

Chapter 3: Bazzoxan and Betrayers rise

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session 9 (21/08/2022)

- at bazzoxan gates
 - guard demands we identify
 - Talmar Tlin'orzza
 - we do
 - looking for Taskhand Thelyss
 - we can enter
 - rows of disrepaired buildings
 - statue rising from the ground
 - Taskhand Thelyss is on the upper deck of the door
 - James Ashfield
 - looking for competent ppl about portal
 - known for *The Temple of Zazovan*
 - not true apparently
 - skinless masses with eyes comes around the corner chasing a fleeing guard
 - Taskhand Thelyss summons an echo
 - **ECHO KNIGHT <3**
 - *combat script*
 - figuel use spike growth
 - it's very effective !
 - cheese grater time
 - Figuel uses thornwhip
 - Lucy uses telekinetic shove
 - but it failed !
 - first astral arm of the campaign
 - is this a Jojo reference ?
 - aftermath
 - James Ashfield wants to go in
 - like the XXX elves
 - everyone presents themselves to the taskhand
 - inform him
 - ruin situation
 - statue situation
 - old Tenaryn Mirimm might know more
 - bit of an outcast of the Mirimm
 - part of the rift becoming active
 - Taskhand asks us to knock some sense into "I, James Ashfield !"
 - bring the dead guard to the crematorium
 - more than one apparently in body parts
 - James Ashfield
 - 6ft
 - caucasian

- chainmail
 - sword + whip
 - experienced looking
 - has a journal he calls the holy grail
 - ornate
 - blue bindings
 - maps and all
 - no index
 - can use it to cast identify
- walk and talk cremarium
 - need to talk Taskhand to prove we are not screwing up
 - to be allowed in the temple
 - he doesn't want the current situation to worsen
 - old Tenaryn Mirimm fck-up with his expedition
 - also why the current situation is like that with the rifts
 - old man on the street
 - Dro the Drow
 - dragging a cart
 - last wagon he has
 - Figuels buy everything for 15gp, wagon included
 - Lucy tries to reverse pick pocket him for 4gp
 - was caught
 - Figels adds an extra 4gp, total 19gp
 - Dro asks for a horse
 - Lucy sells him one for 4gp
 - creates official papers for it
 - he kind of is senile
 - second attempts of reverse succeed
 - Figuel is 4gp richer :p
- crematorium
 - desc
 - stone building
 - smoke out of a chimney
 - corpses are stacked in a yards between the entrances
 - half giant
 - cheery voice when welcoming us
 - Sebastian Allerton
 - of the Allerton crematorium
 - another one without one arm
 - Reynard Allerton
 - brother of the other one
 - not as cheery
 - disgusted about the pile
 - a demon is in the pile
 - it's a vroc
 - not turning into ichor

- ask his brother to stop creeping ppl
- asks party for help with throwing the corpses in the fire
- Tiefling runs to the party
 - Prolix Yusaf
 - archeologist
 - spying on the consortium of the vermillion dream
 - part of the Allegiance of Allsight
 - James' employer
- asks if we are working for Aloysia
- asks to not burn the demon body in the pile
 - wants to do research about it
 - might have treasures inside him
 - Moorbounder Figuel searches the creature's stomach
 - gold trimmed goggles
 - 3 gaudy rings (2gp each)
 - cube shaped puzzle box
- the cube was what made it stay intact
 - discussion stuff
 - Prolix doesn't really know what it is
 - convinced to let Lucy try to open it
 - James uses his holy grail book on it first
 - it's an infernal puzzlebox
 - Lucy manages to open it

session 10 (28/08/2022)

- FAFO time
 - cart inventory
 - Tankard (2 cp)
 - Colored Chalks, 10 pack (1 sp)
 - Lucy took it
 - Insulated flask (2 sp)
 - Shovel (2gp)
 - Mess Kit (2 sp)
 - Blanket (5 sp)
 - Bedroll (1gp)
 - Lucy replaced her ruined one
 - Bag of 1000 bearings (1gp)
 - Grappling hook (2gp)
 - Clothes, Fine (15 gp)
 - Drow formal banquet style, mondain
 - Antitoxin (50 gp)
 - Rope, hemp (50 ft.) (1 gp)
 - Spear (1 gp)
 - Tent, 1 person (2 gp)
 - Mirror, small steel (10 gp)
 - Tent, 6 person (20 gp)
 - Arcanaloth's Music Box (25 gp)
 - 2x Basic Healing Potion (25gp)
 - Lucy took one
 - Hollow gilded acorn (200gp)
 - Figuel took it
 - puzzle box time
 - bigger than the outside
 - inside a set of dark obsidian panels
 - 1ft long
 - ornate
 - they have slots to fit together
 - spiked crown of giant proportion with curved horns
 - when looking from above it there is a hole 3ft hole
 - 50ft down there is a room
 - chicked with Lucy's coin of delving
 - large stone 30ft x 30ft room with puddle and side stairs
 - *need confirmation*
 - when it is removed from the ground the connection is severed, cutting what ever was going though, tested with a string
 - doesn't matter where in the ground it is we see the same

