

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
 - tatoed 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 teh 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

Revision #1

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