

16.11. Sat

Reels: 14

Recap:

As we are heading out at
The archives a disheveled
dog joins us.

Get a bit lost and take
some time to find
maximovich's apartment.

we knock and are directed
around to the Back yard.

it's a small Tool Shed in a
very unkempt garden.

it's very much in squalor
and disrepair.

Lorath disarms a falling Snare
Trap and invites us in.

Tom and Viridus figure out
that Maximovich left and
others left some surprises
for whoever returns

Viridus asks about where
Maximovich went, didn't pay
enough for info.

Viridus and Lorath figure out
we were Tailed.

Make it to the library
Tom goes to Read.
Lorath tries to find about
Vampirism
Viridus and Set ask about
Maximovich.

Lead to Maximovich's Locker
which has his dog clothes
I don't know this. I do find
a secret Pocket that's sewn
to the inside and hidden
really well. Inside is a
key with the number 13
on it.

Library attendant says it's likely
a Bank vault key. Likely a
smaller Bank chain as it's
a wooden Tab.

Lorath finds Book on illnesses
of humans fighting undead.
also gets distracted by a
Book about a cross breed
vampire lycan thrash. a fizig.
no confirmed sightings or killings
However compelled by both to
kill.

Tom asks about Seraph
biography. Directed to the
churches.

Lorath asks and gets, Maybe.

we head out and Jerry
finally finds Viridus
again.

I see a Person across
the courtyard, no grumbard
Talking to each others

Tom see a Group of Mortals
Viridus sees a Person that
glows as he talks.

Viridus sends Jerry to
listen to the Rally

They Hate Astoxan's, General
is weak, leader is weak,
Vylard is weak, Duke is
Strong. Mortals are Strong.

Viridus smells human waste
and sees human boots in a
barrel.

Guy on Bench was crunched
into the Barrel. Oily
Smell likely caused.

Tom finds some things in
his Bone Trap at the
carpenter. Viridus helps
clean it off.

we inform the Guards of
the body we found.

Head off to an inn and
there's some mortals

I instigate them.
we have a lot of issues

Head to Clinic dragging two
Bodies and Dwarf.