- curved horn crown is a symbol of asmodeus, looks like ours but horns are reversed
- Prolix wants in
 - 200gp if we help him with his quest and keep out the bitch ?
 - *need confirmation*
- of to old Tenaryn Mirimm
 - on the street
 - red haired lady wobble won the street with a tankard
 - Tess Erandan
 - muttering about something, "i'm gonna die"
 - asks if we can save her from the demons
 - Draegloth and Armanites
 - arrived there
 - description
 - large 2 story manor with stone wall
 - nicer than a lot of buildings
 - scars of the city's struggle on the house
 - dead aurora watch
 - no light inside
 - dissemboweld like by demons
 - inside
 - framed portraits of goblins and drows in uniform
 - one of them is Skysybil Abrianna Mirimm and another is Durth Mirimm
 - names of previous incarnations of the Mirimm family
 - one of them is a young 10 version of Irvan Wastewalker as Irvan Mirimm
 - was consecuted
 - former life as a bugbear
 - *so you are telling me he is high in the den I work for ?!*
 - room with the dead guard
 - hand extended toward books
 - texts on the Betrayer gods
 - talks about the umbra gates
 - constantly changing tunnels
 - the gates of Betrayer's Rise
 - nothing of note on him
 - died of claw strike, few hours old
 - sitting room
 - RàS
 - it looks cozy
 - dinning room
 - table
 - moldy uneaten food
 - cobalt soul research papers
 - went to betrayers rise
 - found a lost shrine to avandra

- hallway
 - snuffs light
 - going through makes you WIS save
 - fail makes you go to the starts
- storage closet
 - old some misc stuff inside
- room at the end of it
 - 2 pointing hooded statues
 - display cases
 - black and gold whip with a red fine handle, recovered from a cultist
 - James tries to shatter the case
 - doesn't shatter
 - statues pivot towards him and laser burn him
 - small smashed one
 - Adamantine mace of Orgosh the Devoted, may his soul at last be at rest
 - big smashed one
 - Large Broken Case: carved bone statue of a gloomstalker, a jet stone shot through with red crystal, and a dark steel and carnelian spider with a body in the shape of a skull
 - missing placard, it fell down
 - Signet of the Children of Malice, worn by a drider servant of the Spider Queen defeated in the eternal tunnels
 - Quiwynn tries to steal one item
 - statues shoot her
 - she keeps it
 - they animate
 - *combat script*
 - 2 statues animate and try to defend the contents of the room
 - only Cali seem to have an effect on them
 - Lucy sits this one out
 - James takes the whip anyway
 - small smashed one 2
 - dull goggles
 - small case
 - Dust of Disappearance given to me by Jiri Dwendalos, who sacrificed herself to allow the rest of our original party to escape the untimely opening of the rift
 - another case
 - Recovered by Mariet Tasithar, last survivor of the Irien Expedition of 824
 - case
 - Necklace found on a corpse on the second level
 - last large display case
 - staff of withered and twisted wood

- My old staff, now twisted by the magicks of the darkness beneath the Umbra Gates
- Lucy don't take keen of them trying to steal from the cases
 - Quiwynn argues about trying to save the items not stealing them
 - Lucy is not buying it and hold her accountable of her words and wont cover her
- kitchen room
 - unused for like a week
 - another dead guard
 - died the same death
 - is facing the door
- going upstairs
 - rows of generational portraits staring at the party
- right side room
 - hearing noises
 - other side of the wall
 - series of boxes, storage room
- big room
 - lamp lit on the desk
 - parchments and notes
 - intricate designs on them
 - 3 standing bookcases
 - splattered workbenches
 - pool of dried blood
 - drow looking humanoid skittering along the wall
 - lands near Lucy
 - uncanny movements, exorcist style

session 11 (04/09/2022)

- big room
 - the skittering drow is Tenaryn Mirimm
 - he pukes some blood, frightening Figuel and Cali
 - *combat script*
 - Tenaryn Mirimm gets dropped
 - a floating eye blob demon comes out of the body and casts dimension door
 - Enwhi's body get possessed then dropped
 - blob dimension doors downstairs
 - Guard gets possessed and dropped
 - blob dies while leaving the body
 - bodies
 - Enwhi
 - important looking ring
 - description
 - solid band
 - glowing red gem
 - runes and carvings
 - James uses his holy grail on it
 - ring of mind shielding
 - Alyxian's soul is in it
 - Apotheon somebody who ascended
 - needs help in the ruins of sorrow
 - in gordranas
 - ring talk
 - Alyxian was just a boy haunted like you, the moon
never to pull upon him
 - private talk
 - confirms the crown is a symbol of asmodeus
 - Tenaryn
 - house marked jewelery
 - Lucy places it in a named bag, with also the signet ring to be given
back to the Den when possible
 - three vials of Acid
 - some sketches of rooms inside Betrayer's Rise
 - smells over a week old for his death
 - was possessed 3 weeks ago
 - urn exploded near him
 - neck wound
 - desk
 - key found
 - bookshelf

- treaties and studies on the luxon
 - history of gordranas
 - was build by the betrayer gods the night they were released
 - prisons where managed
 - lots of everchanging tunnels
 - like umbra gates
- bathroom
 - RàS
- guest bedroom
 - rocking chair
 - bed
 - bags
 - cobalt soul stuff
 - Korthya Alzar
 - Bending Branches, Tabaxi
- master bedroom
 - faint buzzing
 - gets louder
 - Lucy is confused
 - furred bed
 - bookshelf
 - wardrobe
 - journal
 - con save
 - weird purple plant
 - buzzing comes back
 - Lucy open up to it
 - image in her head
 - you are nothing. You are hunger. You exist only as an appetite. You will not be satiated until you have consumed all that exists.
 - "plant" attacks
 - *combat script*
 - Lucy gets slapped once and dodges out 3 then stays out of range
 - Cali, James and Figuel go close to fight it
 - Quiwynn makes it a porcupine
 - an arrow dissapears right before hitting the window, went to the Abyss
 - demon that makes portal between planes
 - it's an Alkolith

session 12 (11/09/2022)

- master's bedroom
 - in the chest
 - amulet with a gold necklace, hands holding a sun
 - amulet of health
 - 140 gp, 20 pp
 - two potions of healing
 - potions are taken by Lucy and given to Cali and Quiwynn
 - the rest stays in the chest as Lucy locks it back again
 - journal with Tenaryn's notes
 - pages about the arrival of the Cobalt soul a month ago
 - fruitful relationship
 - seeking knowledge about betrayer's rise
 - 3 weeks ago the 2 went here
 - urn was found in betrayer's rise in the middle of giant black webs
 - retreated once getting it but took time to make sketches of the rooms
 - after a few days they were sent to investigate back as he is failing with the urn
 - fair chance of death, not sure they can come back
 - some more notes

“ Notes from Cobalt Soul Expedition into betrayer's rise
836PD:

Upon entering saw a great set of black stone inscribed with
a circle recess See rubbing "Rubbing",

Above this recess was the symbol of a smiling woman:
"Smiling Women Rubbing"

With no way of opening the door they descend down into the
silvery mists.

