



Play By Post Massive

Completed Adventures / year-of-shattered-sanctuaries



Game Master BOT 6/14/2022 6:03 AM

The Grand Lodge of Absalom, home of the Pathfinders and a sprawling campus for Pathfinder agents to-be. It's here that people of all walks of life sharpen their wits as well as their blades to face the innumerable challenges that the Pathfinder Society undertakes on a near daily basis. It comes as no surprise, then, when your group is summoned to Venture-Captain Ambrus Valsin's offices to help with a personal task.

When you arrive at the venture captain's office, an amusing sight unfolds before your eyes. A purple-capped fungal leshy stands atop a chair before a large oak desk covered with documents. He's balanced precariously trying to carefully tug down a scroll from between several sloppily shelved parchments. When he sees you, he spins on his heel with a broad smile, nearly falling from the chair in the process.



Rain In Cloudy Day BOT 6/14/2022 6:03 AM

"Ah, you've arrived!" Rain in Cloudy Day shouts, perhaps too exuberantly, and clambers down from his chair. **"What a relief! I'm a bit overwhelmed at the moment, and I could use your help. The Pathfinder Society leadership is in a closed-door meeting right now, reviewing the latest news from Iobaria, the distant land where the Society has focused its efforts of late."**



Game Master BOT 6/14/2022 6:03 AM

The small leshy pauses for only half a moment to gulp air.



Rain In Cloudy Day BOT 6/14/2022 6:04 AM

"I can't wait to hear more about all the interesting things our agents discovered there! But, while they're busy, I've been asked to catalog the flood of correspondence from our Inner Sea lodges. Just look at all these letters!" Rain casts a fungal hand towards the towering piles of paperwork. **"Ambrus - that is, Venture-Captain Ambrus Valsin - asked me to sort and summarize *all* of it, but there's just so much! And I'm not ashamed to admit my relative inexperience, all of it seems urgent! I've got to put a report together, but I'm overwhelmed by all the unfamiliar names and places!"**



Game Master BOT 6/14/2022 6:04 AM

The leshy runs over to a stack of papers and quickly begins shoving them into your hands rather indelicately.



Rain In Cloudy Day BOT 6/14/2022 6:04 AM

"Here, take these letters. See what you can make of them. I'd hate to miss something important and disappoint the venture-captain, and I think the meeting is almost over!"



Game Master BOT 6/14/2022 6:04 AM

*You will see a number of letters in the handouts section of the channel. It's up to you to analyze these correspondences, but you don't have much time! Each of you **must** choose at least one letter to analyze and choose what skill you'd like to use to analyze the letter with. These are Recall Knowledge checks and are thus secret. All you need to do is choose which letter and which skill and the GM will make your secret roll for you. Since there are six letters, some of you will get to try and analyze two of them.*

Perhaps not the most exciting task for new Pathfinders, but it's hard to refuse orders from a venture-captain!



Casey Salvador BOT 6/14/2022 11:30 AM

"Well hello there, Rain! Working as hard as ever I see." The swashbuckler picks out letter 4 at random, and begins analyzing it as they take a seat at the table.

$1d20 + 3 = 17 + 3 = 20$ Pathfinder Society Lore



Ario BOT 6/14/2022 3:05 PM

Ario reads through a couple of the letters. (Society)



Two-Flower Daybloom BOT 6/14/2022 3:27 PM

"Hello, friend." Two-flower nods to her fellow leshy. A more casual introduction, and tasks other than paperwork, would have to wait. She takes the first letter. Even if she's not traveling, she can at least read about what's happening elsewhere in the world. (Religion for Letter 1)



Game Master BOT 6/14/2022 5:58 PM

Casey's time around Absalom has served them well and the information feels almost commonplace. Qadira - westernmost satrapy of the great Padishah Empire of Kelesh. Qadira once commanded its own faction within the Society, which it used to promote trade across the Inner Sea. That faction eventually became the Exchange, a group more broadly dedicated to influence via commerce.

Two-flower looks over the missive carefully and begins to piece together what they know from the letter. The Pathfinder lodge in Almas, capital of Andoran, is also known as the Cathedral of Aroden. The building was formerly a church to the now-deceased god of humanity. Andoran is a nation devoted to democracy and personal freedom. It was the birthplace of the old Liberty's Edge faction of the Pathfinder Society, which focused on opposing tyranny.



Rain In Cloudy Day BOT 6/14/2022 6:03 PM

"Working quite hard!" Rain announces proudly. **"Hand picked by Venture-Captain Valsin himself! Likely because of my work with the Blackwood find."** The leshy beams and then rushes over to share his radiant smile with Two-flower. **"And I'm so happy to have you! There really ought to be more of us stalwart, adventuring leshies here!"** It looks like Rain In Cloudy Day is attempting to extend his hand for a handshake, but rolls of parchment keep tumbling from his arms. **"...well, I usually look much more adventurous, I promise!"**



Guwon BOT 6/14/2022 9:07 PM

A large half-orc in heavy armor reaches down and takes one of the letters while smiling at the small creature, **"You look like you can use all the help you can get, I am happy to help."** He pauses to take a moment and read the letter. (Nature for letter 6)



Game Master BOT 6/14/2022 9:12 PM

The big half-orc looks through the letter, but nothing unusual stands out to him.



Casey Salvador BOT 6/14/2022 9:29 PM

"Don't worry, Rain. If we didn't have adventures like these every now and again, we wouldn't have anything boring to look forward to while in the middle of chaos." Casey makes a note on the letter they just analyzed and grabs a second one to pour over. (Pathfinder Society for letter 2)



Game Master BOT 6/14/2022 9:33 PM

Casey looks over the Chelaxian missive, and - while dire - nothing seems to stand out to them. Though they do have some trouble with the context.

The letter from Osirion strikes a chord with the Ario, who flips through the paperwork haphazardly. He notes a few things rather quickly. The Sandswept Hall in Osirion's capital was for many years one of the most active Pathfinder Society lodges, due to being located in one of the oldest and most prosperous empires in the Inner Sea. Osirion's interests once warranted the dedications of an entire Pathfinder society faction, a group that eventually tied itself to the Scarab Sages to pursue ancient knowledge and the artifacts known as the sage jewels. Unfortunately, Pathfinder activity in Osirion has been restricted, thanks in part to a cursed relic gifted to the Ruby Prince from the Society.



Two-Flower Daybloom BOT 6/14/2022 9:50 PM

The leafy leshy meets Rain's enthusiasm with a comparatively reserved smile. **"Oh, yes, I'd love to see ones from all over,"** she agrees. She pats him on the shoulder in lieu of a handshake before helping to keep documents from dropping to the floor. **"What sort of 'important something' might be missed in these letters?" They all seem important...** Two-flower asks, picking up the last remaining request. (Pathfinder Society Lore for Letter 5)



Game Master BOT 6/14/2022 9:55 PM

Two-flower looks at the letter which seems to be comprised of a number of names that she isn't familiar with. She tries to glean something of value from it, but... Alas.



Rain In Cloudy Day BOT 6/14/2022 9:58 PM

"Yes that is... Well, the problem. I'm young and don't know much of... Well, any of this! But it all seems bad to me." Rain In Cloudy Day quickly jots down every thing that you all have shared with him in a simple notebook. **"Oh, the venture-captain will be happy to see all the headway we made, however!"**



Game Master BOT 6/14/2022 10:40 PM

A tall man with tan skin and dark, meticulously groomed hair throws open the doors and strides into the office: Venture-Captain Ambrus Valsin clearly has something urgent on his mind. Rain In Cloudy Day jumps up to interrupt him, proclaiming that the report summarizing the correspondence is ready. The venture-captain, taken aback, accepts the journal that Rain shoves into his hands (just as indelicately as he did to you all). Rain watches expectantly as Valsin skims the report.



Ambrus Valsin BOT 6/14/2022 10:41 PM

Ambrus Valsin nods to those gathered and says in a gruff voice, **"Ah, yes. Thank you Rain, agents. Let me see... this is all quite worrying! Your thoroughness is praiseworthy. Unfortunately, we cannot act on any of this right now. Another urgent matter has come up, right on our doorstep. I need agents to go to the Blakros Museum and meet with Curator Adjutant Seshuun, who is temporarily in charge. I do not have any details, but she's requested the Society's immediate presence, and she seems upset. We've worked hard to establish a working relationship with the museum, and I do not want it to fall to pieces now with everything else going on. Please help the curator with anything she made need, and if you can, try to make a good first impression."**



Game Master BOT 6/14/2022 10:41 PM

The older man shifts a moment and leafs through the report again and frowns.



Ambrus Valsin BOT 6/14/2022 10:42 PM

"Rain and I will remain here and bring this report to the Society's leadership. Some of this is quite serious, and we'll take it all the way to the Decemvirate if needed!"



Game Master BOT 6/14/2022 10:42 PM

Venture-Captain Ambrus Valsin turns to take the report out of the room, but not before stopping to fish some paperwork out of the pile and stuff it into a small rucksack. Rain pulls away from the venture-captain long enough to pull out a bag of his own before you all.



Rain In Cloudy Day BOT 6/14/2022 10:43 PM

"Thank you, thank you, thank you!" the leshy gushes. **"It's not much, but please take these."** Rain pulls out four small vials filled with a familiar sloshing red liquid. The bag seems to have more alchemical goods within. **"Oh, and uhh..."** Rain seems to be counting the things within. **"Take one of these. I still need some for myself, y'know?"**



Game Master BOT 6/14/2022 10:44 PM

Inside the bag is a lesser acid flask, lesser alchemist's fire, lesser tanglefoot bag, and a lesser thunderstone. You may take one for your efforts with the letters. The four vials are four minor healing potions.



Guwon BOT 6/14/2022 11:40 PM

Guwon gestures widely with his hand towards the items - indicating that the others should avail themselves. **"Thank you Rain, I am sorry I could not find anything of import in that**

letter." He nods to the others and hesitates for a moment, looking over towards the Venture-Captain, but then steps towards the exit and waits.



Two-Flower Daybloom BOT 6/14/2022 11:56 PM

"Thanks, Rain. I hope to work with you again." Two-flower takes one red vial for herself, then hesitates before taking anything else. **"All useful... hmm. everyone, which should we take?"** Even for such a minor decision, she consults the party.



Ario BOT 6/15/2022 3:50 AM

Holding the letter from Taldor, **"This one seems to be urgent. As well as potentially infringing on the Pathfinder name."**



Ambrus Valsin BOT 6/15/2022 4:11 AM

The venture-captain hears what Ario says and stops before leaving the room. He marches over and reads the letter carefully for a moment, running his fingers across the impressive mustache draped over his lip. **"You aren't wrong,"** he says after a moment of consideration. **"And I'll pull together the right group to handle this."** He looks Ario up and down and then at the rest of you. **"Handle the museum curator first and maybe we can talk more. I'd like to have competent people in the field with matters this worrying."** Venture-Captain Valsin smiles grimly and turns on his heel to leave.



Game Master BOT 6/15/2022 6:48 AM

Task at hand, the group can leave for the Blakros Museum without any trouble. The shift from the cramped streets of the Foreign Quarter to the wide plazas and pavilions of the Wise Quarter is somewhat jarring for those not used to the metropolitan city. The smell of Tien steamed dumplings gives way to sweet, fragrant blossoms as you walk. It's a beautiful yet uneventful walk as the sun is still rising over the city before you arrive at the museum, thoughts of the urgent missives still hanging overhead.

Gardeners and landscapers busily haul plants and build materials through the gardens that flank the path leading to the imposing, multistory building that is the Blakros Museum. Its outer walls are crafted almost entirely from a single chunk of volcanic rock. A woman stands near the entrance, speaking with several of the workers in a calm yet commanding voice. She has deep blueish-purple skin and vibrant teal markings, denoting her ancestry as one of the aquatic azarketi.



