# Third Dive

The chapel of Saint Brenna to retrieve an artifact there, the Sceptre of Saint Vitruvio.

- A cat, an eye and a mohawk walk into a bar (S9 - 28/04/2024)
- From punks to Zealots (S10 - 05/05/2024)
- Spooky scary skeletons (S11 - 12/05/2024)
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# A cat, an eye and a mohawk walk into a bar (S9 - 28/04/2024)

- Red Lion
  - 25gp a night here
  - warm and welcoming receptionist

    > “ah, travelers welcome to the red lion hotel

    - name is Elara
    - female human
  - Jupiter Jones passes
    - Baz disguises himself
    - Jupiter Jones pays no mind to the party
  - Baz ask Elara if the Ironhelm dwarves are here
    - there might be a couple here
    - Herton and Baz jokes about wating for them at the tavern
  - an older man pops his head out of the office where Jupiter Jones left
    - name is Kosta Stravros
    - owner of the establishment
    - berates Elara for letting ruffians in
    - Elara mentions the party is here to see the dwarves
    - Kosta wants the party away and goes bacck in his office
  - Elara suggests the party to come back in 1h after the bathhouse
  - Quake leaves Iris behind a curtain
- Bathhouse
  - Quake pays entry
  - Quake buys obnoxiously smelly perfumes
    - keeps one
    - gives one to Paracelsus

      > “let me guess, do you want me to reproduce it ?

- after 1h 2 dwarves can be seen entering the Red Lion to go eat
  - party comes back in
  - Elara asks why the party wants to see the dwarves
    - we are 3rd party that need to deal with them
    - Elara mentions that the party sounds like regular ppl that meet the dwarves every months
      - can be seen in the tavern
      - they have a mohawk

- Elara escorts the party to the private dining room where the dwarves are

  > “I have some visitors to see you Reginald

  - party is allowed in
  - Reginald
    - male
    - monocle
    - trenchcoat
    - tools and trinkets
    - eating with his own spork
    - rotund
  - Elouise
    - female
    - robes
    - mechanical trinket
    - long brown hair to the knees
    - rotund
    - more welcoming
  - Elouise invites the party to discuss over the meal
  - to the demand of Reginald Baz cuts to the chase
    - Baz talks about River's request
    - Reginald asks Elara to close the door when she leaves
    - Reginald puts the food to the side and studies the paperwork
    - Baz, Quake and Herton argue in favor of the deal
    - Reginald mentions that might be a problem
      - there is a prior agreement with the "Queen of Thieves"
      - every month the Queen asks for a protection tribute
        - 15% of what is mined
    - party mentions the very good offer
    - Reginald is very tempted but the protection racket is the issue
      - whatever the deal is they *must* garantee safety for Elouise
      - the next delivery is in 2 weeks
      - party needs to prove with actions more than words
        - runs a protection for a night shift
        - party agrees
  - Paracelsus assumes the subject is closed and changes subject
    - Quake's eyepatch
    - Reginald is annoyed at Paracelsus ramblling like that
    - excuses are formulated by Quake on Paracelsus' behalf
    - Reginald's monovole is an eyepatch
      - Paracelsus starts to ramble again about the craftsmanship
        - brass
        - leather
        - smoked glass

        - *very fancy....*
      - Quake cuts him again
    - the deal is struck and everyone presents themselves
    - the dwarves will contact the party when the detail on their part is done
- Emberwood
  - Paracelsus goes to the Watchtower
    - continuing to check on the patients and their state
    - gets shooed away after being given samples
    - all the guards survived after treatment
    - no more info was able to be assertained from the potions
      - lots of unknown ingredients
  - Quake goes to see the mohawk guys
    - to the Skull and Sword
    - hoping they are maybe with the Queen of Thieves
    - rest of the party (but Paracelsus) follows
    - fairly rough bar
    - every oatron is armed and armored
    - half-orc bar keeper comes to the party

      > “ you know the rules, no killing, no broken windows

      - Baz acquiesces and asks for a good specialty to drink
    - party sits at a table and listens to the conversations in the bar
      - table above
        - talking about the amesthyst academy
        - archmage died with the meteor
        - strange that no successor was appointed
      - table left

        > “ listen i know a guy

        - black ivory could get them a way in the city
        - there is a smuggler's tunnel
      - Baz pulls out leftovers from the meal he packed
        - someone comes to the table

          > “ hey got enough to share ?

