

# Mercy Mission

## Session 2 21-3-00 Carnakh

Next Session Tuesday 28-03-00 At Brian's

Outside the temple our heroes discuss the next move and quickly agree to head for Lord Grange's mansion. Arriving at the imposing **yellow** building Rasputin starts to count the many windows. Such suspicious behaviour is immediately spotted by one of the frequent guard patrols. This is the high quarter after all, and construed as some sort of "joint casing" activity. The party are sternly moved along by a guard sergeant with no sense of humour and an inbuilt mistrust of adventurers. Luura D'Ayve, the mysterious D'Ayve of the previous week saves the day, explaining, in as charming a manner as possible, that they have something that they believe to be Lord Grange's property that they would like to return. Still somewhat suspicious the Guard advises them to return the following morning. Lello, in rather a mood due to the party's indelicate handling of the situation stomps off alone toward the nearest Inn. He arranges a private room for himself for 1gp per night and inspects it just as the others arrive. Luura purchases the same and the others decide on a communal room for 2gp per night. After they settle in they return to the bar where they are surprised to find a truly excellent Ale at reasonable prices. "The Sign of Three" is certainly a pleasant and comfortable place to stay. Spying the bar area they notice the other clients are generally of a more well-to-do type, being either junior shipping officers or men of the mercantile persuasion. Party members ineptly attempt to question the landlord and a fellow standing at the bar getting nothing of value. Luura however spots a finely dressed merchant and his wife at a table and crosses to speak with them. Lello heads off to bed, disgusted with the bull-at-the-gate system of detection. Using a front as a dressmaker hoping to set up business in Carnakh Luura manages to get some information regarding the marriage of young Warden Grange, the son of Lord Donovan Grange to Dolores Bankhead the daughter of a local merchant. She also gains a useful contact should she wish to do business with a reputable supplier of silks, threads and furs. Meanwhile back in the cheap seats Len has slunk outside and steals into a dark alleyway hoping for a rich drunk to fall at his feet. Unfortunately he pushes his luck and fails to hide in shadows as well as he thought, attracting the attention of a patrol of guards. "I've dropped my purse", he meekly appeals and astonishingly is told just to move along, however these constables will definitely remember his not so honest face!

Next morning Lello rises early and proceeds to Luura's room where they decide that a small group consisting of themselves should approach Lord Grange's mansion. Later at breakfast they explain their plan, which Rasputin objects to however Lello explains that since, "people just don't like you", it would be wiser to remain behind. Len asks whether they will get equal shares and when this is confirmed, avariciously gives his complete agreement to the plan. Larry considers that, "money is irrelevant" and Looloo decides that everything will be fine if he can "just beat a few things up." Larry puts forward the suggestion that "the whole thing is a family plot," but fails to explain what he means by this as Looloo warns Rasputin, "Don't push me pal!" When they finally agree, Luura, Larry and Lello head for the mansion.

Introducing himself to the gate guards as "Guru Lello Thubmarine" Lello waits for the laughter to subside before explaining that the party have something for Lord Grange. The guard disappears inside and soon returns. Lord Grange will see them. They are escorted into a fine mansion hall where they meet Lord Grange, a man in his fifties. Although not a big man he carries himself with an air of power and authority. He is garbed in the finest clothes and wears a handsome maroon cape. When shown the locket he shakes his head gravely. "It is as I feared, the poor girl. Dolores disappeared three weeks ago, the local authorities were notified immediately, but they were unable to find her. You say you found this north of the city? It seems the kidnappers were not planning to wait around for the ransom. I fear now we may have lost her. What a tragedy. Perhaps I am wrong – hopefully I am. But... this does not bode well." Somewhat surprised at this defeatist attitude the party press Grange for further information and he informs them that his son, Warden Grange lives behind Bankhead Wines and spirits. Lord Grange responds eagerly when the party suggest that they return the locket to his son. Indeed he didn't particularly seem to want the item himself. He brings the meeting to an end suggesting that the party leave the matter in the hands of the authorities, who are no doubt combing the countryside at this very minute. As they leave the mansion house they notice a uniformed man following them at a discrete distance until he catches up and gestures that they move into a side alley. The Guard introduces himself as Montague Delwart, until recently the second in command but now the Captain of Lord Grange's force of guards. In a hushed voice he informs them of the following, "Something's funny, I tell you. I know m'Lord was none too pleased with Warden going and marrying Dolores Bankhead. None too pleased at all with him marrying below his station. Then one night he's