Seshunn BOT 6/15/2022 6:48 AM

The woman calls your group forward, not so much with words, but a polite nod of her head as she dips her head for a low bow in greeting. **"Good morning. I am the interim curator of the Blakros Museum - Curator Adjutant Seshuun."** Her words are dry and seem to leave no room for interpretation. **"I trust you are the agents sent by the Society. If you are, please introduce yourselves so that we may get on with the matter at hand."** Her bright eyes narrow. **"If not, I would kindly ask you to take your business elsewhere today. The museum staff is a touch busy this morning."**



Game Master BOT 6/15/2022 6:48 AM

I would like to note that you should all feel free to see what your characters know with Recall Knowledge checks if you're interested. These are still secret checks, so you can just state what your character is inquiring about and I'll roll that up in my channel.



Guwon BOT 6/15/2022 7:11 AM

"A pleasure to meet you Curator Adjutant," Guwan attempts to give a respectful bow as he continues, **"We were indeed sent by Venture-Captain Valsin, I am Guwon."** He steps aside for the others as he assesses the Curator. (Lore:Scribing)



Game Master BOT 6/15/2022 7:16 AM

Guwon looks the azarketi woman up and down for a minute and attempts to piece together something about the curator. However, her manner seems to keep the champion at an arm's length and he has difficulty discerning much about her.



Two-Flower Daybloom BOT 6/15/2022 7:55 AM

"Two-flower Daybloom." She nods her head in greeting. At some point during the walk here, the leaves at her neck have flipped up giving the impression of a mask over the lower half of her face. While the museum and its garden interesting to see in person, her knowledge on such places -and its curators- is not exactly vast, but maybe she overheard something more recently. (Recall Knowledge: Society)



Game Master BOT 6/15/2022 8:07 AM

Two-flower actually *did* hear something recently. Apparently the interim curator is putting together an lobarian exhibit and the gardens here are actually replicas of those from the far-off land. This seems to have come at great cost to the Blakros Museum, but the effect is certainly wonderful.

Something like this, if brought up when trying to impress Seshuun later, could give a small bonus to improving the curator's mood.



Casey Salvador BOT 6/15/2022 8:30 AM

Casey tips their hat at the woman. **"Casey Salvador. How can we be of assistance?"** They give their surroundings a glance, trying to recall what they know about the area. (Society)



Ario BOT 6/15/2022 2:30 PM

"Please pardon our raucous entrance." Ario says dryly, sizing up his surroundings (Society)



Game Master BOT 6/15/2022 3:31 PM

Casey recalls hearing something about Seshuun's appointment around the Grand Lodge. The former curator apparently got wrapped up in something unsavory and had to be removed from his post. Apparently, the Pathfinder Society was quite involved in the incident, which may be why Valsin is so focused on repairing the working relationship between the Society and the museum.

Ario has heard of the Blakros Museum. Among the more influential names in Absalom, Blakros is one of that commands a not insignificant of attention. While the true story is shrouded in rumor and apocryphal tale, the wealthy Blakros family has been known to have their fingers in many a pie. Not all of which are pleasant. However, the museum represents a large holding of the Society's relics and artifacts and the Grand Lodge does everything they can to keep the building as neutral and distant from these less than savory tales as possible.



Seshuun BOT 6/15/2022 3:35 PM

With a nod to Ario, **"I am glad that you are aware of what a disturbance you have made with your arrival. However, I see no need to speak at length about that since you are indeed the ones Valsin sent to fix this mess."** Her gaze drifts past you all to the surrounding gardens which are still in a state of disrepair. **"Not the gardens, of course. The shipment. The one with the relics? The lobarian relics? Surely you can explain why the shipment hasn't been delivered yet. The *Sixwing Drake* should have arrived with the relics by now, but I've heard no word. We can make the gardens look as authentic as we want, but nobody is going to visit an empty exhibit."**



Game Master BOT 6/15/2022 3:35 PM

The woman sighs and composes herself, though she hardly seemed to lose her cool.



Seshuun BOT 6/15/2022 3:35 PM

"The recent business with the curator, Nigel Aldain, has tarnished the museum's reputation enough as it is. I can't allow the Society's delays to cause further problems. You look like you might have some questions." Another - deeper - sigh. **"Please tell me you can help."**



Game Master BOT 6/15/2022 3:35 PM

As a reminder, Venture-Captain Ambrus Valsin did ask you to make a good impression and it's quite possible to do that while also asking questions of her! If you'd like to attempt to improve Seshuun's attitude, you can make a Diplomacy check to Make an Impression or a Lore check (Academia, Azarketi, or Iobaria) to Recall Knowledge. These are not secret checks and you can roll them in the main story if you so choose.



Two-Flower Daybloom BOT 6/15/2022 4:38 PM

Using her knowledge of the exhibit, Two-flower will add to the conversation by expressing her admiration for the accuracy of the exhibit's backdrop, hopefully keeping her mild disappointment of so many fake plants well hidden. (if possible, I would like to hand off that small bonus from earlier to whoever makes an impression, or use it to Aid)



Guwon BOT 6/15/2022 4:57 PM

Guwon gives a sympathetic nod as she explains her plight, **"That is quite problematic! We will head down to the harbor and track down the shipment."** He gives another bow and makes room for the others to ask any questions. (Diplomacy .roll 1d20+5)



Casey Salvador BOT 6/15/2022 5:55 PM

Casey puts a hand on their hip. **"Don't you worry, we'll help as best we can. Is there anything important about the relics we should know ahead of time? With your permission we'd like to personally deliver the relics to the museum, to ensure they arrive swiftly and safely."** They aren't much of a diplomat, but they can hope to impress her through actions.



Ario BOT 6/16/2022 1:18 AM

"Not only can we help, we've been ordered to." Ario nods slightly.

1d20 + 7 = 11 + 7 = **18 diplomacy**



Guwon BOT 6/16/2022 7:08 AM

1d20 + 5 = 16 + 5 = **21 Diplomacy**



Seshuun BOT 6/16/2022 7:11 AM

The curator stands up straighter, seemingly quite pleased by your words and pledge to assist. **"Yes, well..."** She frowns. **"My apologies for my brusque nature previously. I have had quite the rough time of things lately and did not mean to take it out on you all."** She waves over a gardener who fetches a crate of goods for her. She reaches in and pulls out a burning torch. **"If you're to go hunting in ship holds for the relics, you may be happy to have the light."** You can't be certain, but it seems like the curator is trying to make a joke.

Now in a better mood, she addresses Casey sadly. **"Unfortunately, I know little of the relics. Part of my job is to catalogue and study them. All I know is that they are from Iobaria and that an exhibit should be ready... soon."** The last word drops from her mouth ominously.

"If you have any other questions before you go, I should likely answer them to save you the trouble."



Two-Flower Daybloom BOT 6/16/2022 10:09 AM

Thinking to possibly narrow the search before they even begin the leshy asks **"Do you know anything about the ship the relics are supposed to be on? A ship name, or who might be in charge of it?"**

Two-flower also motions at the torch that came out of the crate already lit, tilting her head curiously, **"Are you offering a magic flame?"**



Seshuun BOT 6/16/2022 3:43 PM

"The relics were scheduled to arrive on a ship known as the *Sixwing Drake*. Unfortunately, I know little else as I was only to be receiving, not on some... wild goose chase. Harbormaster Hansara Molnesh will certainly know more. There's little that happens at the docks that she does not know about."



Game Master BOT 6/17/2022 6:43 AM

Seshuun bids you a safe trip in her flat monotone, though she extends an invitation to speak at length when she is not so preoccupied. The trip to the docks is quick and uneventful, but the

sudden burst of smells is staggering for those not used to Absalom's docks. This morning, the waterfront teems with activity with dockhands busily hauling supplies or shipments on and off boats, while shipwrights begin the laborious process of repairing ships within massive drydock warehouses. Sights, odors, and sounds come heavy and fast here.

It isn't hard to get directions to the harbormaster - a tall, well-muscled Garundi woman with bronze skin and graying hair. She shouts loudly at a group of dockworkers loading barrels onto a blue-sailed ship. When she sees your approach, she turns quickly to catch your attention.



Harbormaster Hansara Molnesh BOT 6/17/2022 6:43 AM

"Hail! Society agents from the looks of you." She squints, as though looking for more formal declarations somewhere on your persons. **"What brings you down to my docks?"**



Guwon BOT 6/17/2022 7:17 AM

"Well met Harbormaster!" Guwon attempts to smile as he waves and nods as he continues, **"We must stick out here on the docks, you are correct that we are agents. We are here to ascertain the status of *The Sixwing Drake*. It has cargo that we are attempting to locate for Curator Adjutant Seshuun."** Guwon looks around at the busy docks and the workers loading barrels, **"I know you're busy so we appreciate your help."**



Harbormaster Hansara Molnesh BOT 6/17/2022 7:18 AM

The harbormaster frowns in confusion. **"Someone already came by to get the shipment. At least... I think they did? They were... hmm. To be honest, I can't remember. Come to think of it, everything that happened this morning is all... cloudy."**



Game Master BOT 6/17/2022 7:18 AM

Harbormaster Hansara looks over to the blue-sailed ship and her confusion only deepens. You see the words *Sixwing Drake* emblazoned in gold along the side of the ship.



Harbormaster Hansara Molnesh BOT 6/17/2022 7:18 AM

"Wait, why are the workers loading cargo onto the ship?!" She turns to the crew gathered on the docks and the *Sixwing Drake* and shouts, **"Hey, listen up! The Pathfinders are here for the shipment! Let's get to work!"**



Game Master BOT 6/17/2022 7:18 AM

Moments later, a dockhand on the upper deck steps rigidly toward a stack of barrels and says something inaudible over the din of the harbor.

Suddenly, a series of massive explosions obliterates the *Sixwing Drake*, spewing flames and charred debris onto the docks.

Flames rain down over the waterfront as citizenry run about in a mad panic. Fires spread up the wharf quickly and a the haunting sound of high-pitched laughter reaches your ears.



Casey Salvador BOT 6/17/2022 7:23 AM

1d20 + 6 = 15 + 6 = **21 Perception**



Ario BOT 6/17/2022 7:23 AM

$1d20 + 3 = 1 + 3 = 4$ Perception



Two-Flower Daybloom BOT 6/17/2022 7:23 AM

$1d20 + 8 = 15 + 8 = 23$ Perception



Guwon BOT 6/17/2022 7:24 AM

$1d20 + 4 = 2 + 4 = 6$ Perception



Fire Mephit BOT 6/17/2022 7:24 AM

$1d20 + 3 = 6 + 3 = 9$ Perception 1

$1d20 + 3 = 16 + 3 = 19$ Perception 2



Harbormaster Hansara Molnesh BOT 6/17/2022 7:26 AM

From behind, the harbormaster is already ordering people about to put out the flames as best they can. **"Nine hells!"** she shouts. **"Put those things down and give us a hand back here! We haven't all got those fancy weapons and wayfinders like you Pathfinders've got!"**



Game Master BOT 6/17/2022 7:28 AM

Two wicked looking creatures of fire lunge from the wreckage, wings of flame beating as they chortle hideously to themselves.



Two-Flower Daybloom BOT 6/17/2022 11:55 AM

Sensing something strange, Two-flower is slightly less shaken from the event. She quickly narrows most of her attention on the nearest mephit, then she tries to think of any helpful information on the elemental to announce to the team. Lastly, the ranger will take her bow in hand, ready to properly begin the fight.

◆ **Hunt Prey** mephit at K4

◆ **Recall Knowledge** mephit at K4 (Nature, +2 circumstance bonus from Hunt Prey)

◆ **Draw Weapon** shortbow



Game Master BOT 6/17/2022 5:02 PM

Two-flower peers through the burning haze towards the cavorting elementals. She knows them to be mephits, but beyond the obvious connection that they're likely weak to cold, she doesn't remember hearing much else about them.



