

Session 4 - 27JAN2024

Attendees

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

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Recap to Current Situation

- We caught a bug in a bag of holding and don't know what to do with it

Session Notes

- The group decides to carry the bag with them to the focal point of where the other Vardo are arranged around
- As we approach, Jin's brain feels itchy, like it is filled with static
- We decide to continue proceeding
- Ahead of us, we see a patch of dead grass in a clearing that has a pool of bubbling substance
- Erica decides to investigate by poking it with a stick
- The goop wraps around the stick and pulls the stick away and throws it aside
- We try to catch the insect as we release it, but it escapes into the pool
- Out of the pool comes a humanoid-insect being that is dressed in a nice suit
- It thanks the group for helping it become whole, it refers to itself as "One"
- Jin tries to talk with The One, warlock to patron (mind to mind)
- Jin asks what happened to The One
 - It says that it was dead, but is not dead any longer
 - It enacted a contract clause with employees to revive it
 - The One doesn't know who killed it
- Jin is able to deduce that The One is a being of great power that exists outside the Prime Material Plane (PMP)
 - It is some kind of aberration from another plane that is an individual being that was exiled from its plane that was otherwise full of collective beings

- When it dies, it needs to build a network of warlocks to sacrifice in order to come back to the PMP
- The One offers insects to the party to have them become employees
- It offers a reward to the party; one of the Vardo that it's former Warlock was using
- Before the party can use it, The One removes a small box from the Vardo, but now the Vardo is free to use for the party
 - The Vardo is bigger on the inside! It is some kind of dimensional anomaly
- We also ask The One about the other group of Mercenaries that we ran into
 - It is familiar with these mercenaries, but not much more detail beyond that
- We have dubbed the Vardo the VARDIS - acronym pending
 - tentatively Vehicle And Relative Dimension In Space
- The group decides to get back on the road back to Wudu
- Day 1
 - No events
- Day 2
 - The group is attacked by bandits
 - Roll Initiative!
 - The bandit leader was knocked out and was named Bruce
- We win the fight and Jin wants to chat with the bandit
 - He tries to deceive the bandit to learn info about the area
 - He does not succeed, so we decide to kill Bruce
- RIP Bruce
- Level up to level 3
- We continue on our way to Wudu
- We see smoke rising in the sky above Wudu
- The city is on fire! We can hear people screaming
- We stow the wagon and hide it with some camouflage
- As we approach the city, we see people running around trying to fight the fire or rescue people from burning buildings
- We pull aside a goblin nearby and ask what is going on
- He said that "they came in the night" - a group of humans, fitting the description of the other mercenaries we met in Radan
- Erica is able to figure out where the local government building would be located, so we make our way there, avoiding craters and fire on the way
- When we arrive, we see a large gentleman that appears like he might be important and is directing people
- He is pretty distraught and asks us to help out with putting out the fires
- Jin is able to extinguish the flames in the entryway of the building using the Hunger of Hadar
- We make our way to the office through the use of an Eldritch Cannon that shoots water
- In the office, we see a figure run out and through the window.
 - It looks like a hobgoblin
 - Nick gets enraged and jumps out the window to chase after him
 - Walter chases after Nick to stop him

- After a chase, some thrown corpses, and some emotional bro-hugs, Walter manages to stop Nick and promise to chase after his family's killer together
 - Inside the office left behind, we found an empty safe
 - Talking with the mayor, we find that the safe held some tax and census records as well as a necklace that contained a shard of dragon scale
 - Jin is able to determine that a spot in the safe is seemingly colder than the rest of the safe, magically cold...
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