**Session 1 - 13th September 2017**

Kairon headed to the bookstore where he was told that the information broker was. As he approached he heard a cry of pain a from inside the store and he rush in. Both Branton and Ogden were trailing he and entered as well. Ashoka was also told that the information broker may have information for him also entered. Once inside they found the store in disarray. Branton who was distrustful of Kairon the Tiefling accused him of causing it. After a discussion, the group decide to head to the back room where they found a dead man and a bleeding out half-elf. Ogden failed to stabilize the half-elf who slipped into unconsciousness. Ashoka took over and managed to keep the half-elf from dying. After more discussion, they head to the stairs that were behind one of the bookcases.

In the room above they across 3 dead bodies, one of which on lying across the desk with a dagger sticking out of him and a female elf standing over the body. Next to her was Yojimbo, a bronze dragonborn. After a brief discussion, they are interrupted by the opening of a secret entrance and a dwarf appear who takes up a defensive position next the elf who is the Information Broker Talissa.

After a time Talissa agrees to start looking for the information that the party is interested in. Initially Talissa wanted to be paid as in her words Information is expensive. However, the price was too high for Kairon who offered to pay in deeds. Talissa accepted and the group, now including Yojimbo, heads to the sewers to clear the room where Talissa will be setting up.

After battling through several giant rats and swarms of rats the party make it the room where they scare a giant rat who hides in a whole in the wall. As they search the room the rat seems to run towards the trap door which Yojimbo was standing next to. Mid may towards the trap door it changes into a wererat and attacks Yojimbo, surprising the rest of the party. After knocking him into unconsciousness, the wererat heads to Kairon and proceeds to bite and claw at him. The party recovering from their surprise manage to kill the wererat and start to loot the room. While doing so they hear some footsteps coming from behind a bookcase, which opens to revel the dwarf Grundel and several others.

He proceeds to tell the party to head back to Talissa who has setup in a warehouse while he finishes setup the room for business. The 1st job seems to be blocking off the way the party got to the room, after they leave that way. Back at Talissa she has started the process of gathering the information and already has a lead. She points you in the direction of some lawyers. The party starts to search for them but the information isn't exact and they try to speak to several groups. This seems to spook 1 group and Ashoka follows a messenger that heads towards a warehouse. After a brief time the message returns towards the lawyers. Ashoka waits long enough to see another person leave the warehouse.

## Session 2 - 17th October 2017

While waiting for Ashoka and Yojimbo to return, Branton was approach by a messenger from the temple of Torn who told him that there was a druid waiting for him back at the temple with a message from Captain Jardon. The party headed back to the temple where they find the druid Eniaris who explained that he was willing to help the party in their investigations in order to help convince the guard to send aid to the Druids in Blackpine.

The party heads to their only lead back at the warehouse where they attempt to persuade the merchant guards and then the owner of the warehouse to allow them access. Yojimbo attempts to distract them but setting off a noise at the back of the warehouse. However, this only make the owner and 2 of the guards to return to the warehouse with the rest remaining and denying the party access. So, the party decides to wonder around the warehouse to see if they can find another way in. They do find a back entrance which is also guarded.

Thwarted the party headed to a local tavern where they sit down for a meal and a drink. Eniaris approached the bar and asked the barkeeper whether any of the warehouse workers were here. One is pointed out to him and Yojimbo decides to approach him while he is dicing with his friends. After a brief discussion, he attempts to get the worker drunk by spiking a beer with a more potent spirit. However, taking the 1st sip of the drink the worker decides there is something off about the drink and sets it aside. Once the dice game ends the worker, and many more of the patrons of the tavern, leave. By the time the party reaches the exit the worker is indistinguishable from the rest and the party is forced to return to their meal.

Heading back to the warehouse in the dark, Branton attempts to suss out the patrol pattern of the night-watchmen. Ashoka uses that pattern to climb up to the top of the warehouse and peers in via the skylight. The rest of the party attempts to hide from the returning watchmen but fails spectacularly and is spotted. The watchman reaches for his weapon and takes out a whistle while demanding what they are there for. Unfortunately, this spooks Kairon who launched a spell at the watchman who blows his whistle attracting more for the guard to their location. Branton manages to defuse the situation and the party minus Ashoka moves away.