Casey Salvador BOT 6/17/2022 5:17 PM

Casey runs into the fray, taking out their whip and entering a defensive stance as they try to keep the flames at bay.

- ◆ Stride to K6
- ◆ Draw Whip
- ◆ Dueling Parry



Fire Mephit BOT 6/17/2022 5:29 PM

The further mephit dashes past the swashbuckler, its cheeks puffing out as it runs. Its feet seem to barely stop its momentum before it unleashes a gout of flame from its pursed lips!

- ◆ **Stride** to J7
- ◆◆ **Breath Weapon** Guwon, Two-flower, Byxmo

$2d4 = (2+1) = 3$ **Fire**
 $1d4 = 1 = 1$ **Recharge**



Guwon BOT 6/17/2022 5:30 PM

$1d20 + 3 = 13 + 3 = 16$ **Reflex**



Two-Flower Daybloom BOT 6/17/2022 5:30 PM

$1d20 + 9 = 18 + 9 = 27$ **Reflex**



Byxmo BOT 6/17/2022 5:30 PM

$1d20 + 6 = 6 + 6 = 12$ **Reflex**



Game Master BOT 6/17/2022 5:32 PM

The champion is caught off-guard as the fire roar up around him and unfortunately, so is Two-flower's faithful friend!

Guwon and Byxmo take full damage and 1d4 persistent fire damage. Two-flower only takes 1 fire damage.



Fire Mephit BOT 6/17/2022 5:35 PM

The other fire mephit wings to the sky with burning sails, soaring above Casey even as they bite at the on-guard agent!

- ◆ **Fly** to K6 (5 feet up)
- ◆ **Strike** Casey (jaws)
- ◆ **Strike** Casey (jaws)

$1d20 + 9 = 20 + 9 = 29$
 $1d20 + 9 - 5 = 20 + 9 - 5 = 24$

$(1d6) * 2 = (5) * 2 = 10$ **Piercing**

$(1d4) * 2 = (2) * 2 = 4$ **Fire**

$(1d6) * 2 = (2) * 2 = 4$ **Piercing**

$(1d4) * 2 = (2) * 2 = 4$ **Fire**



Game Master BOT 6/17/2022 5:40 PM

There's a horrible moment where Casey holds up their whip to block the incoming blow, only to have the mephit slam into their neck, tearing in with deadly efficiency! Casey collapses in a heap.

Casey is currently dying 2.



Guwon BOT 6/17/2022 6:17 PM

Seeing their companion go down, Guwon rushes forward to help them. As he nears the unconscious Casey, he lays out a hand while speaking a prayer. Turning to face these creatures, Guwon raises his shield in defense.



Stride to K7



Lay on Hands Casey



Raise a Shield



Glimpse of Redemption Attack towards Casey



Game Master BOT 6/17/2022 6:43 PM

Casey's eyes flicker open as Guwon stands over them. Fire still burns around the champion.

$1d4 = 1 = 1$ **Fire damage**

$1d20 = 19 = 19$ **DC 15 Flat Check**

And the flames that cover Guwon slowly die.



Ario BOT 6/17/2022 6:45 PM



Ario **strides** to J19



Ario **casts Ray of Frost** targeting the closer Mephit.

$1d20 + 7 = 8 + 7 = 15$

$1d4 + 4 = 1 + 4 = 5$



Game Master BOT 6/17/2022 6:46 PM

The blast of cold streaks *just* past the mephit, whose gaze follows the magic with a look of concern.



Two-Flower Daybloom BOT 6/17/2022 8:30 PM

Two-flower whistles and clicks her tongue to direct Byxmo, but she incorporates a distracting gesture with a leafy arm at the same time. Then she will finally knock an arrow and fire.



Command an Animal



Create a Diversion for fire mephit 1



Strike with shortbow at fire mephit 1

$1d20 + 4 + 2 = 8 + 4 + 2 = 14$ **Deception**

$1d20 + 7 = 2 + 7 = 9$ **Strike**



Byxmo BOT 6/17/2022 8:30 PM



Fly



Fly to K5, 10 feet up



Game Master BOT 6/17/2022 8:37 PM

The mephit doesn't know where to look for a moment, but Two-flower's arrow soars past and its attention returns quickly!



Fire Mephit BOT 6/17/2022 8:39 PM

The grounded elemental watches the interaction with malicious curiosity before leaping onto Two-flower, its burning jaws angled for the leshy's throat!



Stride to J9



Strike Two-flower (jaws)



Strike Two-flower (jaws)

$1d20 + 9 = 9 + 9 = 18$

$1d20 + 9 - 5 = 6 + 9 - 5 = 10$

The teeth manage to dig in to the ranger's shoulder, leaving a searing wound!

$1d6 = 5 = 5$ **Piercing**

$1d4 = 4 = 4$ **Fire**



Byxmo BOT 6/17/2022 8:40 PM

In the sky, Two-flower's moth companion still burns.

$1d4 = 2 = 2$ **Fire**

$1d20 = 5 = 5$ DC 15 **Flat check**



Casey Salvador BOT 6/17/2022 9:38 PM

Casey grabs their whip before standing up. **"Thanks."** They say to Guwon, before making a strike at the flames above them.

- ◆◆ Interact to grab Whip
- ◆◆ Stand
- ◆◆ Strike Fire Mephit

$1d20 + 7 = 4 + 7 = 11$ **Strike**



Game Master BOT 6/17/2022 9:40 PM

The mephit looks down in shock as Casey gets to their feet, but quickly adjusts and avoids the whip crack.



Fire Mephit BOT 6/17/2022 9:43 PM

The flying mephit swoops away, turning to take a deep breath before unleashing a gout of flames on both Casey and Guwon!

- ◆◆ **Fly** to I6 (now level with the docks, 5 feet over the water)
- ◆◆ **Breath Weapon** Casey, Guwon

$2d4 = (1+1) = 2$ **Fire damage**



Casey Salvador BOT 6/17/2022 9:43 PM

$1d20 + 9 = 19 + 9 = 28$ **Reflex**



Guwon BOT 6/17/2022 9:43 PM

$1d20 + 3 = 9 + 3 = 12$ **Reflex**



Game Master BOT 6/17/2022 9:44 PM

Casey rolls to avoid the flames completely, but the heavily-armored Guwon is not so quick. Thankfully, the half-orc is already quite used to being on fire.



Fire Mephit BOT 6/17/2022 9:44 PM

$1d4 = 2 = 2$ **Recharge**



Guwon BOT 6/17/2022 10:06 PM

Guwon steps behind the creature attacking Two-flower and slashes out with his sword, letting out a grunt of frustration as he lifts his shield.

- ◆◆ **Step** to J8
- ◆◆ **Strike** Fire Mephit 2
- ◆◆ **Raise a Shield**

$1d20 + 7 = 13 + 7 = 20$ **strike**

$1d6 + 4 = 5 + 4 = 9$ **slashing**



Game Master BOT 6/17/2022 10:25 PM

A fine strike from Guwon's blade elicits a high-pitched squeal from the mephit as it pulls away.



Ario BOT 6/17/2022 10:39 PM

◇◇ Ario sends another **Ray of Frost**, this time towards the Mephit 5 feet on the air

$1d20 + 7 = 2 + 7 = 9$

◇◇ Ario **casts Shield**



Two-Flower Daybloom BOT 6/18/2022 12:22 AM

Two-flower calls to her companion once more with a whistle.

◇◇ **Command Byxmo**



Byxmo BOT 6/18/2022 12:23 AM

◇◇ **Fly** to H6, 5 feet up

◇◇ **Strike with proboscis** Fire Mephit 1

$1d20 + 6 = 9 + 6 = 15$ **Proboscis Strike**



Two-Flower Daybloom BOT 6/18/2022 12:24 AM

With an annoyed hiss, the leshy pulls out her starknife and slashes at the one who took a bite out of her.

◇◇ **Draw starknife**

◇◇ **Strike with starknife** on Fire Mephit 2

)



Two-Flower Daybloom BOT 6/18/2022 2:09 AM

$1d20 + 7 = 1 + 7 = 8$



Game Master BOT 6/18/2022 2:10 AM

Two-flower's starknife catches slightly as she draws it out, giving the mephit enough time to duck out of the way.



Fire Mephit BOT 6/18/2022 2:12 AM

Its power now returning, the elemental skitters out from between the two Pathfinders and exhales another deadly jet of flames!



Stride to H9



Breath Weapon Guwon, Two-flower

$2d4 = (4+3) = 7$ **Fire**



Guwon **BOT** 6/18/2022 2:12 AM

$1d20 + 3 = 1 + 3 = 4$ **Reflex**



Two-Flower Daybloom **BOT** 6/18/2022 2:12 AM

$1d20 + 9 = 17 + 9 = 26$ **Reflex**



Game Master **BOT** 6/18/2022 2:14 AM

The leshy is quick to avoid the worst of the breath attack, but Guwon just can't catch a break. Fire envelops him.

Two-flower succeeds and takes half damage while Guwon critically fails and takes double damage, dropping him (unless he'd like to Hero Point his roll).



Byxmo **BOT** 6/18/2022 2:16 AM

Byxmo's attack on the mephit misses and its wings continue to burn.

$1d4 = 3 = 3$ **Fire**

$1d20 = 11 = 11$ **DC 15 Flat Check**



Guwon **BOT** 6/18/2022 2:19 AM

$1d20 + 3 = 17 + 3 = 20$ **Reflex**



Game Master **BOT** 6/18/2022 2:21 AM

Casey harries the foe just enough for Byxmo's attack to land!



Byxmo **BOT** 6/18/2022 2:22 AM

$1d6 + 2 = 2 + 2 = 4$ **Piercing**



Casey Salvador **BOT** 6/18/2022 12:36 PM

Casey sends their whip towards the creature's wings, hoping to try and knock it into the waves.



Trip with Whip

$1d20 + 6 = 6 + 6 = 12$ **Trip**

They switch gears towards a more offensive strike before taking defensive measures.



Strike Mephit

◆ Dueling Parry

$1d20 + 7 - 5 = 17 + 7 - 5 = 19$ **Strike**

$1d4 + 3 = 1 + 3 = 4$ **Slashing**



Fire Mephit BOT 6/18/2022 6:03 PM

Stinging from Casey's whip strike, the mephit charges forward, trying to send the agent into the water below!

◆ **Fly** to J6 (on ground now)

◆ **Shove** Casey

$1d20 = 2 = 2$

The mephit bounces off of the larger human, falling to the ground. They get back to their feet with loud, Ignan grumbling.

◆ **Stand**



Guwon BOT 6/18/2022 7:52 PM

Guwon chases after the creature and swings his sword at it wildly as his frustration mounts.

◆ **Stride** to G8

◆ **Strike** Fire Mephit 2

◆ **Strike** Fire Mephit 2

$1d20 + 7 = 2 + 7 = 9$ **strike 1**

$1d20 + 2 = 17 + 2 = 19$ **strike 2**

$1d6 + 4 = 3 + 4 = 7$ **slashing**



Game Master BOT 6/18/2022 7:57 PM

The wild sword swings for Guwon does just the trick! The mephit collapses to the ground, its body quickly turning grey and ashy as the flames on it die out.



Guwon BOT 6/18/2022 7:58 PM

But do the fires on Guwon fade as well?

$1d4 = 3 = 3$ **Fire**

$1d20 = 18 = 18$ **DC 15 Flat check**



Game Master BOT 6/18/2022 7:58 PM

Fortunately, they do!



