

Our party begins their adventure in the Pickupell market in the low end Bristles District, where they met with **Madge Barrow** of the Kortos Consortium. Monsters had been attacking citizens under the Bristles, and the Golden Cartel was moving to establish protection and therefore a presence in the area. The Kortos Consortium sends the party to intervene. Madge reports that citizens were attacked by a giant and some sort of demon, a strange pair indeed, and Zaborjca observes giant ant claw marks in the boards.

Suddenly: shouts from across the dock! Tocash, Ghorza, Maeve and Aygavan leap across the boats across the harbor, while Zaborjca runs around the dock, where they all find a giant ant, a giant boar, and a dretch attacking the citizens!

A pitched battle ensues, and suddenly, things get even worse! Purple sparks appear and form circles, out of which fall four horrible monsters that seem to be made of sludge! And even more magic as a stinking cloud appears! And then, earth elementals!

Soon, it becomes clear: the monsters are being summoned. But the caster was well-hidden. Aygavan soon comes up with a cunning plan: he starts using his whip to find invisible foes, and soon hears a voice of command as Ghorza falls unconscious from her wounds.

Soon, Aygavan finds a building with the summoner inside. The pitched battle makes its way inside, when Zaborjca sets the building aflame to find him. Soon, the party manages to subdue and detain him, bringing him out for the judgment of the crowd and the Golden Cartel.

1,500 xp for mission completion and 1,600 xp for defeating the CR 5 summoner. Level up to 3!

The party brings out their captive, and a skirmish breaks out with the cartel. But after several quick casualties, they lose their taste for battle, and flee. Two of them die, but Tocash is able to save one. Two more cartel members escape with their lives.

Loot: 1000 gp each, plus assorted items:

4x potion of CMW, 3x scroll of bless, 3x scroll of burning hands, 3x scroll of CLW, 3 scroll of magic missile, 6x alchemist's fire, 3x holy water, 3x thunderstone, 3x +1 studded leather, 3x light crossbow, 3x mwk rapier, 3x disguise kit, 3x everburning torch, 3x healer's kit, 3x thief's tools, 3x wizard's spellbook, 3x wooden holy symbol, belt of dex+2, cloak of resistance +1, headband of cha+2, potion of lesser restoration, potion of touch of the sea, potion of CSW. 500 gp.