

# Mercy Mission

## Session 3 28-3-00 Filmore Keep

Next Session Tuesday 11-04-00 At Brian's (The Star Cairns)

It's breakfast time at "The Sign of Three" Inn and our heroes are grouped around the table discussing their plans. Both Len and Looloo are rather more subdued than usual and the teetotalers in the party take the opportunity to preach against the use of the demon drink. Llewellyn warns against all of the detrimental effects including, most notably, "shrinkage of the manly parts!" However both Looloo and Len are far too hung over to rise to the bait and eventually even Larry gives up on his "There's more to life than drink," lecture. Lello leaves the breakfast table early to try to get some better armour as Larry suggests they head for Filmore Keep. Rasputin agrees and adds that he is convinced that Dolores is still alive. This is all academic to Len who is just interested in the ransom. Rasputin manages to pick up his Greek fire and returns to the Inn meeting Lello en-route with some shiny new Splint Mail. They leave immediately after breakfast in the direction of Twain keeping a sharp eye out for any sign of "The Blasted Oak." Llewellyn sings a few pleasant songs and after a few minutes discussion with Lello they realise that the potion they created from the tinker's herbs is actually a potion of Extra Healing! (DM note 1). Even the light drizzle cannot dampen their spirits as they march resolutely along.

About 1 ½ hours out of Carnakh they spy a lightning struck oak tree to the south. Len goes to investigate moving silently although the swaying grass in the field gives away his position. Climbing up the trunk he notices an entrance into a small dry space. Inside is some old sacking, which he retrieves. Climbing down he notices a shiny object on the ground – a gold piece. He picks it up and after a quick look around pockets it. He returns to the others and hands over the sacking but strangely doesn't mention the gold coin. It must be short-term memory loss again! Luura examines the sacking, which looks like a torn up sack. "With a capacity of 1000gps?" she wonders. Larry puts forward his theory, which is correct in some places but wide of the mark in others. Lello, Len and Rasputin take another look at the tree while Luura and Larry discuss the events of the past few days. They almost manage to account for the dead bodies in the cave part of the plot but don't quite get the all the details. Good brain work from our two intellectuals though – they have figured out most of what is going on. Continuing on to Twain they meet up with a band of loggers who kindly offer to share their lunch with the party. (it sometimes pays to have a priest or two). In conversation with the loggers they confirm their information about Filmore Keep and discover that a few weeks ago a logger called Stan had noticed some men hanging around the keep claiming they were surveying. Llewellyn sings a few ditties, which are well received and the group breaks up, the loggers toward Carnakh and the party onward to Twain. Arriving at Twain they are well received and are put up in a warm and cosy barn, food and drink included for 1gp. The people are friendly and enjoy the conversation of travellers and the songs of Llewellyn. The party pass a peaceful night and early next morning head north to Filmore Keep.

As they travel up the wooded valley a man brandishing a sword and a shield appears ahead of them. He sees the party, pauses briefly and sheathing his sword approaches – he is clearly out of breath. "orcs, chasing me!" he claims. The party keep a lookout and enquire of the man's name. "Basil Stump," is the reply, "An innocent traveller set upon by orcs," he says, glancing nervously behind him where no orcs at all appear. Even Len's acute hearing can't make out anything other than birds tweeting pleasantly. As the party considers whether to question Basil, Lello makes an executive decision. "Get lost Basil!" he growls. "We don't need him!" Hardly believing his luck Basil quickly sets off at a fast jog down the path toward Twain. (DM note 2). Within a minute he is out of sight. There is some minor debate as to whether this was a good idea and an amusing suggestion is made where Len should pursue Basil – A human with twice his movement rate! Eventually they continue onward until they spy a ruined stone structure in a clearing in the woods – Filmore Keep!

Crouching down well into the tree line they notice a thin plume of smoke from somewhere within the keep. The walls are ruined and there are several breaks that they can see from their concealed position. Lello and Len are despatched to spy out the ground, Lello goes clockwise and Len heads anti-clockwise. After 30 minutes or so they return describing the walls and the location of the breaks. Meanwhile the rest have noticed a figure ascend one of the towers apparently on lookout duty. After a few minutes the figure descends and is seen to pass behind one of the breaks in the wall. He didn't appear to be seriously alert. After a brief discussion they decide on a scouting approach by Len using the ring of invisibility. Unfortunately nobody knows how to use it and the first few attempts fail abysmally however eventually someone reads the writing on the inside of the ring which says

“fadeout” in common. Len whispers the word and promptly disappears. Moving stealthily he heads toward the keep.