Ario BOT 6/18/2022 8:26 PM

⚔️ Ario lines up yet another **Ray of Frost**

1d20 + 7 = 19 + 7 = **26**

1d4 + 4 = 2 + 4 = **6**



Game Master BOT 6/18/2022 8:28 PM

A beautiful shot! Streaking through the air from far up the docks, the magic catches the mephit perfectly in the chest, sending it crashing to the ground. It attempts to move, but the exertion is too much and it fades like its ally before.

*For their impressive work with both Seshuun **and** the mephits, Casey and Ario each gain a Hero Point!*



Harbormaster Hansara Molnesh BOT 6/18/2022 8:31 PM

"Damn fine job!" shouts the harbormaster, who is leading a bucket brigade away from all of the fighting. **"Hate to be rude, but could you lend a hand with the docks burning down, now?"** All around, small fires threaten to grow out of control.



Two-Flower Daybloom BOT 6/18/2022 8:53 PM

Two-flower whistles for her moth to take a dip in the water and put out the flames on itself first. She then fishes Byxmo out before finally turning her attention to the fires. **"Where are the pails?"** She asks, still a bit winded from the battle. Her eyes scan the docks looking for which fires might have the most potential to spread to know where to go first.



Game Master BOT 6/19/2022 7:06 AM

It takes a few minutes of work, but thankfully the explosion and the elementals didn't scatter the fires too far. Harbormaster Hansara is quite the talent at leading and gives directions on where to focus your efforts and her bucket brigade moves with all speed. With the fires out, the stern faced woman approaches you all, rubbing her work-hardened hands together.



Harbormaster Hansara Molnesh BOT 6/19/2022 7:06 AM

"Damn it all," she spits. **"I've got men putting together a search team for those that may have gone under when that thing went up like a goblin firework, but I know for certain that Absalom lost some fine men and women today - the crew of the *Sixwing Drake*, too."** Her brows knit together in anger and she shakes her head as though clearing thoughts away. **"No, no...that's not right. They all left the boat this morning. I wrote a missive to the Grand Lodge and everything."**



Game Master BOT 6/19/2022 7:06 AM

There's a moment of silence, filled by the shouts of dockhands pushing aside broken and burnt timbers and calling for assistance. A young man jogs out to join them, his eyes casting about worriedly.



Harbormaster Hansara Molnesh BOT 6/19/2022 7:06 AM

"Strangest thing, too," she muses, **"I didn't know any of those crewmates. The *Sixwing's* been setting up in these docks for many a year now, and the ship's captain, Captain Zendrani, wasn't among their number."** Hansara scowls. **"The crew got off that boat fast and left for the city before I could say much of anything to them. I remember a...,"** she closes her eyes, as if the answer were painted on the back of her eyelids. **"A pale-skinned man. He told me that he and his companions should have been allowed to load a shipment of barrels into the *Sixwing's* hold. It sounds foolish now, but it seemed like such a perfectly normal idea when we spoke. Damn, and those 'companions' of his all had deep hooded cloaks on. How could I have been so blind?"**



Game Master BOT 6/19/2022 7:06 AM

The man who recently came to join the dockhands stops what he's doing to stare at you all, seemingly torn. After a moment of gathering courage, he sets down what he was doing and cautiously joins your conversation.



Dorneliun BOT 6/19/2022 7:06 AM

"My... apologies, harbormaster, but I may fill in some gaps." He's a young man of perhaps 17 with a head of dirty brown hair left greasy and sweaty after the morning's events. **"When I saw those men coming down through the docks, I knew them to be magicians - my mother warned me about the wizards of Absalom, see? I hid in the warehouse over there while they wove their foul magic over you and the rest of the people here, and when they left, it was like you were a zombie! Your words came slow and you kept ordering everyone to follow their demands."**



Harbormaster Hansara Molnesh BOT 6/19/2022 7:06 AM

"I don't... I don't remember that," the woman whispers, voice having lost its rough edge for a moment as fear creeps in.



Dorneliun BOT 6/19/2022 7:06 AM

"Mother forgive me, but Iomedae must've touched my brain today, because I followed those cloaked people through the docks. Fine thing I did, too, what with what's happened! They all went to an old, boarded up tavern deep in the Puddles. They're wizards, see, so they must know some way in, but the Inheritor strike me down if I could find one. Every door and window was nailed shut!"



Game Master BOT 6/19/2022 7:07 AM

The man quickly describes the location of the abandoned tavern while a number of grey-suited officials have begun to gather on the steps leading down to the waterfront.



Harbormaster Hansara Molnesh BOT 6/19/2022 7:07 AM

"Saints alive. As if today wasn't bad enough," Hansara swears. **"Port authorities are going to want a full recounting of things."** The harbormaster produces a sack of coins and presses it into your hands. **"Take this, get yourselves outfitted with anything you need, and figure out who the hell did this and why. I can't imagine what in the Nine Hells is going on, but**

these bastards have muddled around in Pathfinder business, and I can't think of a worse hornets' nest to kick. Give 'em hell."



Game Master BOT 6/19/2022 7:07 AM

Harbormaster Hansara gives you 14 gold pieces to divide amongst yourselves for supplies.



Guwon BOT 6/19/2022 8:00 AM

"Thank you, Harbormaster. Good luck with the port authorities." Turning to the others Guwon asks, **"I have a crowbar and could try to pry open some of these doors or windows, but perhaps one of you has a better idea? We have money now to expend for this."** With that he begins praying wordlessly while waiting to see what the others say.



Two-Flower Daybloom BOT 6/19/2022 9:39 AM

"A silent approach is best, but we *might* still need to break something to get inside" Two-flower states her opinion more like a fact. She doesn't appear to be in a rush to chase the arsonists down, however, and looks at the burns, bites, and claw marks on most of the group and makes a suggestion, **"If they ran to their den hole up, we have some time to prepare. Let me see your wounds first, Casey"**



Casey Salvador BOT 6/19/2022 12:28 PM

"Thanks." They nod, wincing as the pain fills in the space left behind by the adrenaline of the fight. **"We could try the roof. There might be an entrance that isn't as guarded. Beyond that, I'm not sure. What if we tried creating some sort of commotion outside to mask the sound of our breaking and entering?"**



Ario BOT 6/19/2022 3:23 PM

"I might be able to assist in an adequate amount of rabble rousing."



Two-Flower Daybloom BOT 6/19/2022 8:52 PM

"Shaking the nest to confuse them... yeah, that could work." She agrees, liking where this plan is going. She quiets down for a time to focus on dressing Casey's burns.

1d20 + 6 = 1 + 6 = 7 **Medicine** DC 15



Guwon BOT 6/19/2022 11:13 PM

"If we can find a way to the roof that seems like a good idea, we should take a look first. As for provisions, what should we get?" Guwon asks in between praying.



Two-Flower Daybloom BOT 6/19/2022 11:23 PM

After applying some questionable-looking gritty green ointment to the bandages and wrapping some around Casey, Two-flower realizes too late that the salve she used was meant specifically for her physiology and not a humanoid. She tears it off before too much damage can be done. **"Oh. Oh no, sorry."**

1d8 = 2 = 2 damage



Two-Flower Daybloom BOT 6/19/2022 11:36 PM

Quietly, Two-flower suggests, "**Elixirs... and something to help reach the roofs.**"



Casey Salvador BOT 6/19/2022 11:44 PM

Casey mostly manages to hold back a grunt of pain. "**It's fine. I have a grappling hook, but maybe we could find a rope ladder somewhere. Could your friend carry something that heavy?**" They ask, pointing at Byxmo.



Two-Flower Daybloom BOT 6/20/2022 1:55 AM

"**She might, but she can't tie it off or stake it down.**" Two-flower says, "**We both could be safe up on the roof if we are needed. There is little risk if we fall.**"



Game Master BOT 6/20/2022 7:41 AM

More than an hour passes as Guwon and Two-flower tend to everyone's wounds. The port authority has come and gone with the harbormaster carefully avoiding mentioning Pathfinder involvement. She knows better than to drop names without having all the facts at hand. After everyone is in fine shape, you decide it's a good time to get going.

The Puddles is not a shining example of what Absalom could be, but rather what it once was. After a massive earthquake years ago, the district has sunk below sea level in many places - leading to zigzagging makeshift bridges and byways everywhere. Here and there, you can see evidence of once proud buildings now collapsing onto their own soggy foundations.

Your travels bring you to a small market square, thankfully free of much of the flooding that plagues the rest of the district. Merchants hawk their wares from colorful stalls as a few dozen shoppers mill about the cramped space, selecting goods, haggling, and making trades. The eclectic vendors here sell everything from clothing, food, and spices to alchemical items and weapons.

The dockhand's directions lead you to the north, saving the market for another time. The pathway to the tavern is clear to you, when there's a horrid buzzing noise that fills the air. Soon after, shouts of alarm pierce through the crowd as fist-sized winged creatures lift into the skies and begin swooping after the citizenry!



Casey Salvador BOT 6/20/2022 7:42 AM

1d20 + 6 = 18 + 6 = **24 Perception**



Ario BOT 6/20/2022 7:43 AM

1d20 + 3 = 19 + 3 = **22 Perception**



Two-Flower Daybloom BOT 6/20/2022 7:43 AM

1d20 + 8 = 20 + 8 = **28 Perception**



Guwon BOT 6/20/2022 7:43 AM

1d20 + 4 = 9 + 4 = **13 Perception**



Bloodseeker BOT 6/20/2022 7:44 AM

1d20 + 6 = 14 + 6 = **20 Perception 1**

1d20 + 6 = 17 + 6 = **23 Perception 2**



Shrouded Bloodseeker BOT 6/20/2022 7:44 AM

1d20 + 8 = 8 + 8 = **16 Perception**



Game Master BOT 6/20/2022 7:45 AM

The screams of the marketgoers grows higher as the creatures dart about nosily, seeming to look for their next meal.



Two-Flower Daybloom BOT 6/20/2022 11:22 AM

"Tch! It's a feast for the bugs." Twoflower, once again, is quick to spring into the fight. She moves up for a clear shot before the bloodseekers can pick an easy target and looses an arrow at one of the normal looking ones. **"Away from the insects! Take cover!"** She shouts to the market.

◆◆ **Stride to H10**

◆◆ **Draw shortbow**

◆◆ **Strike Bloodseeker 1**

1d20 + 7 = 18 + 7 = **25 shortbow**

1d6 = 6 = **6 piercing**



Casey Salvador BOT 6/20/2022 12:22 PM

"I'm going to regret this idea." Casey makes a mad dash for the nearest insect, trying to catch it and keep it from going after anyone else in the market.

◆◆ **Stride to M10**

◆◆ **Grapple Bloodseeker 1**

1d20 + 6 = 17 + 6 = **23 Grapple**



Game Master BOT 6/21/2022 6:46 AM

Two-flower expertly picks the flying insect from the sky before it can cause any harm! Casey is quick on their feet and reaches out to grab the fleshy, squirming thing in their hands.



Bloodseeker BOT 6/21/2022 6:48 AM

With the bloodseeker in the duelist's grasp, only now does that wicked looking proboscis of the creature seem so close. The bloodseeker attempts to dive right in!

◆◆ **Strike** Casey (barbed leg)

$$1d20 + 8 = 19 + 8 = 27$$

Regret may be the right word as Casey feels something pierce into their hand!

◆◆ **Blood Drain** Casey

◆◆ **Blood Drain** Casey

$$1d8 = 6 = 6$$

$$1d8 = 3 = 3$$



Game Master BOT 6/21/2022 6:51 AM

Attached is much like Grabbing, except that if the target moves, the attached creature moves with it. You can still Escape and Shove it off as normal. Additionally, Casey is drained 1.



