

# session 12 (06/05/2024)

- Vanthampur Villa Basement
  - main room
    - party starts a short rest
      - Vivian keeps guard
      - Val sneaks upon Vivian and surprises him
      - no one interrupts the short rest
    - party continues exploring the tunnels
      - there is a group of cultists around the corner
      - *fighting script*
        - Vivian casts heroism Reinhold, Diana and Le'garde
        - wonderful cultist
          - moves around the corner
          - hits Le'garde
        - sensitive cultist
          - moves around the corner
          - hits Le'garde
        - Diana flanks sensitive cultist and hits
        - itchy cult fanatic
          - misses Diana with a spiritual weapon
          - Diana dodges the sacred flame
        - pretentious cultist runs towards the action
        - Val
          - elven accuracy steady aim
          - takes down sensitive cultist
          - wails of the grave wonderful cultist
        - Le'garde bites and kills wonderful cultist
        - ditzy cult fanatic runs towards the action
        - Reinhold
          - runs to itchy cult fanatic
          - attacks him with his glaive
        - Vivian
          - runs to the intersection
          - starry wisps itchy cult fanatic
          - zoomies back to safety
        - Diana kills with toll the dead itchy cult fanatic
        - pretentious cultist
          - runs to Diana
          - misses with his scimitar
        - Val
          - moves towards pretentious cultist
          - kills him with a dart

- wails of the garv jealous cultist
- Le'garde chromatic orb ditzy cult fanatic
- ditzy cult fanatic retaliates on Le'garde with 2 daggers missing both
- Reinhold
  - runs to the group
  - kills ditzy cult fanatic
  - walks to jealous cultist
- jealous cultist
  - hits Reinhold
  - Reinhold kills him with fury of the frost giant
- some noise is heard in the room bellow
- Vivian unlocks the door
- Reinhold opens it
- bottom room
  - someone is hiding
    - elderly figure
    - shadow is not matching the form
  - Diana guiding bolts first and asks questions second
  - Le'garde and Vivian joins too

“ drop the disguise now !

- he was enclosed here
- he is the former adviser of elthurel, Thavius Kreeg
- Diana forces him to look at the weird shadow he casts
  - he starts reaching for something in his pocket
  - smacks Diana
- he is taken down
  - his body burns away
  - the shadow goes away
- the room contains quite a bit of treasure
  - 30 electrum ingots (10 gp each)
  - 100gp
  - 100pp
  - twenty azurite gemstones (10 gp each)
  - broken fancy draconic dagger
  - letter

“ i brought you the shield as intended, now we will be able to summon Gargauth

- very ornate shield
  - Diana goes towards it
  - Diana mentions the shield will be useful later on
  - *the shield speak to the party*
    - Thavius was guarding the shield

- held in the shield by Zariel
- need to go to forges in Avernus to free him
- it is Gargauth
- was going to be used to sunder Baldur's Gate and maybe summon Zariel
- Le'garde identifies the shield

“ While holding this shield, you gain a +2 bonus to AC and resistance to fire damage.

The shield has 3 charges. You can use an action to expend 1 charge to cast fireball or 2 charges to cast wall of fire from the shield (save DC 21 for each). The wall of fire spell lasts for 1 minute (no concentration required). The shield regains all expended charges daily at dawn.

Anytime during your turn, the shield can choose to radiate an aura of dread for 1 minute. (This is not a power of the shield that you control.) Any creature hostile to you that starts its turn within 20 feet of the shield must make a DC 18 Wisdom saving throw. On a failed save, the creature is frightened until the start of its next turn. On a successful save, the creature is immune to this power of the shield for the next 24 hours. Once the shield uses this power, it can't use it again until the next dawn

- party takes a while to sweep the rest of the basement
  - 127gp
  - 65pp
  - 2x 100gp diamond
  - 1x 500gp diamond
  - spellbook
  - +1 dagger
  - +1 leather armor
  - cloak of protection
  - periapt of wound closure
  - potions psychic, lightning and force resistance
  - rope of mending
  - talking doll
  - 5 unbreakable arrows
- Vanthampur villa ground floor
  - combat sounds upstairs
  - female kick at a door
  - it's Reya
- Vanthampur villa first floor

- Reya slams the door open
- Le'garde enters the room
- 4 helmed horrors animate to defent Thirstwell
- *fighting script*
  - Le'garde
    - executes Thirstwell instantly
    - misty steps out
  - Diana
    - goes in the room
    - attacks XXX helmed horor
  - Val attacks sad helmed horror
  - Reinhold
    - goes in the middle of the room
    - misses XXX helmed horror
  - near-sighted helmd horror hits Reinhold
  - sad helmed horror misses Reinhold
  - Vivian
    - misses near-sighted helmed horror with an alchemist fire
    - inspires Le'garde
  - gracious and sociable helmed horrors miss Diana
  - Reya
    - comes in the room
    - asks for someone to pick the box and get out
    - attacks near-sighted helmed horror
  - Le'garde
    - comes in the room
    - sees the box on the other side of the room
  - Diana
    - goes to the box
    - gets out of the room with it
    - healing word Reinhold
  - Val attacks near-sighted helmed horror
  - Reinhold
    - chucks Reya out of the room
    - Le'garde is carried away by theforce of the throw
    - goes to the door
  - near-sighted helmed horror gets a last hit on Reinhold before deactivating
- Reya mentions that the box was what Reya searched for
  - *infernal puzzlebox my beloved*
- rest of the loot
  - The vanity holds six bottles of fine perfume (20 gp each), a silver hairbrush inlaid with lapis lazuli (100 gp), and a wooden jewelry box with electrum filigree (75 gp) holding a pearl necklace (250 gp), a platinum cameo shaped like a winged cat (50 gp), and two potions of healing in thin crystal vials.

- 73 gp, 120 sp, and a potion of healing, as well as a black-covered tome titled *Apocalypto*—a poetic prophecy by an unknown author envisioning the end of the multiverse (worth 50 gp).
  - it contains three thin, black-covered ledgers with entries written in Infernal (records of Duke Vanthampur's legitimate business dealings), a set of calligrapher's supplies (15 gp), a poisoner's kit (50 gp), a coin pouch made from a sheep's bladder (containing 22 pp, 85 gp, and 113 sp), and pipes of the sewers.
  - twenty rare first editions (25 gp each)
  - 150 gp.2 silvered daggersThe vases, rug, and tapestries are valuable art objects, though they don't go well together. Each of the sixteen vases weighs 2 pounds and is worth 25 gp. The rug weighs 50 pounds and is worth 250 gp. Each of the two tapestries weighs 5 pounds and is worth 75 gp.
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