Anguron Missions & Inn Weekly Addition

Week 5

Missions

- [x] $^{8}{}^{2}$ ~~> City Guard Slaughter Den of City Gremlins - Intervene~~
  The City Guard has started slaughtering the city gremlins. The city gremlins are stealing stuff but they do not need to be slaughtered at the very most they should be wounded but that may not even be necessary. This is extremely illegal and they should be punished.

  See SLAUGHTER
- [ ] $^{3}{}^{5}$ > Argument sparks between Anguron Mage School, City Guard[1]
  There is an argument between Anguron Mage School and The City Guard because The City Guard is following orders to search the caravans entering the Mage School. Although they are throwing and not handling dangerous and explosive materials carefully.

  See SLAUGHTER for a little more information
- [ ] $^{1}{}^{0}$ > Explore Sinkhole Opened Up Beneath House - Grows Even Bigger and Bigger
  There has been a sinkhole for the last few weeks and it keeps growing. If we don't stop, it will become a massive problem.
- [ ] $^{2}{}^{0}$ > Guard Tunnel Scout Inspecting Passages for Damage
  After the earthquake, the tunnels are unsteady so we need to guard Inspectors to ensure they're fixed. We had this on weeks 3 and 4 too.
- [ ] $^{4}{}^{0}$ >> Transport Mail Through Back Tunnels - Broken Passage
  There is a broken passage which is slowing mail down. We have to find a way to navigate the risky back tunnels to deliver the mail, as the earthquake damaged some of the tunnels.
- [ ] $^{4}{}^{6}$ >> Hunt Terror Death Cockroaches to Prank Syenon Mage School[2]
  The Syenon Mage School pranked us with cockroaches and now we want to prank them back even harder so we will use death cockroaches that have terror. We will need to hunt down the dangerous cockroaches and trap them. We can chase them away with a torch which may make them go in their cages.
- [ ] $^{4}{}^{0}$ >> Exterminate Cockroaches in Shipping Warehouse

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[1] Underlined missions we partly did a little on another mission
[2] We started this and then ran out of time

There are cockroaches in a shipping warehouse and they are worsening our trading. We could also trap cockroaches to help counter prank The Syenon Mage School.

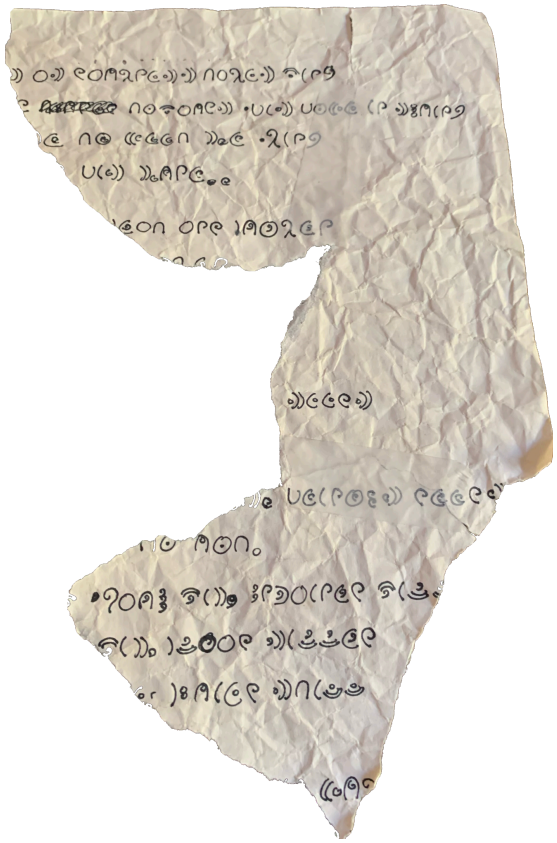
- [ ] $^{2^0}$ >>> Transport Merchant Guild Mail Through Back Tunnels
- Other !!!
    - [ ] $^{3^0}$ Look for more information about PD at Dueling Ring

        A duelist PD at the dueling ring last week and we investigated it the previous week. A death priest walked past when it happened but the death priests we are pretty sure are good. They also said that they don't think they pass normally.

        See Week 4
    - [x] ^{9} ~~Investigate Why the Lights Flickered~~

        We don't know why the lights flickered in the inn, so we will investigate it to find out why at The Mage School.

        See FLICKERED



Inn

Innkeeper: Valerian Mordwen

Favors Owed:

- **Anguron Mage School**

Favor Others Owe to us:

- **Anguron Mage School x2**
- **Anguron Historical Socity**

First, we went through the mission briefing, and then we did the discussion. When we were sharing our arguments and talking about the first mission, "City Guard Slaughter Den of City Gremlins - Intervene" as soon as we said, "Slaughter" the lights flickered. The lights are powered with healing magic after adding, "Investigate Why the Lights Flickered" to the mission board. Everything else continued as normal. Also, we have been getting these random pieces of paper a cipher. It is a substitution cipher. We also know that spaces are spaces. These are the pieces we have right now. Also, I tried everything that cipher is not solvable it might start with "as darkness". Help would be greatly appreciated.

Previous Weeks

- Week 4
- Week 3

Slaughter

We went to the city gremlins and guard. The gremlins were stealing, but that gives no reason for the guard to slaughter them; at most, they should be wounded. We walked in and tried to stop the fight, and then the gremlins destroyed us and stole our stuff. I would call that a fail, but what was interesting is that nothing odd happened, which is weird because of the lights flickering. This situation is leading us to a dead end. Maybe we should return to the mage school and ask if they can use "identify" or something similar because this is quite weird. It's very puzzling, and I can't shake off the feeling that there's more to this than meets the eye. I'll keep an eye on any unusual occurrences and gather more information to decide on our next move.

Flickered

During the inn scene when we were sharing our arguments with the group and talking about the first mission, “City Guard Slaughter Den of City Gremlins - Intervene” as soon as we said the word, “Slaughter” the lights flickered so we added “Investigate Why the Lights Flickered” to the mission board. It won with nine votes so we decided to go to The Anguron Mage School to get help and ask questions.

On the way, we encountered the argument between The City Guard and The Mage School. We started by asking questions and helping search carefully then me and some others left after that somehow the others killed someone who was part of The Mage School after a while everyone got out. I then learned about the death and The Mage School was angry which I understood and they weren’t going to help us but then I said let's take a step back and reset and start from the beginning. They agreed to help us and said they had not noticed anything, instructing us to proceed with that mission.

Note: Please can we **not** get ourselves involved in diplomatic situations

See SLAUGHTER