Once the watchmen returns to the warehouse Ashoka signalled the rest of the party back and they made their work to the rear entrance. As none had the skills to pick the lock, Branton used a crowbar to force the back door open and the party made their way inside. The watchmen confronts them and with a cry of "For Malachar" attacks. The party easily dispatches them and they find tattoos on them, they then investigate the warehouse and found tracks indicating a regularly moved crate and Branton moves it aside to find a trap door. Once again, they rely on Branton's strength to break open the door revealing stairs down.

They followed the stairs down to the sewers and into a cave system, where they were ambushed by a pair of Oozes whose attacks ate away at the weapons and armour of those who attack in melee. After defeating them they hear chanting coming from one of the passage way and go to investigate with Ogden leading the way. They find another cavern with a large archway to the rear, a stone altar in the middle and 2 large glowing orbs between them. Also present were several cultists, a magic welding Tiefling and a rogue like human, all of whom attack the party. The cultists are easily defeated but the Tiefling and Rogue appear to be protected by the magic of the orbs and launch a viscous attack against the party. In an attempt to circumvent the protection Kairon launches a magical attack at the orbs which had a visible affect. The rest of the party see this and attempt to follow suit with mundane attacks to lesser effect. The rogue seeing that the odds are against them leaves through the portal with the Tiefling following, but not before launching her own magic attack on the orbs.

That attack destabilises the magic so much that it causes the ground to start rumbling. The party quick realise that they need to leave but the ground shakes so much that several of them fall to the ground. The shaking of the ground gets worse and worse as the orb releases the pent-up magic and eventually explodes knocking Eniaris unconscious. Luckily Ogden was still in the cavern having been knocked to the ground, it heal him while the rest of the party had run away. They eventually make it back up to the surface where they decide to rest for the rest of the night either at the temple or an inn.

## Session 3 - 22nd November 2017

The 4 at the inn come down after a good rest to find the inn busy, the innkeeper hands Yojimbo a note from Talissa given him the final information she has gathered about Seymour. Yojimbo then tries to get information from him about what the inn is so busy. He is told about the earth tremor that happened last night which cause a lot of damaged and a section of the city to collapse. He also is surprised that the party hadn't felt it. The 4 decide to head to the temple to meet up with the other 2 before heading to help with the aftermath.

The 2 in the temple find it almost deserted as most are out helping with the injured. They wait for the rest of the party before heading to help. They find where the wounded are being sent to and spot healer from around the city giving aid. Branton attempts for help a man with a broken leg whilst searching him for the mark of Malachar. In doing so he is rather rough with him and caused him to cry out multiple times. A senior cleric rushes across to see what is happening and Branton wisely decides to leave the triaging to the others. Those that are capable start helping with other injured and Yojimbo tries to question the one he is helping with little success.

Branton then tried to talk to one of the guards that seem to be directing the others. Yojimbo used message to try to direct the conversation but unfortunately Branton doesn't realise its him and begins to think his god is talking to him. The guard suggests that they head back to the keep and report back to Captain Jardon.

They do so and are lead into what appears to be the Marshal's office where Jardon and a lot of others seem to be in the process of organising the response to the tragedy. Branton describes what the party did in the cavern, gets carried away and kind of implies that they may have been responsible in some small way for the disaster. Marshal Waylynn immediately calls for their arrest and lays the blame solely on them. Captain Jardon tells them not to resist and they lay down their weapons. They are stripped of all equipment and sent to the cells. A bit later Branton is allowed to be released under house arrest as long as he gives an oath not to leave.

During the night Jardon fetches Branton and leads him back to the cells where he frees the rest of the party, giving them back their equipment and tells them about his worries over the Marshal's loyalties. He asks them to investigate this before leaving for Ostston and reporting to Major Tharin. He tells them of the 2 properties here in Highcastle and the estate on the outskirts. The party decides to head to his main residences that should be empty.

They search the places finding a main study on the ground floor, where they come across a large tapestry that concealed a wall safe. With none able to pick a lock, Branton attempts to force it open triggering a poison needle trap. Within the safe they find a bag of 50 gold, a pouch of 7 gems, 1 healing potion and a ledger. The ledger contain information on the household expenses.

On the upper floor, they find a smaller private study where Eniaris finds a half-completed letter to Lord and Lady Batovian (Branton's parents), claiming a friendship with him.

