Session 14 - 08MAR2025

Attendees

- Tim
- Walter
- Erica
- Jin
- Nick
- Alex

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Recap to Current Situation

- We decide to stake out and run a trap in Ricken's house to catch more cultists. We catch a pair of them and then some suspicious kid. The Oba sends one of her top men with us to round them up, Artin. This kid, Bartin, was actually Artin's son who had been trying to blow the case open. We take him back to his house and recognize his family's butler as a member of the cult. We exfiltrate Bartin again and tell the Oba. She is going to have Artin clean things up and sends us on a quest to The Zotogeus League to find an Obsidian Orb. The Archivist helps us out by transporting us to the town of Lonte.

Session Notes

- The Zotogeus League is a loose confederation of regional powers and warlords rather than an organized nation. It consists of all races, but is weighted a bit toward the more monstrous races.
- We suddenly find ourselves in a Council of the Few Building and surprise the attendant in the building, Deb.
- The VARDIS and Porkchop has come with us and is waiting outside the building.
- She says that we should talk to Anje for help, a local "finder of things"
  - He is a large troll with an eyepatch
- Deb gives us a hand-drawn map full of cute caricatures, turns out that she is a bit of a budding artist and likes drawing chibi-style stuff
- Stepping out of the building, it is a very run-down town, smelling of sewage and buildings that are all different types of architecture styles
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> The weather is currently a bit chilly with a light breeze

- We decide to head into the local tavern, The Rat Catch
  - It is run by a troll named Zolkis
- Walter makes friends with Zolkis and gets some info
  - He suggests that Anje usually comes back each night
  - He also says to seek out the Packrats if you are looking for a good time
- We then head to Olinfehr's Curiosities to check it out
- It is run by an over-eager little goblin named Olinfehr
- Erica decides to show him The Snow Globe and presents herself as a fellow collector
- She says that we have come from The Grayogen Empire
- Olinfehr gives Erica a small sending pebble so that he can tell us when Anje swings back by again
- We head out to the Runsemith on the outskirts of town
- Coming up on a tent outside of town, we see a bunch of weapons stuck in the ground around the tent. Investigating these, it looks like they are cursed magical weapons
- > The weather is currently a bit chilly with a light breeze
- As we approach the tent, a loud explosion occurs and a big puff of smoke comes out of the tent
- Erica heads into the tent as Jin sticks head in to listen
- The shop is being run by a scraggly looking human named David Tentant
- The puff of smoke we saw is his finishing crafting a dagger
- He says that he is worried about moving this dagger as it could potentially cut space and time
- Erica, upon investigating, can only really tell that it is a magical dagger, nothing else
- Jin uses his mage hand and nudges the dagger just a little bit
- Nothing happens
- David tosses the dagger out of the tent and declares it another failure
- Jin decides to ask David about imbuing necromancy magic into things...trying to get into some of the necromancy architecture and items we have seen from The Red Orb structures in the past
- He says that necromancy is a way to imbue souls into something, but that thing basically can just follow rote instructions, it can't really think for itself
- We then get a call over the pebble that Anje is back at Olinfehr's
- When we get there, there is a very large troll wearing an eyepatch
- When we talk with Anje about the obsidian orb, he says he has a lead and that he can lead us to it, but in return, he wants credit with the Council of the Few
- Nick buys a javelin of lightning/thunder before we leave
- Anje leads us north of the town, out in the wilderness
- On the way, he tells us that he saw very tiny little people with draconic features (kobolds) in a certain area and suspects that they are related to the draconic artifact we asked about
- We get there and come up with a plan for Nick to disguise himself as a kobold and approach the group
- The rest of the group hides some distance away
- Nick is immediately stopped and questioned

- We try to bluff our way through as an inspector...but it doesn't work, so we are rolling initiative
- > Roll Initiative!
- We end up fighting against the kobolds. We kill them pretty mercilessly, but save a couple from death.
- We beat up two pretty bad, but left them alive and then Erica knecapped one

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Revision #6
Created 2025-03-08 18:09:26 UTC by Walter
Updated 2025-03-08 21:10:42 UTC by Walter