Ario BOT 6/21/2022 5:00 PM

◆◆ Ario **strides** to I4

◆◆ Ario **casts *Ray of Frost** targeting the attached Bloodseeker.

$$1d20 + 7 = 12 + 7 = 19$$

$$1d4 + 4 = 2 + 4 = 6$$



Game Master BOT 6/22/2022 7:23 AM

The chilling blast of cold from Ario slams into the attached vermin, chilling it immediately. As it falls to the ground, shattering - blood drips from Casey's open wound. Casey is taking 1 persistent bleed damage.



Shrouded Bloodseeker BOT 6/22/2022 7:25 AM

The swashbuckler can't catch a break, however, as the shadowy creature zips towards them!

◆◆ **Fly** to N10

◆◆ **Strike** Casey (barbed leg)

$$1d20 + 9 = 7 + 9 = 16$$

The bounty hunter is nimble, dodging out of the way! Can they avoid the next?

◆◆ **Strike** Casey (barbed leg)

$1d20 + 9 - 5 = 13 + 9 - 5 = 17$

Yes!



Guwon BOT 6/22/2022 7:41AM

Guwon runs through the crowded market towards the fountain. Reaching the creature harassing Casey, Guwon tries to strike it.

◆◆ **Stride** to m9

◆◆ **Strike** Bloodseeker

$1d20 + 7 = 2 + 7 = 9$ **strike**



Game Master BOT 6/22/2022 7:43AM

Guwon's blade cuts through the air, but catches nothing - possibly to Casey's relief.



Two-Flower Daybloom BOT 6/22/2022 8:40AM

While bloodseekers are common enough for Two-flower to recognize one, she is not sure if she's seen or heard of a type such as this. The hunter focuses on it and tries to gain some insight on the creature before attacking the lone, persistent pest from afar.

◆◆ **Hunt Prey**

◆◆ **Recall Knowledge** Shrouded Bloodseeker (Nature +6, Prey +2)

◆◆ **Strike** Shrouded Bloodseeker

$1d20 + 7 = 8 + 7 = 15$ **shortbow**



Game Master BOT 6/24/2022 8:01AM

Two-flower knows bloodseekers. She knows their habitats, their diets, their hunting patterns... but this? What is this? And how did it get into Absalom?! Her thoughts must break her focus as her arrow goes soaring past, thudding into a overturned cart nearby.



Casey Salvador BOT 6/24/2022 8:17AM

Casey moves out of the way to give their allies a better vantage point, then unhooks their whip from their belt and lashes out at the creature with a flashy twirl.

◆◆ **Stride** to O9

◆◆ **Draw Whip**

◆◆ **Strike** Shrouded Bloodseeker

$1d20 + 7 = 1 + 7 = 8$ **Strike with whip**

$1d4 + 3 + 1 = 3 + 3 + 1 = 7$ **1 precision damage**



Game Master BOT 6/24/2022 8:22AM

Casey's fingers fumble a moment and they miss their chance to land a punishing blow on the insectoid thing!



Ario BOT 6/24/2022 3:31PM

- ◆ Ario **strides** to J6
- ◆◆ Ario **casts** *Electric Arc*

$$1d4 + 4 = 2 + 4 = 6$$



Shrouded Bloodseeker BOT 6/24/2022 9:38 PM

$$1d20 + 10 = 18 + 10 = 28 \text{ Reflex}$$



Game Master BOT 6/24/2022 9:39 PM

As electricity bursts from Ario's hand, the shadowy beast flits away with ease!



Shrouded Bloodseeker BOT 6/24/2022 9:40 PM

It soars into Guwon, legs looking for purchase on the holy warrior.

- ◆ **Fly** to M9
- ◆◆ **Strike** Guwon (barbed leg)

$$1d20 + 9 = 15 + 9 = 24$$

The bloodseeker clings to the half-orc and its dark proboscis begins to drain the strength from the champion!

- ◆◆ **Drain Blood** Guwon

$$1d8 = 1 = 1$$



Guwon BOT 6/24/2022 9:51 PM

"**Get off of me foul creature!**" Guwon shouts as he tries to get the thing off of him. He swings his sword wildly, dropping his shield, and then tries to grab the creature in retaliation.

- ◆ Escape
- .roll 1d20 + 7
- ◆ Strike
- .roll 1d20 + 2
- ◆ Grapple
- .roll 1d20 - 3

$$1d20 + 7 = 3 + 7 = 10 \text{ Escape}$$



Game Master BOT 6/24/2022 9:54 PM

The vermin remains stuck to Guwon!



Guwon BOT 6/24/2022 9:54 PM

$$1d20 + 7 - 5 = 11 + 7 - 5 = 13 \text{ Strike}$$



Game Master BOT 6/24/2022 9:54 PM

Which makes hitting it quite difficult!



Guwon BOT 6/24/2022 9:55 PM

$1d20 + 7 - 10 = 13 + 7 - 10 = 10$ Grapple



Game Master BOT 6/24/2022 9:55 PM

Even trying to reverse things helps little here!



Two-Flower Daybloom BOT 6/24/2022 10:36 PM

With her aim obscured, Two-flower runs to the fountain and right up to her teammate and the bug. **"Hold still!"** she shouts, unclear if she meant Guwon or the insectoid. She had just observed the wound made by carelessly tearing the other bloodseeker off of Casey, so she more carefully attempts to pull its legs and proboscis free of Guwon.

◆ **Stride**

◆ **Remove Bloodseeker Survival**

$1d20 + 6 = 19 + 6 = 25$

After trying her best to remove it, she swats at it.

◆ **Strike** unarmed

$1d20 + 7 - 4 = 14 + 7 - 4 = 17$ unarmed



Two-Flower Daybloom BOT 6/24/2022 10:55 PM

$1d4 = 4 = 4$ Bludgeoning



Game Master BOT 6/24/2022 10:56 PM

Knowing just what to do, Two-flower moves the bloodseeker in just such a way as to keep Guwon unharmed, the leshy's open hand slaps into the creature.

$1d20 = 15 = 15$ DC 5 Flat check

Somewhat startling the vermin, which writhes about before winging to the sky once more!



Casey Salvador BOT 6/25/2022 7:04 AM

$1d20 = 3 = 3$ DC 15 flat check

Casey steadies themselves, and focuses on trying to swat the bloodseeker out of the sky with a crack of their whip. They take aim, and attempt to end the fight with a single blow.

◆ **Confident Finisher**

$1d20 + 7 = 15 + 7 = 22$ **Confident Finisher**

$1d4 + 2d6 + 3 = 1 + (6+5) + 3 = 15$ **2d6 Precision Damage**



Shrouded Bloodseeker BOT 6/25/2022 7:11AM

A powerful blow, but does Casey hit the bloodseeker, or its shadow?

$1d20 = 8 = 8$ **DC 5 Concealed**



Game Master BOT 6/25/2022 7:11AM

Struck from the sky! The bloodseeker splatters to the ground in a grisly mess!



Casey Salvador BOT 6/25/2022 7:14AM

$1d20 = 18 = 18$ **DC 15 Flat Check**



Game Master BOT 6/25/2022 7:14AM

With the battle over, it becomes clear that you were quick to jump to the aid of the civilians, though not all were so lucky. A few people of the Puddles were injured when they bolted from the chaos, running into stalls or slamming into unattended goods. There are hurt people and damaged stalls all about the square.



Casey Salvador BOT 6/25/2022 7:24AM

Casey takes a deep breath and resists the urge to scratch at the spot where the bloodseeker was attached. They shake off the feeling of lightheadedness and turn to their companions. ***"I'm going to go see if anyone needs help cleaning up. Should I tell any injured bystanders to come this way for medical assistance while I'm walking around?" The swashbuckler makes no mention of their own injury, wanting to make sure the others are ok first.



Two-Flower Daybloom BOT 6/25/2022 5:49PM

"Sure, but get your injuries looked at too," she almost chides them. The leshy sets out some bandages, splints and balms, readying a spot to assist anyone with particularly nasty cuts or sprains. **"We can ask some of our patients if they've seen our thieving mages, find out more about our marks?"**



Game Master BOT 6/25/2022 7:26PM

For people looking to help out, you can make Medicine or Craft checks to lend aid. Additionally, anything else you come up with to assist is possible. If you'd like to ask for information, you can make Diplomacy checks to Gather Information.



Guwon BOT 6/25/2022 7:31PM

Guwon raises his hand to the sun as he approaches Casey and then puts a palm out towards his wounds as healing energy flows through.



Two-Flower Daybloom BOT 6/25/2022 8:01PM

$1d20 + 6 = 6 + 6 = 12$ **Medicine**



Ario BOT 6/26/2022 4:25PM

$1d20 + 7 = 10 + 7 = 17$ **Gather Information**



Game Master BOT 6/27/2022 6:31AM

Two-flower tends to folks as best she can, but it's clear that she isn't making much progress. Human blood clots so much less efficiently, she can't help but notice. Meanwhile, Ario begins asking around about what happened. Most people don't know how those things escaped, but a young Varisian woman mentions seeing a hooded figure smash a pane of glass against the fountain just before the bloodseekers came out. She doesn't know much about magic, but she feels like the two might be related. Sure enough, there are shards of broken black glass around the fixture - black as night, reflecting nothing.



Casey Salvador BOT 6/27/2022 3:35PM

Casey attempts to help patch up peoples wounds as well, after taking the time to guide all the wounded to the other pathfinders, as well as trying to spread the word that if anyone has any information or requires assistance they are more than welcome to approach us.

$1d20 + 4 = 7 + 4 = 11$ **Medicine**



Game Master BOT 6/28/2022 2:53 AM

No one comes forward with more information, especially as the group is trying to take care of any wounded. It's clear that their heart is in the right place, but the skills aren't necessarily following.

Ario and Guwon can both attempt to heal people up or fix up stalls, if they like.



Ario BOT 6/28/2022 3:11AM

Ario quietly walks up to a broken stall.

$1d20 + 5 = 12 + 5 = 17$ **Craft**



Game Master BOT 6/28/2022 3:26 AM

It's an easy fix for the serious-minded sorcerer. Someone must have knocked down a supporting post when they fled by. Also those chose very tasteless paints when designing their stall. Ario can help with the one and only silently bemoan the other.

A grim-faced woman approaches Ario and looks over his repair work. She draws forth two clay urns and passes them to the elf with a slight incline of her head as way of thanks.

*These oils are two **oils of potency**.*



Game Master BOT 6/28/2022 5:29 AM

Guwon tends to any injured with his divine gifts. A kobold vendor peeks his head around and watches as the Pathfinders work. He searches through his belongings before pressing a pendant shaped after a bull's leering visage into Guwon's palm. **"Good people,"** he speaks in accented Common. **"Good people, good gift."**

*The pendant is a **bronze bull pendant**.*

With the problems at the market square solved, it's easy enough to follow the directions given to you by the dockhand, though you are beginning to get increasingly worried about how long you spent aiding the people of the Puddles. However, when you arrive, it's just as the young man described. A large, windowless, single-story tavern occupies the center of this run-down, dead-end street. Stairs lead up to a small landing on the west side. On the landing, the large wooden double doors that serve as the building's only entrance are boarded up.



Casey Salvador BOT 6/28/2022 8:42 AM

Casey will Scout and keep an eye out for trouble while their allies figure out a way into the building.



Two-Flower Daybloom BOT 6/28/2022 1:33 PM

That dock hand, Dorneliun, may have been suggesting some sort of magical entrance with his story. However, Two-flower doesn't rule out the possibility of a hidden door or hatch. She helps to actively search for an entrance checking the well and statue before going about the outside wall of the tavern.



Ario BOT 6/28/2022 2:31 PM

Ario follows along *Detecting Magic* every few feet.



Guwon BOT 6/28/2022 6:35 PM

Guwon is searching for any secret doors or signs.