*Text taken from second level hidden on the wall (First
appears to be a well written prose or puzzle, but then the
same phrase appears over and over again in increasing less
legible scribbles)*

“ Looking at my serpentine greatness, you
might wonder, which?

First, set the darkest scales of night

Second, the one that's not just an itch

Third, trusting the safest of bites

In the maw of my darkness is the switch
Red against yellow kills a fellow, Red
against black, safe for Jack
...
Red against yellow kills a fellow, Red
against black, safe for Jack
...
Red against yellow kills a fellow, Red
against black, safe for Jack

- to the Ready Room
 - vegetable gardener working
 - *missing the name of the garden*
 - 2nd best garden
 - to feed any mouth they can
 - 1st is the broken temple
 - managed by a green hand firbolg
 - nature magic makes it
 - Figuel offers help with his garden when he has time to cast plant growth
 - name is Alcyon
- Ready Room
 - sleeping quarter on the ground floor
 - bar on the first floor
 - no one downstairs
 - Cali rings the bell
 - Female drow comes down
 - Prima Demona
 - Figuel pays too much for the rooms
 - Quiwynn tries items
 - the goggles
 - everything goes dark first
 - they are goggles of gloom
 - you can only see in magical darkness
 - the stone
 - stay stuck in her hand
 - can put in her pocket
 - can't remove it from her person
 - can't throw it
 - it goes back in her pocket
 - the medallion
 - golden
 - inscribed with chains and shackles
 - humming with power of possibility when being held
 - james dream

- on a crusade
- the angel wasn't
- a gargoyle tricked him
- feels damned
- buzzing in his head and ears when he wakes up
 - he doesn't stop trying to remove it by shoving his finger in his ear
- usual bad sleep for Lucy
- morning comes
 - Figuels goes to help in the kitchen
 - Prima is in the kitchen with someone else already
 - Delez Demona
 - ingredients are rationned
 - breakfast time
 - Figuel is on the cooking side of the counter
 - Maggie and Galsariad are here too
 - a cobalt soul is here too
 - name is Question
 - blue Tiefling female
 - she understands sign language ! :D
 - Mythic resonance
 - repeat of historic events
 - looks like what is happening here in Bazzoxan is a repeat of what happend in the calamity
 - offers to look at her research
 - jewel sketch
 - lost vestige
 - jewel of three prayers
 - filled with power during the calamity
 - the one Cali has might be a key
 - song of alyxian
 - in undercommon

“ O Rudius, grant humble chorus leave To
sing the song which hails the zenith of Your
accursed, thrice-blessed Apotheon;
Remember'd best by deeds of war, and yet
Whose acts were driven oft by fate most
foul.
His kindly brow bore gifts from gods of
change, And art, and moon, yet in his soul
was pain, The suffering of your vermilion
light Drove the paragon to a desert realm
Bestrewn with blades and drenched in
crimson blood.

So bear, O moon of cursed deeds and fates! The song of he who rose above your great And mighty pow'r, to save Exandria From flames of war fanned by the Ruiner's blade.

- ruidus sketch
 - a surfaced version of where we found the amulet
- afraid of going out of here
 - concerned about her expedition member's fate
 - preferred action over books
 - the ones the journal of Tenaryn talked about
 - asks if Lucy can find more as she has connection to the Mirimm Den
 - Lucy said she'll see what she can do to know more
- Lucy tried to hide the bad new with good omission
 - she really enjoyed her company and wants to protect her a bit, hoping to be able to talk again later
- interrupted by a red robed elf
 - Quiwynn and Figuel try to stop her at first
 - wants to speak to Lucy
 - she "eavesdropped" the conversation between Question and Lucy
 - rudely interrupts the conversation between Question and Lucy
 - knows sign language
 - Lucy continues with Question
 - name is Aloysia Telfan
 - it's "the bitch"
 - wants to hire us to go fetch ruidium
 - mineral infused with the power of Ruidus
 - detect thoughts from Lucy on Aloysia
 - thinking about a dead hero that died in battle
 - revived as a vengful spirit by Avandra, the Changebringer
 - wonders if it's the same that was talked about with Question
 - party refuses the job
 - he goes to the Mighty 5 table
- Mighty 5 discussion
 - Maggie and Galsariad
 - Aloysia gets ignored as the two groups talk
 - *is nice*
 - Irvan lost his arm
 - Dermi and the local cleric are doing what they can
 - Ayo is feeling bad as she feels responsible
 - Little Chespa was found in the wood
 - was close as there was a demon
 - it was a Nergalid

