# Moria - 04/22/2025 - UPGRAYYED and Baby's First Resurrection

## Notetaker:

- ☐ Brad
- ☑ Nate
- ☐ Mick
- ☐ Simon
- ☐ Guest

## Players Present:

- ☑ Brad
- ☑ Nate
- ☑ Mick
- ☑ Simon
- ☑ Zöe
- ☐ Guest

## What Happened:

Captain was maybe to pay us a few hundred gold for a dragon corpse to put in front of the ship to intimidate other dragons / pipe fire through it to blow fire.

On an airship, captain said he'd refund us our fares, and comes back to tell you he's spoken to Ravrokk. "Thank you for saving our asses, I'd like to pay you for one of these dragon corpses." He gives Ravrokk 100 gold. "When you get off the boat here in Draconis Imperium, stop by Bernie's at Cutthroat Weapons & Armory. You can get a weapon from this letter with my seal on it."
Jasper's got a gun. Jasper has pipe and herb.
The fee that got refunded 50 gold each or 250 gold total. Between the refund and the dragon, everyone gets 75 gold. 3 dragons to start, 1 fell to the ground, Ravrokk pulled up the other corpse before it could fall, 1 fell on the ship. Captain gets 1 carcass and Ravrokk gets the other one. The chef on board helped Ravrokk skin it and trim it out, jerky and pickled dragon parts and dragon

skin. Scales and bones.
Reminder: Everyone's number on the airship was changed to 25.
Group regroups about what to do. They need to save Raven. They decide to get their stuff upgraded so Raven has something nice to wake up to.
City map picked up – businesses that paid to sponsor the map, the temples marked (temple district – green building north east of the center). 3 temples – Anushka – great gold dragon that won many battles, Genessa – great green dragon who championed peace and understanding, reveled in knowledge and wisdom. Farukh – Great black dragon, revering death and the after life, blessing over defeated enemies.
The group has remains bundled up of Raven with sail cloth. Heading to Bernie's first to drop off supplies. Leave it for a week to get it upgraded. 15-20 minutes to get to Cutthroat Weapons and Armory. Awesome metal sign out front with the business name on it. Iron arrows sticking through it.
Some things are on display – mannequins have helms and helmets bracers, etc. on. Discussion of hot dog (connies?) bracers and condiments ensues. There's a set of full plated armor and appears to have some runes carved into it. As you get closer to inspect up close the runes start to shine. Harodie asks shopkeep what it does, shop keep says it's armor. Harodie asks about runes. +5 full plate with some runes for peace. Projects an aura and anyone within 5 feet of the armor has to overcome the urge to be peaceful. Harodie wants to know if we can shrink it teeny tiny for Jasper. Harodie asks Jasper if Jasper can even wear it. Jasper says, we will find out!
That particular armor set can be made in sizes for smaller lads. Not really a problem – lads, lasses and non-binary persons. We can do that and work on that with the weight to make it easier. +4 if it is lighter/smaller. Harodie asks how much it costs. Ravrokk says 100 gold easy. The shopkeep says more like 5500. Harodie laughs, Jasper doesn't have that kind of cash. Shopkeep says we can do the enchantment with runes on existing armor, improving the armor with the effect only. Ravrokk remembers the letters they have to cover upgrades.
Harodie intimidates (rolls 20) the shopkeep to giving them 12,000 gold worth of upgrades for the group. +1 increase on armor and weapon for each person. For 2,000 the shopkeep can put an enchantment for one person, either armor or weapon.
Ravrokk would like to get the upgrade to his full-plate armor, and since it's so awesome, he wanted the upgrade to his composite long-bow.
Harodie does it for his studded leather armor (+1) and composite bow (+4).
The gun/glock is a blowgun with no damage. It will not get upgrades.
Jasper puts it on the short bow. Jasper's leather armor.
Raven's armor and kukrie are upgraded.
Taelith's leather armor, and rapier.
Shop keep would give either 500 gold for Ravrokk's greatsword, or 750 store credit. Ravrokk bought bracers of armor +1 selling the greatsword and giving an additional 25 platinum.
Jasper has a heavy crossbow because it's too heavy for him to wield. Shopkeep would give 25 in store credit. Jasper pulls out the gun and asks about that – shopkeep says you need to keep that under your cloak/robe. We don't pull out illegal weapons here. Jasper puts it back away. Jasper says, you saw nothing.
Ravrokk asks what's for sale in 2,000 gold range. Gloves of dexterity +2 for all of the credit (2400). Belt of giant strength for 16,000. Shop keep has something in the 500 range called the hearthstone – you can set your hearthstone to right besides an innkeeper's hearthstone to touch it, and whenever you're out and about, once a day you can teleport back to the inn with as many people

