Session 007 - Iomedae

They return to Arkemyr's tower and begin the climb to the top floor, but upon arrival, find that Arkemyr is nowhere to be seen.
Instead they find a crystal orb shimmering in multiple colors.
Touching it displays a distorted view of Arkemyr that asks them how their job fared.
Pleased with their results, she informs them that she will get in touch with them when she has something for them to work on.
With the day at a close, they spend the night within the safety of the tower.

Desnus 22nd, 4724, Day 9

The group decides to head North to the closest town of `Mimere`.
Entering the gates, they hear some locals talking about Governor Karim going missing after an uprising in Riverton.
The continue into the closest building which hosts the `Pathfinder Society`'s Mimere branch.

They find Brassdagger inside and learn more of what happened in Riverton after their departure.
The governor's house had been beset by villagers after refusing to do anything with the warnings they had given to Karim.
Brassdagger had found little to no work since and was consequently drowning his sorrows with spirit.
Declining to join them for a quest, he instead gains a connection with Athe upon revealing that he is less of a fighter and more or an information broker.
Now in slightly better spirits, the group leave him to his drinks and head to the counter to ask for any work they can do.

They fill out the paperwork and pay the coin so they can join the Society and begin looking through the quests available to them over a meal.
They agree to hunt some large beetles outside of an abandoned chapel that is routinely maintained by a traveling priest.
Before departing, they decide to stop by the stalls further inside to stock up on any provisions or gear that strikes their fancy.
They are pleasantly surprised to be reunited with Opalneria and agree to her request to join them on their quest and split the reward.
They finish browsing the wares available to them and head East towards the chapel.

The sky has grown dark when they finally arrive at the old chapel.
The group move along the path cautiously and encounter two large beetles and a third smaller one.
Combat ensues and they emerge victorious albeit with new wounds to be patched.
They decide to search the church for the priest mentioned in the quest.

The interior of the church is cluttered and wrecked with remains of weapons and abatises throughout the entry room.
The main chamber of the chapel is an equally wrecked but much larger space, lined with bookshelves and culminating with a raised dais surrounded by three angelic statues and adorned with a large mural upon the floor.
Thaniel leads the approach up the dais and begins looking around.
Kat examines the mural and reveals that it's a depiction of `Iomedae`'s ascension to godhood.

Thaniel turns to them and explains he has just regained some of his memories from serving in the corps under Iomedae.
An aged priest soon enters and answers the group's questions about the chapel.
The interior has been repeatedly trashed every time he cleans it and has resigned himself to only keeping the mural of Iomedae clean.
They leave the chapel and travel further in the night to the nearest inn.

At the `Rolling Barrel` inn, the group is reunited with Ivan and Amoretta.
The night progresses into the men and women dividing into separate groups to socialize.
The men are spurred into a pushup competition by Ivan and won by Thaniel, while the women enjoy a spa day in the inn's private bath.
They all eventually fall asleep and enjoy a peaceful night of rest among friends.

Desnus 23rd, 4724, Day 10

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