- this is when Irvan lost his arm
 - Galsariad can distort gravity
- Quiwynn asks Question about the statue outside of town
 - draws a diagram of what it is
 - with 12 brazier
 - only 3 when we saw it
 - staging posts set by one of the gods
 - maybe the Loxon
 - red robed clergy of the Luxon
- Infirmary
 - buildings marked with the healing sign
 - Ayo outside of it
 - head in hands
 - feeling guilty for what happened to Irvan
 - don't know what to do now
 - seems like a shadow of her former self
 - inside
 - room with curtains sealing
 - Dermmy is inside
 - him and Ayo accompany Lucy to Irvan
 - *interaction description*
 - Lucy only talks to Irvan with telepathy
 - Lucy in Mirimm work uniform step up to Irvan
 - Irvan tenses up
 - Lucy shows him the ring to give it back while calling him a Mirimm
 - Irvan spits on the name of the Den
 - Lucy firmly tells him to not do that in front of here or there might be consequences
 - Irvan relaxes a bit and says he wants nothing to do with the Den
 - Lucy says she understands but this was rude and gives the ring back
 - Irvan is very happy to get it back and wants to reward Lucy for bringing it back
 - Lucy doesn't want as it was a duty for her
 - Irvan insists as he doesn't want this to have anything to do with the Den but an action be between persons
 - Lucy accepts
 - Irvan offers an immovable rod
 - Ayo gives it from her bag
 - backing out
 - Lucy leaves the building looking pissed
 - She explains that she gave back the ring and got the rod in exchange
 - James looks interested in it as he used one before
 - Lucy gives it to him
 - priestess asks if we are ok
 - name is Bautha Dyrr
 - reveals that Aloysia tried to go on her own in the ruins

- gives treatment for James' ears
 - he tries to run away from it
- guards jogging past us party
 - singing a grim song

“ A cluster of four maned Draegloth - Hey, Hi! A trio of horned Bulezau - Hey, Ho. A pair of blood-hoofed Armanites - Hey, Hi! An avatar of Baphomet, - Hey, Ho. Heyo, Hiyo, that's how I shall die-o! Heyo, Hiyo, that's how I will fall!

- Barracks

- guards posted outside
- War-room in the left side
 - Ogre guard in it
 - Thelyss
 - drow in a wheelchair
 - Lt. Cazna
 - tech guy of the battalion
 - maps of the situation
 - Lucy want to send a message to the Skysybil Abrianna Mirimm
 - a sending now is not possible
 - she can write a letter that will be retranscribed "fax style" with a magical device to another one in the capital
 - she gives a letter after writing it
 - one last mission before we get the go
 - go see Foghome for medical supply
 - our horses are on the loose
 - we were too tired to tie them up properly
 - guards caught them for us
 - lucky they were not eaten or killed by demons
- James gives the rod to Lucy back after playing with it a lot, *cuz it's a fun toy*

session 13 (18/09/2022)

- to the Ruined Temple/Foghome
 - Sacrifice Engine
 - seatings surrounding large hole in the ground with spinning blades
 - in the old days the city was run by the betrayers
 - was used to appease them
 - nowadays used by the aurora watch as a demon blender
 - *combat script*
 - 4 demons come out of it
 - they are Abyssal Wretches
 - Rutterkins from around the corner
 - mage hand stuff :D
 - shoved them on pointy barricades with Telekinetic
 - Lucy's shards are red
 - Quiwynn is a machine gun with a 50. cal
 - big rutterkin covers some of the party in bile
 - it blinds you when you are covered
 - it attracts the smaller ones
 - they poison some of the party with a disease
 - if you die while poisoned by it, you become an Abyssal Wretch
 - Figuel got his eyes covered in bile
 - water created by Cali and towels/piece of fabric to wipe from Lucy and his eyes are as good as new
- at the Ruined Temple
 - desc
 - strangely shaped
 - like a snail's shell
 - faded picture of a young woman with long flowing hair
 - temple of avandra
 - outside in disrepair
 - no doors anymore
 - a lot of plants on shelves
 - indoor farming area
 - end of the spiral
 - mozaïque of Avandra
 - she who makes the path
 - goddess of adventure in the unknown
 - withered tree
 - maze pattern of floor bricks
 - 5 alcoves with fragments of mozaïques
 - Figuel bath discussion
 - discussion prep

- Enhance CHA on Lucy by Figuel
- CAbrianna goes invis
- Firbolg in the core of the temple
 - name is Foghome
 - finishing a prayer
 - surge broke the mozaiques
 - ground resonated with a warm energy
 - Lucy tries to repair it

“ You see a variety of weapons, A bow, a whip, a pair of purple blades illustrated with glowing energy. You also see a pair of bare hands and tamed mourbounder.

- *rolls 30 investigation*
- it's a puzzle

“ 1. A human male wearing short fabric, bald head pictured with the sea behind him.
2. A cat-faced humanoid with shawl around thier neck, and a symbol of Avandra around their neck
3. A red haired boisterous female dwarf in half plate with a red cloak.
4. A cocky elven male in heavy armor.
5. A hobgoblin in mundane earth coloured robes wearing a moon shaped necklace.

- it looks uncannily reminiscent of the tools we use and some of our characteristics

“ 1. Bare hands
2. Purple Hands
3. Bow
4. Whip
5. Tamed Mourbounder

- *visions for another place and time while placing them*
 - Cali: a bout/race, never again (Alyxian mentionned)
 - figure appears and kneels
 - words on the ground

“ This—record of me stating—I will never, ever race you again.