### **Little Len’s Big Adventure**

Invisibly and silently Len creeps into the front entrance noticing a short 10ft wide corridor to a second pair of towers. He proceeds onward and sees a large courtyard, covered in long grass and flowers. In the centre of the Keep is a two-story building with arrow slit windows and a wide entrance directly ahead. Keeping still Len notices a guard appear from the side of the building. After a while, the man returns by the same route. Len takes some time to investigate the towers. The four he can get to all have stone stairs. He makes a few scuffing noises as he climbs but nobody seems to notice. From his vantage point he is able to see a well in the northeast corner where some horses are tethered. He notices another guard strolling around the building toward the horses. Heading down he starts to creep toward the main entrance making a few scuffing noises as he descends, although it is probably the rock he kicks over that first alerts the guard. Unaware of this Len arrives at the entrance as our suspicious guard walks over from the horses. He is sure he heard something but there’s nothing there! Fortunately for Len the guard is changed and the replacement ridicules the former for paranoia. Mumbling under his breath the first guard disappears into the building. The new guard wanders off to the horses as Len scouts in the doorway, unfortunately for him he disturbs some tall grass just as the guard looks round. Unaware of this Len creeps into the main hall and just has time to notice a group of men around a large fire at one end of the room and a large cart and a stair well at the other before a shout from behind him raises the alarm. Outside, the others hear the shout and observe a guard leaving a tower rapidly. “Charge!!!” they yell and proceed to rush the Keep. “I knew I heard something!” shouts a man as Len fails his move silently spectacularly enough to give away his position. Rumbled, he jumps up on the cart, which of course moves. The guards close in with arms spread widely as with astonishing dexterity Len ducks beneath the cart. This buys him a couple of seconds thinking time and he decides to make a break for it. He rushes out and tries to go down the stairs almost crashing into a man running up. He takes a swipe into thin air and gives Len a nasty wound! Quickly retreating he tries the stairs up but an even larger man in fancy armour is coming down! Dashing through the group, just, he exits to the south finding a long room with a broken down corner and a fireplace. Two men block the break in the southeast wall so he heads quickly for the fireplace, the main group hot on his heels. Unfortunately for Len, the chimney has collapsed and all he can manage is to climb the chimneybreast and hope that they miss him. However the big man has taken charge and it seems that he has dealt with invisibility before (even the wall climbing type). The men are organised into a line and proceed to stab the walls floor and ceiling with their swords as they march along the length of the room. It looks like the game’s up for Len but gritting his teeth he makes a remarkable leap for the southwest corner and with a truly astonishing piece of slippery dexterity he darts past the two humans and heads for the nearest break in the wall. With a bellow of rage a group of the guards and the big man speed after him, following the swaying grass as Len runs for his life for the forest. Fortunately for Len he had just enough head start to make the tree line. Once inside the forest the halfling is quickly able to loose his pursuers – phew!

Meanwhile the charge bursts into the courtyard and meets four guards rushing at them. A quick Sleep spell from Larry drops them and as Luura and Looloo start tying them up Rasputin and Larry guard the front gate. Suddenly Rasputin drops to the floor blood spurting horribly from a deadly wound in his back. Larry quickly attempts to Heal but fails as Llewellyn sprints across the yard just managing to Heal the fallen fighter. As he tends the awful wound Larry, Lello and Looloo head around the building searching for Len who promptly appears at front gate. Llewellyn casts CLW and the somewhat battered halfling is restored to health. Luura heads round to the side of the building and joins the others as they see a group of men striding purposefully toward the gap in the wall. Luura gets them with a Sleep spell however the leader manages to get away to the north. Larry is left guarding these fallen innocents as the others rush back to the front of the building. Weighing up the situation Larry decides that he doesn’t have the time to be nice and proceeds to slit their throats – a very unusual action for one supposedly untainted by the claws of evil!