        - Baz asks what is the good word
        - he is pointed to someone to speak to to know more
        - Baz ask if he has seen some of the queen's men around
          - man streches his palm
          - Baz offers some of the Red Lion's silverware
          - most of the tables around
          - go in the closed room when the group leave

        - Baz "tips" him
            > the house appreciates
            - he goes back to the bar keeper
            - they are the couple running the bar
- after a while the mohawk crew steps out of their private room
- party steps in the room
    > how do i know you ? name is Mel, Blackjack Mel
    - looks like a fixer to the Queen
    - Mel asks what the paryt can do for him
    - Baz tells him he is good as a smuggler
    - Herton is having trouble closing the door properly
    - Mel asks if it just the 4 here
        > there is also an apothecary that wanders a lot
        - *Mel if you wish to live don't try to place that leash on :p*
        - the party tried to no avail
    - if the party does well they will be given their own territory to plunder in the city
        - apparently they divided themselves the city
    - Mel asks for a name
        - party has no group name
        - Mel then asks for everyone's name
        - Quake said to call Quest and Quake Twins
        - Herton
            - fumbles the name Larry
            - Mel gives a second chance
            - Herton gives his real name
            - Baz gives his name
            - Mel asks about the apothecary
            - Baz gives Paracelsus' name
    - Mel asks the party if they know the meaning of recieving the Queen of Diamonds playing card
        - Baz knows it is a summon by the Queen of Thieves effective immediatly
    - Mel thinks about the tryout mission
        - there si somethin the Quuen wants
        - there is a sector in the city
        - "friends" at the silver order are planning to rescue an item
        - scepter of XXXX
        - buried bellow the chapel of Saint Brenna
        - 1000gp bounty

        - no intel on the date
            - a group fo adventurers that found some letters
            - boitered about it while drinking
            - *they are no drinking anymore*
            - still suspects that there is not a lot of time
- next day
    - meds are strawberry flavored
    - Paracelsus hands over a new bottle of bad rose perfume to Quake
- the city
    - towards the chapel
    - normal pace
    - party starts seeing floating building pieces
        - as if a building expoded and is in a freeze frame
        - the debris looks simliar to the amethyst toward in that frozen in time style
        - it falls when touched
    - moving forward Herton sees familiar faces
        - the mohawk guys
        - Herton points them out to Paracelsus

            > “ oh i see them

        - they seem to be mugging pilgrims
        - Baz sneaks on the roof for a vantage point
        - some are a mother and a kid and twins
        - Quake comes forward
        - they try to make the party pay the toll t pass
        - Herton tries to negotiate
            - *fill later*
        - Paracelsus analyses Leon the leader
            - 65hp
            - 14 CON
            - he did not like that
        - *fighting script*
            - Baz
                - a female phantom mimics Baz's motions and casts bane
                    - Leon
                    - Blaze
                    - Zara
                - climbs down in the fray
            - Tox takes hostages the mother
            - Herton dodges
            - Spike
                - fails to grapple Baz
                - asks what Baz did to them
            - Quest casts faerie fire

    - Leon
    - Blaze
    - Zara
- Leon

> “ i think this is worth it

    - pulls out a purple dagger
    - misses Herton and Quake
    - crits Paracelsus
- Quake grasping ghost Tox
    - Tox fails to kill the mother
- Zara misses Paracelsus
- Paracelsus
    - infects Leon
    - saving throw failed
    - he has shivers to drop
- Blaze burning hands Paracelsus and misses Quest
- Baz
    - dissengages Spike
    - runs to Tox
    - finishes Tox
    - runs back to Spike and taps the shoulder
- Herton cleanly cuts the head of Zara
- ***END OF SESSION, NEXT IS SPIKE***

# From punks to Zealots (S10 - 05/05/2024)

- the city
  - mohawk group encounter
    - *fighting script*
      - Spike
        - misses Baz thank's to Emma's shield
        - gets stabbed to death while fleeing away from Baz
      - Quest hits Blaze with eldritch blast
      - Leon
        - is infected
          - takes damage
          - drops what he had in his hands
          - picks back up the delirium dagger
        - moves toward Paracelsus
        - Quake slashes at Leon
        - Leon takes down Paracelsus with the corrupted dagger
      - Quake poison sprays Leon
      - Paracelsus is on the ground
      - Blaze misses Paracelsus
      - Baz
        - dashes to Paracelsus
        - a ghost hand casts cure wounds on Parcelsus
      - Herton gusts Paracelsus away from Leon
      - Quest eldritch blasts Leon point blank
      - Leon
        - picks back up teh scimitar he dropped before
        - swings at Quest with his scimitar
        - misses Baz with the dagger
      - Quake crit takes Blaze's face off
      - Paracelsus
        - stands up
        - Leon saves grasping ghost
        - moves away
      - Baz crits to death Leon
    - Baz helps up Paracelsus and picks up the delirium dagger
    - Quake takes the leather jacket of Zara and gives it to Quest
    - Herton looks for some usable stuff
    - Paracelsus goes to the corpses of Leon
      - very pissed

