Summery for those who missed yesterday's session:  
  
You arrived in Riverdeep! The group of guards escorted you to a nice inn (The Bubbling Burffuf) and payed for the party's stay in full. With the remaining time in the day, the group split apart and went on individual side quests!  
  
Theon and Fiora had a sleeping party in the inn. They planned the next part of the trip or something.  
  
Moog and Anders went in search of a shop where they could buy some poison--Moog had the idea that they should poison the guard group because they seemed like trouble. They came upon Marvelous Marv's General Store, run by the sly half-elf Marv. Marv took the two down to the basement to show them the poisons. Just as Moog was about to whack Marv over the head with a large two-by-four, Anders stopped him and convinced him into carrying out a different plan. Marv showed them a powerful poison: Midnight Tears, to be bought for the low-low price of 1,300 gold pieces! Moog and Anders convinced Marv to hold the poison for them until they returned with the money in one hour. The two adventurers slipped off to a secluded alleyway. They began their genius plot to get the poison! Moog summoned a small monkey from his shirt and sneaked into Marv's shop to grab the poison while Anders distracted Marv with an illusionary sound behind the shop. When Moog's monkey swung into the shop, he saw that Marv had other customers: two big half-orcs. One grabbed Monkey Moog from the counter and held him until Marv returned. In a swift move, Anders ran close to the shop so he could see the vial of poison on the counter. He cast a minor illusion and made the small vial disappear! Marv suspected the orcs, and things escalated. As Marv pulled a crossbow, Monkey Moog grabbed the poison and ran. As the mischievous duo went back to fulfill their deal with Marv an hour later, they found his shop trashed and one dead orc. Marv and the second orc were no-where to be seen...  
  
 Raime and Kyratt went to go spend some gold at a weapon shop. They found a weapon dealer and bartered for some nice weapons. They each sold off the loot they picked off over the journey, and Kyratt found a new flamberge to replace his greatsword. They traveled back to the Bubbling Burffuf and met up with Dr. Moe…

Dr. Moe diecided to sit down for a drink as soon as they got to the inn. As the others went out to explore Riverdeep, why not relax? He ordered the (mighty expensive) Dragonbelly Drink, a thick, bubbling drink served in a massive tankard. After burning his nose on the noxious fumes coming from the drink, Dr. Moe took it in one swig. The drink bubbled up inside him and blew from his mouth in a jet of fire. Moe controlled the blast so that it only lit the bar on fire, and it didn’t hit the small gnome inn-keep. Immediately after, the gnome woman introduced him to an even stronger drink—Orc-Grog Ale, made in the same fashion as the alcohol of the Balogogi orcs from the north. Moe was only able to chug half the drink before he blacked out. Raime found Moe thirty minutes later swimming in circles in the lake, his ankle manacled to a chain. Moe, seeing Raime, decided to dive down and try to break the chain. He ran out of breath halfway down but decided to keep going until he lost consciousness and began to drown. Raime pulled him from the water, but not after he suffered permanent lung damage (2 Constitution points lost).

The entire group met back at the inn soon after, and concocted a plan to make some money. As the entire inn was lively with the drinks that Dr. Moe bought them in his drunken stupor, Kyratt and Moe caused an even larger distraction. The dragonborn began a fight, beating Moe to unconsciousness and then a little farther. Soon, the other riled up patrons joined in the bar fight. The inn-keep and workers ran to get guards while Anders created a phantom wall behind the bar. Raime snuck behind the illusion and found the inn’s safe. He cracked the lock and took all the money and paperwork.

With their newfound wealth, the group went back out to shop.

The next morning, they were approached by numerous people in quick succession:

A tall half-orc introduced himself as Brognon, member of the city guard and servant to Earl Veragul Pearly of Riverdeep. He gave the adventurers a proposition: “Aid my Earl in finding something hidden in the ruins of the swamp and you will be well paid. Gold will not be your only prize, however, as you will also gain the trust and obligation of a high member of society. Riverdeep—including us in the city guard—will be in your debt. Come to the Earl’s residence when you decide.”

A young, dreamy half-elf woman slid over to their table. She wore thin leather armor over basic clothes, and she leaned forward as she talked to them: “I see you’ve made quick friends here in Riverdeep. Don’t get too trusting. I work for Lady Bynnoa, whom you may have heard of—she’s runs the city’s Merchant’s Guild: the most powerful organization in this city. My Lady is searching for something in the swamp, and, as you know, the Earl is searching for it as well. We want to find it first. You’ll be paid well for your services, we’re offering 3,000 gold pieces, and you will have gained the admiration of the most powerful woman in Riverdeep. In addition, the many…connections of the Merchant’s Guild would be open to you. If you want the job, we’ll know. Just wait for us and we’ll find you.”

A man on horseback quickly hands the group a sealed letter reading: “My name is Kramlik, Guildmaster of the Craftsmen’s Guild. I am writing to implore on your availability to complete a task for the guild. Something of great importance has been rumored to be in a ruin in the swamp, and I would like to acquire it. Your troop would be paid handsomely, and the craftsmen of Riverdeep would be in your debt. You would be wise to trust the honor of the Craftsmen’s Guild before the mischief of others. If you are interested, come to the Craftsmen’s Guildhouse in the riverside market ward. More information will be given.”

The party promptly decided to go to the ruins (that Fiora believed she knew about) without contacting *any* of the organizations. Their plan: find whatever the groups were looking for, and then lead the highest bidder to the ruins to get the payment.

They trekked through the swamp once again, and just as the sun was going down they found the largest ruins in the swamp—at least that Fiora and Theon had found in their time. The group climbed in and began exploring. Their venture brought them through weeds and water, and eventually they found an illusory room! Those who saw through the illusion saw that it was a cave, blood stained and messy. A child ran out of a side cave, and Dr. Moe promptly hooked her. She looked to be a 5-year-old human girl. Just as Moe hooked her, a witch revealed herself to the group. Before long, the party found themselves in the middle of a coven of witches, eager for repayment. The party engaged just as the session ended.