- guess:
 - idk what is missing here
 - Lucy see the soul in the ring going out to embrace the figure while saying Bardo
- Lucy: hate the stairs, first battle in the morning, no one expect to survive, especially her, wound around her neck hurt, finds resolve, pushes through
 - figure comes out and kneels
 - words on the ground

“ Kindred --nds forever. Don't—forget—

- guess:
 - idk if the end is missing stuff
 - Lucy see the soul in the ring going out to embrace the figure while saying Fragile Silk
 - Lucy holds her own neck and rubs her throat
- Quiwynn: whisper behind your back, they fight against teh betrayer forces, you and your commander with teh moonweavers blessing, hope the prayers to Avandra are enough
 - figure appears and kneels
 - words on the ground

“ Your spirits are missed, your braveness will --, but most of all you always -- me up

- guess:
 - idk here, i don't think i have enough to make an educated guess yet
 - Lucy see the soul in the ring going out to embrace the figure while saying Ardralynn Ambergris
- James: drinking at a tavern, heavy armor, efforts from the day, whip at the side, curly head fellow with golden eyes, buying another round of drinks
 - figure comes out and kneels
 - words on the floor

“ You owe me a drink in Marquet, A—

- guess:

- name in the vision: I, Lith Talath
- Figuel: cooking a stew, midday, 100s soldiers in a line, glancing a table where the companions are, with curly hair commander, smile in their direction, and special stuff in their meal
 - figure comes out
 - words on the floor

“ This——written proof——promise to see the forests of your homeland one day

- guess:

“ This *is* a written proof, *that I* promise to see the forests of your homeland one day

- Lucy see the soul in the ring going out to embrace the figure while saying Master Fiddleleaf
- the commander, with curly golden hair might be Alyxian
 - from what is written it seems this is him that "wrote" this text, or at least his point of view
- talk with Foghome
 - glad the names aren't lost to history
 - prepares a bowl of herbs
 - *vision time*
 - Alyxian in the vision

“ they are counting on me, they need me but i'm exhausted, what do i do ? please tell me what do it do ?

- tree in the middle of the courtyard
- stained glass in pristine
- 5 silouettes approach the temple
- embrace
- standing tall as marching away
- passes in front of everyone while waking the party up
 - Figuel
 - waves a rock

“ this must have belonged to you, this does not belongs to me i think it is yours.

- moon neckale with a heart in the center
 - family heirloom
 - wakes the rest of the party
- back to the Barracks
 - late in the afternoon
 - in the war-room again
 - Sacrifice Engine will be shutdown to preserve it's magic
 - wont stop us from entering
 - offer some supply
 - Quiwynn arrows
 - James plate armor
 - Lucy oil
 - tell them we expect to leave in the coming days as we need to tie a couple of loose ends here first
- *lvl 6 now !*

session 14 (25/09/2022)

- at the inn
 - the night
 - Quiwynn feels the stone in her pocket rising up
 - wakes Cali
 - stone hovers out of the pocket in front of Quiwynn
 - not sure about what to think of it, Quiwynn takes a tour of the inn
 - she goes and wakes up James
 - James has a similar dream as of the other night
 - flies getting on his nerves
 - James flips through his book to learn more
 - Cali tries to speak to the rock
 - to no avail
 - *Lucy is floating **again***
 - Quiwynn tries to lower her
 - dream time
 - **REDACTED**
 - Lucy's bag was moved
 - everything is still in it, albeit not the same place
 - breakfast time
 - quite full of a room
 - necklace talk
 - Lucy takes back from Quiwynn the necklace
 - Lucy tells the rest that the items, appart from the necklace, can be kept and no one will claim them
 - whip can stay with James
 - Rocky now has googly eyes
- business in town
 - estate
 - Lucy and Quiwynn takes what they left in the mansion
 - neckalce of health
 - Quiwynn equips it
 - money
 - 20pp 140gp
 - withered staff
 - staff of decay
 - for Cali
 - Prolix and the whip
 - James tries to give the whip to him
 - welp it's cursed
 - *who would have guessed*
 - guess there goes another "artwork" by Lucy

- name is "Whippy"
- Alcyon garden
 - Figuel passes time with Alcyon
 - plant growth cast over 8 hours
- back at the inn
 - talk to Question
 - tell her we are going in
 - she is worried about us
 - Lucy informs her that the rest of her expedition went in
 - Question doesn't like the sound of it
 - Lucy promises we'll do what we can
 - Question tells that Mighty 5 already went in yesterday
 - they are with Aloysia Telfan
 - Figuels pay too much for food again
- Betrayers Rise doors
 - heading out of the city
 - stucture built in the mountains behind Bazzoxan
 - staricase
 - omniuous and beautiful
 - carved with lifelike nightmare stuff
 - gate of onyx with copper and silver
 - looming sense of dread
 - Talmar
 - guarding the passage with another guard
 - show the permission from the Taskhand
 - we can go through
 - doors open
 - 2 gloomstalkers rush through the door
 - *gloomstalker 2, screeching boogaloo*
 - Mostly Quiwynn, and only a bit from Lucy for damage
 - *we have some limits when it comes to ranges attacks*
 - Quiwynn grabbed a first time
 - she kills it while held and drops
 - James was under the gloomstalker and gets burried under the corpse
 - second one hides
 - Lucy finds it with detect thoughts
 - it's not happy about it
 - it tries to grab Lucy but can't get a hold of her
 - thanks to the necklace
 - it goes after Quiwynn
 - it manages to get Quiwynn 160ft above the ground with one of the spikes of the door directly under her
 - Quiwynn kills it while in that position
 - Quiwynn is dropped, falls and impales herself on the spike
 - Quiwynn if 20ft up, unconscious and bleeding out profusely

- paramedic time
 - mechanics
 - every turn Quiwynn takes 2d4 damage
 - on failed rescue attempts Quiwynn takes damage
 - Cali runs to the base
 - Lucy parkours up, drops a potion to Quiwynn before falling 20ft to the ground
 - Figuels activates aura of vitality to support the effort
 - Quiwynn tries to remove herself from there but fails
 - Cali goes up and tries a first time to remove but it fails
 - Lucy goes up and get ready to help secure progress with the immovable rod
 - Quiwynn downs another potion
 - Cali manages to remove Quiwynn in one go
 - Quiwynn flops to the ground
 - Figuel heals Quiwynn with the rest of the aura of vitality
 - Quiwynn now has a scar where she got pierced through

session 15 (02/10/2022)

