

Session 13-Sep-2020

Introduction

Last time, there were some hijinks in the [[City of the South]]. There was a person seeking work in a tavern.

There were people looking to build a forge but haven't decided where exactly it will be placed in the [[City of the South#Safe house]]

#unresolved-thread

- [[Amryn]] There was someone who wasnt wearing the right face with a meeting with her.
- The crew took a long rest and they're all at the safe house.
- [[Elidee]] has a meeting with [[Oba]] and [[Emlanor Stormwind]] with a necklace.
 - Elidee wanted to stalk Oba
- There was a meeting with a squire that was mentioned in [[Session-200523]]

Session

Stalking Oba

- Elidee is in [[Elidee#Wolf spider]] Form
- [[Oba]] lives in the northern area if the City
 - Elidee followed Oba to her place
- The house looks like she lives all alone
 - It's a single story house
- Elidee looks for details around the house
 - Elidee #roll-investigation: 12.
 - No extra hiding space looks to be available.
- Elidee waits to see if Oba is contacting other people.

- Elidee #roll-perception
- Oba looks to be talking, despite living alone.
- She might be sending a message, animals or an undercover person.
- Elidee goes back to the [[City of the South#Safe house]]

Goes to meet Emlanor

- [[Amryn]] meets with a familiar half-elf [[Emlanor Stormwind]]
 - HE: I am sorry to left you half-way.
 - AM: Last time we met we were diplomats
 - HE: I hope I don't have to do something that I'll regret
 - AM: Is there something I should know?
 - HE: Theres a group [[Navin]] Who are making sure the peace in eemland is more fragile than iniially expected. Theres a person whose agents are colluding with parties in [[Unahuen]] to weaken his current position.
 - AM: people look to be more afraid in both city of south and unauen to be more sensitive to weapons.
 - HE: Don't go around with weapons
 - AM: Can you help me get into the ball?
 - HE: I'm planning to go, but you need a good reason to be there. I will consider it and be back 6 days before the ball.
 - AM: I am traveling with [[Coraline]]'s daughter (Elidee)'

Nightly moment (yesterday)

We take a narrative device to go back in time and show what happened yesterday night...

Safe house

- [[Elidee]] meets [[Emlanor Stormwind]]
 - The Emlanor can carry a message to [[Coraline]]
 - Emlanor is meeting Coraline tomorrow at the [[City of the South#Fox and Goose]]
 - ES: You should be sneaky
 - Elidee turns into a spider to show of her sneaking skills.
 - *Emlanor is impressed*
 - Elidee can come, but must hide and run away on command from Emlanor

Rich people area

- [[Xairan]] want to visit the rich people area of the [[City of the South]]
- Xairan is looking for carriages
 - The carriages are seemingly from the working class
- Xairan is seaching for "town criers" (the people that share news)
 - There don't seem to be any at this point of the night, as citizens don't like to be disturbed.
 - Some are hanging in a corner. Two gnomes, and a human.
- Xairan talks with the criers
 - Asks to bet with the human crier on [[Sir Edwin]] vs [[Sir Marwin]].
 - Xairan claims to be a man of science.
 - A discussion goes further on the bet. Talking about details of who was hurt and when.
 - Bron is the name of the crier
 - The criers wonder what is the interests of Xairan in the city.
 - Xairan mentions about changes in the attitude around

city.

- Bron accepts the city has changed, but is still suspicious of Xairan's motives.
 - Xairan #roll-insight: 1+2
 - *Xairan believes that*
- Xairan unsubtly tries to bribe with 1 gold coin the crier
 - Bron refuses
- Xairan tries to intimidate them by lighting up his hands
 - Xairan #roll-sleighthand: 5-1
 - Xairan #roll-intimidation: 12+3.
 - *Every one sees Xairan light up his hand.*
 - Bron stands his ground. A hand goes behind their back. Starts counting to 10
 - Xairan #roll-perception 10+0
 - Xairan #cast bladwarp. No reaction from Bron
- Xairan #roll-insight 3+2
 - Bron replies with a **sick burn** on the odds being against Xairan the man of science.
 - *Xairan gives up and goes back home*
- Xairan #roll-perception 4,
 - **There's nothing noticeable on his way back**
 - People might have followed without his knowledge. ^_(\ツ)_/^- #unresolved-thread

Morning

The narrative device ends, and we're back to regular schedule.

