

# Bladestar

## Session 1 16-2-99 City Life

Next Session 23-2-99

After their gruelling experiences in Kusnir in the Adventure of The Sentinel (thanks Dave), the heroes are eager to return to The City of Greyhawk and its rather flexible laws. The party bid farewell to Keswick and as he melts into the Gnarley forest they strike out toward the great City, eagerly anticipating the comforts therein.

For about four weeks our friends live the comfortable life of successful adventurers in the largest and most spectacular city of the Flanaess. Each spends time accordingly:-

Alvin studies various spells and learns Unseen Servant. He then donates 150 gp of his earnings to his temple.

Zeppo begins to practice his new Direction Sense and goes shopping with Hemegretham for some new armour. They both decide on splint mail.

Andrea buys a heavy crossbow and muses upon Animal Husbandry. She then deposits 100 gp with Alvin's temple as a thank you for restoring her sight after the Clarshh's Sepulchre jaunt.

Astra studies various spells and learns Armour and at the College of Wizardry, she is admitted to two training courses costing 300 gp each and unfortunately fails to learn Change Self. However she does successfully learn Wall of Fog. Reasonably happy with this she spends a day shopping in the shadier parts of town for a few Thiefling accessories. She manages to acquire most of what she needs for 70 gp. Pleased with this she invests in a splendid new "Adam Ant, new-romantic" style, black leather outfit which cheers her up immensely.

Zeppo's cousin Hemegretham is introduced to the party. As a well known professional he is readily accepted. His quote, "I like fighting", goes down rather well with some members of the party.

Raven, muttering something about "a loftier purpose than shopping and whoring" disappears into a side street, promising to return once he is ready. The rest return to the comforts of the Foreign Quarter and the Adventurer's Guild.

During the four weeks that our friends have resided in Greyhawk, they pick up a buzz on the streets. There are high-level meetings of Sages, Wizards and other learned types occurring in the great city. Some of the party try to follow up leads but learn nothing further than a vague feeling of expectation, mingled with not a little fear.

Lolling around over lunch in the bar of the Adventurer's Guild, our friends notice a distraught man speaking with Tallow, the steward. After a moment or two Tallow gestures in the direction of your table and the man approaches and asks if he can join you. He says he is James Peveril and the reason for his distress is the death of his only son Hugh, a member of the City watch. Hugh's body was discovered by a City Watchman early this morning, apparently with no obvious injuries, in a side alley in The Burn; an area of the Thieves' quarter. James is unconvinced that The Watch will investigate the case properly and wishes the party to do some sleuthing on his behalf. He offers a small sum of gold but the party nobly refuses and unanimously decide to carry out this job for free.

They accompany James home and begin to question him about his son and his duties as a Watchman. After a short time his wife Jane appears, accompanied by her sister Tabitha who has been looking after her while her husband summoned help. As the party question the couple a picture emerges of a principled young man with high moral standards and a decent quiet life. Not above a few drinks or a quiet pipe, Hugh however had few friends although he was known and respected as a good Watchman by his peers. Obtaining a letter of authorisation from James Peveril our amateur sleuths decide to head for the Thieves' quarter Watch House, where the body currently lies, due to be returned to the Peverils later today. On their way to the Watch house the party discuss the case. Astra wonders why Speak with Dead wasn't cast upon the unfortunate Hugh.

At the Black Gate, the party are checked through by Artisan's quarter Watchmen. Engaged in conversation by Alvin they admit that the Thieves' quarter division of the Watch are not highly regarded. In fact things have been getting rather slack over there lately. Checked through the gate by a sullen group of unhelpful Thieves' quarter Watchmen the party head for the Watch house.

### **The Watch House**

A scene of chaos greets the group as they pass through the heavy doors of the 13<sup>th</sup> precinct Watch House of Greyhawk. A combination of low-lives, thugs, drug-dealers and various other criminals are in the process of being noisily arrested, questioned, restrained and thrown into cells. This isn't helped by the large number of said criminals that don't want the above to happen and the relatively small number of Watchmen trying to carry out their duty. It dawns on you that maybe the Thieves' Quarter Watchmen are no worse than any others in the City, they just have an impossible job.

A public spirited Hemegretham launches into the fray assisting in a particularly nasty arrest. Andrea sensing the fun factor rising, joins in and personally lays out several of the most obnoxious offenders.

The others are directed on to the Office of Sgt Coddle, a highly overworked desk officer. Coddle obviously has tried his best but is just snowed under by a ridiculous amount of work. He briefly examines the letter from James Peveril and swears the party in as Greyhawk City Marshals on the spot, even agreeing to let them take the arrest log for the week, he is clearly a desperate man. Hemegretham and Andrea are sworn in by proxy since they currently have their hands full. This done, the party troops off to the Morgue, which is conveniently close to the Watch House.

### **The Morgue**

Shown in by a leading member of the guild of incompetents the group examine poor Hugh's body while Astra takes a look at the possessions. Alvin is somewhat disturbed by some bruise marks on the body's neck and suspects strangulation... no obvious injuries indeed! Andrea spots a heavy ring on the body's right hand that matches perfectly with a darker bruise on the victim's neck. "Great Gods, I think he strangled himself!" she gasps. Checking the crime register they notice that Watchman Peveril discovered the body of one Faros the night before. Following the train of events Andrea discovers the name of the Watchman who discovered the body of Hugh Peveril, Roger Daventry. Meanwhile Astra examines the other bodies and finally finds a body with similar neck wounds. Alvin examines the body and discovers similar neck wounds. His name, checked against the log, is Faros!

At this point Astra decides to tell the party about the rather spectacular dagger she discovered among Hugh's rather more mundane possessions which she had been keeping safely tucked into her jacket.

The party conclude that they must contact Roger Daventry this very night!

<b>Reason for XP</b>	<b>Andrea</b>	<b>Astra</b>	<b>Alvin</b>	<b>Hemegretham</b>	<b>Zeppo</b>
Opponents					
Spells		40	20		
Proficiencies			50		
Ideas	30	30	30		10
Problem Solving					
Role Play	70	100	80	30	30
Treasure					
Finishing					
Fun Factor	40	40	30	20	30
Penalties	-30				
<b>Total (This session)</b>	<b>110</b>	<b>210</b>	<b>210</b>	<b>50</b>	<b>70</b>
<b>Grand Total</b>	<b>110</b>	<b>210</b>	<b>210</b>	<b>50</b>	<b>70</b>

### **DM's Notes:-**

- I'm awarding 20xp per Magic User for each newly learnt 1<sup>st</sup> level spell.
- Andrea's penalty is due to Squirrel neglect.

### **House Rules :-**

Treasure XP is to be equally divided between all party members unless there are circumstances where an individual is wholly or mostly responsible for recovering the treasure. In this case the character will receive a larger proportion of the XP than the rest of the party.

Creatures killed or defeated in battle earn XP for the character. In the case of a group action where the group as a whole is responsible for the defeat the XP will be shared.

Standard CLW's cast in unremarkable circumstances score 10XP. CLW's cast in combat get more according to how sweaty the situation is.

Clerical Turn Undead scores a base 100XP as use of a power, however bonuses can be awarded for spectacular dice rolling or cunning use of the ability. The XP is recorded as a spell.

Mages may learn all of the first level spells available to them regardless of Intelligence limit.