



Session 1- badger assault

🕒 Created	@November 6, 2023 4:31 PM
🏷️ Tags	notes

▼ funny haha

https://iasip.app/fm-blF_qiEmkJffVY7QrgA

👤 Ga-Al "Spiritlifter" is standing upon a makeshift theatre stage, table formed, and playing along with a self attuned song. Lots of crowd engagement, and general enjoyment can be found in the tavern of mystery inn.

Drunk patrons mid-day can be seen huddled around the musical venture, and as a Gnome bard start attempting to join the fun up top the table. Ga-Al attempts to subtly move and shift to manoeuvre the small bard off his spot-light. With embarrassment he retreats back in to the faceless happy crowd.

A sudden entrance of a 7 foot man enters into the tavern, peering at the noise in the centre. 🧑 Mr E, the gentleman mentioned, screams into the room "Off the table! you damn Goliath."


Unfazed 👤 Ga-Al "Spiritlifter" shouts back, infused with the confidence of a performing bard, "Take it out of my pay check!". The crowd still appreciating the fun, though not outlandishly great, music.

A new face. A Gnome, adorned with ill-fitting chainmail, can be seen with a strong shield. An emblem shows upon its metallic, round surface. One of a red eye, as if

staring into the crowd itself. Alone he can see the crowd grouped together, and opposite himself, a human.

This second man, can be seen in a similar style to the gnome, draped in a cloak keeping to himself. Again, as if mirroring himself he sees a strongly embroidered shield. It's gold, and from the angle he can see it has a strong hammer on it. The gentleman is very much under the influence, despite the early afternoon.


A small child can be seen also outside the crowd, eyeing up the beautifully adorned shield. From the gnome's vantage point he can only make out a long, dark, tattered cloak down to their calves. The child's dark hair, and beady, longing eyes going completely unnoticed. The child themselves, solely focused on that drunken man's soon loss. The drunk, clearly unawares.


 Mr E Speaks to the human, also unaware of the situation, speaks to the gentleman. "Since your prior religious encounters. What now for you".

"I might not be here much longer," the human responds in a gruff, drunken state.

The Gnome, deciding to take action against the would-be-thief, makes a great effort to move his shield. Almost simultaneously, the hooded elf makes their move. They slowly sidle up the the human and the barkeep, their conversation leaving them unawares as to their surroundings. They then wraps their arms around the shield and carefully drag it out of range of the man. The shield now free out of the human's grasp, they turn, now gradually inching away to escape with this rather lucrative prize.


The Gnome, following their non-aggravated practices, attempts to stealth their way towards them, but *shields don't have legs*. Clearly caught soon after their attempt, he decides a diplomatic approach:

Gnome ( Badger) - "What are you doing?"

half-elf  Darryn : "Stealing a shield"

Gnome: "why?"


half-elf: "it shiny"

 Mr E : "hello there?"


The half-elf, noticing their limited options, makes a dash to the door. However they are met at the door with a darkly cloaked individual , dark toned skin, and clearly exhausted. The two collide before the younger is thrown back into the tavern, not down but enough to throw off balance.

As this happen, the bard's song, and outside of the influence of the drunken feeling that comes from a good performance. He starts to notice the situation outside of the centre focus. He sees a young child, caught in the feet of the crowd. In an attempt to save the child, he climbs down from now a rather plane table and makes his way into the crowd. Lost of the spurs of happiness and mirth brought around by the bard's singing, the patrons barely notice the child as they are slowly engulfed in the thronging mass of bodies. His hands plunging into the sea of patrons to rescue the child, even at his height he can barely make out the small figure from the crowd. Falling at a crooked angle, he grasps the child and an attempted lift turns into a more unceremonious drag as the child is freed, and now with the clearer view, he can see that this is a young half-elf.


Child: "What are you?"

 Ga-Al "Spiritlifter" : "I'm a Goliath. Are you okay?"

child: "No, I'm scared"

 Ga-Al "Spiritlifter": "I get scared too sometime, you want to come join my next performance?"

child: "I can't sing"

 Ga-Al "Spiritlifter" : "You don't need to sing, you can just clap along and have fun"

After the fun returns with the child now on the bard's shoulders, he can see in the corner of his eye the rather comedic events on the other side of the tavern. The Elf, clearly some kind of dark elf, acts as a groggy wall to the half-elf's escape. Barely holding his stance: "I just wanted a drink," with a sigh whimper in his tone.

👤 Ga-Al "Spiritlifter" decides to proceed with the performance, seeing that 👤 Mr E is clearly already dealing with it

[Squishy Child]

Soon the Gnome, 👤 Mr E, and hooded figure all make a grab the theft shield. though 👤 Mr E, having a clear height and build advantage to them both, lifts the shield, so they are clutching hold of the shield, legs dangling in the air:

👤 Mr E : "Down!"

They drop, and 👤 Mr E moves back to the, still unobservant human to return the unnoticed shield.

👤 Mr E : "What happened?"

👤 Darryn : "I was trying to stop him from stealing it" (gesturing to 👤 Badger)
[successful persuasion check]

👤 Badger: "What?, no I was trying to be a good Samaritan, and stop *them* from stealing"

👤 Mr E : "Why ever would the child steal? so why would you steal from him, hes one of my favoured and consistent patrons here."

