

session 24 (15/01/2023)

- in the Inn
 - Lt Sabrinne is here
 - thanking the party
 - go do our depositions
 - they are having troubles interrogating the survivor of the ambush
 - maybe be able to try ourselves
- travel
 - very posh cart
 - too much for mere guards
 - thanks to Sabine's connection
 - transmitted via her father
 - former Lt. of the guards
 - to the Cerulean Palace
 - prisoner is in the oubliettes
 - ambushers were able to free 2 of 3 leaders
- in the palace
 - desc
 - a lot of lapis lazuli
 - go in the depths of the palace
 - the scarlet oubliettes
 - above it are the chambers of judgment
 - going past the noble quarters
 - deposition
 - telling Lt. about the letter finding
 - tell about Ophidas
 - weird notes in the allegiance of all-sight
 - Sabine will tell teh iron hand about that
 - talk about the tar in the cart
 - might be also the petrification poison
 - interrogation time
 - James and Quiwynn stay outside
 - desc
 - writing above the room
 - interrogation/torture room
 - strong rancid smell
 - water dripping
 - single torch
 - small table
 - 2 chairs
 - hand guard
 - the malisson sitting

- tattoo of a snake
- stripped and changed to rags
- speaks arrogantly
- manacled to the chair
- tied hands
- talking part
 - name is Kaltor
 - chess game
 - detect thoughts
 - dark and damp passageway
 - sewers ?
 - forked with a left path and a snake marking
 - fortified guarded headquarters
 - still in the sewers
 - Vorsk standing
 - glimmering aura
 - snake marking a wall on the left wall
 - in the Ridge
 - past the trap

“ even the beasts of the sewers can't find it

- Figuel zone of truth
 - malison resists at first
- Malison polymorph into a snake
 - Cali punches it and stuns it
 - Quiwynn spectates from the other side of the door
 - Lucy continues the chess game and throws a shard
 - James doesn't want anything to do with it and goes to fetch the guards
 - Figuel bites and swallows the snake
- Cali confuses the guards
- Lt. Sabine comes in
 - explaining the situation to her
 - malison speaks

“ you would be all drying up if i had my way

- Cali asks if they can sleep in the oubliette
 - for some cold water
 - hard to do
 - might have a reward if we manage to do more
 - even maybe an audience
- Quiwynn pulls Sabine to the side to talk
 - **REDACTED :D**
- out of the palace and to the Ridge !
 - Lucy admits she can read thoughts

- surprised but the lack of adverse reaction of the party
- pit stop by the bazaar
 - buying a 3600gp diamond
 - starting to search for a decanter of endless water
- desc
 - winding path through the cliff side
 - crowded
 - industrial atmosphere
 - most famous producer of skyship is here
 - liquid sunlight
 - used in the forges
- octopus fountain
- worn down workers in the alley
- in the more rundown area
 - grafitti with "the snake is watching"
 - detect magic is up now for Lucy
 - writing is magical
 - divination magic
 - Cali sees footprints around
- Figuel gets conned out of money while asking how to enter the sewer
- Figuel goes in the bar
 - owner of the place is Farah al-Tariq
 - Ophidas was seen here
 - with Luggage
 - north part of the square
 - up to the octopus and on the side
 - sighted some snake creatures a lot around
 - Figuel buys some *good stuff*
- figuel has a lot of ppl around after giving the money
- Cali sees a grate with snakes
- fiddling around by Cali and Lucy to open it
- James and Lucy scatter everyone around Figuel
- Into the sewers !
 - desc
 - need to crouch
 - thick air all around
 - humid
 - Cali sees arrows and gets the party a path
 - fork ahead resembling the one from the prying
 - snake, frog, crab
 - left with snake
 - next fork
 - fish, worm, salamander
 - go through salamander
 - fetid stench is still present
 - confusing maze
 - next fork

- coming from a frog
 - leave a green chalk mark on it
 - back to the first intersection
 - snake -> worm
 - tunnel gets warmer
 - uncomfortably so
 - ladder going down
 - spider Figuel scouts it
 - *trash monster down there*
 - party decides to go down *stealthily*
 - James clangs down
 - Lucy follows
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Revision #1

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