

session 25 (17/03/2025)

- Elthurel
 - party is brainstorming how to get down
 - it is impossible to just stick the landing
 - Diana has wings
 - Vivian could create a glider or a parachute
 - the chains are big
 - 30ft long links
 - spanning 20ft wide
 - 1ft barbs
 - Eidolon climbed up here using it
 - parachute plan is chosen
 - Vivian creates a large piece of cloth for the operation with his performance of creation
 - Vivian starts doing the rope and knot work
 - Eidolon checks the strength of the ropes if it holds
 - Reinhold attaches a cart to it for people to get in
 - Diana mends the cart
 - party places it near the edge
 - Vivian enlarges the cart then animate object the ride down
 - party jumps in and starts the descent
- The Fall
 - *desc*
 - large open battlefield
 - river styx
 - lots of conflicts going on
 - legions of devils on one side of the river
 - demons on the anchor points of Elthurel
 - steam ships full of winged demons on the river Styx
 - a small outpost in the distance that looks calmer
 - Vivian starts steering the cart to the small outpost
 - Vivian moves right above the outpost unseen
 - descent starts
 - heavy winds are blowing
 - party manages to hold on
 - the outpost is more in view
 - fortified compound
 - crater potted
 - jagged wall of rock bones and metal debris
 - a giant rusty looking hand
 - not really stone
 - giant hell machines used for the wall

- walls have lookouts
 - there are patrols
- Eidolon knows this place as Fort Knuckle Bones
- Vivian lands the party down
- party is now on the soil of Avernus itself
 - wave of uneasiness
 - the place itself is not friendly
 - it is the hells duh
 - very hot
 - non-evil creatures will risk more exhaustion
 - hearts can be tainted
 - party disembarks on a hill away from the fort itself
 - from the distance people can be seen approaching
 - Vivian and Diana mend the wheels of the cart
 - party approaches the fort on foot
 - the 2 buggies see the party is approaching
 - turn back to the fort
 - were here apparently just to scavenge the wreckage
- Fort Knockle Bones
 - there is a gate guarded by some redcaps
 - about 6 or 8 of them
 - looking at the party
 - ask for a password
 - Eidolon refuses
 - there is no password
 - they ask Diana to entertain them
 - asks her to convince Reinhold he is a chicken
 - Diana asks Eidolon what the hell is going on
 - Reinhold asks Diana to pull his finger
 - Reinhold thaumaturgy a chicken cackle from the one asking
 - they laugh at the joke
 - ask Vivian to given them his boots
 - Vivian show he has no boots
 - ask for the other boots
 - Vivian inks his paws
 - prints on a paper
 - throws it as an airplane
 - a redcap falls from the walls
 - the redcaps laugh
 - they were just buying time to open the door messing around with the party
 - party is invited inside
 - a lot of redcaps in here
 - vehicles being repaired
 - a couple of kenku are bickering on one being repaired
 - Eidolon tells the party the engines run on souls
 - the kenkus stare at Lulu with a sense of recognition
 - kenku wave the party over

- names are Clonk (weilding a hammer) and Chukka (weilding a spear)
 - Clonk ask the party to stay here before they bring their boss
 - Clonk comes back with a very tall creature
 - she is taller than Reinhold
 - covered in soot, oil, blood and more
 - wild eyes
 - raven on each shoulder
 - behind her a larger creature even
 - amalgamation of flesh
 - she looks at the party and Lulu
 - asks how did they find such a treasure
 - Diana and Eidolon steps in front of Lulu
 - the lady seeks treasures from Zariel
 - Lulu has memories of Zariel falling
 - asks for a deal of the memories
 - Eidolon asks for her name
 - name is Mad Maggie
 - Maggie offers to trade a vehicle or two
 - if Lulu's mind is strong enough she might keep the memories
 - Maggie will need the party to anchor the ritual
 - Eidolon ask what Lulu wants
 - Lulu is unsure of her memories and is afraid but curious
 - Maggie wants the emotion of the finely aged memory more than the knowledge
 - Lulu agrees
 - Magie tells the party to settle down and browse her wares while she prepares
 - Maggie points at a bigger one
 - if all goes super well we might even get this instead
 - a tormentor that is a little broken down
 - Maggie goes to prep
 - party goes to the demon grinder
 - Eidolon pick up Vivian on the way
 - Reinhold comes too to see the biggest ride
 - Diana goes to see a devil's ride instead
 - Clonk and Chukka are arguing over a fix
 - Vivian and Reinhold find the issue and point it
 - it is a stuck cog demon issue
 - Clonk asks Diana to help purify it as a cleric
 - Diana casts dispel magic on it
 - as a thanks they offer to do a fix
 - tormentor is lacking armor and a harpoon gun
 - devil's ride has no wheels
 - some imps threw them outside
 - the redcaps just laugh
 - Diana and Reinhold want to get them
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