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
      - explaion what we must do
      - party begrudgingly agrees
      - some civilians try to pass and get roughed up
      - party really disaprouves teh 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 the 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 missunderstood 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 Elturel
> 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 Elturel
> 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 Elturel
> 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 Elturel
> 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 or a pirate out
    - Diana is grievly 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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