Game Master BOT 6/29/2022 4:05 AM

The party makes a quick circuit around the building, though there seems to be no obvious way of entrance. Ario senses no magic in the area, either. However, Two-flower takes a look at the double doors that lead in and notices something strange - the boards that cover the entrance lack nails of any sort. Instead, she sees small hidden pegs holding the façade in place. When pulled away, a simple lock keeps the door shut. Guwon stops her hand and peers close. Sure enough, the champion sees a small spring-trigger within the lock. Anyone attempting to open or pick the lock could meet with a rather nasty surprise. While the way in is clear, now a trapped lock bars your passage.



Two-Flower Daybloom BOT 6/29/2022 9:12 PM

Two-flower almost fails to see the need for such redundancies. **"Hidden, locked, and trapped... they must have few friends."** Fortunately, during her short time in the city, she never needed to learn to lockpick or steal, so she steps back from the door and asks quietly, **"Can we unlock it, or do we break it?"**



Guwon BOT 7/1/2022 9:39 AM

"I've got a crowbar, it won't help with the trap, but it might help to pry open the door."

Guwon offers reluctantly.



Casey Salvador BOT 7/1/2022 1:08 PM

"We'd lose the element of surprise, but if this is the only way in or out, then whoever's inside wouldn't be able to escape easily either." Casey reflects on their bounty hunter experience, trying to decide how to approach the situation. They mumble their thoughts out loud as they analyze the situation. **"Assuming the wizards are still inside, and there's no way for them to leave without going through here, we could try to apprehend them. But there's no guarantee for any of that. They could have left already, or there could be a way of escape we don't know about."**

They sigh and shake their head. **"It's not like we have any way of finding any of this out until we break down this door. I say we just get it over with. Do you need any help with the door, or have you got it handled?"**



Ario BOT 7/1/2022 3:01 PM

"If it doesn't take too long, I might have the requisite magic to assist us."



Ario BOT 7/1/2022 8:12 PM

"However I lack the physical tools needed. Should we backtrack and acquire some thieving implements?"



Guwon BOT 7/1/2022 8:15 PM

Guwon stops looking for his crowbar and nods at Ario, **"This seems like a wiser course of action."**



Game Master BOT 7/1/2022 8:22 PM

Thieves' tools can be purchased quite simply for the listed price in the Core Rulebook: 3 gp. Whoever would like to have them will have them added to their Chronicle at the end of the session and the appropriate amount of gold subtracted.



Two-Flower Daybloom BOT 7/2/2022 1:40 AM

"Should some of us stay and watch the door from cover? If someone leaves or enters we will know, but not risk our surprise until you return," she asks, already looking for a good alley to wait in, or maybe a leafy, decorative plant to hide behind.



Ario BOT 7/2/2022 4:38 AM

"I shall return in a moment." Ario says speedwalking towards the market. Some time passing before Ario briskly returns, **"These should do the trick."** Holding a set of *Thieves Tools*.



Game Master BOT 7/2/2022 4:39 AM

While Ario was gone, no one entered or left the abandoned tavern. It truly does seem deserted.



Ario BOT 7/2/2022 4:40 AM

Ario **casts** *Ancestral Memories* becoming trained in *Thievery*

$1d20 + 5 = 11 + 5 = 16$ **Thievery**



Game Master BOT 7/2/2022 4:43 AM

It's tough work using the new tools. The spring inside the lock doesn't quite give, nor does the trap trigger, however.



Ario BOT 7/2/2022 4:44 AM

$1d20 + 5 = 16 + 5 = 21$ **Thievery**



Game Master BOT 7/2/2022 4:45 AM

Something in Ario's past guides his hand. A moment later, he extracts a thin coil from within the lock and deposits it on the ground. The trap is disarmed.



Ario BOT 7/2/2022 4:47 AM

$1d20 + 5 = 18 + 5 = 23$ **Thievery3**



Game Master BOT 7/2/2022 4:48 AM

One tumbler down.

After some work, the elf pops the lock off silently.

The double doors swing open on rusted hinges into a dust covered room. Over a dozen tables and countless chairs crowd the interior of this tavern, all scattered about in disarray. With the windows boarded up, only scattered light manages to enter.

This room is entirely in dim light. Those of you with low-light vision or darkvision are unaffected.

Behind one of the tables, a pale man with a military haircut readies a hatchet, trying his hardest not to be seen.

Ario suddenly feels something as he peers in. There's magic in this room. What magic and where, he isn't sure, but there is magic about.



Onyx Alliance Enforcer BOT 7/2/2022 4:57 AM

$1d20 + 6 = 8 + 6 = 14$ **Stealth**



Casey Salvador BOT 7/2/2022 4:57 AM

$1d20 + 6 + 1 = 1 + 6 + 1 = 8$ **Perception**



Ario BOT 7/2/2022 4:57 AM

$1d20 + 3 + 1 = 9 + 3 + 1 = 13$ Perception



Two-Flower Daybloom BOT 7/2/2022 4:57 AM

$1d20 + 8 + 1 = 9 + 8 + 1 = 18$ Perception



Guwon BOT 7/2/2022 4:57 AM

$1d20 + 4 + 1 = 5 + 4 + 1 = 10$ Perception



Game Master BOT 7/2/2022 4:59 AM

It's clear that the man has seen you, and he's already looking ready to use that hatchet of his!



Two-Flower Daybloom BOT 7/2/2022 10:34 AM

Before rushing in, Two-flower checks the doorway for immediate traps or ambushers. Then, assuming there is a safe path in, she heads for a nearby table with chairs and ducks behind them.

◆ **Seek** eastward cone

◆ **Stride** to S9

◆ **Take Cover**



Game Master BOT 7/3/2022 7:00 AM

The leshy notices something odd. A small set of purple runes etched onto the ground in front of the pale man. From this distance, she could guess that getting too close would likely trigger something nasty. She was wise to keep her distance.



Onyx Alliance Enforcer BOT 7/3/2022 7:02 AM

The hatchet-wielding man tenses up as Two-flower enters. He hunches lower behind the table, trying to disappear.

◆ **Take Cover**

◆ **Hide**



Game Master BOT 7/3/2022 7:04 AM

Ario and Guwon lose track of the man, but Casey, Two-flower and her ally, Byxmo, can still see his shadowy form.



Onyx Alliance Enforcer BOT 7/3/2022 7:05 AM

He carefully moves closer to Two-flower, axe at the ready.

◆ **Sneak**

The man remains hidden from the sorcerer and champion as he closes in on the leshy.

The Enforcer is hidden to Ario and Guwon, but observed at P13 by Casey, Two-flower, and

Byxmo.



Ario BOT 7/3/2022 3:03 PM

◆ Ario **seeks** in the area around P13.



Game Master BOT 7/4/2022 7:22 AM

Ario peers into the shadows, but sees nothing.



Ario BOT 7/4/2022 3:56 PM

◆ Ario strides to O8

◆ Ario Casts Shield



Guwon BOT 7/4/2022 7:32 PM

Guwon walks into the building and is thrown off by the darkness. As his eyes adjust he looks around to see if he can see anybody while holding his shield up protectively.

◆ **Stride** to Q11

◆ **Seek** in a cone towards the bar.

◆ **Raise a shield**



Game Master BOT 7/5/2022 5:56 AM

Guwon steps forward carefully, letting his vision take in the darkness. Suddenly, from his feet, the purple runes begin to swirl and dance. He looks around in time to catch sight of a pale-skinned man creeping about with a hatchet. The purple runes snake along the ground and wrap around him, creating a shadowy aura that echoes his movements. Beyond, Guwon notices another set of the purple runes.



Casey Salvador BOT 7/6/2022 7:40 AM

Casey grabs their whip and prepares for a fight before taking a sprint into the room and attempting to use the table ahead of them to leap into the middle of the fight.

◆ Draw Whip

◆ Long Jump, stride to R9 and leap 20 feet to R13

$1d20 + 6 = 3 + 6 = 9$ Long Jump



Game Master BOT 7/7/2022 5:08 AM

Casey sails through the air before landing on the table, which unfortunately cracks with age and sends their leap into a dizzying spiral. The daring swashbuckler lands on the ground in a heap.

There's a cool breeze that flows past Casey as the purple runes near them dance to life and trace along the floor to a woman crouching in the shadows. Where did she come from?



Onyx Alliance Scout BOT 7/7/2022 5:11 AM

With a hiss of joy, the woman darts forward. Like her partner, her skin is nearly bone-white and a long trail of ashy hair flows behind her like drifts of smoke. A wicked looking dagger gleams in her hand. Unfortunately for Casey, they can only see the vague shadows moving around as she approaches, ready to filet them.

◆◆ **Stride** to Q14

◆◆ **Strike** Casey (dagger)

◆◆ **Strike** Casey (dagger)

$$1d20 + 9 = 12 + 9 = \mathbf{21}$$

$$1d20 + 9 - 4 = 8 + 9 - 4 = \mathbf{13}$$

The knife slides easily into Casey, but they're quick enough to dodge the second!

$$1d4 + 1 + 1d6 = 4 + 1 + 6 = \mathbf{11 \text{ Piercing}}$$



Two-Flower Daybloom BOT 7/7/2022 1:45 PM

After a second ambusher appears, Two-flower recognizes that her allies up front could use more help. **"Magic tricks or no, This does not end well for you!"** she threatens the enforcer before whistling for her companion's assistance.

◆◆ **Hunt Prey** Enforcer

◆◆ **Demoralize** Enforcer

◆◆ **Command Byxmo**

$$1d20 + 4 + 2 = 18 + 4 + 2 = \mathbf{24 \text{ intimidation}}$$



Byxmo BOT 7/7/2022 1:46 PM

◆◆ **Fly** to O11

◆◆ **Strike** Enforcer (proboscis)

Unrecognized roll expression: proboscis

$$1d20 + 6 = \mathbf{20} + 6 = \mathbf{26 \text{ strike}}$$

*2 #Piercing)

$$(1d6 + 2 = (3 + 2 = \mathbf{Error: non-math} (3 + 2$$



Game Master BOT 7/9/2022 11:43 PM

Byxmo's attack is devastating! But does it hit the correct target?

$$1d2 = 2 = \mathbf{2 \text{ 1 hits the correct target}}$$

The shadow explodes as Byxmo pierces through to the shaken man, who staggers back from the moth's assault!



Onyx Alliance Enforcer BOT 7/9/2022 11:46 PM

The man, eyeing the leshy warily, swipes his axe at Byxmo, one foot already poised to run!

❖❖ **Shadow Swipe** Byxmo (hatchet)

$1d20 + 9 - 1 = 8 + 9 - 1 = 16$

$1d6 + 5 = 4 + 5 = 9$ **Slashing**

As the hatchet swings down, the strike creates a spray of shadow that covers the man's escape!

❖❖ **Stride** to N17

❖❖ **Hide**

The man crouches behind the bar, still within plain sight to you all.

❖❖ **Take Cover**



Game Master BOT 7/10/2022 12:32 AM

Except that attack *missed* and the man instead ran behind the bar.



Ario BOT 7/10/2022 1:05 AM

❖❖ Ario **steps** into the room.

❖❖ Ario **casts *Electric Arc** targeting the Scout.

$1d4 + 4 = 2 + 4 = 6$



Onyx Alliance Scout BOT 7/10/2022 5:02 AM

$1d20 + 9 = 10 + 9 = 19$ **Reflex**



Game Master BOT 7/10/2022 5:03 AM

Ario's blast of lightning trails across the floor before the woman dodges aside, taking a glancing blow before the electricity blasts past her.



Guwon BOT 7/10/2022 5:47 AM

Guwon rushes in behind the woman

❖❖ **Stride** to P15

He attempts to slash at her with his scimitar!



meat 7/10/2022 5:49 AM

❖❖ **Strike**



Guwon BOT 7/10/2022 5:49 AM

$1d20 + 7 = 17 + 7 = 24$

1d20 = 2 = 2 flat check

"You will burn in the light of the sun!" Guwon shouts at the woman with frustration at this darkness.