- at the doors
 - party continues through after 5 mins
 - desc of the inside
 - statues
 - stone interior
 - closed double doors
 - shifting images
 - profile of a smiling woman
 - defaced
 - still recognisable
 - Avandra the Changebringer
 - hole engraved in the stone
 - faint hissing voices from the mist
 - creepy lines
 - James pushes on the doors
 - crimson lines pulse on the door
 - Cali's necklace pulses at the same rate
 - Cali places the gem on the hole
 - images shift on the door
 - smiling woman with long hair
 - doors open
- in we go
 - rock-line chamber
 - carvings of a great battles between mortals celestial and fiends on the walls
 - battle on the Barbed fields
 - climax battle
 - dieties went to gordranas
 - 3 ppl
 - young man flowing gold hair
 - Alyxian ?
 - young 12yo girls with white hair
 - Figuel's friend ?
 - he doesn't confirm it
 - woman with paths flowing from behind her
 - Avandra the Changebringer ?
 - Lucy hears breathing from the walls
 - James ignores it and walks near a Gibbering Mouter in a wall
 - *combat time*
 - alcove room
 - 6 alcoves on the sides
 - bottom right

- empty alcove fainted painting
- tall skeletal lich
- missing left hand and one eyes
- it's Vecna
- middle right
 - chains and other hanged cuffs and manacles
 - 4 sets of ankle shackles
 - painting of a brutish ogre like man
 - clad in leather
 - head hanging from his belt
 - it's Bane
 - blood drenched army
 - patron of war and conquest
- bottom left
 - narrowest fo the alcoves
 - staff-sized hole in the table
 - primitive clay objects
 - one being a necklace
 - one single blood trickling eye
 - symbol of Grummsh, the Ruiner
- middle left
 - dusty shelf in the alcove
 - gap in the dust
 - black spiked crown
 - symbol of Asmodeus
- top left
 - flat wall with abyssal writing

“ to me touch hand to me reliquish hope to you accept
death to you invite hollowness

- top right
 - caved in
 - colorful detailed painting
 - Lolth painting
- top center
 - skull shaped vase
 - withered remains of a bouquet of lillies
 - jagged markings on the edge of the table

“ cast that which you value into oblivion

- Therasdun
 - the Chain Oblivion
 - James place the whip on the table

- eyes of the skull flash red and the whip desintegrate
 - wall behind opens
- ritual room
 - 5 braziers with black sand
 - altar with semi-precious stones
 - standing there a white Abishai
 - throws a piece of obsidian into one of the braziers
 - *combat time*
 - Cali stuns it for the entire fight duration of 1.5 rounds
 - Figuels tries to remove from it takes damage
 - Lucy sweeps the stones on the table
 - obsidian, jade, ivory, garnet, turquoise
 - Tiamat theme in the braziers, gems and circle
 - door to the next door is sealed shut
 - *short rest time*
 - faint almost jovial music in the next room
 - buzzing a bit later
 - Lucy tries to listen better
 - horrible droning sound
 - Lucy collapses unconscious
 - Figuel inspects her
 - normal breathing and heartbeat
 - waiting or holy water should solve it
 - Cali picks Lucy's pockets to get the obsidian shards
 - rude
 - Cali drops the stones in the Brazier
 - Blue
 - Cali
 - resistant to lightning
 - vulnerable to thunder
 - additional 1d4 lightning on attacks
 - Green
 - James
 - resistance to poison
 - 1d4 poison damage on attacks
 - White
 - Lucy
 - coldness of the air doesn't bother her anymore
 - resistance to cold
 - (might be vulnerable to fire if there is a logical pattern)
 - 1d4 cold damage on attacks
 - Black
 - Figuel
 - 1d4 necrotic damage on attack
 - Red
 - Quiwynn

- felt hot
- fire resistance
- (might be vulnerable to cold if there is a logical pattern)
- 1d4 fire damage on attack
- door slides open
- next room
 - grand chamber
 - brass brasiers
 - grids on the floor
 - droning sound still here
 - Cali and Quiwynn fail
 - Lucy steps through
 - there is a Chasme
 - *combat time*
 - Cali is very good at sleep dodging
- Jovial music resumes
- drider appears

“ who wants to be eaten first ?

- he doesn't want to play chess with Lucy :(
- *combat time*
 - hold person on some of the party
 - giant elk figuel bulldoze through creating a path
 - Lucy crits the drider with sneak attack, concentration drops
 - Quiwynn 50cal.
- loot
 - platemail with the aurora watch insigna
- Tabaxi in a cocoon
 - Quiwynn starts to free them

session 16 (16/10/2022)

- drider's den
 - Tabaxi in the cocoon
 - Quiwynn frees them
 - it's Bending Branches
 - completely paralyzed
 - blue robes
 - staff on the back
 - sachel on the side
 - blue tinted glasses
 - ornate with glyphs
 - helps read the scroll
 - book of knowledge
 - bag of scrolls
 - scroll in his hand
 - magic scroll: see invisibility
 - Lucy makes a connection
 - went down with Korthya Alzar at the same time
 - ambushed at that time
 - only the 2 of them
 - lesser restoration from Figuel on Bending Branches
 - Tenarynn needed more info on the urn
 - climbed down into the rise
 - got to the bottom
 - old door was closed
 - foggy mouth door
 - pried it open
 - drider on the other side
 - Lucy investigates for traces of Korthya
 - *nat 20*
 - wall near where Bending Branches had runes last time
 - heading down the corridor might lead to the 10th alcove
 - *MOAR* cocoons
 - dead guards in them
 - starting to transform into a drider
 - rubble on the other end
 - going to the alcove room
 - the destroyed alcove
 - Cali and James struggle to clear the rubble
- back to the alcove room
 - empty alcove
 - Cali looks at the top left wall

