

session 2 (09/10/2023)

- party goes to Baldur's Gate instead as Elturel is sundered
- The Basilisk Gate
 - *desk*
 - reeks of blood crime and opportunities
 - nobles look to refugees with contempt
 - more and more refugees are flocking from Elturel
 - flaming fist gained more power
 - but it's head is missing
 - flaming fists closed down the gates of the city
 - a mob formed
 - encampment are in front of the gates
 - Dro approach the Fists
 - cpt XXX is in charge here
 - replacing the head for now
 - looking discheveled
 - fresh Fists are here too
 - unsure about that roughing up of civilians
 - Dro talks to the captain
 - cpt recognise him
 - Dro back from a mission
 - talks about why the civilians are locked out
 - ppl fear the welcoming of civilians will give the same fate to this city
 - Hellriders are being arrested
 - ppl think they are responsible in some capacity
 - they have hell in their names
 - Dro asks to pass
 - cpt asks if some of the party are Hellrider
 - Dro lies and say no
 - to pass we must be conscripted
 - Dro comes back to the party
 - explain what we must do
 - party begrudgingly agrees
 - some civilians try to pass and get roughed up
 - party really disapproves the violence of the repression
 - Reya stays back and aid the refugees
 - party goes in the city in direction of the bathhouse
 - Baldur's Gate's Lower City
 - Dro guides the party towards the bathhouse
 - party plans for what to do
 - looking for clues of the cult of the dead 3
 - maybe not boast the badges

- *ambiance*
 - guards on the streets
 - passerby don't linger
 - weapons are visible on most ppl
 - ppl are on edge the situation is ready to blow
- a flaming fist gives a missive to Dro
 - from the captain
 - because of our mission against the dead 3 we are summoned to see a contact names Tarina
 - at the Elfsong Tavern
 - she is a contact in the under belly, a "hands off" person
- Dro is a Lt. in the Flaming Fists
- at the Bathhouse
 - party realises that the lack info
 - decides to go to Elfsong Tavern to meet Tarina
- Elfsong Tavern
 - tavern is very busy
 - it is rumored that sometimes the disembodied voice of a female elf fill the tavern
 - ppl come to it to try and hear it
 - no one knows how/why/when it happens
 - security
 - there is a large female half ogre keeping an eye on patrons
 - customers tussling over a bet
 - not interrested separating them
 - there is a suit of animated armor named Clank
 - they are here mainly to protect the staff
 - Dro sees Alith the proprietor
 - half even gentlemen
 - older years
 - kind soul
 - share with others in contrast to the typical Baldurian
 - Tarina is not seen here
 - Dro asks Al for help as he is on official fist business
 - asks if Tarina is here

“ she is around

- Dro will start to ask all patrons if needed
- Diana asks too but gently as it is very important
- Alith a waiter where she is
- Tarina is upstairs playing
- upstairs
 - it is a gambling den
 - crowd up here is tougher
 - there are also a couple nobles
 - Tarina is here too

- playing Baldur's bone
- Diana asks for a Tarina
 - everyone looks but nobody answers
 - Diana asks again
 - still no answer and they go back to playing
 - Diana menaces to charge them for obstruction against the Flaming Fists
 - Diana looks to Dro

“ alright everyone up against the wall

- tapping the warhammer on the ground
 - *redacted because misunderstood the desc ?*
- Le'garde goes around and asks questions
 - a drunk rushes near him hand slips a not in his pocket

“ tell your friend ot shut up

- Le'garde relay the paper message to Diana
- Party goes in the room
- in the room
 - bedroom
 - door on the side to another room
 - female looking dissapointed at the party
 - lots of gold coins
 - some loaded dices
 - throws electrum away

“ you there with all the garbs, do you realise i'm off limits ?

- Le'garde asks if she has information about the bathhouse
 - not for free of course
 - we need to kill her old shipmates for her
 - she stole money from them on the Uncivil Serpent
 - they want her dead
 - it is a pirate ship
 - cpt was Murosko Sessprin
 - last she heard he is dead
 - Lekard "Dead-Eye" Cadavrus should be the new captain
 - there was a whole crew of 20-30 ppl
 - she stole like at least 5000gp
 - knows her as Randa Thunderbell
 - get Dead-Eye's eye for proof
- downstairs
 - party discussing about what is next
 - *i'm sorry missed part of it :/*
 - best lead is the dead three in the bathhouse

- not sure if the cpt can be trusted
- low hush in the crowd
- a low voice starts singing

“ O sing a song of Ekturel
 Of water, woods, and hill
 The sun dawns on her ruddy cliffs
 And fields green and still.
 This land of long-abiding joy
 Home of the strong and brave
 Renowned by all, across the realms,
 And never once a slave.
 O sing a song of Ekturel
 When foes are at her door
 Her fields torn by cloven feet
 From some infernal shore.
 Arise the mighty Hellriders
 Take up your swift, keen swords
 Then charge into the hellish fray
 And scatter devil hordes.
 O sing a song of Ekturel
 And when the night does fall
 Sleep safe beneath Companion's light
 Until the dawn does call.
 We're bound by mortal covenant
 That only ends with death
 And so we'll sing of Ekturel
 Until our final breath.

- everyone seems disturbed by it
 - this is not the usual song
- the Hellriders gained their name because the once went to hell
 - to fight the devils
 - not a lot of the came back after it
- to the docks
 - passed a group of pirates
 - none of them fit the description
 - arrived at the docks
 - party asks where the Uncivil Serpent is
 - party is pointed to a boat docked in the harbor
 - a full crew is at work on it
 - boxes transported on and off it
 - at least 11 ppl there
 - party talks about how to deal with the situation
 - party will talk about Randa to lure the captain out
 - party goes on board

- Diana hails someone on board
 - requests to see the captain

“ why ?

- Randa Thunderbell
- pirate asks for a bribe to pass the message
- Diana smacks his forearm with her warhammer that he is thrown overboard with his ribs cracked
- Lavasham asks if he should try to retrieve him
 - Diana says no
 - Lavasham will be needed here
- Pirates turns towards the party
- *combat script*
 - Lavasham runs up the gangplank and beheads a pirate
 - pirates don't approach and miss their shots
 - party misses too
 - rest of the pirate attack Diana and Lavasham
 - Le'garde burning hands two of them
 - Dro mines the head of a pirate out
 - Diana is grievously wounded by one pirate
 - Thelder throws one overboard
 - pirates are getting killed
 - Lavasham goes up to one and offers to stop
 - they just wanted to talk to the captain
 - but one pirate tried to get a bribe for that

“ he is not here

- more pirates getting killed
- Lavasham grabs the sole survivor
 - Lavasham asks about where the captain is
 - the captain is going to the Elfsong tavern

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