◆◆ Intimidation

1d20 + 5 = 16 + 5 = 21



Game Master BOT 7/11/2022 1:41AM

Guwon's blade slashes perfectly into the shadow double and the woman's eyes go wide with fear as the half-orc menaces closer to her.



Casey Salvador BOT 7/11/2022 4:55 AM

Twisting around on the floor, Casey pulls out the everburning torch from their bag. They then stand up to face their shadowy assailant.

◆◆ **Interact** to retrieve Everburning Torch

◆◆ **Stand**



Onyx Alliance Scout BOT 7/11/2022 5:23 PM

As Casey's torch comes out, the woman in front of them recoils as if struck. Her eyes are pale white, much like the rest of her and she grits her teeth at the swashbuckler before attempting to take them down.

◆◆ **Feint** Casey

◆◆ **Strike** Casey (dagger)

1d20 + 5 = 1 + 5 = 6 Feint

1d20 + 9 = 2 + 9 = 11 Strike



Game Master BOT 7/11/2022 5:24 PM

Now able to see, the nimble Casey avoids the clumsy blow!



Onyx Alliance Scout BOT 7/11/2022 5:24 PM

The woman curses something in an unfamiliar tongue and darts back towards the shadows.

◆◆ **Stride** to L14



Two-Flower Daybloom BOT 7/11/2022 8:05 PM

Two-flower whistles for Byxmo to give chase and cut off escape. She then finally draws her weapon and takes a shot at the first ambusher.

◆◆ **Command** Byxmo



Byxmo BOT 7/11/2022 8:06 PM

◆◆ **Fly** to M17

◆◆ **Strike** Enforcer (proboscis)

Unrecognized roll expression: proboscis
 $1d20 + 6 = 6 + 6 = 12$ **proboscis**



Two-Flower Daybloom BOT 7/11/2022 8:06 PM



Draw shortbow



Strike Enforcer (shortbow)

$1d20 + 7 = 7 + 7 = 14$ **shortbow**



Game Master BOT 7/11/2022 8:35 PM

Byxmo has trouble landing a hit on the darting man, who keeps his axe up to ward away the oncoming assault.



Onyx Alliance Enforcer BOT 7/11/2022 8:36 PM

"**Pesky Pathfinders and their insects,**" he growls before swinging out at Byxmo once more, shadows trailing behind his swing.



Shadow Swipe Byxmo (hatchet)

$1d20 + 9 = 11 + 9 = 20$

$1d6 + 5 = 5 + 5 = 10$ **Slashing**

As the shadows gather in strength around the man, he darts away, hoping to hide in the darkness deeper in the room.



Stride to J17



Hide

The man pulls shadows around him so adeptly that all of you have a hard time placing where he'd gone off to!

Onyx Alliance Enforcer is successfully hidden to all.

Of course, where he's hiding is obvious to any, the man carefully tries to sneak away.



Sneak



Game Master BOT 7/11/2022 8:41 PM

With not even a whisper, the man appears to vanish in the dim light of the room.



Ario BOT 7/11/2022 9:24 PM

Ario stands steady, conjuring 3 bolts and sending them flying towards the Scout.



Ario **casts Magic Missile**

$3d4 + 3 = (3+1+1) + 3 = 8$



Game Master BOT 7/11/2022 10:01 PM

The bolts slam into the scout, staggering her! She's looking pretty worse for wear.



Guwon BOT 7/11/2022 10:59 PM

Guwon chases after the woman!

◆ **Stride** to K15

◆ **Strike** Scout

1d20 + 7 = 19 + 7 = **26**

1d20 = 17 = **17 flat check**

1d6 + 4 = 2 + 4 = **6 damage**

Guwon shouts at the fleeing Enforcer, "**You cannot escape the light of the sun!**"

◆ **Intimidation**

1d20 + 5 = 9 + 5 = **14 demoralize**



Game Master BOT 7/11/2022 11:22 PM

Guwon catches up with the woman who spins just in time to catch his scimitar in her chest. She sprawls to out, blood trailing from her wound.



Casey Salvador BOT 7/13/2022 3:59 PM

Readying their whip, Casey runs deeper into the room. They hold the torch like a beacon, shifting their gaze from one corner to the next as they call out "There's no where to run! Surrender quietly and this won't have to end badly for you."

◆ **Interact** to draw Whip

◆ **Stride** to M13

◆ **Seek** in the direction of the upper right chamber



Game Master BOT 7/14/2022 4:49 AM

The man does not respond. Casey's eyes sweep over the numerous overturned tables and chairs. The axe-wielder could be anywhere...

Shadows swirl around Casey's feet. It seems as though they just set off another of the runes.



Two-Flower Daybloom BOT 7/14/2022 5:20 PM

The leshy moves along the wall to get a better view of where she thinks the Enforcer is, hoping to call him out to the group if she spots him.

◆ **Stride** to N9

◆ **Seek** center at J17 (+2 from Hunt Prey)



Game Master BOT 7/15/2022 5:35 AM

Two-flower peers into the gloom, but she can't help but feel distracted. Something about this - all of this feels wrong. She can't quite put a finger on it, but... Oh, dear. Where did that thief get off to?



Two-Flower Daybloom BOT 7/15/2022 5:51AM

Two-flower is convinced something more than the current situation is going on, but with a dangerous man sneaking around in the shadows she can hardly stop to consider what that might be. She searches near the corner of the room again.

◆ **Seek** area centered on corner of H15 & I16



Game Master BOT 7/15/2022 6:05 AM

Two-flower clears her mind. There he is! Hiding beneath the counter between the chairs.



Onyx Alliance Enforcer BOT 7/15/2022 5:58 PM

Two-flower watches as the man carefully creeps up on Guwon, his axe ready to catch him from below.

◆ **Sneak**

The stool beside the champion shifts, making a screeching noise against the ground, giving the half-orc time to react just as the axe comes swinging in!

◆◆ **Shadow Swipe** Guwon (hatchet)

1d20 + 9 = 19 + 9 = **28**

(1d6 + 5) * 2 = (5 + 5) * 2 = **20 Slashing**



Game Master BOT 7/15/2022 6:01PM

The massive warrior goes down as the axe comes up from below, slashing upwards from thigh to neck!



Onyx Alliance Enforcer BOT 7/15/2022 6:02 PM

Just as quick as he came, the man retreats back into the shadows.

◆ **Stride** to G17

◆ **Hide**



Game Master BOT 7/15/2022 6:04 PM

The man ducks beneath the tables, seemingly disappearing.

To make clear, you all know where the Enforcer is, but he is currently hidden to you. This would mean without having them becoming observed, it's a DC 11 flat check to hit them.



Ario BOT 7/15/2022 6:13 PM

◆ Ario **strides** to K12

◆◆ Ario **casts Scatter Scree** targeting squares G17 and H17

1d4 + 4 = 1 + 4 = **5**



Onyx Alliance Enforcer BOT 7/15/2022 6:16 PM

$1d20 + 8 = 17 + 8 = \mathbf{25}$ Reflex



Game Master BOT 7/15/2022 6:17 PM

Stones break through the floor and you can hear the man attempting to leap aside from them.



Casey Salvador BOT 7/15/2022 6:39 PM

Casey takes off after the man, trying to keep up the pressure. They slide across the table before running up the stairs and attempting a lucky hit.

◆ Leap to K13

◆ Stride to H15

◆ Strike G17 at range

$1d20 + 7 = 11 + 7 = \mathbf{18}$ Strike

$1d20 = 19 = \mathbf{19}$ DC 11 Flat Check

$1d4 + 3 = 2 + 3 = \mathbf{5}$ Damage



Game Master BOT 7/17/2022 6:45 AM

Casey's strike lands true! A cry of pain echoes out from the now lit room!

With the Enforcer hiding between the tables, anyone who can look between the tables can consider the enemy as visible. GM call, here.



Two-Flower Daybloom BOT 7/17/2022 7:19 AM

Two-flower dashes across the room, clambering over the bar to line up a clear shot while also placing herself between the Enforcer and Byxmo. With a bit of doubt still lingering in her mind from before, she lowers her aim from the man's chest to his leg. Perhaps this one could explain that "wrongness" she felt, or maybe he could be convinced to reveal where the wizards are hiding.

◆ Stride to M14

◆ Stride to L17

◆ Strike Enforcer (shortbow, nonlethal)

$1d20 + 7 - 2 = 10 + 7 - 2 = \mathbf{15}$ shortbow, Unrecognized roll expression:
nonlethal



Game Master BOT 7/17/2022 7:20 AM

Would that Two-flower not pulled her shot, perhaps she could have struck true. Would her kindness be repaid?



Guwon BOT 7/17/2022 7:21 AM

$1d20 = 9 = \mathbf{9}$ DC 12 Flat Recovery check



Game Master BOT 7/17/2022 7:22 AM

A soft gurgle from the counter is the only reminder that Guwon is suffering from a mortal wound.

Guwon falls to dying 3.



Onyx Alliance Enforcer BOT 7/17/2022 7:24 AM

With his position given away, the pale man leaps from behind the table at Casey, hatchet leveled at the Pathfinder's head!



Stride to H16



Demoralize Casey



Strike Casey (hatchet)

$1d20 + 6 = 9 + 6 = 15$ **Demoralize**

$1d20 + 9 = 5 + 9 = 14$ **Strike**



Game Master BOT 7/17/2022 7:25 AM

Casey has seen worse. They dance away from a blow that relies more on surprise than talent.



Ario BOT 7/17/2022 8:55 AM



Ario **demoralizes** the enforcer

$1d20 + 7 = 5 + 7 = 12$

"Enough." he yells, flatly.



Ario **casts Ray of Frost**

$1d20 + 7 = 19 + 7 = 26$

$1d4 + 4 = 4 + 4 = 8$



Game Master BOT 7/17/2022 4:56 PM

The magic slams home into the thief's chest! He staggers back, a trickle of blood and spittle trailing from the corner of his mouth. He looks resigned to his fate, but isn't about to give up - not yet.



Casey Salvador BOT 7/17/2022 5:26 PM

Letting the torch fall to their feet, Casey pulls back their fist and sends it towards the thief, trying to knock him back.



Shove

$1d20 + 6 = 9 + 6 = 15$ **Shove**



Game Master BOT 7/17/2022 5:29 PM

The man holds tight, spitting in anger against the swashbuckler!



Casey Salvador BOT 7/17/2022 5:30 PM

The swashbuckler then stands their ground, attempting a strike before taking a defensive stance.

◆ **Strike**

◆ **Dueling Parry**

$1d20 + 7 - 5 = 19 + 7 - 5 = \mathbf{21}$ **Strike**

$1d4 + 3 = 4 + 3 = \mathbf{7}$ **Damage**



Game Master BOT 7/17/2022 6:26 PM

The enforcer collapses a moment, but struggles back to his feet.



Onyx Alliance Enforcer BOT 7/17/2022 6:27 PM

"**Pathfinder scum**," he mutters.



Two-Flower Daybloom BOT 7/17/2022 7:30 PM

Hissing at the stubborn foe, Two-flower decides to spare him consciousness at least a few more seconds in order to keep her ally breathing. She pulls a bottle from her belt, hops up onto the counter, and leans precariously over it to feed Guwon the potion.

◆ **Interact** to draw minor healing potion

◆ **Stride** to L15

◆ **Interact** to feed Guwon the potion

$1d8 = 3 = \mathbf{3}$ **healing**



Game Master BOT 7/17/2022 7:32 PM

That was close! Guwon feels something strong being poured down his throat and his eyes snap open, snatched away from that eternal darkness!