- [[Elidee]] tells the rest of the crew about her plan from yesterday night

Search for Squire

- [[Rircin]] thinks about the Squire ([[Vosha]]) who was mentioned should meet once they arrived to the City of the South.
- [[Urist]] and [[Norman]] want to join on the search for the Vosha.
- The kights they encountered on the road gave them a hint about Vosha
- They go towards the [[City of the South#Castle]]
 - They pass by a market
- They get to the castle
 - There's guards around it
 - Urist #roll-perception: 8.
 - The guards don't show any allegience by what they're wearing
 - Colors are green, blue & burgandy
 - They try to walk around the guards. They reach the courtyard.
- They ask about Vosha to a guard in the castle
 - They must drop all weapons before going inside
 - They consider dropping the weapons first.
 - The guard lets them in to a first inner area keeping their weapons
 - The guard goes inside to call on Vosha
 - Crew #roll-perception: 20+0, 8+0, 20+2.
 - There are archer guards on the inner walls prepared, not aiming at the crew.
 - Guard states that the archers are justified as there are great forces outside the city
 - The guards don't want to discuss if they expect a riot in the city.
- Vosha is pleased to **meet the murderer of his father**
- Norman and Rircin recieve invitations on their names.

- The crew goes out of the castle
- A small half-ling is following them
 - DM #roll-stealth 1.
 - They notice the half ling following them very poorly
- The crew tries to split up and catch the half-ling
 - Urist #roll-stealth
 - *Goes around behind the half-ling and taps them on the shoulder.*
 - Urist #roll-dexterity 12+1.
 - *She tries to hit Urist but fails*
 - Urist #roll-strength 19.
 - *He grapples the halfling.*
- The half-ling poorly denies following them
 - Urist, calls on Rircin and Norman for help
 - Norman threatens the halfling
- The halfling tries to run away.
 - DM #roll-dexterity nat 20.
 - *The halfling breaks free.*
 - *The crew runs behind her.*
 - The halfling ducks nearby and hides behind some objects
 - Urist #roll-perception 19
 - The halfling is bad at hiding. And the crew surrounds her.
 - The halfling takes out a vile of substance
 - Urist and Norman #roll-investigation 4 to know the content of the vile.
 - *They don't know what it is*
 - Rircin #roll-insight 12.
 - The halfling believes the potion will get her out.
 - Urist #roll-intimidation 15.
 - The halfling tries to drink the vile

- Urist #roll-dexterity 11.
 - *Knocks the vile and steps on the vile.*
- Norman and Urist are tired of the half-ling and are threaten her with dismemberment
 - Norman #roll-strength 12
 - *Halfling avoids the grab*
 - Norman #roll-strength 8
 - Halfling pities Norman and says: "*Better luck, next time*"
 - Norman #roll-strength 11
 - *Halfling is caught*
 - Norman aims to cut her finger #roll-attack: 15 with 3 damage
 - *Halfling gets a left pinky finger cut.*
 - Norman asks her why they're being followed
 - Halfling thinks that they're not very smart to realize who sent her
 - The halfling admits that it was someone from the castle they just came from
 - The halfling admits that it was a **squire who sent her**.
 - The halfling only wanted to know where the crew lived.
- The halfling is released. Tells them that she will keep an eye on them.
 - The halfling keeps following the crew but not sneakily.
- The crew goes back to the safe house.
- Norman kept the finger.
- Once back to the safe house Urist tells the crew that the spy is there around the house.

Upcoming activities

- [[Elidee]] is planning to go alone to meet the mother
#unresolved-thread
- [[Amryn]] wants to set up the smithing with [[Urist]] #unresolved-

thread

- [[Xairan]] has a sidequest on his own. #unresolved-thread
- [[Urist]] and [[Norman]] go for game night #unresolved-thread