

Todos of the Monte

- Confirm house ownership
- Collect three eyed gang bounty
- Deal with poltergeists

Rough night, begins to wake. Rusty rooms, winds blowing, keeping each awake. Hubs outside, merchants and horses.

Breath fogged, in front of face, the busy street outside attacking the senses of the nomads.

Rusty Bar, etched words of "leave" in copper. All the windows are broken. Vidal writes "No" benies

Monte can only find the message and not other disturbances.

Darrin looks in spire and finds mimic, in the shape of pouch, listel with stick, to show group "I found something"

"Oh no, its bringing pets home" - Badger.

Garal - "Isnt that the thing from the camp?"

Badger - "It might be"

Darrin tries to feed mimics, attempting to tame the beast.

Badger thinks its a child, explains to Darrin the Bats and the hornets

Knock on wall, shaking boards

Badger breaks door seeing who's outside

// Big nose guy!

An aged byname seen yawning in three new bounties on outside notice board

Terralyn light-wizzle introduces himself

→ house used to be owned silquien gelir, the old bartender.

↳ Bartholomew won it in a bet.

Bounties on Disc

12 - Savers

6 - white steam rising, banging can be heard

5 - "the bent nail" sign outside door

2 - open door but quiet

3 - "sleeping boy" - lodged with green horse

4 - shady building

8 - Ribbons adorn building, probably tailor

10 - purple smoke bellows out of crevices.

9 - people seen coming in and out

7 - general goods store

11 - half oak stands x 2

13 - sold house, empty.

Busy street one over very busy with travelling into centre of city.

Badger gets the feeling group being watched.

↳ "I feel like we're being watched"

Garal dismisses it as he's used to being stared at.

To establish themselves as an adventuring group, they head to the adventuring guild

↳ 3 hour walk

- Winters day

- lots of preserved food being traded

- generally happy people, few beggars

- hands did gold coin - Monte.

- Side vendors the harder with group

- Advert for Transliteration music

Hooded figure push through crowd

↳ to stop

- Red stained mask under hood

- "Apologies sir" - bumping into Garal

- Stole Garal's money

Guards go in through crowd, looking under hoods, - "I think we've lost them"

Garal walks over to the guards.

"I would like to report a crime"

Garal describes theft.

Vidal, looking like the guards, throwing them

↳ they leave, in the direction Garal points.

They make into Gold hall - a glass smashing into wall near Vidal's head. Electric tension

Adventurers, clad in scarves and each wearing a coloured ring

behind bar, symbols behind human gentlemen.

Touch, most people hear one human.

He's exchanging coin for completed bounty.

Badger approaches, and asks a gem in the crowd and ask how to apply.

Bald, war-hammer in grasp, man says:

"That's easy, go to the man and tell him your name. Do you have a name?"

He wouldn't much care for a little guy's name.

Badger - "Even, no."

Group walks to counter, pushing through crowd

"Hello, how are we doing today", well spoken counter man.

"Are you all a group?"

Garal nods.

"That'll be 5 silver"

Group consir on name.

Atlas Anderi was the chosen name.

the group gets white ring bands.

We make a cashup of three-eyed-gang bounty, Garal handing over the parchment

Explaining judo rings, colour showing permitted difficulty of quest.

Guild help gives us list of quests.

We decide to take on the the the's quest

↳ Vidal votes murder solution

↳ Garal says "we better give them to the law enforcement"

Handed a parchment containing a bounty and permission for the "Atlas Anderi"

Head to royal hill to claim house deed.

Gets nicer and nicer closer we get.

Approaches gate, guards either side. behind beautiful houses in sight.

"Hault, what is your business" guard 1

"We're here to see the magistrate." Garal

Hands over house deed for proof.

"We can only allow two entry, weapons left"

Its decided Garal and Darrin go in.

Darrin caught trying to bring in a dagger.

Plan - Meet Back at house at Dusk

Darrin feels watched

Vidal, having walked on half an hour down the path sees, old man -

Darryn & Badger

Walks into the Magistrate building

Heavy malicha line walk, 4 guards positioned in the large hall.

The magistrate, a wood elf woman, elegant in posture.

