



- SESH 22: we buy 10 minor potions of healing

- 7:31 PM PST: Visits an alchemist shop, and the shopkeeper thinks the party is smelly. Morkaa considers getting a cat permanently attached to a log. Leaves shop without any purchases.
- Rainne wants a bag of Weasels but doesn't get it, however she does get a weasel.
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- SESH 27: moka stop being sick

- We sent letter to jessett announcing our intent to keep staying alive
- We beat up stupid goblinoids
- We travel several days

- SESH 28: We have a moral failure and don't want to pay are dues

- We traveled to crowmere
- The hunters in town speak of a great sickness in the forest causing a famine "foaming mouth animals"
- We go to tavern and kallax airs the place out
- Jampa runs into the woods and gets ganged up on by sick dead and a shadowy entity that disappeared just as quickly as she was no longer alone
- Kallax broke a bottle by eating it and put the party against itself and razz had to come down on him and sent him fleeing

- SESH 29: This is where everyone else started to add to notes

- Raz and Jampa talk to Arwin about the issue in the tavern, saying that they can't pay the barkeeper because Kallax (the party's coin purse) refuses to cooperate. Raz asks if Arwin can foot the bill, and Arwin replies that they can just get the money out of Kallax right now. The two go to the Tavern, and Jampa stays behind with Samsa.  
Jampa does soul searching in samsung's hole, sees the chains from Samsa for just a moment.
- ~~Arwin beats everything out of kallax's body~~
- Arwin helps Raz confront Kallax, who as the DM described, scrambles across the ground like an iguana on a hardwood floor. Arwin makes a move to grab Kallax, and Kallax in retaliation bites Arwin (unsuccessfully). Kallax then uses a primordial-esk glare that frightens Arwin so much he brings Kallax upwards into the sky and **slams** them down on the floor, making Kallax puke up coins.
- It is learned that Arwin sleeps with his armor on because he got attacked once with it off.

- Jampa has a nice little talk with arwin were he shit talks us because none of us are respectable and wearing shiny armor like him
- Arwin tells Jampa that Samsa saw great potential in Jampa's future, and that her current party will send her down the wrong path. Jampa pushes Arwin's hand off her shoulder and defends her party.
- Raz uses Kallax as a vacuum to suck up coins and other items previously found in Kallax's guts. Rainne and Jampa are not far behind and help mop and clean the tavern.
- Jampa sees the glowing eyes outside of the tavern window before she goes to sleep.
- As the party goes to sleep, Jampa awakes in the middle of the night with sleep paralysis, (a waking nightmare) and comes face to face with a foaming deer that stares down at her. Some of the foam falls into her eye, and Jampa wakes up with an otherworldly itchy eye.  
"Oh dear"



- ~~We are dismayed from joining the hunting party then Morkaa and Razz go to church to help the sick with Ilion~~
- Jampa finds Morkaa outside, Morkaa remarks about going hunting and Jampa vehemently urges him not to, Raz and Gorkaa join them. Gorkaa is excited by the mention of green foam. Raz notices Jampa itching her eye, and that it is a little red.
- Morkaa and Gorkaa are dissuaded from joining the hunting party by Jampa, who says that the hunting party wouldn't be happy if they found out their hunting

spots. Instead, Raz and Morkaa go to the Church where most of the townspeople are located, sick with, as Ilion (who is helping the sick) explains, something not physical. Morkaa remarks that the ill react similar to the foaming animals with how they twitch. He also suggested to Ilion that they use slugs but was seemingly ignored.



- - The innkeeper was noted to be racist against his own people
  - Gorkaa prevents Kallax from following the hunting party and guides him like a jailor (in Kallax's mind) to the church.
  - Jampa and Rainne stay back at the Inn. Jampa witnesses a deer look straight at her before promptly getting shot with an arrow that disappears when Jampa looks away. Jampa asks Rainne for reassurance that she also saw what transpired, but Rainne says she saw nothing. Jampa hands Rainne (Rainne is very excited about the bunny) Thumper the rabbit before jogging over to investigate.
- Sesh 30: The Hastening
    - Raz gives a quiet but uplifting prayer for the townsfolk because the party has little hope for the town's survival and they need to leave..
    - Jampa, in a hysterical trace caused by her infection, rushes into the forest in the direction a dead deer was taken. Raz sends Kallax and Gorkaa after her.
    - Jampa sneaks near the clearing, and watches as the hunting party beheads the foaming deer.
    - When the rest of the party arrives we immediately jump to the conclusion that the hunters are either malicious or not of right mind and have been knowingly poisoning the town and raz throws the party into combat with them in a fit or

righteous rage before any explanation can be extracted from the confused hunters.

