

session 14 (17/06/2024)

- night in the streets
 - party goes towards the inn
 - walk and talk
 - Reinhold doesn't need to sleep
 - Vivian is given a shoulder ride on the way back
- Elfsong
 - some more discussion
 - Reinhold apparently doesn't need to eat
 - Val mentions maybe to equip ourselves for the heat of hells
 - some talks about maybe potions
 - Reinhold just mentions to just wear less clothes and demonstrate by unzipping the cargo pants legs into a cargo short
 - Le'garde produces the puzzlebox
 - Le'garde wants to try to open it
 - Vivian want to show it to Duke Portyr so he is the one dealing with it
 - Le'garde insects it more
 - it is very hard to open
 - Le'garde mentions bringing it to Candlekeep
 - Val is excited to discover hell as she has never been there before
 - Reinhold uses dad voice (thaumaturgy) to ask for refills on the table
 - Le'garde mentions that he doesn't need normal food
 - he can still enjoy it
 - can also drink blood
 - Vivian say he understands
 - Le'garde go to bed
 - Le'garde discussion
 - *tl:dr: stay alert for him*
 - Diana wants to keep a close eye on
 - Vivian says he'll try to steer him in the right direction with his words
 - Reinhold says he'll help intervene if needed
 - Vivian says he is not that bad of an egg
 - still need to be careful
 - Reinhold says he'll stay with the party unless he suddenly gets a memory flood telling him the party is evil
 - memory flood
 - just met them now
 - aside from Le'garde they don't seem like evil ppl
 - memory on the cusp
 - Diana and Le'garde standing with a few other figures
 - duergar
 - dragonborn

- genasi
 - standing in a park with Reya
 - a small figure placing bracelets on their wrists
 - small possibly child
 - there is another one on Reinhold's wrist too
- Reinhold asks Diana and Reya to show they right wrist
 - there is the bracelet
 - Diana wanted to tell earlier but not sure how Reinhold would react
 - Reinhold asks for more information
 - daughter is Sophia
 - wife is Eluun
 - a good family man
 - Diana met them at the temple a few times
 - Reya mentioned she saw all three of them as a happy family in the park
 - last time they were seen was right before the sundering during a recommitment ceremony
- Vivian tries to peer in Reinhold's mind from information
 - manages to get a view of both Eluun and Sophia
 - starts painting them and shows them to Reinhold
 - big hug from Reinhold
 - Diana compliments the drawings
- Diana casts sending towards to one of her moms

“ Mama, We have figured out who here sent elturel to hell. Please tell me you and Mum are ok

- the message goes through

“ we are not, but we are alive, i don't know where we are, we're in a cell it is cold and dark...please help

- in a hushed under breath voice
 - the mug in Diana's hand breaks
 - Reya understands and tries to reassure Diana
- Le'garde in the room
 - pulls the 3 skeletons out of the bag
 - orders them to sort and fold everyone's stuff
 - they proceed and there are neatly ordered piles on the respective beds
 - wait in salute after the command
- Diana and Vivian enter first
 - Vivian is very happy about the now cleaned brushes
 - for Reinhold it's the exact 4 same copies of what he is wearing right now folded on the bed perfectly
- in the morning
 - Reinhold is reading the gazette cross legged with a hot cup of double espresso on the table

- Val comes from her home
- rest of the party descends
- party goes to see Duke Portyr
- council chambers
 - Reya, Mortlock, Duke Portyr, Sylvira Savikas and an unknown woman
 - discussing a bit before the party arrives
 - Reya informed the council a bit of what happened
 - Le'garde
 - produces the infernal puzzle box
 - informs that the duke and her son are dead
 - Vivian presents the narrative as they would have rather died than cooperated
 - unknown woman speaks up

“ oh so these are the so called maniacs that stirred every rats nest in the city

- name is commander Liara Portyr
- she now takes command of the city
- the party tells her about the treatment given by the former captain for the forced conscription
- complains that Sylvira Savikas was captured
- Sylvira Savikas
 - mentions that this happened only because she trusted a noble who invited her for a drink to get information
 - that box was what she was looking for
 - she mentions she is in the party's debt for getting it
 - mentions she'll now bring the box to Candlekeep for further studies
 - Vivian mentions that this was the party's plan too
- Vivian mentions the rest of the incriminating information and the statue of Zariel
- Sylvira Savikas will get to Candlekeep first and expects the party to join whenever they are ready
- the party will be provided with some equipment
 - riding horses for everyone
 - wagon pulled by mules
 - food and drink for the journey
 - tents, bedrolls, etc...
 - bag of 50pp
- after confirming a last time the transfer of the box Sylvira Savikas teleports to Candlekeep with it
- travel to Candlekeep
 - first 2 days are uneventful
 - 3rd day
 - there is a bridge
 - very busy
 - group of younger teens going in the party's direction
 - tried to pickpocket the party

- not successful
 - they scatter seeing the failure
- settling for the night
 - Diana uses sendings to get a clearer picture of the situation
 - will be written at some point between the games
 - Vivian has finished working on a piece
 - it is Reinhold and his family
 - Reinhold is in a loss for words and thanks Vivian
 - Vivian offers him a painting case to protect it and places it in the bag of holding for safekeeping
 - Val
 - is sitting away from the camp fire
 - Reya asks if she can sit with her
 - Reya asks more about the Shadowfell and if the rumors are true about it
 - Reya hopes that the shadowfell did its role to save some people of Elthurel for Avernus
 - Reya is afraid of what will happen to people that are stuck in Avernus as it even managed to corrupt a celestial like Zariel
 - conversation continues with Val comforting Reya in her own weird way
 - Reinhold
 - tries to remember more
 - but to no avail
 - even with the help of the pictures
 - like trying to remember a dream
- 4th day is uneventful
- 5th day
 - Candlekeep can be seen over the horizon now
 - every time people look at it it is different
 - it shifts a lot
 - it is a magical repository of knowledge
 - it is impossible to map as it is ever changing
 - all teleportation magic and planar travel is very limited
- 6th day
 - Vivian and Reinhold see an older gentleman riding on a cart
 - heading our way with intent
 - asks if the party needs some hay for the horses
 - Vivian politely refuses
 - old man hops off and inspects the horses and inspects them before insisting again
 - Reinhold agrees to buy some hay for 5 silver and starts to help the old man unloading the hay
 - Diana feels something suspicious as the old man keep looking at her shield
 - as Reinhold pulls the last hay reveals some hidden armored figures

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