Session 001 - A New Journey

We meet our ragtag group of adventurers as they travel to the town of `Riverton` in the `River Kingdoms`. On their way they are held up by a group of bandits who have erected a crude checkpoint to extort money from travelers. When they realize they will get no money from them, the bandits attack and are swiftly defeated before any lasting harm can come to the other passenger, the coachman, or more importantly the horse. One of our adventurers, Thaniel, plays with some puppies that are too numerous for him to handle and is battered away, twice, before they continue on their journey.

The carriage drops the group of just outside of Riverton before bidding adieu. The group spies a nearby tower with a sleeping kobold guard out front. Athe leads the way by stealthily sneaking into the tower before beckoning the others to follow. Kat does a poor job of sneaking by and wakes the kobold that quickly urges the group to descend into the tower after finding that none of the adventurers can understand its sign language.

They are soon attacked by some kobolds and after a quick, but damaging fight, they begin scouring the place for loot. They discover treasure within a tomb, a second illusory tomb, and two more kobolds that have surrendered at the rear of the crypt. When they ascend again, the mute kobold flees upon seeing their safe return.

They begin to cross a bridge before a wild old man dressed in nothing but vegetation bids them to answer his riddles in exchange for treasure. The party answers the riddles with great wit and find that they must then fight the old man before claiming their prize. The Austere uses his construct Avoh to aid Thaniel in keeping the man surrounded and occupied during the encounter that ends in success. However, as the final blow is being struck, the man disappears and leaves a message in the form of a mint that begs them to find him at other bridges so he may finally die.

Upon entering the town of Riverton, the group encounters Zogla Vetsky the Blacksmith. The converse with her for some time, selling some of the items they had looted before she notices the strange weapon The Austere wields. She offers to apply a rune the adventurers had found to it and work on creating special ammunition for it if he would like. He accepts and hands over the weapon with the promise to return the next morning to retrieve it. They leave Zogla to continue her work and make their way to the Governor's house to hear the details of the job he is offering to them.

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