# Anguron Missions & Inn Weekly Addition

### Week 7 (215.3.3 18th of the Tenthmoon)

☐ [4] > Lava Shaping Accident by mages doing Repairs - rescue

Some mages accidentally exploded lava while shaping it, it killed a couple people creating a riot. The riot is trying to kill the mages. We need to save the mages, calm the riot down, and rescue people in the lava.

☑ ~~☆[4] > City Guards slaughtering dens of city gremlins - intervene~~

The City Guard has been slaughtering dens of city gremlins. We dealt with this the week before last week.

See SLAUGHTER

This time the first two waves went as normal. We got down the guard and then the gremlins came out and did their thing. On the third wave, it started as normal but then we were able to get something out that was controlling them out. We do not know how but we did. When we used blink it looked like a tentacle. This thing is what the Death Priests were trying to keep out. Once it was out they were normal again

☐ ☆[1] > Mage School gates still stalled by City Guard

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 did this on Week 5 a little bit and made it a bigger problem.

☐ > Investigate widespread sabotage of Merchant Guild supplies

All over Anguron the Merchant Guild's supplies have been sabotaged. The merchant guild has requested help investigating the sabotage.

☑ ~~[9] > Explore sinkhole opened up beneath house in city~~

This week we finally investigated the sink hole. First we jumped in and healed everyone back up. There were two tunnels. We picked one of them and went in it. There were gremlins that probably ate a cat that I think we were supposed to save and searched us for cats. Also as we went deeper into the sinkhole the walls got hotter and hotter.

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[1] Stared missions we can do in one thing without on the way encounters because they're all on the same path. We agreed on doing these second.

☐ > Guard tunnel scouts inspecting damaged passages

After the earthquake the tunnels have been unstable so we need to inspect them so we know what to repair but you can't inspect a tunnel if you are being attacked so we need to guard the inspectors.

☐ 3 >> Priests blockade entrance to Death Temple - intervene

There are priests not death priests guarding the blocking the entrance to the death temple. We need to find out why.

☐ >> Shipping warehouse infested with cave cockroaches

There are cockroaches in a merchant guild warehouse and they are getting very sick of it. It is also slowing down trade.

☑ ~~☆4 >> Stop Death Priests killing travelers along Hero's Road~~

There are still death priests killing travelers on Hero's Road. We did this last week.

See INVADERS

This time they killed one or two people and then we talked to them for the rest. I forget but I think we wounded them but I was not there.

☐ >>> Check in on historians in ruins near damaged tunnels

There are historians inspecting ruins that were near some damaged tunnels that were supposed to be back by now because they are not back. We should check on them.

☐ >>> Transport Merchant Guild mail through back tunnels

There is merchant guild mail going through dangerous back tunnels that need guarding. We have had this since Week 4.