

Session 2 - 14OCT2023

Attendees

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

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Recap to Current Situation

- Group finished quest and got on retainer with the Council of Few
- Figuring out what to do from here
- Group leveled up to Level 2

Session Notes

- The group has decided to go to Rizz's Provisions to follow up on Cloc following them on the previous quest
- Once at Rizz's Provisions, the group asks Rizz about why Cloc was following us
- Rizz claims that Cloc was being a bit over-exuberant in his pursuit of the group
- Rizz actually has a proposition for work for the group
 - There is a shipment she is expecting that is a couple weeks late
 - It was coming from the west, the village of Wudu
 - It was a shipment of arms
 - Should have taken 7 days to get here, it is now 15 days later
 - It was packed in several large wooden crates marked with Rizz's Provisions
- The group decides to take on the quest and sets out in the Western direction
- The group also decides to check in with the inn to see if there is anything Rory wants in the western direction
 - Rory wants cool artifacts to use as display pieces in the inn
 - He is aware of several burial mounds that may contain artifacts
 - The group lets him know that if they find anything, they will bring it back
- The weather is a slight drizzle
- We encounter several other caravans of goods traveling the trade route

- Nick asks travelers about Eknon the Vex
 - He learns that there are rumors of hobgoblins causing problems in the far western region of Acium
- We notice that some plant growth along the road was smashed down and is starting to grow back
 - The track is heading south toward the river
- We follow the tracks, Nick is taking point
- We reach the river and find a sandbar that is fordable by a wagon
- After crossing the river, we hear some clamoring and yelling
- We see four humans in leather armor that appear quite desperate and they attack!
- ROLL FOR INITIATIVE!
 - Erica kneecaps the first bandit
 - Nick tries to trick them into giving up using a disguise, but it doesn't work because it was a ridiculous and bad plan
 - Walter one-hit KOs a bandit
 - Jin kills a bandit and his body begins floating away in the river
 - Nick knocks out the last bandit
 - Two dead, two alive (one unconscious, one kneecapped)
- END COMBAT
- The group questions the kneecapped guy for information about the missing shipment
- Jin persuades the guy to be helpful
- The bandit claims that our party is with "the others"
 - The Others here sound like a group of mercenaries that had attacked their bandit group and killed almost everybody
 - We find out that this bandit group did steal from Rizz's Provisions
 - A group of mercenaries showed up and slaughtered the bandits to take back the shipment
 - These bandits managed to escape
 - He will help show us back to his camp, but won't take us farther
- The bandit camp is tucked between some hills, and there is the scent of a recent campfire in the air
- 15 dead bandit bodies are in the remains of the camp
- We find some partially emptied boxes marked with Rizz's Provisions
- Our arcana investigation revealed that one of the mercenaries cast the spell Fireball
- The investigation of the battle scene revealed that the attackers were highly skilled and dispatched the bandits extremely efficiently
- We manage to find 10 gp each and load up four crates on a cart
- Nick decides to talk to a nearby bush and see if he can find out if there are any horses nearby
- The holly shrub he is talking to shakes a little bit, leans to the northeast, shakes, and then releases a sulfuric smell
- We decide to take the crates back to Rizz
 - However, we decide to omit the details about the other mercenary party
- Rizz is happy to see us and gives us 20 GP each
 - We also get a 10% discount on future purchases at Rizz's
- We return back to the inn
- The next day, we see, at the inn, a new mercenary party

- A guy in a green cloak and bow
- A dude in a robe (wizard?)
- A woman in full plate armor (Triginta)
- A possible artificer
- All humans - these guys match the description from the bandit that attacked the bandit camp
- Rory, the innkeeper, is intimidated by them and wants us to stick around a little bit to help keep him safe
- We split the party:
 - Nick and Erica report to the council of the few, telling them about the potential link between the ruins and the party at the inn
 - The master sends out a message and thanks them
 - A reply is received at the Council of the Few
 - The master is being told to close up shop by leadership of the council of the few and that he needs to leave town immediately
 - The master is low-key freaking out, this is highly unusual and he doesn't know what to make of it
 - Nick pens another message asking for more information
 - A message is received in return that only has 6 words
 - The order of the red omen
 - This doesn't really give any additional information, and Gosnald (the master) doesn't really know anything else either, he pulls a scroll that he says might have more information and gives it to Nick/Erica
 - They then leave to return to the inn
 - Walter and Jin are acting as bodyguards for Rory (Walter is getting drunk)
 - The wizard from the other party approaches Walter
 - Walter and the wizard begin drinking together
 - Walter gives fake name of Albert
 - The other mercenary party leaves on good terms with Walter
 - Innkeeper is safe!
- The group reunites back at the inn
- Jin saw the other mercenary group heading North out of the town
- Jin takes out the scroll received by Nick/Erica and starts to read it
 - The scroll is a story about those who chase after power and the consequences of doing so
 - Scroll is probably several thousand years old
 - Story tell about those that seek power, comes with a price that is too high to be paid
 - There were six individuals that called themselves the order of the red omen that sought such power
 - They all met untimely ends
- We decide to go to Rizz and tell her everything we know and see if she knows anything about what is going on
- She doesn't know anything about them and has never heard of them
 - She promises a 30% discount if the information leads to her surviving a bad event
- We decide to go seek an audience with the local ruler (Vicadium)
- We explain things to the Vicadium (Malhorta al Maz)
- He is concerned about the council of the few packing up and leaving

- He is going to try to get more information from Gosnald
 - Otherwise, he will just keep an elevated alert level
 - The group sets off to the North on some horses to follow the group to try to get information
 - There is heavy rain and it is unseasonably cold (we get disadvantage on perception checks)
 - We manage to find the trail that the other mercenary group has left
 - The trail seems to be appearing and disappearing randomly at intervals (~30 ft)
 - Nick uses detect magic
 - He notices that where the tracks disappear, it glows with yellow conjuration magic
 - We figure out that this is probably the work of misty step
 - We decide to continue pursuing the other party and make our way to the entrance of the ruins
 - We decide to stakeout the entrance and Nick+Jin build a hunter's hide
 - As we are staking out the entrance, the ground starts to shake
 - At the entrance, 50 animated skeletons rush out and are rushing south towards the city
 - Their arms are actually fused with weapons and they look quite mean
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