

25.11. Sat

Perolls: >

2 used,

Recap:

House rules: Spells not lost on Hold
Various weapon actions
Taunt mechanic

we meet up inside The
merchant's house and
are surrounded by The
inquisition.

The mayor acquiesces to a
Trial By The Inquisition.

we survive The trial but
The Inquisitors are still
after us. They will kill
us if we don't kill fake
Zadna

cool Guard is named Bask.

J gave us a safe journey to
Ulruk dun

multiple ring walls that
protect the city, outer ring
kind of desolate, The crater
ring has a ziggurat, lots of
smoke from rings 1 and 2.

Hide down under The ziggurat.
likely where the dragoner
dies site is.

we are in The second ring of
ulrick run.

Spend time looking for a
non imperial Dwarfish Bar.

eventually find one and it's
their height. I don't fit
well.

BurriK curra is at large
so don't ask

Also Tomz Got The very
intense alcohol.

Stole a Pamphlet from a Dwarf
Turns out to be an extortion
letter, we follow That
Dwarf to Their home,
extortion from Curver.

Burri Kanna,