- Kallax is settled next to the deer corpse like a rabid chihuahua.
- Sesh 31 “30 part 2”
  - We finally finish combat with the suspicious hunters and successfully take 4 of them as prisoners after kallax kills their leader.
  - The surviving hunters explained why there were stupid and then a stone monster of golden home showed up and revived a deer and surrounded the party and surviving hunters with infected deer
  - The frog gargoyles were a fierce enemy with an army of deer at his command and summoned several to his side before we were able to put him down.
  - Upon defeating cartoppaa we smash him into pieces and find a small hand sized statue in the middle that morkaa turns into a rudimentary dagger.
- Sesh 32 “jump to florwell”
  - We pass 3 small towns without incident on our way to florwell
  - We arrive in Florewell and immediately notice that there are hooligans hiding out of site
  - We make our way to the main temple and then fail to find the forgotten person
  - We go to the market district and make small purchases and ask for directions
  - We spoke to the guild master Master of all guild masters who was very noisy and refused to buy our troll bracelet
  - The guildmaster told us about the guild tag’s ability to track and monitor guild members and demanded to know how we died in westeria and revived in the dog woods the next day
  - The Guildmaster master explained how the system of saving Samsa worked.
  - Jampa walks out of the room after hearing this information.



- Sesh 33 “Rich for a day ”
  - We go to a jeweler and ask him to buy the adamantite troll cock ring and he was coins a sum far to large for the likes of Morkaa, Gorkaa, and even kallax to imagine.
  - We then went separate ways to buy all the things of the city of Florwell, some things of note that were bought included a rubber bear, a box of treats for kallax, and heart bond tattoos binding Gorkaa and Morkaa in brotherly comrader.
  - We then reconvined after a long day spending our way back to destitution and the hangman's tavern.
  - Jampa learned lessons of life from Arwin along the lines of it is what it is and when you don't know what it is it's best to not dwell on it. She also has –big lore drop exposition+emotional moment for character building”think of better description"
  - Then kallax stumbles into the tavern and gets a taste of their new addiction treats from rain.
  
- Sesh 34 “Monkey business and bats”
  - We were asked by the guild master before we hopped on the ship to the ruins to secure the bodies of an expedition that was sent there and potentially retrieve an item of interest.
  - The boat we used for the trip was captained by a monkey man and his monkey friend and they were very laid back but we can't help but be suspicious of their low asking price.
  - This is the first time we have met a person of the Monkey race, and learned about the Eastern Isles, which is a land mainly composed of islands.
  - We delved into a marked location that seems to be the point of interest that both the priestess and the guildmaster wanted us to go into.
  - The marked location was painted red outside as a sign of the previous group marking it.
  - We entered through an outside cellar door. There was a small room with a deck of cards. We then walked into a long stretched out room that had a statue of the deity Loenet. There were four other statues (shields) that we had to hit with different magics, after that a door opened, and we found old corpses.
  - We maneuvered through several traps and hidden doors but it is mighty suspicious that we reset before their arrival suggesting foul play or magic because it's highly unlikely the previous party did that.
  - We then got to a passage that was filled with rope, cannon balls, and snakes! The snakes died because we killed them.
  - We left just before bats of unusual sizes.
  - It seems touching the copper boobie spawns the bats, and touching the bats outer edge does not spot spawning bats.
  
- Sesh 35 “down into the depths”
  - Raz absolutely demolishes a bat!

