

THE ELDER SCROLLS/BBFRPG PLAY REPORT

Dominion: Episode 2, Kvatch Part 2: Market Day, Tirdas 11th - Middas 12th of Midyear 4E 206

Date: 070813, 3 hours.

Players:

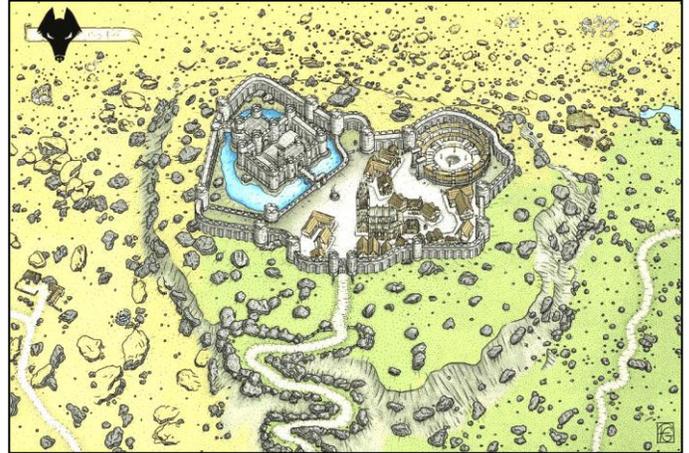
Brian: Jo'Rak, Khajiit Assassin

Amanda: Filbyn, Wood Elf Scout/sneak

Tina: Riala, Breton Mage

Logan: Yngvar, Nord Warrior (Stormcloak Rebel?)

Tony: Talan, Redguard Warrior/leader



Our party settled in for the night at Borkul's Club, an inn run by the orc proprietor Borkul. The club was in reference to a club motif instead of swords on the walls, there was a collection of war clubs. Even the sign outside had a club nailed to it.

The inn was served by Dar-ma, an argonian cook, a stable boy and two waitresses. Filbyn and Jo'Rak noticed that the inn was designated a safe place by the local thieves' guild. After a dinner of a olive green but tasty beef stew and Colovian Ale our group settled in for the night. After spending coin on rooms, dinner and stabling the group was happy to find a free tomato omelet breakfast. Jo'Rak hit had a friendly conversation with Borkul and tried some very strong coffee from Elsewyr flavored by some kind of smashed root. Jo'Rak also talked briefly with Borkul about getting in touch with the Thieves' guild and was told to come back late at night.



After breakfast the group decided to get their bearings and visit some of the stores and the open market. They had little coin left at this point so this was mostly window shopping. Riala managed to sell her mostly unused studded leather armor to the town smith, an imperial named Dion. From Dion they learned that the head of the local Bards College had invested her own money to restore the arena which was now used as a play house. The idea of using it as gladiatorial arena had not crossed the smiths mind, nor the profit he could make if such were the case. He closed up shop early to bring his ideas to the town authorities.



Next they found a magic shop, Mysteries of Magnus, run by an imperial Ysabel. She sells potions, scrolls and soul gems.

The open air market contained a meat market stall, a jeweler, a rug maker, & basket weaver (who turned out to be a fence as Filbyn and Jo'Rak found out). The market also had a male imperial purveyor of potion bottles, potion bags, bandoliers and alchemical ingredients, named Mattaius.



The party found a chapel to Akatosh which they did not visit but they did stop by the Bard College, if you could call it that. It consisted of the head instructor an altmer female named Anirne (who personally funded the reconstruction of the arena), a male dunmer ashlander named Mibdinab Shashipal, Camus a male Redguard and Shabhi, a female Khajiit. The group was found intently playing some drums in the back of the "college" which consisted of two slightly leaning and well-worn buildings next to the arena. When they finished Anirne introduced herself, unfortunately Jo'Rak was the first to be approached and his hatred of the altmer caused him to rudely stalk off. The Yngvar traded a nord ballad for admission to the college and the group was told they could make some coin if they found and transcribed any ayleid stories they find on their travels. The Bards College of Kvatch prided itself in cross-cultural heritage sharing and having some ayleid writings in their repertoire was something they eagerly sought.



The group remembered that they needed to meet with first adjunct Inwold and Joslin, oh, and see if Kalarus had been released so they didn't stop at the Loop and Knot, a clothier.

Back at the palace the group found Kalarus but couldn't locate Inwold. They finally ran across Cocius and Brahnlor who took them to Joslin's place in one of the towers. Joslin is a female Breton scholar who thought she had discovered something about Kvatch. Her place was cluttered with scrolls of all kinds and she appeared to lack any organizational skills. She was also easily distracted by minutia and the group had to steer her back on course before, sadly she realized she was talking to criminals and clammed up. Before she stopped though our heroes did learn that for some reason Kvatch was the location of the first gate to Oblivion and that they appeared to spread out from here. They also learned that the plateau that Kvatch was built on may not be natural and that under Kvatch may lie some ayleid ruins.

With that everyone headed out of the palace, across town to some stairs leading down behind the arena. Deep the group went, first past many rooms of imperials working on clearing out old rubble and rooms then finally down to a triple barred door.

The group's quest – to find out what happened to the missing adventurers and legion troops who entered this lower area, and if ayleid ruins are found, to map them out. The reward? A full pardon and any spoils they come across.

