Summary 4-9-17

**PREVIOUSLY…**

*4-2-17*

*A tall half-orc introduced himself as Brognon, member of the city guard and servant to* ***Earl Veragul Pearly of Riverdeep****… “Aid my Earl in finding something hidden in the ruins of the swamp…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… “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.”*

*…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.”*

*“…They trekked through the swamp once again…they found the largest ruins in the swamp—at least that Fiora and Theon had found in their time…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. The party found themselves in the middle of a coven of witches, eager for repayment. The party engaged just as the session ended…”*

4-9-17

The combat with the witches is grueling. The three witches reveal themselves for what they truly are: hags. Their illusionary appearances drop to reveal horrifying visages of warts, pus, claws, and all-around evil. The hags chant in unison to cast vile and powerful spells of their coven. The cave echoes with the screams of the witches and the adventures. The party fought: Dr. Moe is taken down by a lightning bolt just above his heart, the electricity coursing through his body and sending him flying; Moog’s chromatic fire bolt sets one hag on fire; Raime’s new cold iron short swords burn into the hags, the metal reacting with the hags’ fey origins. The burning hag is finished by a vengeful Dr. Moe, another is incinerated by Kyrat’s lightning breath, and the third is taken down by Raime’s cold iron swords. The party proceeds to loot every corner of the cave, taking the young girl hostage.

As the cave is being looted, Kyrat and Ander attempt to question the young girl, but she only responds to yes or no questions, then only nodding or shaking her head. Ander knows, though, that hags kidnap babies and eat them, giving birth to a horrible copy only a week later.

The hags had raided several caravans and innocent travelers, building up a significant stock of loot. Notably, Raime finds a small silver spear tied to a leather necklace that would grow to the size of a regular spear at will. Ander gets ahold of an ancient, elven made flute from the land of Jembai across the sea, and Moog finds three undecipherable magic scrolls. Dr. Moe stumbles upon a unique artifact… At the bottom of the small pool of water in the cave lay a statuette of a stone monkey. Its eyes are two large rubies, and when Dr. Moe stares intently into them, he is overtaken by a hypnotic effect. The rubies pop out and begin to spin like tops on the ground before floating up and orbiting his head. The party, weighed down with loot, return to Riverdeep. As Dr. Moe get closer to the city, however, the rubies orbiting his head began to subtly vibrate. He puts them in his pockets to stay inconspicuous. Are these rubies what the three factions are looking for?

The group settles down in a different inn than before, quickly sending someone to grab **Rohme Reynelis** from the Bubbling Burffuf. They ask her about the rubies, and she looks troubled when she examines them. “I’ll need to meditate on this,” she gives in response. The group splits up, sending a representative to each of the three factions of Riverdeep. Moog goes to **Kramlik of the Craftsman’s Guild**, Ander and Raime visit to **Lady Bynnoa of the Merchant’s Guild**, and Kyrat goes to **Brognon of the City Guard**. Theon and Fiora stayed with Rohme and the young girl.

**MOOG**

The wizard slinks through the bobbing streets of Riverdeep towards the administrative district of the city. He is directed towards a large, stark building: The Craftsman’s Guildhouse. He enters and meets with Kramlik the dwarf. Kramlik sits in his chair, completely enveloped in some baggy leather bodysuit, his eyes covered in glass goggles and his mouth covered by a complicated respirator. The dwarf is careful in the situation, and some unwary moves by Moog get the guards called in for his removal. The strict, lawful mindset of the dwarf is not following Moog’s sly bargaining. In a last-ditch effort to escape, the wizard shifts his appearance to that of the dreamy elf girl—but that only draws hostility from the guards. He is taken and thrown in the guildhouse dungeon…

**ANDER AND RAIME**

The Merchant’s Guildhouse is lavish and massive. The dreamy elf girl, who introduces herself as Lae Duff, leads the pair to Lady Bynnoa. The halls are filled with artwork: statues, paintings, busts, and stained windows. Thug-like guards roam the winding halls, directing people carrying various pieces of artwork to other parts of the building. The pair is led into a large, open chamber. The walls are completely covered in art, and Lady Bynnoa herself sits at the head of the table. Ander knows what to do. He plays the conversation, careful with his words, but never too slow to pick up extra information. Lady Bynnoa reveals the goal of the mission: find the lost crown of the Last River King. She tells the story:

Hundreds of years ago, when Elion the Uniter came to bring the freeholds of Wysteria together into a unified Westring, the last River King of Riverdeep refused. He went mad, and in his rage he ordered the city burned and the castle destroyed—never to be a part of Elion’s Westring. His guards obeyed like they were born to do nothing else, and the castle was forever lost beneath the mud of the swamp. It was said that the king died, still in his throne with the magnificent—and powerful—crown still on his head.

This piece of art would be priceless to Lady Bynnoa, and she offers a sum of 10,000 gold pieces for its retrieval.

**KYRAT**

Kyrat finds the office of Brognon, head guardsman of Riverdeep, attached to the largest prison in the city. The stone building is kept afloat by a massive foundation of logs, but the bobbing does not phase the two guards by the main doors. After Kyrat mentions his business to meet with Brognon, the guards let him inside and directed him to the half-orc’s office. The office is small and Spartan, and Brognon sits sharpening his huge broadsword. Upon expressing interest in the deal, the orc leads Kyrat to the mansion of Earl Veragul Pearly. The splendid building sits on a hill just south of the city. Kyrat is led inside, and finds the Earl sitting in a large luxurious chair by a fireplace. The Earl, Kyrat sees, was not but a human boy of twelve or thirteen. Veragul Pearly looks pale and sickly, barely able to stand on his own, and he explains the situation in a feeble, wavering voice:

The Balogogi orcs that are landing to the west are amassing in numbers unseen for hundreds of years. Their presence alone is causing more ambitious raids by goblin slavers, eager to sell to the orcs. The Balogogi are no goblins, though: these are hardened orcs from the far north, grizzled and harsh. Thousands of these orcs are setting up camp on the shores, and reports from scouts say that the orcs are gearing for an attack on Riverdeep. Riverdeep burned last time the Balogogi moved east, stopped only by the Lord’s forces from Riverlock in the north.

The guard of Riverdeep has no chance of withstanding this force, and even the Lord’s army may have difficulties. Earl Veragul Pearly is counting on harnessing the mystical powers of the lost crown of the River King to defend the realm from incursion.