Generally, wealthy people stake the line in front, all

Legal matters discussed at the grant with judgment seeming lacking reasoning by the woman.

They get to the grant ... "Step forward"

Maj -
Darryn -

"Children state purpose"

"We are here to claim the deed to the house on behalf of my brother"

Maj -
Badger
Maj

"are you old enough"

"I am a Gnome, so yes"

"Deed please"

Hands over deed

Darryn

"We took the deeds from Bartholomew Melrea to look after his heritage"

Maj

(Unbelieving) "Your case is not impressive. It'll be 10 gold pieces to prove their worth"

Darryn & Badger grab rock, paper, scissors to see who owns the gold.

Maj

hands over confirmation of ownership.

Sees poor mom with son, and deliberate how to help, and decides to leave them.

Badger asks what's wrong

Mom

"We moved here, after being attacked by pirates, we've lived on the streets for two years."

↳ Dad be gone - pirate murders.

told the could get house permission for 2 silver, in slums.

Badger offers job and hands & gold

Each converse, establishing facts of the day

Darryn goes to Jewlers, on the way home spots an expensive looking stool.

Half-ling owner, fine glass, lying table top. Purple gown, trapes floor, monical on face.

Darryn
Half-ling
Darryn

"Hello, there?"

"What can I do for you?"

"I want to take this tooth and set it for necklace"

Half-ling
Darryn

"that'll cost you a pretty-penny"

"It'll only take a wire, to wrap round the tooth, I could do it myself"

Half-ling

"What do you need then?"

Darryn

"Leather cord, and the wire"

Half-ling

"1 silver"

Darryn

"I could skin a cow for the leather, 3 copper"

Half-ling

"fine, on condition I have your name"

Darryn

"Name for a Name"

Half-ling

"Got name, and free"

Darryn

Gives dad name || Bad roll

Half-ling

7 copper, or your real name"

Unwilling to give name, hands over 7 copper.

Morte, Vidal, Gae-al

Enter into main city, to the gates

Guard 1 "State your business", sees Vidal & straighten

Vidal "We are here to see to theirs"

Guard 2 "I thought if ^{was} illegal ^{guy} to join a guild" looking at shield

Vidal "I am helping get on feet"

Leaves items at gate, Morte absorbs weapons

Walking in we see a 5 spiked Commander mentioned by guards.

Speaks, Morte explains situation

Commander → List of crimes: few ^{thrust} Adventurers Murders.

Known to be associated with the "Broken Hammer" tavern.

Not known to pick on civilian.

Morte thanks and leaves, smelling the whisky on his lips.

We walk back to gates, Vidal in strong ~~Convo~~ about their position.

Heads Home

Rejoined

Dusk hits the sky like vidals war-hammer

Morte hears voice "Bored by ~~antics~~ ^{antics}"
"get a move on" - Demand ~~for~~ ^{head sacrifice}

"You shall have your head soon" - Morte
Breathing heavier "I am wrong friend, not I"

Puende in Morte's head: "I grow bored Pet!"
"Bored of your Antics. Get a move on. I demand a sacrifice. I. Need. Blood."

You will kill these people if you take too long"

Morte: "Sorry my mistress"

The group are busy discussing the "leave" message

A plate slips past Vidal

Badger: "We have a Ghost. Can any of deal with this?"

Morte: "you are the divine, can't you?"

Badger remembers a history of the specter ~~has~~ ^{has} unfinished business or demon's bidding

Badger releases its mortality

Elven woman unlocks and walks in
She be look Morey Bage

Woman: "What are you doing here? Get out of our house"

Garal: "We technically own this house, and we don't mean to cause you or your husband harm"

Woman: "You are just like all the others, you want to tear up history"

Barogn: "No, this is a restoration project"

Woman: "Oh?"

Garal: "We are adventures, and we want to return it to its former glory"

Woman: "Oh! I'm so sorry. My husband was adventure that's amazing to hear."

Given last days earning, Emotional!

Morte suggest: setting up rotas for sleep

Barogn Mimic missing, find new center down stairs. I winds at them.

Garal sells Morte Book again "kindness repays kindness"

Group Pretend
Dead (Sleep)