- asks for a willing sacrifice
 - Lucy touches the wall
 - she goes through
 - whisper connection cuts
 - pulls chessboard and chess problem book to wait
 - no sound except her own heartbeat
 - Bending Branches is going to go out
 - door is closed
 - Cali can open the door for Bending Branches
 - Quiwynn tries to go through
 - *fails*
 - kebab energy was too strong
 - can't try again
 - Figuel fails
 - Cali joins Lucy on the other side
 - no sound or speech is possible on the other side
 - snatches the chess book and a pen and start writing
 - look of horror from Lucy
 - snatches back the book and gives a notebook instead
 - waiting for the others now
 - Cali accepts Lucy's invitation to play chess while waiting
 - James is hesitant to go through
 - he'll go last
- tavern music room
 - party - (Lucy + Cali)
 - mozaic with shifting patterns
 - dancing figure in the flame dancing
 - Figuel tries to dance with it
 - beautiful moment
 - lights the symbol of the spider in the mozaic
 - there are symbols for all the betrayer gods
 - Quiwynn is asked for a dance by one of the remaining flames
 - *nat 20*
 - lights the symbol of the bleeding eye in the mozaic
 - lights the symbol of the jagged spiral in the mozaic
 - James is the last one
 - *eh.*
 - flaming dancer does not approve the dad dance
 - Figuel pulls the pan flute to try to calm it
 - lights the symbol of the tree of arms in the mozaic
 - door opens
- next room
 - braziers are lit
 - decorated with chaining bodies
 - sound of distant wailing
 - dark deep pit in the chamber

- James try to step in
 - wis save
 - succeed
- Quiwynn and Figuel managed to step in too
- voices in the room

“ Open your mind and heart to the knowledge of the gods. Only then will you understand and receive the wisdom darkness can provide. Confront your death and spurn the light, and you too shall walk in the chambers of ascension

- Quiwynn suggests to douse the braziers
- Figuel drops a copper coin in the pit
 - coin drops on his head
 - *imma do it again*
 - sound beyond vision of a clink
- Figuel jumps down the pit
 - 21 fall damage
- Quiwynn tries to handwalk down the well
 - next to a chain dangling down in drider room
 - *imma do it again*
 - throws a chain in
 - appears next to Cali and Lucy
 - Cali goes up and signals Lucy to come
 - Lucy first look in the room at the end of the corridor
 - 2 statues swollen worm bodies
 - crown of black spikes
 - meat grinder style corridor at the end
 - Lucy takes a sketch of the room
- James cuts the hands of the statues and pins the chains with pitons
 - proceeds to get cursed
 - *karma is a bitch*
- Quiwynn, Cali and Lucy jump down to join Figuel
- down the pit
 - library
 - evil wizard books
 - bars riveted to the floor
 - altar with emerald on it
 - pressure sensitive pedestal

“ whisper into me your secrets and i'll be...

- Lucy can't speak.... D:
- Quiwynn gives it a try

- secret about the red cloak elf

“interesting someone has found my library, you seek to join me ?

- James share a secret lasagna recipe
 - entity is not pleased
- Lucy confirms with Perigee her suspicion of this being Vecna Himself speaking
- corridor at the end
 - Lucy hears chanting on the left side coming out of the door
 - 2 orc voices
 - arguing over the proper way to please Grummsh
- Grummsh room
 - flat 50ft high ceiling
 - black stone
 - circular pool of blood
 - orcs in it
 - one pouring blood from a golden bowl over the other
 - *fight time*
 - the orcs chant
 - all the doors start dropping down
 - Lucy blocks one of the with her immovable rod
 - the blood boils more and starts rising
 - Quiwynn gets rushed down and nearly drops
 - still a 50cal. though
 - James can't be healed
 - maybe the curse from Vecna earlier ?
 - staying in the blood

session 17 (23/10/2022)

- corridor again
 - distant wailing but not in this chamber
 - heard above the hole
 - taking a short rest
 - scuttling in the distance
 - scuttling was a spider looking thingy
 - descends from the hole
 - *fight time*
 - Lucy shoves it back up in the hole makes it fall prone
 - way too many nat 20s in a row by Cali
 - Figuels can't heal James right now
 - looks like he is really cursed
 - Figuel harvests some of it
 - Lucy scouts ahead with Cali on the stairs
 - black stone winding stairs
 - 100ft above at the top
 - unlit brazier
 - reeks of death and incense
 - Lucy lits it up
 - doesn't do anything unlike the Tiamat room
 - "door" has a gap under
 - gutter with dried red liquid going into a hole on the other side
 - Lucy takes out a pocket mirror for makeup to see the other side of the door
 - crystal container above the door
 - filling it up might open the door
 - a waterskin doesn't work, needs blood
 - blood letting scene
 - first the spiderthing legs blood
 - Figuels wildshape gets drained of its blood for most of the recipient
 - Lucy completes it by opening her palm with her dagger
- meat grinder room
 - statues of worms
 - swollen
 - 3 arms
 - crown of black spikes
 - not the same crown Lucy has in the box
 - crawling king effigy
 - uncommon message
 - instructions for the passage we used
 - door on the west
 - Cali opens it