👤 Badger : "But I didn't" - 👤 Darryn is making faces behind 👤 Mr E making fun of 👤 Badger

👤 Mr E : "I don't care enough for this, drink and a game? Do you play games?"

👤 Badger (solemnly) - "No"

👤 Mr E : "a game a chess, I'll teach you both"

Badger feels he might actually remember this game.

But would soon find out: He absolutely does not.

👤 Morte De Duende, still recovering from his winded-ness, and is taken by 👤 Mr E.

👤 Mr E : "Are you fine there dear fellow?"

👤 Morte De Duende : "I am money-less, but I need a place for the night"

👤 Mr E : "the grass outside is good"

👤 Morte De Duende: "I will work for my keep"


👤 Mr E "Don't be silly, follow me"

Now being guided forcefully, he is moved towards a rather confusing and unusual game to 👤 Morte De Duende, an ale put in his hand. The human, Gnome, and young elf in front of them.

The bard in the background, now finished with his final performance, moves towards a rather inspiring speech while pulling out a book, gesturing enthusiastically towards it, to the crowd. The tabled group, still invested in this game, do not take notice. The cloaked elf decides upon themselves to see how many of the, rather nice, board pieces into their mouth. 👤 Mr E takes quick objection, but notices that they are getting on and leaves it alone for now

Suddenly, a short, piercing cry, that seems to go unnoticed in the tavern. Each of the people at the table rush to the door, while the bard wheels on a dime and grabs his sword before lunging for the doorframe as well. Everyone now, with the spell of the sermon broken, moves to the shrill sound seemingly coming from outside. 👤 Morte De Duende a little more . 👤 Ga-Al "Spiritlifter" ahead of 👤

Morte De Duende, the stage's proximity to the entrance meaning he reaches it first.

As he reaches the doorway, a wolf takes hold of  Ga-Al "Spiritlifter"'s side, feral in their being, grey fur streaking down their body, a beaten body, and a saddle on their back.

[ Ga-Al "Spiritlifter" - 6 damage]

[ Ga-Al "Spiritlifter" - strength(S) - 13]


The Gnome from earlier can now be seen screaming with all his might, as a wolf pulling at his body, ripping blood from him, taking a rather unnoticed life.

A troll fights an old man with a stick, clearly a farmer type and clearly struggling to hold off the hulking behemoth in front of him. Troll has 4 nipples (apparently this is important?!) Troll has piercing yellow eyes and a branded hand mark on its head with three eyes

Gnome is dead (RIP). Ga-al feels tinge of remorse for his actions.

Kill feed: Wolf+Bard killed Dimble

Troll Battle

 Ga-Al "Spiritlifter" chases after the wolf going into the child house, and can see something bloody in its mouth. The child's screaming still ongoing.

The rest of the party look upon the village, people hiding and cowering. They begin to regroup, and make a move back inside

👤 Ga-Al "Spiritlifter" runs into the scene of a mother, a bloody gash over her arm, shielding a child from the oncoming danger of the wolves. Quickly, he heals the mother of her wounds, though the loss of two fingers from the attack causes her to faint while he looks over the child. 👤 Ga-Al "Spiritlifter" stays for a time to reassure the child that this is over, and everything is okay.

Welcome to Nestlebrook, a small village on the edge off the coast. This party of four were now the only semi-official adventure group of the town, though they didn't know it yet.

👤 Ga-Al "Spiritlifter" leads the child into the tavern, holding the mother in his arms. As he sets the woman down on a nearby table, a gentleman approaches the group, later known as 👤 Bartholomu Melru the 4th.

He greets us and offers us victory drinks, with a strong accent

👤 Bartholomu Melru the 4th : I cannot leave this town unless I get something back, I was mugged. By a man from the, cleverly known as, the ? Three-Eyed Gang . There symbol is three eyes, they're very creative. Could you "politely" , get my stuff back. I dont care for most of it, but I need a specific jar. it holds a quite rare worm, and I need a book . I will pay you for your work.

👤 Vidal Sunshield : And will we get paid if we should find them but not retrieve the jar, and how much are we being paid

👤 Bartholomu Melru the 4th : No, and me and my raven boy (scratches the ravens neck) are well off.. I will give you 50 gold each

👤 Badger: how big of a problems are these,,, people.

👤 Bartholomu Melru the 4th : Its not a big issue, but as the armys are moved for other issues, this group can move in and out as they please

👤 Ga-Al "Spiritlifter": and this book? what is it?

👤 Bartholomu Melru the 4th : its of the world. Literally.

The group huddle in and make a decision. Strongly each feel obliged in their own merit. 👤 Vidal Sunshield particularly feels partial due to the endangerment to the child, noting the symbol was also found on the trolls forehead. Though, he isn't so influenced he isn't plotting to scam the gentleman later.

👤 Bartholomu Melru the 4th ensures us that even if he leaves before we return he will leave a notice on the board outside. He explains how he was going through western avenue ,on route to Lesser Angalor, at the time, and was ambushed by the clan. Leaving after killing his compatriot and all his stuff stolen.

👤 Badger, feeling something is fishy, questions the monetary gain. 👤 Bartholomu Melru the 4th tracks back on his words, and explains he will give a thing of equal value. He presents rusty keys claiming they are to a mansion in the capital.

👤 Morte De Duende See's a flash of a bald man in the window with black robes, peering at the group.

