



# Session 6 - Meeting with Jackson and Rickles co

🕒 Created	@February 2, 2024 4:22 PM
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Went to "JR goods store", met a young teenager desk attendant running the shop for generals goods. Food for badger, and equipment for the journey for the morrow.

Morte went into the sleeping boy, a green roofed building, a black cat running round the shelves. When morte steps into one of the isles, the shadow of the cat morphs to a humanoid Elven shape. Acquiring Arabic Gum

The group wakes up with crooked back, given the lack of bedding available.

Darryn mimic moving lifargically around, its purse shape reformed.

Vidal goes downstairs to the site of broken plates strewn across the ground, basement flooded. A crack between two cobblestones leaking a murky green liquid, algae infested.

Badger spends some time cooking off his food into a jerky, but quickly he notices smoke is beginning to fill the room.

(Canonically Badger killed Christmas)

Ga-al notices smoke starting to appear through the cracked floor boards of his attic/bedroom. Making his way down stairs, he catches foot on crooked floor boards.

As each member reaches the main tavern room, knocking of Tolan updating the bounty board outside.

Ga-al - Tolan convo at 9:00.


- Sewers looked like a possible hiding place for the thief from the bounty the Atlas Anderi took on.
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Vidal walks into the mini-market, and sees in one window a set of plate armour. - 16:00


Aracrocra Trader turns to him as he walks up, as Vidal asks about the price. turns out to be a very cheap 30 gold pieces.

Puts on,,, ,gets eaten

Vidal V Armour Mimic

Villagers look at  Vidal Sunshield , with terror in their eyes, hiding behind buildings.

Vidal with murderous intention behind his eyes, walks back into the stool, and threatens the bird with becoming chicken tendours.

Taking the now rotting mimic corpse with the intent to feed it to the little mimic friend,  Plink - Mimic .

The group heads to the broken Anchor, taking around 4 hours. The buildings around could be mistaken for a gradual decent to ruins, and crime seems to be ramped, with murder being behind each corner, and each dark ally holding humanoids attacking each other.

walking through the street, they see a soldier pressed against a door, and takes a note from a gap in a door. He be Shaaaaddddyyyyyy.

Only arriving at the tavern, they see a can see a giant anchor that has smashed into the roof. Walking in they see patrons who are either late drinkers from last night, and the early drinkers. The strong sense of alcahol, and its punctuated with a terrible odour. On our left they see a table consisting of 6 insidividuals:

-Barkeep Elderly Elven woman; Beaten and bruise, and raggedly clothing.

A quiet murmur fills the tavern, no music to accompany. The general sense of tension.

Bar Keeper talks to Ga-al about being a bard, tosses a copper piece and tells them to start playing. It goes fairly well.

He starts to sing the melody about his Chiefs conquest against 4 Trolls.

Morte Confronts BarKeep about Dude. 49:00

- Hangs out in a ware house two streets over
- Hated Gnomes
- Istantly knew who I was going to be asked about
- Cost Morte 3 Gold Pieces.

Badger questions about the hatred towards Gnomes, as Ga-al catches coins being thrown by tavern inhabitants that wanted him to keep playing.

The group make their way two streets down.

Morte will use their Arabic Gum and pluck a eyelash from Darryn and set them as invisible.

An overbearing door is encompassed in a steal fence. The fence is 5ft, compared to Ga-als 8ft height. Ga-al just lift badger over the fence with ease. (nat 20)

Badger tries to open the locked gate. While Ga-al tosses Darryn.

Badger inspects door to the main warehouse room, and looks through the lock. He sees a fairly barren room,, but catches the sight of a large birds tail.

Darryn works on the door and unlocks it with lock-picks.

Discussion about the sight badger had. Should they bust in, or keep stealth.

"You. Door. Bamb". Vidal proceeds to kill loading bay door.

Vida runs in, boxes lining the walls, furniture scattered about.

### **Birb Fight**

Morte, savagely, throws their dagger down, one after another, over and over again. Pulling limbs apart, skinning the beast. The beak pulled away from the skull. Duende is at work. Vidal attempts to pull at Morte away, but fails to lift him away. He screams "Im not done yet". Continuous to defile the skin of this creature.

Vidal punches Morte, away from the body.

Glee Filled Morte, but he doesnt feel the need to continue.

Vidal begins to run through the bodies, finding loot. While badger checks on Morte.

He response with a small nod, dead eyes and a plastered grin.

Morte Questioning :2:9:00

### **Downstairs (Morte & Darryn)**

Darryn looks around sees empty boxes, and under the stairs there is a tied up human, dead.

acquires: 4 silver rings, and nice clothes.

Morte looking outside sees a room with bells attached to strings. lining the walls is 5 paintings 500gp. 6 Metal bars worth 50gp each

### **Upstairs (Badger & Ga-al)**

They find a balcony, plastered with feathers, and empty kegs. A boomerang on a counter, magic emanating off it.

walking down one of the off shooting hall.

4 rooms

room 1, blacked out nothing there

room 2, desk with a lit lamb.

Investigating found nothing

room 3A, Candles lit around the room, looking recently lit. The room warm, and a fine a desk. The lining of the desk adorn with intricate design. Bloody weapons upon the wall. 2 conjoining rooms either side. Finding gold in the draws they get 8GP each

room 3B, Seven buttons on the walls, and the faint sound of a bell can be heard on a press

room 3C, make shift bog, basically a bucket with privacy.

room 4, On a desk they find a piece of paper with a note: 📝 Warehouse Note

They also find a paper bird magic item. it can be sent to a location as written paper.

The documents also show a hit list, including the group names. Recognised from when the adventurous guild showed the group the listing book.

Letters from news around the realm, and the common theme of "hero saved town", with another text with "the effects of the hero". Starved the peoples.

Ga-al continues to acquire 6GP

Ga-al Badger discussion - 02:32:00

Reconvening in the main group where Vidal buried the bodies. Sharing their respective finds. - 02:34:00

Ga-al checks the direct street outside, being joined by a very silent Morte.

Ga-al spots the yellow markings down at the end of the street. It looks like the combination of J and R as one letter.

Calling for the group, Yellow markings found.

traveling down the city for 2 hours, and come across a sewer grate.

climbing down the rickety metal ladder, feeling like its breaking apart at every welding point.

As morte moves down, the ladder sways.

A great casam greets mortes eyes of sewage line, and residue of waste from the city. Morte feels their footing give way, only sumbling. Two directions either side of morte.

On one side there is a tunnel is a dim yellow marking.

Ga-al following last, feels the entire ladder give way, and he remains standing just holding it up.

Heading towards the marking, Morte gets a feel of marginal being.

Ga-al strikes the wall, and finds a hidden door that opens up.