As he rejoins the main group a voice rings out from inside the building in time-honoured hostage drama fashion. “Let me go copper, or the girl gets it!” As they proceed to negotiate with the voice a crack of twig behind them causes them to turn. The remaining members of the gang, led by the leader are sneaking up behind them. With a yell of “Charge!!!” both groups stampede toward each other heedless of the sorely wounded Rasputin who lies slumped between them. Luura scrambles up the nearest tower and readies her sling as the leader throws an object in front of him which raises a cloud of dust from which emerges a hideous monster – A 15ft long Giant Lizard. Battle is joined and in the furious melee Looloo gets in a mighty blow on the monstrous reptile as Luura scores with a sling bullet. Lello takes a lot of damage from both the Lizard and the Leader and collapses to the ground,

blood flowing. Looloo flails mightily with his sword as Llewellyn manages to get off a Light spell focused on the leader's eyes. Although affected by this the man appears unfazed and continues to fight well as though he had been trained to fight in the dark. Looloo is hit again but another sling bullet from Luura and a wild stab from Looloo finish the Lizard! Llewellyn casts Command on the Leader shouting "Die!" and he is unable to resist collapsing in a swoon. As Llewellyn rushes to Lello and Looloo waves his sword menacingly the guards drop their weapons and surrender. Llewellyn is able to arrest Lello's decline but he is seriously wounded and may not be in any shape to be moved without a long convalescence. They tie them up and wake the leader who is indeed Rekken Filsner. "I'm not saying anything," he growls but a few mild threats are enough to get him talking. He admits to the kidnapping of Dolores and claims she is unharmed downstairs. He says that Lord Grange instructed him to kidnap Dolores because he considered her an unsuitable match for his son. He however decided to turn his Lordship's plan against him and blackmailed Grange for 1000gps to keep quiet in addition to the 2000gps that he would ask of Warden and the Bankhead family. Lord Grange arranged the money however nothing had been forthcoming from the others so Rekken had sent his man Widen Boll into Carnakh to deliver an even more gruesome threat. For whatever reason he did not return. Rekken bargains with the party and they agree to let him and his men go. Rekken manages to keep 300gps of the ransom money and eventually gets another 50gp from the party when he reveals a secret compartment containing 25 platinum pieces. Detect magic reveals that his broadsword is magical however our heroes don't want the bad guys wandering the wilderness equipped with magical weaponry so they refuse to return this to him. Amazed at his good fortune, Rekken and his men are released. They quickly depart the area never to return (???)

A weary Dolores is rescued from the dungeon and apart from malnutrition appears not to have suffered at hands of the villains.

### **Conclusion**

The final story XP awards are made at this point since unless you are very determined to continue to play this session I propose we move onto the Star Cairns. Playing, "what we did when we returned to Carnakh" as a future adventure hook appeals to me as a neat way to start a new adventure while tying up the loose ends. You can assume that you will recover the monies due to you for recovering Dolores. Warden and Dolores' father will be eternally grateful to the party. You now have friends, and enemies in Carnakh.

<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>
Opponents		130		130	130	130	130
Spells		20		50		20	
Proficiencies				40	130		20
Ideas		100	30	10	50	110	30
Problem Solving							
Role Play		50	20	50	50	50	30
Treasure		130	130	130	130	130	130
Finishing	300	500	500	500	500	500	500
Fun Factor		70	50	80	80	60	60
Penalties			+10				
<b>Total (This session)</b>	<b>300</b>	<b>1000</b>	<b>740</b>	<b>990</b>	<b>1070</b>	<b>1000</b>	<b>900</b>
<b>Grand Total</b>	<b>850</b>	<b>1520</b>	<b>1030</b>	<b>1500</b>	<b>1710</b>	<b>1160</b>	<b>1230</b>

## DM's Notes: -

1. Heals 3d8 in one go or three doses of 1d8.
2. I couldn't believe you let him go so easily! He knew the guard rota, where Dolores was imprisoned and also that an experienced thief was part of the group as well as some other stuff I'm not going to tell you. He also had the dodgiest explanation of why he was in the woods that I've ever heard.
3. Rasputin is returned his 10xp penalty, since he was not present during the Keystone Kops style of detective work at the Pot-Bellied Ale House.
4. Congratulations to Len and Llewellyn who both make level 2.