    - throws the fancy jacket away to not stain it
    - pins the corpses star shap on the ground with scalpels
    - mutters some sort of weird incantation
        - *done with this one so much he doesn't even resort to his usual flair, so straight up magic*
    - a weird gas like fluid comes out of Leon's face into a vial
    - Paracelsus drinks it for a vitality boost
    - Paracelsus acid burns the bodies of Leon, Zara and Blaze
        - Leon burnt away with a purple glow
- rest of the party goes the the pilgrims
    - the mom calmed the baby
    - the sisters untied the priest
    - the priest looks fine even with the shard
        - he was tried and ordained
        - believer of the sacred fire
        - the crystal glows with a golen light
        - it is a trial for him
    - Quest is interested in the divine talks
        - the priest's herald saw visions

            > “ in the darkest dark, comes the brightest lights

            - great Paladin Saint Hannah
            - the one that felled the sorcerer king long ago
            - the priest pilgrimmed here to see the proofs of the saint
        - priest asks what Quests believe in
            - the comet was a sign
            - maybe the Twin's transformation was a result of it
        - priest doesn't know enough
            - directs Quest to someone named Nathaniel
            - he is on a small farm on the outskirts of Emberwoods
            - Hendrick's farm
    - Herton asked how many took that trial
        - for now about 20
        - not everyone survives it
        - in their darkest moment their hearts will be set ablaze
        - no one is forced to take it
        - it is a divine connection, a blessing, a priviledge
        - divine energy courses through
    - Herton if the priest can show what he can do
    - Paracelsus wonders back to the group
        - crazy eyes
        - black veins on his face
        - looks "calm" now
        - priest looks at him weirdly

        - Paracelsus assures he wishes him no harm
        - fails to examine what the crystal is doing to the priest
        - crystal replaced his heart
      - priest shows what he can do
        - starts glowing brightly
        - extends his hand
        - heals and blesses Quest
        - Quest glows even more with stars on her skin
    - party picked the bracer of the gang
      - Queen on it
      - made of leather
      - look legit
    - short rest is taken
      - Baz saves Paracelsus from a building collapsing on himself
- towards the church
  - *the exact same herbalism shop is seen*
  - marked for maybe on the way out
- church of Saint Brenna
  - *desc*
    - deteriorating building
    - domed roof rising above the houses
    - shattered windows
    - towers around the double doors
      - on has collapsed
  - there is also a walled garden overgrown
  - there are armored warhorses waiting there
    - armors of the silver order
    - not the ones from the higher up jerks (thx keen mind)
  - Quake sends Lump invisible in the church to scout
    - 5 figures
      - 3 armored
      - 2 in robes
    - no weapons drawn except for 1
      - ordering the others around
      - reaching for his sword
      - peers out the window Lump is looking out
    - a 6th one is bringing weapons and handing them around
  - Lump looks at the walled garden
    - statue holding a scepter
    - more horses
  - Lump goes towards the main door

    > “ the fiend is back, i don't know where it is but it is around

  - Baz goes towards the door with a makeshift "white-flag" to parley with them

- make with the leopard jacket of Leon
- Paracelsus hands him
  - the scroll of inflict wounds (he is a cleric now so can use it)
  - the second Ethereal transfusion

    > “ what is that ?

    - this one is Zara
  - Herton extends a longstrider
- Baz announces himself
  - leader comes out the door
  - accuses Baz of being the fiend that alerted his sword
  - back and forth
  - what is hell is that abomination in this, pointing at the flag
  - talks about delirium
    - Baz admits he is harvesting delirium
    - leader blows a silent horn
    - the rest of them come out
    - Baz leaves the dagger on the ground
- Baz starts moving away
  - they keep pace
  - leader tells Baz to back of with the party
- Paracelsus finishes staring and gaging the leader
  - 14 CON
  - no immunities
  - *he might have been seen doing it*
- Baz tries to continue with words

  > “ leave the city and report with camp Dawn

  - tell them Sir Landry gave the party reprieve
  - Baz tries to get that in writing
    - one transforms his sword into a quill and writes it
  - Baz leaves them his name and his current residence
  - the one writing the letter goes to Baz and hands him the letter

