have the money you must leave it at the old lodge. You may keep 10% of the money. You must do this in the next three days. If you do not do this a lot of people will die and the blood will be on your hands."

He gallops off; we're unable to stop him although Erasmus shoots him with a crossbow bolt as he fled. His eagle followed; it reports that the horseman walked into a tower further up the road and into the woodland.

The next village is **Winden**. The knight there is **Sir Ketthen**.

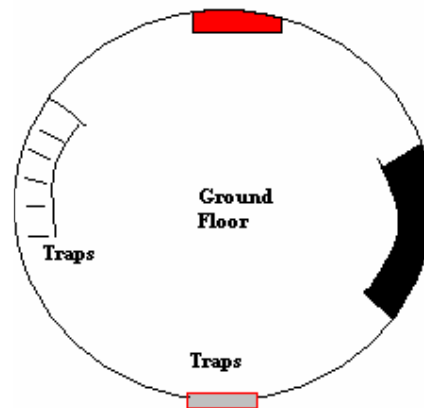
9th Deadleaf

Tower:

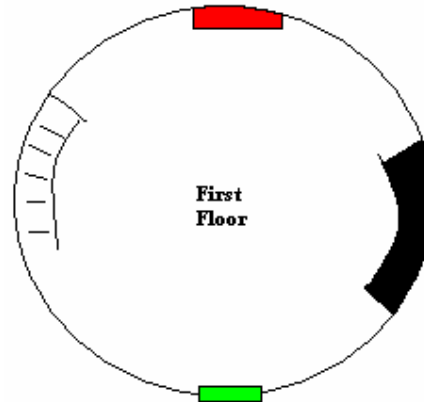
200' away is a makeshift stable, further into the woodland. The horse is here.

The tower is in ancient sylvan woodland, 100' tall, 25' across it clearly predates human existence in Hurssia and is obviously elven.

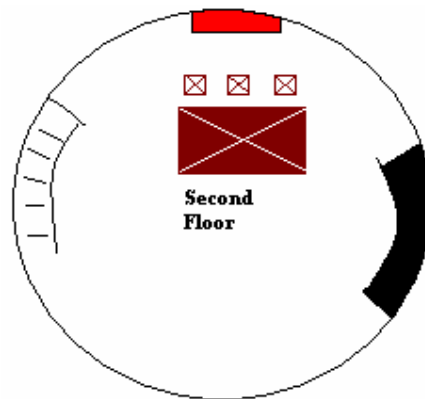
Ground floor: Two staircases, one blocked with rubble. Large fireplace, magical; marble with trees carved in it. In Allathian it reads `Speak and be warm`, this phrase when spoken magically lights the fire. The tower is quite well trapped.



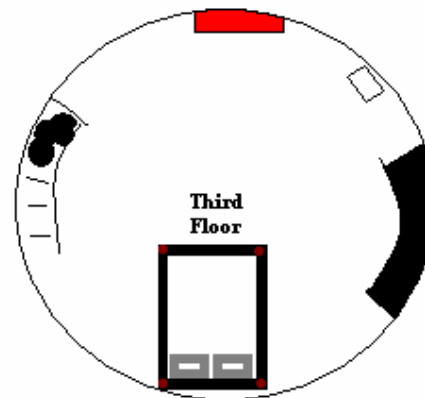
1st floor: empty. Another large fireplace. Green thick matted undergrowth stands above where the entrance downstairs should be – a hole in the wall.



2nd floor: huge wooden table covered in rubbish, chairs, furs, musty smell. Fire place has been used to cook food by someone who doesn't know how to activate the fires. On the table are furs and recent blooded bandages. Food, dry goods and animals are hanging up. Pots and pans are about. Nothing valuable.



3rd floor: large four poster bed, rough furs and blankets on it, broken wardrobe and windows. Large fireplace, has been manually lit previously.



4th floor: stonework blocks access further up. The roof has collapsed in on the top floor. Bushes grow on the top now along with birds nests.

Follow gnome tracks into the forest. Traps are again set across the path.

Hidden Temple of Tarak

A large temple to Tarak (God of magic, art and literature) stands in the centre. Many coloured marble, 2nd millennium BH architecture. Everything is magical.

The forest is decaying but still has very strong magic.

Wall: moss covered 30' thick x 15' high encircling a large area.

Area of confusion - causes people to walk away from it.