- Morka decided to touch the mushrooms; he found that they gave him some energy. He told Raz to take the mushroom and he also felt the energy. Morka tried to use water on the mushroom and the mushroom was ineffective.
- There is a black void in the stairs. Jampa tosses a pebble into the void.
- Morka has a rubber bear from the “true adventures club”. This bear is tossed to the Black void.
- Raz goes through the void ...
  - Raz is unable to hear or see anything and other players can’t see him.
  - Morka goes down the stairs as well, holding Raz’s hand.
  - Morka tosses the pebble back up the stairs.
  - Others can see this, Jampa goes into the void.
  - Jampa falls down the stairs and take Raz with her, Morka is barely missed
  - Gorka swan dives into the void and takes down Raz and Jampa. Again Morka is barely missed.
  - Rain walks down and Morka knee drops gorka
- There are three doors
  - Raz goes though one and Morka goes through the other
    - Raz sees a statue and is teleported to a different place.
    - Jampa yells through the door for Raz; he hears her and comes back though.
  - Morka meets a plague doctor!!
    - Morka gets harmed by plague doctor
    - Morka is sent away by golden eye statue
- Sesh 36 “Retards assemble”
  - The dispersed party stumbles around mapping out their understanding of this floor and its dangers fighting wolves a mad man and identifying several puzzles that were best left alone
  - Raz almost died before Rainne and Morkaa were able to kill the foul beasts.
  - Gorkaa Guides Jampa towards the rest of the party after the battle with the wolves.
  - Jampa found the Library room, and found a book called Darnus’s realm. Jampa can read the book although has never learned, heard, or read anything in this book’s language.
  - Gorka found, fought, and felled the masked plague doctor that almost did his brother in, but not before taking serious injuries.  
Jampa found a room with golden ‘actually bronze’ knights and decided to leave it alone. Like wise, Morkaa found a room with hostile plants and left it alone.
  - Morka finds an ornate and opulent room gilded in gold and and draped in silks that he plunders, and later notices the ominous mirrors that he used his magic to turn around.
  - Kallax had a habit of looking at the golden statue and teleporting away, so they were restrained when found by the party.



- Kallax also ate plentiful amounts of dead bodies while Jampa discussed with Gorkaa trying to breath under water and accidentally killing fish.
- The party decided both individually and as a group that the rooms unexplored were best left unexplored for fear of superstition and dying alone.
- Morkaa gave Jampa an empty bag before the party climbed the ladder down.
- Sesh 37 “cat in the sack”
  - Morkaa and Raz leave the group. Why? Why not?
  - We destroyed a group of bronze armor that gave us all a good fight before razz lasered them to death
  - We explored a few more rooms, and ran into friendly ghosts. They directed us in the direction that the previous party went, so we bid them farewell and continued on.
  - We decided to rest at the well ladder, and kallax, who could no longer teleport when looking at the golden statues, bursted into the room.
  - We descended into the third floor after a long rest and killed a large fleshy monstrosity that was a cat folk named “freya” (Mae Ferryman) who absorbed razz’s new son the blackshroom.
- Sesh38 “life after death”
  - The party was asked by may the catfolk to bring life to the amalgamation of her previous party
  - We do so in a hand holding ritual and then nam,e it Blubboar
  - We go through several rooms full of the fat ugly stupid zombie men
  - We find a circular object in a fireplace that we then use to unlock a door
- Sesh 39 “beating up the bird man aka birdie backshots”
  - The party was forced by god to reopen a door we already opened and we were met with the scene of a plague doctor working on a fat zombie in a medical themed room.
  - We made swift work of the unlicensed medical practitioner and his unfortunate subject.
  - Ms. Ferryman cuts off the head of the plague doctor, and Jampa prevents Gorkaa from helping by cutting it off with the axe. We learn that Ms. Ferryman is fond of collecting heads as souvenirs.
  - Morkaa rots the tip of his pinkie off when touching liquid from an unknown substance.
  - We then looted the room of a stone and some masks that gorka wore as a hat.
- Sesh 40 “”





Raz's Rizzlers is a 7 person licensed adventurer party formed in Jeset.



Rainne is a tengu witch



Raz is a flesh morph cleric



Kallax is a goblin champion



Morkaa is a orc kineticist



Gorkaa is a orc barbarian



Jampa is a *red* orc monk



Freya is a cat druid