that can touch the hearthstone in your possession.
Ravrokk – bought 3 total bracers of AC+1, bought a hearthstone. Ravrokk gifts the bracers to Taelith and Harodie and says if you die less it'll be better for everyone.
Ravrokk asks if there's a magical shop around that would buy ring of feather falling. Bernie (Shopkeep) offers their card to go to Arties' metaphysical supply shop. He's two blocks over and one block up.

Ravrokk says it was an interesting experience and that their group will brag to everyone about how good this shop. Our party has a lot of influence – we are influencers. But I'll let the pixie talk about that.
Bernie asks about their exploits. Jasper said they killed dragons which is hard to do. Only one of us has died. We have completely turned around a couple of towns. Bernie asks how. Jasper said they conquered hell, no one stood against them in the field of battle against all of hell.
Bernie said they saved the town of ___? Jasper said yes that's us.
Ravrokk asks Bernie if he's interested in buying dragon parts. Bernie is an elven shopkeeper and is the only one to buy. RAvrokk sells 100 gold worth of dragon meat. Harodie warns Ravrokk not to show that dragon goods around in a draconic town.
Bernie asks if there's a name for their band of folks.
Calico Crew is the team name – and the branding of the store on their right breasts for 500 gold.
Ravrokk paid 750 for the baggie of drugs. Harodie tests it – it warms like a whiskey burn. He feels very very chill, then all the sounds and everything around him slows the fuck down. Harodie has super hearing now. Harodie is talking super fast thinking he's talking normal.
Ravrokk decides that the herbalist of the group will be happy with this and buys it. Harodie realizes no one can keep up with him and he starts pacing and there is visible damage to the carpet he's carving up – he's moving incredibly fast.
It's a really big bag – there's 30 doses. Ravrokk gives 10 doses to each person (Jasper, Harodie, and Taelith). +2 to initiative and move of 100 feet per move. Bonus to listen checks. It lasts for six rounds – 36 seconds. Level of exhaustion -1 to everything until rest.
Jasper asks if the magic store is on the way to the temple, they should go there. Artie is dragonkin. Ravrokk wants to sell items and Artie is interested. Hat of disguise? 1,000 gold. Jasper and Ravrokk sell theirs. Ring of feather falling – 500 gold. Artie sees the business card and Ravrokk hands them the business card. Friend of bernie is a friend of artie's. Ravrokk asks for the gloves of dexterity – Artie says 2,000 gold. Harodie spots the extra 500. HArodie asks for potions on the cheap. Jasper asks like alchemist fire? Harodie wants cure wounds – 25 gold each potion. Harodie buys 10 cure wounds and passes it out to Taelith (2) and Harodie keeps 8.
Harodie and Taelith each buy 10 scry kits for 200 gold each. Jasper buys alchemists fire (5).
They decided to talk to the green dragon god. Calico Crew walks 15 minutes a few blocks over to get to the religious district. Temple of Genessa – green temple easy to figure out. Acolytes at the door.
It costs 2,000 gold and an item of great value to the person. The crew deliberate between journal and boots that belonged to Raven. They decide on the journal means more – no time to transcribe or anything, it has to be done now.
Raven is resurrected – but with green scales. She faints, Taelith catches her, Ravrokk carries Raven and they grab Harodie to go to the Inn a few blocks away. It is called The Old Mare. There's service maids, bartender, guests mingling, for the evening we will leave it.

## Anything Else / Player Highlights / Insights / Feedback:

## MVP Brownie Point Winner:

- ☐ Brad
- ☐ Nate
- ☐ Mick
- ☐ Simon
- ☐ Guest
- ☐ NPC: [Name Here]

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