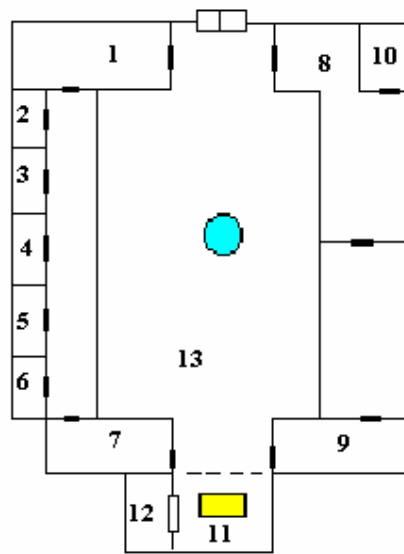
Guard towers line the wall

Ivy covers a guard tower.

Through the gate:

Two clearings either side of the path; there are also large expanses of water. The area is now vibrant with life.

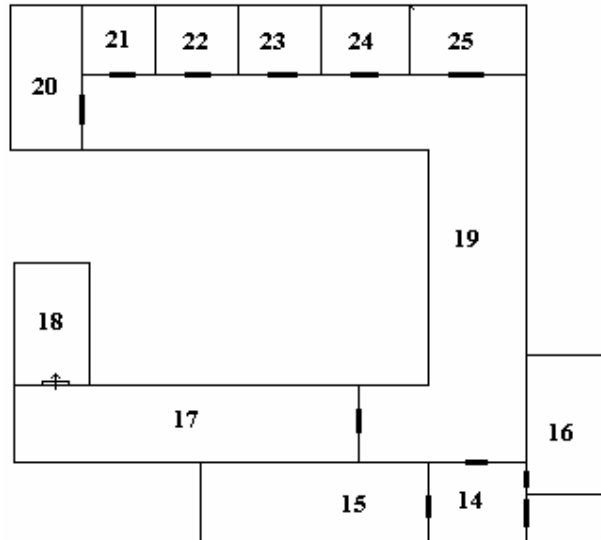
Courtyard:



Courtyard: cloistered central shadow-filled

Fountain: in the centre, carving of Tarak (winged elf) spewing water from his mouth

- | | |
|------|--|
| 1 | Empty |
| 2- 6 | Living quarters |
| 7 | Peslan's workshop |
| 8 | Empty L-shaped. Has a small room in the corner, sealed off. |
| 9 | Store Room: enough food to survive a siege, weapons, ropes, grapples |
| 10 | Stairs down and up |
| 11 | Altar |
| 12 | Stairs to tower. |



Downstairs:

- 14 Entry hall
- 15 12 gnomes held prisoner in squalid conditions
- 16 Empty
- 17 Long corridor; secret door at end
- 18 empty room, very musty
- 19 Empty corridor
- 20 Communal bathroom
- 21 – 25 cells / rooms

- 26 Upstairs tower. Musty sealed off. Font has toxic gas inside.

Ambushed upon entry. Six dead; eventually some surrender.

Captives:

2 conscious, 4 unconscious

Perslan - Trap specialist: a very ugly dwarf

All arrested; handed over in Rew.
Due to hang: 25 arun reward.

Escaped:

Sparrowduck - leader. Late 20s, medium height, black hair and blue eyes.

Wallock – Kidnapper: Early 20s blonde hair, brown eyes

Caius and Bedlan guard the top of stairs when Sparrowduck and Peslan run for it. Peslan is cut down, Sparrowduck runs for it.

11 silver, bronze

Leather armour, many tools

Masterwork shortsword

- Blackmail (Wallock)
- Attempting to bribe officers of the Watch
- Kidnapping (not a crime – gypsies are outside law)
- Theft
- Handling stolen goods

- Impersonation of a City Official
- Carrying Weaponry with intent
- Assault (Grievous)
- Tax Evasion
- Murder (not a crime – gypsies are outside law)
- Vandalism

10th Deadleaf

Interview released captives and prisoners.

Pelsan claims to work for Sparrowduck, who works for Sir Ketthen.

They've been there a few weeks, the equipment has been here long term. They would have been paid 300 silver. Sir Ketthen showed Sparrowduck where this place was.

Gnomes were ambushed one week previously, as gypsies they are not subject to law and so killing or kidnapping them is not a crime. **Jiskamar** is the elder.

Left quickly to avoid reprisal (in case it is coming).

Session Two

5th March 2006

11th Deadleaf

Get to Rew, brought before Duke Torman. Explain the adventure on the journey.

Sent back with wagon to get everything and clean up. Bedlan accompanies the group.

12th Deadleaf

Drive wagon through village of Winden, very small place. A brick house with a tower is the nicest building. Temple of Mystrae is opposite. Village pond nearby.

Followed by **Derringer**, a horseman, since Rew. Torman has asked him to follow us; he will train us in future. He leaves.