Not wanting to risk the Mistress house still the Marshal was there, the party head to an inn to wait till dawn and the opening of the city gates. Moving in pairs they eventually make it out of the city and head to the estate. They decided to camp by the main road until its dark. While waiting Kairon identifies his familiar, and Imp which Yojimbo decides to name Germimia. They use it to scout out the Country house.

Ashoka sneaks up to the house with the objective of climbing up to an unlocked window. Unfortunately, Yojimbo attempts to follow and isn't as sneaky has he thought he was, attracting a patrol. Ashoka darted to the house and managed to find a hiding place while Yojimbo drops to the floors and uses minor illusion to try to distract the guard away from him, eventually successfully.

Ashoka makes it into the house and starts exploring, trying to find a way to let the others in. Unfortunately, the plan to open the back door from the kitchen is ruined when it appears that the kitchen is occupied. Becoming more and more stressed as time goes on without being able to find an entrance, Ashoka's luck finally runs out as is confronted by a pair of guards. She attempts to make a run for it but is eventually cornered and taken prisoner. The guard announce that they will call for the magistrate in the morning.

## Session 4 - 13th December 2017

After being captured Ashoka is taken to what appears to be a store room where she was tied to a chair and a servant left to keep an eye out on her. The rest of the party decide that something must have gone wrong as they have not heard from her in a while. A plan is made for Eniaris to cause a distraction by releasing the horses from the stables. However, on the way to the stables he is seen by a couple of guards which causes him to double back to the rest of the party, where Branton takes the lead and manages to convince them that he is a noble whose squire (Eniaris) managed to lose his horse. He also gets them to escort the party to the house where he convinces the butler to allow them quarters until the next day when the mistress of the house can make a decision.

During the night Kairon sends his familiar who can turn invisible, to try and find Ashoka. After investigating several rooms, it find Ashoka who in the meantime had managed to free herself from her bonds while the servant slept. She had then knocked out the servant and tied him to the chair. After reuniting with the rest of the party it is decided that she should hide in the forest while the rest of the party take to the mistress of the house in the morning.

The next morning Branton is take for an audience with Lady Elise, and Ogden tags along as one of his servants. After a few drinks, Lady Elise is willing to allow Branton to search Marshal Waylynn's study if he takes care of a problem for her, her husband Lord Greynoot. Ogden attempted to say something which causes Lady Elise surprise that Branton would allow his servants to talk out of turn. Branton attempting to recover slaps Ogden into silence and leaves to discuss with the rest of the party before agreeing.

The party agrees and take Lord Greynoot on a hunt. As the hunting party splits up, Branton leads Lord Greynoot away and once along knocks him off his horse. Making sure he just unconscious he hides him under various branches and leaves. Not knowing what to do next Branton just stands there until Eniaris eventually arrives. He convinces Branton that there is a dangerous bear in the forest somewhere that might take care of Greynoot. Not quite understanding, Branton is distracted by a hunting horn and takes off for the kill. Eniaris then druid shapes into a bear and takes care of Lord Greynoot.

Returning to the mansion the party is given an hour to search the study. They find a hidden door behind a bookcase which appears to be locked by a mystical puzzle. They attempted to solve the puzzle but failed to do so causing the door to be sealed. They then found a trapdoor under a rug and triggered the trap stunning many of them and disorientating the rest. Under the trap door they found a chest containing several papers. They contain information about bribes about merchants getting more patrols at certain times, less searches on cargo, 3rd sons being given positions of power within the guard, the League of Shadows getting patrol roots moved, etc. One particular paper shows that a patrol route has recently been moved to avoid a ruined guard tower a couple of days away. The party decide that this is worth investigating.

Moving off-road towards the ruins the party see a guard messenger riding quickly towards Ostston but by the time they decide whether they should intercept her, she has moved out of range. Sometime later another guard group passes them as they hide. This group appears to be a search party.

The next day a storm picks up and the party rushes to the ruins to seek cover. There they stumble over several bodies and as they approach a trapdoor they are attacked by a gargoyle. Defeating it Ashoka notices that there is some magic on the trapdoor linking it to the Gargoyle.

Heading down the stairs that were revealed by opening the trapdoor, Branton enters what appears to be an armoury. Once the party enters they are attacked by a pair of animated armours and a flying sword. During the fight, Ogden is knocked unconscious but the party wins the fight and finds that while the magic animating the sword has been broken it is still a fine magic sword.