Anguron Missions & Inn Weekly Addition

Week 6 (215.3.3 nth of the Tenthmoon)

Missions

- [ ] [0] > City guards s[redacted]ing[1] dens of city gremlins - intervene

  The City Guard has started s[redacted]ing[1] the city gremlins. The city gremlins are stealing stuff but do not need to be s[redacted]ed[1] at the very most they should be wounded but that may not even be necessary. We did this last week but got destroyed by them and our stuff was stolen.

  See S[redacted]ER[1]

- [ ] [3] > Mage School gates still stalled by guards searching shipments

  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. We kind of did this last week and made it a disaster.

  See S[redacted]ER[1] for a little more information

- [ ] [5] > Explore sinkhole opened up beneath house - grows super mega ultra big

  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. This is why I said it grows super ultra mega big.

- [ ] [1] > Guard tunnel scouts 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, 4, and 5 too.

- [ ] [4] >> Priests massing outside d[redacted][1] temple - intervene

  Priests are massing outside of a d[redacted][1] temple and we need to stop them.

- [x] ~~[∞] >> Hunt terror, d[redacted][1] roaches to prank Syenon Mage School~~ ✓✓✓

  The first on-the-way encounter you can find in INVADERS. Once we got there we destroyed the cockroaches. One of us died to the d[redacted][1] ray the d[redacted][1] cockroach had. The other ones were pretty easy and the mage school will resurrect them

☐ [0] >> Merchant guild warehouse infested with cave cockroaches

This is a big problem now I think because the merchants are getting angry. This will just grow so better solve it now than later.

☑ ~~[7] >>> Stop d[redacted][4] followers k[redacted]ing[4] travelers along Hero's Road~~

There d[redacted][1] followers k[redacted]ing[1] travelers on Hero's Road. We do not know why. This is a problem for obvious reasons.

See INVADERS

☐ [2] >> Check on historians in ruins near damaged tunnels

There are historians near damaged tunnels inspecting ruins. We have not heard from them in a little while so we should check on them.

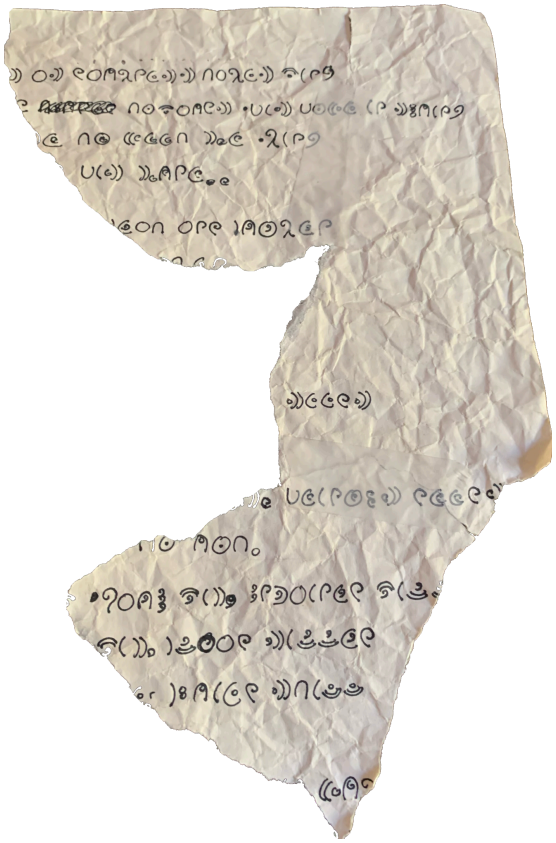
☐ [3] >>> Take city, merchant guild mail through back tunnels

There is mail due to the merchant guild that has been delayed because of the tunnels so we need to get it through the back tunnels

- Other!

Innkeeper	Cadwell Crowfoot Clianthus (Mage School Liaison)
Weather	None (Anguron is subterranean so it has no weather)
Favors Gained	• Anguron Historical Society • Anguron Mage School x2
	No changes since last week
Favors Owed	None, the mage school used it's to get us to help with the terror it
News	Dueling season preparations stalled after k[redacted]ing' at the ring; Cunning God Temple closed until further notice. Unease continues to grow around the city, possibility of unrest grows. Trade and travel stalled due to damaged tunnels and city disputes.

Not much special happened in the inn. We know thanks to some scribe and a little historian, that some of the letters in the cipher mean multiple letters like “ing”. Please help us with that.



[1] The words like t[redacted] are words we can’t say or maybe write
See INVADERS

Invaders

Week 6 (215.3.3 nth of the Tenthmoon)

The first thing that let us know about this was the first on-the-way encounter on “Hunt terror, d[redacted] roaches to prank Syenon Mage School”, there was a group of about two dozen people that were in a rush. They asked us if anything had happened in Bellmorn. We told them about the k[redacted]ing at the dueling ring. They told us to stop saying stuff related to d[redacted]. They called them “words of power”. They said not to say them. After that, they said, “Follow them but don’t follow them too closely”. We then asked why and they said something about them attracting spirits. They needed to get to Bellmorn fast so they were going to teleport. They were also worried that it might be too late.

The second piece was on “Stop d[redacted] followers k[redacted]ing travelers along Hero’s Road”. They were k[redacted]ing them because of the stuff sneaking in and if they worked for someone else they would not respawn. One of us used a quirk and learned there was great density in spirits. They k[redacted]ed two party members who were not there when we visited them. I let them do it for two reasons, my first was that they let some people through and would interview them. The other is that it is the best method we have right now and it is fixing the problem. Also, I knew that they would only k[redacted] any particular person once so I kind of wanted our party to be done with it. And now half of my party hates me, does anyone understand why I did this? I worship the merciful d[redacted].

Phetoma

Week 6 (215.3.3 11th of the Tenthmoon)

Hi, my name is Phetoma. This is my first chronicle about myself. My name comes from the Greek word φυτο meaning plant and ἴᾶμα meaning healing. You pronounce it like Fee-toe-ma. I'm a rank 1 healer and dream of becoming a rank two healer and rank two wild mage. This is only my sixth week of adventuring. It has been the most fun and scary time of my life. I have been learning quite quickly. I probably will write more about myself later. Another thing that I have done is be a horrible interpreter for another one of my party members (I would describe it as a fantastic interpreter). They are looking to replace me.

On the second mission today, I helped the priests. I did this because I know they will only k[redacted] one person once and I want to get it over with. They seemed to like me. Now the rest of the party hates me except for Tobin who I let them k[redacted] weirdly. I now worship the merciful d[redacted] even though I'm a healer. Can someone please help me not be k[redacted]ed other than Tobin? Also is what I did legal because there is a good reason.

See INVADERS