Take wagon up to tower. Tracks indicate that Wallock was hiding inside when we searched. Can't see where he hid. Wallock seems to have loaded up goodies from the temple and fled.

At temple: workshop has been cleared out, as has expensive goods such as weaponry.

Bury dead outside temple area. Search and gather.

Guard towers are all overgrown and heavily warded.

13th Deadleaf

At **Winden**: The Darkened Habit (barman: **Brucel**)

Gossip: Duke joined bandits, then butchered them.

Sir Ketthen has been knight at Winden for a while; fought in the war.

Wife deceased.

Son is quite wild.

Daughter is also nice, mid-teens.

Reward posters up. Perslan (25 silver), Sparrowduck (50 silver).

Mid 30s, blond greying hair, carrying a half spear: Sir Ketthen. Ketthen is irritated that the watchmen did not inform him of their presence.

Eventually Sergeant Joseph mentions that his daughter was being threatened with kidnap. He is pissed off with the watch for not mentioning this earlier (say 5 days ago).

14th Deadleaf

Brief Duke Torman. Then assigned a double murder case:

Lorensa: Prostitute worked outside the **White Star Inn**, on road to Turse.
Scarbor: Pimp, tough
Friar Kendirk Priest of Lugnae; arrested by Church Inquisitors.
Prioress Abbemay: Inquisitor

On 12th Deadleaf – **Lorensa** and **Scarabor** were kicked to death at **Aragorn's Fort**. This is church land so Torman has no authority. Kendirk is accused and will be executed soon once he atones. Group must find the truth before his death. Given certain freedoms.

Evidence

- ⊕ Fort is out of the way of Lorensa's home – it was a detour.
- ⊕ Everyone avoids the Fort (So who found the bodies and reported it)
- ⊕ Kendirk is quite tough, does fight.
- ⊕ Scarbor is very tough – would take some effort to kill.
- ⊕ Kendirk has iron will power.
- ⊕ No sign of action at fort, definitely not inside the stone fort.
- ⊕ No proof that crime was committed on church land.
- ⊕ No proof that bodies were kicked to death; buried, not available for viewing.
- ⊕ No proof that Friar Kendirk has confessed; not available for questioning.
- ⊕ No proof that anyone `tipped off` Prioress Abbemay about the bodies.

At **Rew**: White Star Inn (Barman: **Mosselvar**)

Group 1 go to White Star Inn. Sam hires a room, suggesting that he is a pimp. Cassius questions **Dessa**, a prostitute.

Group 2 go to **Temple of Lugnae**, it is a big place, under construction. Meet **Bishop Seraphel**. Mid-twenties, extremely young for his status. Warns us against the road to Turse. Suggests Joseph should take on Kendirk's position.

Prioress Abbemay lies when she speaks about the `fight`. She uses *Detect Thoughts* to read our minds. Then *Zone of Truth* to check our status: Watch, investigating murders. She knows what Caius' background is and warns him away from the Fort.

Aragorn's Fort:

Defences: Wooden palisade - burnt out some time ago.
Stone built fort, much older than the rest of the area.
Surrounded by a more recent moat full of briars and hidden spikes.
Rickety burnt drawbridge is broken.

Inside: Wooden buildings inside were all burnt out some time ago.
Rotting animals, foodstuff, etc
Undead: Shadows
Temple of Mallus

Caius is turned along with the Shadow when it is turned; due to his “mixed heritage”.
No sign of any life inside the stone fort, or any recent activity
No life anywhere nearby the fort.

Our deeds:

Butchered butchers
Uncovered plot to raise dragon
Rescued gypsies
Assisted Passendel capture Gerlan
Captured bandits (Peslan + 6)

Possibilities:

1. Friar Kendirk has been transformed – it is not safe for us to see him, therefore access is denied. The church is rushing this through to hide this. It may mean his execution could not be public if it is a physical transformation – unless he has become a were-creature. The link to the undead at the fort may suggest this. We should find out what kind of people the pimp and hooker were. Did they have other talents that may have meant Kendirk sought them out – drugs, potions (to prevent the change).
2. The killings actually took place outside the fort but the bodies were either moved or, they simply claimed they were found there. If we can find evidence the killing took place elsewhere we can assume control of the case or at least legitimately investigate it. This may mean Kendirk is a patsy. Someone else in the church is responsible and they need it covered up fast.

The big obstacles we face are due to church law:

- ⊕ Can't arrest priests.
- ⊕ Can't investigate crimes committed on church land.

If we doubt one is true, why not doubt the other – this is a wider conspiracy to hide the truth. Though if the church of Lugnae is involved no doubt they are doing it for the greater good.