



Session 7 - A Show 🧙

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The party enters through the hole in the murky Stoney wall. A dark hall way greets us, the dim glow of torches lining the wall. The rotten scent throwing the hightend senses of Badger into disarray. Nothing can be seen before us. As far as anyone can tell.

Ga-al tentively walks into the hall, as Morte disappears into the shadow.

Morte will convey to the group the strong feel of arcana all around the walls and halls.

They walk down, the damn floor covered in mud bringing down the armour clad group members.

Morte, Badger, Ga-al, can see slits in the walks around the slightly raised circles. And small metal vent can be seen upon the right hand wall.

Each member made an effort to avoid stepping on the circle pattern. Vidal and Darryn stumble into each other and press down upon the plate, which promptly sinks into the ground.

Darryn steps off, and the plate remains sunken, until Vidal follows. Hit with a poisoned etherial dart from the slit. Morte noticed them flying through the air, and saw that they were only a mystical presence and had no physical form.

Vidal reach down to remove the dart, but his hand passed right though and disappeared. Revealing a green set lines climbing

Going forward they coming across another circle, that Morte falls victim of as badger steps off.

Down the hallway, some of the members can hear snoring, deep in tonage. Only broken up when ethereal darts have been shot.

Reaching a place with two paths to be chosen. Forward, and to the right.

Taking the path forward, thin such that people need to walk in single file. Badger moving forward, has to attempt to jump over smaller circles, with a darkened inter-circle. Quickly followed by Ga-al.

Badger looks behind, seeing Ga-al sway with unsteadiness and then fall directly on this darkened circle. Unlike prior times, with the parttern sinks slightly. Ga-al breaks through, opening up to see rustic rooten spikes. It goes straight through Ga-al chest. (14 damage). Ga-al is 8 foot down, spread across the spikes.

From others prospective all they hear is a large cloud of dust with the breaking of the circle, and a loud thud.

Ga-al , slightly winded, attempts to stand up. Seeing the rudimentary work on these spikes, noting none them can really hold his weight, but they were effective in pearcing though his skin. Attempting pick himself up, his slips and the spikes go deeper (6 damage), and the feeling of splintering is prominent.

Badger, having offered help several times, decides that he's best used to move forward. A wagon greets his eyes as he turns the corner. Swords lay unused for years, and perishables covered in maggots. Potions can be seen, but generally

low valued items. Dry rations point themselves out to badger, two potions of healing, old bedding, some magic materials.

Ga-al with a lot of effort, managed to make their way out of the pit, as badger hands over the magic equipment to Morte.

Vidal, distracted with the murmuring that can be heard from down the hall, and the snoring still deep and shallow.

Pressing forward, a generally stealthier approach.

Darryn, scouting a head, presses their ear to a protruding wall, and can hear a muffled ruckus along side flowing water faint in the distance. Pressing their ear closer, and they can hear a door opens, and the sound of an argument get louder.

A demonic insect like creature, and a gremlin arguing, and as the door opens footsteps start getting closer. The door closes, muffling the voices again.

Peeking their head round, Darryn can see an empty hall. No humanoids in sight. A damp lamp can be seen at the end of the corridor, and it flickers as if freshly lit. The walls are a lot more refined and more upkept.

On the left a door with a rotted bottom has a stronger light emanating out of it.

Morte creeps forward, and bends down to peer down and under the door. Pressing his head against the door, the flood of green murky water marks his face. He can see an array of chests, and a barricade against a door that seems to have water flowing it. Along the wall, he can see the insignia of a knife on a black base. A drow-spider (drider), and a goblin, speaking in their own tongue arguing, clearly about how best to deal with the flow of the water.

Outside the group focus on the bounty board, with a very evil intended set of tasks. In infernal Darryn reads bounties like "Raid this village". These are along side the normal, more noble tasks, written in common.

After deliberation about how to play this off, Ga-al, Morte, and Darryn decide to walk in. The hopes to play off as the meeting. The letter in Morte's hand.

With more ability to see, rotten food layer the floor, as insects can be see roaming the walls. The symbol more clear, green blood can be seen dripping of the dagger. The wardrobe looking structure, having bedframes pressed against it, and the ooze of water flowing with effort against

Morte, drider convo : 1:50:00

The drider has their sword , white hair adorned, and the red piercing eyes staring with a brotherly feeling coming over the pair.

Directed towards the meeting place by the pair, and they group moves.

Following the corner, they can see a long corridor, Grates lining the floor. A strong scent of the sewage system running underneath them.

Ga-al feeling unsteady in their step, the floor not stable and dust moves under each step. As Vidal, an equally heavy person moves with the elegance of a well trained militant.

We entered into a grand hall, a large dining table can be see between the pillars, with chairs sat between them. At the end a large desk, with two individuals sat opposite each other. A dark cloaked eleven man, with a darked cloaked man, blood covered mask. The guy who stole from Ga-al, mister stained artwork

On the walls sit large elegant painting, and in one corner 2 cages with rasped breaths.

7 guards place strategically around the room.

Ga-al, deciding *now* was the best time to deal with the wound in his chest and pulls out the wooden spike.


As Ga-al is excusing the noise, the high-elven man steps round the desk and speak. 02:08:00

[Goal is to deceive them into believe them thinking we are representatives of mister stained artword]

result: stain saying he would like to kill us .

Showmanship battle

Badger and Stain Covo about name and intent: 02:54:00

 Mister Stain Artwold take off their mask, and their entire head is a burnt amalgamation of features, as he draws a blade across his tongue. It draws blood.

Badger is inching closer, carrying the convo. When he is within 10 feet. Stain draws his blades and instantly dashes towards badger, dealing 10 damage.

Stain Battle

Throughout the battle morte notices every move is calculated.

Morte & Stain have a last talk before he runs off.

Stain: I respect you. Is that your power?

Morte: It is an aquired form of magic.

Stain: What is your group name

Morte: Atlas Anderi

Stain: Hmm, I will remember that.

he runs.

Following him, he pulls out a stone when he enters into a room. on the walls there are 5 marked doorways, etched it as if burned into the stone. In the center of each of these drawn shaped doorways, there is a indent. A hole, and as stain walks towards one, he enters the stone into one. As he pulls it back out, a dimension door opens up. A pitch black opening into void, only particals floating by. He walks in, and it closes soon behind him.

The group deliberates and walks to the cages. In one a middle human man, chained to the wall.

He calls and mentions a name - "Jeremy." - in a rasped tone, as ga-al pries him from the wall.

Man: Who are you?

Ga-al: we are adventurers, and we found this place, and we beat up all the guards and stuff. We really showed that stain guy whats what. so you know. Whats your name?

Richard Eldroth: Richard.

Ga-al: Richard what?

Richard Eldroth: Richard Eldroth

chat continues at: 03:35:00

- Took brother, dont know where to. Name: Jeremy Eldroth.

Vidal ventures around the torture chambers and finds a storage room. It has lots and lots of chest, finding tons of rations.

Darryn finds gold, and other things included a ring with an eye moving around in its center peice (xray ring). And an oath bow

Morte finds sovran glue, 74 gold, necklace of firebolts with 9 beads (9 grenades). Spell materials. 25 chunks of Mica, 30 gum arabic. A book on the history of batavia