talking to Rekken Filsner – the captain of the guard before me – and I hear m'Lord say something like “find her.” or something like that. Next thing I know, Rekken and Dolores are gone. Then, m'Lord says Rekken was belligerent, demanding more pay, and that I'm the new head of the guard. I don't understand it, but that's what I know. If anyone asks, you didn't hear it from me. I like my head where it is – on top of my neck!” Delwart goes on to say that Lord Grange has been more anxious of late, even more abrupt with the help than usual. The party describe the bodies they found in the Orcish cave and are intrigued to hear that Delwart remembers seeing Rekken Filsner talking to a bald man with an eye patch several weeks ago. He adds that the man looked like a ruffian and suggests that the party make enquiries in the low rent district of town. He agrees to try to meet up with the party at the inn if possible and hurries back to the manor house.

Meanwhile Looloo and Rasputin have found the local armoury and are able to part-exchange their existing leather armour for studded leather at book price minus 20%. Shields are also purchased at book price. Len wanders off to the market and is quickly accosted by ferret face man with a large box. He claims to possess many magical items and Len eagerly takes a look inside, examining a few daggers, bits of jewellery and a bag of herbs that the peddler claims will give him superhuman strength. Len sees a dagger he fancies and decides to exchange his own dagger and 20gps for a splendid new magical dagger! With this the fellow melts off into the shadows chuckling.

As the fighters head for the dock area and an appointment with a vat of Ale and a platter of fresh seafood; Lello, Larry and Luura follow Lord Grange's directions to Bankhead Wines and Spirits where they enquire after Warden Grange and are directed to the house at the back. A pleasant middle-class dwelling is attached to the warehouse and offices and knocking at the door they are greeted by a pale young man who identifies himself as Warden Grange. As Lello shows him the locket he becomes hysterical, pulling at his hair and banging his fist on the floor. “Oh why didn't I just give them what I had? Why did I let my father talk me out of that?” As the party calm the young man, Jezzel Bankhead, Dolores' father, enters the room. He becomes angry when he sees the locket and complains to the party that Lord Grange talked Warden out of paying the ransom for his daughter. Jezzel tells the party that he offered to pay 250gps, his life savings, toward the ransom of 2000gps however Warden had only 750gps and Lord Grange convinced his son that the authorities would soon catch the kidnappers. They show the party the ransom note instructing them to place the money in the blasted oak to the west of the city. Larry spots that the handwriting is disguised. Luura negotiates an agreement with the pair that the party will undertake to investigate the case for 1 month on a retainer of 200gp payable now. On the safe return of Dolores they should be paid a bonus of 300gp. A letter of understanding is drafted and the parties sign the agreement. A distraught Warden wishes them luck, as they are his only hope.

