Session 1 - GM's Notes

November 6, 2026

The party is united for the first time over dinner in the guard barracks on the Tacsis estate. They are interrupted by Lana Tacsis who, in a staggering failure of staff management, conscripts her newest (and it turns out, least loyal) employees to investigate the bloody assault of her brother, Raymel Tacsis. The party's insistence that they have no experience in criminal investigations is drowned out by Lana's panic and blind refusal to be contradicted, so off they go.

The party visits the Caltess, an establishment of violent entertainment, where the assault took place. They interview the proprietor, Parntis Reeve, and some members of the staff. They find little information about the event in question, but get conflicting accounts of Raymel's character.

The party then proceeds to Harriton Prison, where two girls were taken after the assault. They learn that the two accused have already been retrieved by Abbess Glass.

The party continues to follow the trail out of the city towards Sweet Mercy Abbey. On the road they find the two girls and two nuns had been forced to rest because one of the girls was too injured to continue. While they are talking to the nuns, they are confronted by Lana and more of her guards who had also followed the trail out of the city. Raife's attempts to negotiate with Lana enrage her, and the more reasonable his suggestions the more crazed she gets. Eventually, she calls for blood and a fight breaks out.

The party sides with the nuns and defends them from Lana's guards. The soldiers are well armored, but the party kills 3 of them and drives the rest off. Lana and the survivors flee into the night leaving the girls and the party in the care of the nuns.

The party has essentially declared themselves to be enemies of the Tacsis family, who are one of the most powerful noble houses in the city.

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