- flaming skulls
- body of an acolyte
- *fight time*
 - noping out of it
- going back to the orc room
 - changed the layout
- shadow room
 - faded blood star in the center
 - altar top left corner
 - book on the table
 - James picks it up after the room
 - shadows of everyone separates
 - *fight time*
 - lantern lit up by James saves the day
 - they really are disturbed by the light
- orc room v2
 - Lucy listen through the door
 - howling wind sound
 - no other weird sounds
 - south
 - origin of the wind
 - closed door
 - snarling face of stone carved
 - gaping mouth
 - nostrils flared
 - opened by lowering the maw
 - dense mist/fog
 - chasme
 - it's the "side entry" that was used by the ppl without the key for the main door
 - dead drow monk
 - tattooed eye
 - sachel

“ property of Korthya Alzar

- cracked driftglobe
- rune covered cape
 - need to show it to James for identification
- it's Korthya...
 - *fck.*
 - how do I bring that news to Question ? :/
 - at least take the personal/identification stuff to bring back to question
- north
 - lava and rough place

- loud snoring
- sleeping in the water of lava
 - demon thing ?
 - *it's a **Balor***
 - nope out of here
- east
 - crawlway 45ft up in the wall
 - climbing gear is used to go up
 - 3 paths
 - they all feel cold
 - violet light
 - orange light
 - no light
 - picked first as it's as dark as the ambiance of betrayers right
 - leads to another intersection
 - Lucy makes a cross on the wall with chalk
 - violet light
 - orange light
 - no light
 - picked
 - arrived
 - wailing is louder now

session 18 (30/10/2022)

- end of the maze
 - tunnel is larger
 - wailing is louder
- statue chamber
 - desc
 - beam of light illuminate statue
 - marble
 - statue has a closed door in its chest
 - chained and kneeling man
 - looks F-ed but in ecstasy
 - statue in a painted triangle
 - 3 giant arms around and towering the statue
 - railings
 - mist in the center of the chamber
 - arms chained in the back
 - purple and dark pustules
 - door at the bottom leads to the Balor chamber
 - going near the statue triggers a save
 - only Lucy passes here at first but and succeeds and doesn't notice the danger
 - rest of the party goes on the path going closer to the Balor
 - left door opened
 - door at the bottom goes back to the balor
 - heat haze
 - coiling chained statue
 - snake statue
 - yellow, red and black
 - sections of the statue can be interchanged
 - *queue snake riddle*

“Text taken from second level hidden on the wall (First appears to be a well written prose or puzzle, but then the same phrase appears over and over again in increasing less legible scriblings)
Looking at my serpentine greatness, you might wonder, which?
First, set the darkest scales of night
Second, the one that's not just an itch
Third, trusting the safest of bites
In the maw of my darkness is the switch
Red against yellow kills a fellow, Red against black, safe for Jack
...
Red against yellow kills a fellow, Red against black, safe for Jack

...

Red against yellow kills a fellow, Red against black, safe for Jack

- BYB RBY BRB
 - full scarlet king pattern
 - fail
 - poisoned darts and snakes come out
- BBB YRY BRB
 - black snake -> coral snake -> scarlet king snake
 - success
- loot
 - snake ring
 - 3 poisons
 - dagger
 - 35pp
 - going to need some identification when everyone rests
- back to the original statue
 - pimple popping time
 - 1st one
 - Quiwynn snipe the pustule
 - Lucy barely scratches it
 - 2nd
 - Cali goes near the statue
 - fails the save
 - becomes aggressive
 - starts punching Lucy
 - Quiwynn snipe the pustule
 - 3rd
 - Cali back to themselves
 - Quiwynn snipe
 - Lucy shuts all mental doors
 - red crystal at the back of the statue
 - similar to the one from Lucy
 - same colors as the veins
 - perigee tries to go through the menatl barrier

“ he's so sad, [xxxx] gods [xxxx], but those dreams that haunted him

- Lucy focus on dust
- faint voice

“ you came, you followed

- Catha moonlight coming down
 - Figuel's necklace recharges

- door in the chest opens
- crystal chamber
 - desc
 - long staircase
 - well lit chamber
 - crystal crater
 - altar at the bottom of the crater
 - basked in the light of Catha
 - Cali's necklace is reacting
 - leading on a winding path through the crystal
 - seemed impossible to find without the necklace's help
 - tugs to the central altar
 - Cali puts it on the altar
 - Alyxian sprouts from the altar

“ you came, you followed, you can find me

- vision
 - company of armored soldiers lead by Alyxian
 - grim, not expecting to come back
 - only Alyxian is left
 - prays to a wooden altar
 - you woman is here
 - voice interrupts
 - Crawling King

“ the Changebringer and a mortal, what are you doing in my dark sactum. even if you save him he will die, [xxxx] let go of him

- middle of a sunken city

“ all is futile, all has be forgotten. Please help me set it right

- figure still out of the amulet
 - Alyxian is still alive
 - emprison
 - trapped underwater
 - source of the glow is being harvested from him
 - same eyes as the ones in Lucy's vision
 - maybe discuss it later with the party after confirming it with some more crystals
 - Apotheon
 - asked for divine help thrice
 - recieved it thrice

- wildmount coast
- jungle of marquet
- [xxxx]
- city he prayed at was destroyed centuries ago

“ find the city of Cael Morrow in Marquet, the city of elves

- James vaguely heard of it
- Perigee

“ the dream still haunt him, was only 13... [xxxx], spent year looking for him never finding him

- Cali's and Lucy's necklaces changed
- Mighty 5 and Aloysia barged in
 - contract between them
 - Alosia wants the Jewel
 - *combat time*
 - Dermi not feeling good about it
 - Galsariad slows all but Quiwynn
 - Quiwynn 50cal.
 - Cali gets stabbed by Irvan
 - Alosya summons an earthquake
 - she is alone with one wolf on the other side
 - chamber's integrity is a bit shaken
 - Figuel summons 2 Dire wolves
 - they finish Alosya

• **lvl up to 7 !**