Guwon BOT 7/17/2022 7:38 PM

Guwon comes to with a gasp as the potion brings him back. With a grunt he gathers his weapons and stands up, while reciting a prayer to himself.

◆ **Stand up**

◆ **Interact** Pick up weapons

◆ **Lay on Hands** on self



Onyx Alliance Enforcer BOT 7/17/2022 7:39 PM

Only one way out of this for the would-be thief. He slashes at Casey's face, hoping for the best.

◆◆ **Shadow Swipe** Casey (hatchet)

$1d20 + 9 = 14 + 9 = 23$

$1d6 + 5 = 5 + 5 = 10$ **Slashing**



Game Master BOT 7/17/2022 7:40 PM

Casey falls to the ground in a heap as the man dashes away from the flickering magical flame.



Onyx Alliance Enforcer BOT 7/17/2022 7:41 PM

◆ **Stride** to I11

Unfortunately, with no shadows to hide in, the man must keep running!

◆ **Stride** to N11

"Death and shadows! A curse upon your organization!"



Ario BOT 7/17/2022 7:46 PM

◆◆ Ario **casts Magic Missile**

$3d4 + 3 = (4+3+4) + 3 = 14$



Game Master BOT 7/17/2022 7:48 PM

Darts of arcane might pour forth from Ario's fingertips, slicing through the man as he runs. He collapses with a hiss, his final words ringing out in the air: *"A curse upon your organization!"*

Casey is currently unconscious and dying, but can likely be tended to quite easily with the threat gone. You are now alone in the remnants of this forgotten tavern. To the north, where the fallen swashbuckler's magical torch lingers, two tables are heavy with numerous art objects and curling documents.



Two-Flower Daybloom BOT 7/17/2022 7:57 PM

Two-flower sees Casey fall moments after helping Guwon. With no potions left, she runs up and is already pulling supplies from her worn healers' kit by the time she reaches them to administer first aid. **"So reckless..."** she quietly mutters.

$1d20 + 6 = 13 + 6 = 19$ **Medicine**



Game Master BOT 7/17/2022 8:01 PM

Casey will be safe now, giving Guwon time to pray should he need to use his ability to lay hands upon his new ally.



Two-Flower Daybloom BOT 7/19/2022 5:03 PM

Two-flower makes the most out of this lull in the action to heal Casey, Byxmo, and Guwon, assuming her companions and time allow it. She sends her moth to watch the entrance while she isn't being tended to.

$1d20 + 6 = \underline{20} + 6 = \mathbf{26}$ medicine check for Casey

$1d20 + 6 = 6 + 6 = \mathbf{12}$ medicine check for Byxmo

$1d20 + 6 = 14 + 6 = \mathbf{20}$ medicine check for Guwon



Casey Salvador BOT 7/20/2022 5:30 AM

$4d8 = (2+6+1+6) = \mathbf{15}$ Hit Points



Guwon BOT 7/20/2022 5:31 AM

$2d8 = (8+3) = \mathbf{11}$ Hit Points



Game Master BOT 7/20/2022 5:33 AM

The room clear and Casey and Guwon both tended to, the group notices now the northern room more clearly. The art objects and documents that fill the two tables are out of place in this abandoned tavern. The documents include surprisingly detailed tactical information on the Pathfinder Society's lodges in Andoran, Cheliah, Osirion, Qadira, Taldor, and - shockingly - the Grand Lodge itself. Guard rotation schedules, pass phrases, entrances and exits, room dimension, unusual features, dossiers on the lodges' leaders, and even brief timelines of recent events in those locales. It seems that these thieves have aspirations for more. As well, the items on the table include assorted art objects - statuettes, ceremonial weapons, jewelry, and precious stones. However, not all of them seem to be of the same quality.

You can learn more about these objects with a Crafting check. Additionally, an Arcana or Religion check could yield additional information.



Guwon BOT 7/20/2022 8:15 AM

As Guwon looks over the assorted information and documents he tries to recall any information he might have.

$1d20 + 4 = 4 + 4 = \mathbf{8}$ religion



Game Master BOT 7/20/2022 8:22 AM

Beyond the obviously concerning issue of having the Society's information laid out like this, Guwon sees nothing amiss. However, all of the targeted lodges appear to correspond to the missives that Venture-Captain Valsin received this morning.



Two-Flower Daybloom BOT 7/20/2022 8:24 AM

"Do they plan... to attack us?" Two-flower skims the documents. The idea was worrying, but somewhat humorous. **"They have been reckless; they would fail, almost definitely. But reckless thieves could not find all these details on their own."**

Switching focus back to their original goal, most of the stolen goods are of little interest to the hunter, but having knowledge about religion, a secondary result of learning all she could about the eradication of undead, the hunter looks over them just in case anything seems familiar.

$1d20 + 6 = 18 + 6 = 24$ religion



Casey Salvador BOT 7/20/2022 8:32 AM

Casey looks at the artifacts carefully, wondering if this was simply petty thievery or something more. **"This is just a hunch, but I can't imagine it would've been just them. Reckless or not, this feels like a lot of information for two shadowy rogues to come across."**

$1d20 = 7 = 7$ Crafting



Ario BOT 7/20/2022 3:12 PM

$1d20 + 5 = 20 + 5 = 25$ Arcana



Game Master BOT 7/20/2022 3:37 PM

Casey sees nothing out of the ordinary as they look over the goods. Peculiar to be deposited so haphazardly here, but nothing strange. Several of the items appear to be lobarian in nature - exactly what was taken from the *Sixwing Drake* this morning.

Two-flower notices several runes etched onto the backs of the items and thinks it curious that divine sigils would be placed on what appear to be non-magical goods. Ario stops everyone from touching everything as he points out several lingering curses placed over the goods. Combined with the leshy's discovery, the two quickly create lists of what is and isn't cursed, along with judicious use of the ability to *detect magic*.



Game Master BOT 7/22/2022 2:41 AM

Technically, you are able to end the adventure here, though there are more mysteries to solve and roleplaying of course. You just let me know what you'd like to do.



Two-Flower Daybloom BOT 7/23/2022 10:39 AM

"These go back to the museum, these we shouldn't touch, and the rest should be reported?" She confirms, motioning to everything in turn. She idly fiddles with a small piece that the group designated as *'other, non-cursed items.'*



Casey Salvador BOT 7/23/2022 4:01 PM

"Right. I hope someone at the museum might know how to safely transport the cursed ones. Not sure I want to leave them out of my sight until they're secure." *They sigh and scratch the back of their neck.*



Game Master BOT 7/24/2022 5:24 AM

It takes some time, but you manage to transport the goods to the museum and inform the staff about the cursed items still remaining in the Puddles. As you speak with several of the

museum staff, Seshuun strolls out to meet you.



Seshuun BOT 7/24/2022 5:27 AM

The azarketi woman cocks her head as she looks over the items you recovered. **"These... hmm,"** she bends down to get a closer look and a frown forms on her face. **"Many of these are fakes. And others can be purchased from any jewelry store within Absalom."** She snaps up to look you all over. **"Perhaps I should speak with Venture-Captain Ambrus about this."**



Ambrus Valsin BOT 7/24/2022 5:28 AM

"No need," comes the Grand Lodge's captain from behind. Accompanying the human is Rain In Cloudy Day, who is happily jotting things down in a small notebook. **"I've heard about all of the commotion at the docks and assumed the worst."** He strokes his impressive mustache.



Rain In Cloudy Day BOT 7/24/2022 5:28 AM

Rain flashes you all a bright smile and a thumbs up.



Ambrus Valsin BOT 7/24/2022 5:30 AM

"I'll take a full accounting from you all now about what happened and-" he looks over to the pile of goods that Seshuun is inspecting, **"-perhaps some thoughts on what occurred here. Don't worry. You've all done a fine job - more than anyone could ask for, I assure you. I'm just open to hearing your thoughts on the matter."**



Game Master BOT 7/27/2022 5:59 AM

You share the details of your adventure with the Venture-Captain.



Ambrus Valsin BOT 7/27/2022 6:01 AM

"Well, well," he says with a grim smile. **"Not quite the adventure I assumed you would be getting into when I asked you to help me sort my mail."** Ambrus runs a finger through his mustache. **"Good instincts today. From what I understand, a group of thieves from the Plane of Shadow - the Onyx Alliance struck against not only us, but the Blakros Museum. Far as I can tell, they intended to get caught, to some extent. Steal a number of our recovered items, replace them with some cursed forgeries, and see what sort of havoc it causes at the museum; all with our name attached, of course."** Valsin frowns and takes a sip from a mug of coffee that Rain In Cloudy Day has just brought him from the leshy's portable kettle. His frown only deepens as he stares into the liquid with a look of disgust. **"Why the Onyx Alliance is striking against us is one problem, but the other..."** he points to the documents that you've brought back. **"It seems that these, in addition to the missives you saw this morning, paint the picture of someone coming after us."**



Rain In Cloudy Day BOT 7/27/2022 6:02 AM

Rain In Cloudy Day offers each of you a mug of coffee as well. It smells of dirt.



Ambrus Valsin BOT 7/27/2022 6:02 AM

"Which is why we're not going to be caught off-guard." Ambrus adds firmly. **"Steel yourselves, Pathfinders, for this is only the beginning. I fully intend to call upon your talents again soon."**



Game Master BOT 7/27/2022 6:03 AM

You may make and roleplay your Downtime now. As a reminder, Field Comissioned Agents receive 12 days of Downtime rather than 8.

Aellfir Myrwilde, the rather eccentric elf, sits within the lower levels of the Grand Lodge working on his concoctions. **"No time for field work,"** he grumbles.

Downtime: Craft - Quicksilver Mutagen

$$1d20 + 6 = 11 + 6 = 17$$



Game Master BOT 7/27/2022 6:23 AM

With a success, Aellfir progresses with his mutagens, reducing the price by 1 gold and 6 silver.



Two-Flower Daybloom BOT 7/27/2022 6:42 AM

Two-flower spends her time offering to do odd jobs around the lodge. It's not relaxing work for her, but she hopes it will make her more familiar with the city.

$$1d20 + 2 = \underline{20} + 2 = 22 \text{ Pathfinder Lore}$$



Game Master BOT 7/27/2022 6:45 AM

While not relaxing work, Two-flower takes to the jobs with aplomb! Soon, the city because more familiar with *her*!

With a critical success, Two-flower earns 1 gold and 6 silver!



Casey Salvador BOT 7/27/2022 7:40 AM

Casey takes to their bounty hunter work with renewed focus, their recent adventure reminding them to be wary of the shadows.

$$1d20 + 3 = 4 + 3 = 7 \text{ Hunting Lore}$$



Game Master BOT 7/27/2022 7:41 AM

Casey is perhaps a bit too wary of the shadows. They have a hard time not seeing the pale hand of the Onyx Alliance where ever they go. Casey's work suffers, not for fear, but perhaps of a thought in the back of their mind that something bigger is coming...

With a failure, Casey earns 8 copper.



Guwon BOT 7/29/2022 6:51 PM

$$1d20 + 3 = 8 + 3 = 11 \text{ Scribing Lore}$$



Game Master BOT 7/29/2022 9:53 PM

Guwon takes quill to paper to begin the laborious process of copying manuscripts, but the magic isn't quite there. He loses something, there's a distraction in the back of his mind.
With a failure, Guwon earns 8 copper.



Ario BOT 7/30/2022 6:32 PM

Ario makes some spare coin by working on the stage. His monotone deadpan makes for fantastic narration.

Earn Income - Performance

$1d20 + 7 = 3 + 7 = 10$ Performance



Game Master BOT 7/30/2022 6:32 PM

Unfortunately, not that fantastic.
With a failure, Ario earns 8 copper.



Game Master BOT 7/31/2022 8:04 AM

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