Meanwhile Len heads to the temple intending to get some help with his “Magical” dagger however he is politely brushed off and advised to consult a Wizard. Back at the docks Rasputin and Looloo head in the direction of the Inn pausing only at a few ale houses along the way. Lello, Larry and Luura are accosted by a peddler selling magical items (it is he). Lello gets off a Detect Magic without him noticing and registers that none of the items are magical (surprise surprise) however his herbalism proficiency reveals that the herbs, far from bestowing superhuman strength could be used to create a potion of healing. Unfortunately for Lello he doesn't know how to prepare this particular beverage so they let the peddler go. Later on they will discover that Llewellyn knows how to make this potion and will give Lello the details. As they wander onward it occurs to Larry that this guy might know something of the shadier end of town. Kicking themselves for their tardiness (you should have been anyway) they keep an eye out for the peddler and are lucky enough to encounter him again near the inn. He will only talk if they buy something from him and they decide to purchase that bag of herbs. Lello foolishly attempts to bargain and he nearly leaves before deciding that they are serious this time. Luura describes the 3 bodies to the peddler who identifies the bald, eye patched fellow as one Widen Boll, a regular at the Pot Bellied Ale House. He remembers seeing Widen and two other shady looking characters leaving the city via the north gate a couple of days ago. The gold and the herbs are handed over and the group return to the Inn encountering a slightly embarrassed Len and the flushed merry faces of the two fighters who tucking into even more ale. Llewellyn reveals his potion knowledge and the two clerics disappear upstairs to prepare the herbs. As the others discuss the events of the day Luura eventually suggests that The Pot Bellied Ale House be investigated. Deciding that this doesn't sound like the sort of establishment that a respectable dressmaker (and undercover specialist Mage) should frequent, she requests that the fighters take a look. Looloo, Rasputin and Len head off accompanied by Llewellyn who is to be the brains of the group (oops). (DM note 1). Arriving at the Pot Bellied Ale House they buy some drinks and look around failing to ask any of the customers about Widen Boll although Len eyes up several fat purses. A lonely fellow at the bar with an empty glass is completely ignored and leaves early. Eventually Llewellyn hangs around the bar and gets talking to the barman Harold Hargrave. He remembers seeing Widen with a man dressed in fighter's kit who fits

the description of Rekken Filsner. He also heard Widen talking to Fenton a popular local Bard. Harold informs them that Fenton often is to be found at either Grezzel's Ale House or The Lonesome Soldier Inn.

They eventually find their way to The Lonesome Soldier and indeed there is a Bard performing to a group of off duty city guards. He is very good and the group enjoy his tales and songs until he finishes the first part of the set. Accosting him at the bar Looloo asks him such leading questions as what's it like being a Bard, failing to enquire about either the case or Widen Boll. The fellow accepts an offered pint of ale and resumes his show, which continues for another hour or so to rapturous applause. Eventually the party get the idea and question Fenton about Widen Boll. Surprise surprise, he knows him.

"Widen Boll, sure I know him. Went once with him looking for a cache of rubies and I think the fool picked my pocket. No matter. He was curious about Filmore Keep, so I told him it was a ruined stronghold north of Twain, its dungeon intact but probably plundered years ago. Don't know why he was so curious, he wouldn't say. Well that was a couple of weeks ago. I don't trust him - neither his so called friends". With this important information they return, rather unsteadily in the direction of the "Sign of Three" Inn.

<b>Reason for XP</b>	<b>LooLoo</b>	<b>Larry</b>	<b>Rasputin</b>	<b>Llewellyn</b>	<b>Len</b>	<b>Luura</b>	<b>Lello</b>
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Opponents							
Spells							10
Proficiencies					10	10	10
Ideas	20	40	10		20	80	30
Problem Solving							
Role Play	20	40	20		60	40	30
Treasure							
Finishing							
Fun Factor	30	30	20		60	30	40
Penalties	10		10		10		

<b>Total (This session)</b>	<b>60</b>	<b>110</b>	<b>40</b>		<b>140</b>	<b>160</b>	<b>120</b>
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<b>Grand Total</b>	<b>550</b>	<b>520</b>	<b>290</b>	<b>510</b>	<b>640</b>	<b>160</b>	<b>330</b>
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## DM's Notes: -

1. Llewellyn is the only true "thickie" in the group. Even Looloo's INT of 10 counts as average. You guys with INT of 12 and above should be quite seriously clever.
2. Nominal penalties (slap on wrist) of 10xp each are awarded to Looloo, Len and Rasputin for forcing a DM plot intervention using Llewellyn in the Pot Bellied Ale House. Wake up guys!
3. There are lots of regional spellings for this town. This week's is Carnakh.