    > “ Baz and associates have plead for clemency

    - ned to show at the camp in less than a week
    - Paracelsus stares at the writer
      - 12 CON
      - no resistances
- the leader and the group go back inside
- Quake asks if Lump should go back
  - Baz hands him the Ethereal Transfusion

        - Lump goes back to distract
    - party goes towards the walled garden
        - statue holding a rod
        - Herton and Paracelsus investigate the statue
            - there is a padlock on it
            - the silver rod looks magical and has a button
                - immovable rod, *nice !*
        - Twins keep watch
        - Baz tries to pick the lock but the pick breaks
        - Paracelsus swipes the pick away and starts mending it
        - Baz checks it for traps and weakpoints
        - Herton freezes the lock and fails to smash it open
        - Paracelsus hands back the repaired pick
        - Baz opens the padlock and reveal what is beyond the hatch
        - steep staircase leading down
            - party goes down
- Chapel of Saint Brenna Undercroft
    - dark down here
    - Baz casts light on Herton's axe so he doesn't need to juggle with a lantern
    - oak door barring the passage
        - not trapped but squeaky
        - Baz uses some oil to make the opening silent
    - there is a corridor on the other side
    - Baz scouts ahead
    - top room
        - basin of fresh water
        - inscriptions around it
        - murals painted around the room
            - portrays the stages of the last rites for a paladin
            - a mumification process
            - "normal" for high paladins and clerics
        - maybe holy water ?
        - Baz asks Paracelsus for vials
        - Baz comes in the room
        - rest of the party follows
        - the last wall had no mural but an alcove with tools, scrolls and vials
            - tools for last rites
            - scrolls of lesser restoration, dispel magic and remove curse
                - Paracelsus takes them
            - holy oils
                - Paracelsus hands the to Baz
            - 2 potions of healing
                - Paracelsus hands Baz and Herton
                - Baz reverse pickpockets it back on Paracelsus
        - Baz takes 6 vials of holy water
        - Baz leaves 15gp as an offering

- next room
  - Twins go in
  - smaller round chamber
  - pole in the center of it
  - stairs behind

# Spooky scary skeletons (S11 - 12/05/2024)

- Chapel of Saint Brenna
  - Undercroft
    - Twins in the next room
      - the center of the room has a slot on the middle
      - Quest asks for the immovable rod
      - Paracelsus hands it over
      - rest of the party joins
      - uses the rod as a lever
        - Quest starts turning the lever
        - starts opening the door
        - someone is one the other side
        - kind of insulting
        - asks if we have something good, something shiny to bring as visitors
        - Quake produces the gold locket from the soldier
        - they ask for more as this is not enough to share
        - Herton offers them so search for some in his backpack

          > the necklace is fine

          - the mephit cowarded back from Herton
          - maybe because the the ring he is wearing
      - Quake asks if they saw our quarry here
      - Quake asks if the party can go through
      - they let "the master (Herton) and his friends through"
    - Mephit's room
      - candles on human skulls
      - 10ft high ceiling
      - iron chandelier
      - far corner puddle of water with water dripping from the ceiling
      - iron latices gating a staircase
        - it has a padlock
        - a longswod is on the ground
          - holy scriptures on it
          - it is in celestial

            > Seraph's embrace

        - also other weapons are here

        - they are the weapons of the zealots
        - Quake pulls to the other side as many weapons as possible
    - Quake hands the weapon to Herton
    - Paracelsus offers to identify it and starts working on it

> Seraph's Embrace (Ser Landry Weapon)
> Seraph's Embrace is a beautifully crafted longsword, its blade shining with a faint ethereal glow reminiscent of the dawn's first light. The hilt is adorned with intricate engravings depicting scenes of angelic figures ascending to the heavens, giving the weapon an aura of divine grace.
>
> - After indentification
>
> In addition to its modest +1 enhancement bonus to attack and damage rolls, Seraph's Embrace possesses a unique ribbon feature that reflects its connection to celestial beings. Once per day, when the wielder speaks a command word, the sword emits a soft, comforting radiance that envelops allies within a 10-foot radius. This radiance provides a soothing effect, granting those within its glow advantage on saving throws against fear effects and bolstering their resolve in the face of adversity.
> Passive: Furthermore, Seraph's Embrace has a passive ability to detect the presence of fiends and undead within 30 feet of its wielder. When such creatures are nearby, the sword emits a subtle, but discernible, hum, alerting its bearer to the potential danger lurking in the shadows.

    - Quake takes back the rod out of the slot and goes around the other way round
    - Baz starts whitling a random stick found on the ground
- corridor again
    - the is another lever without stick in the middle of the room
    - there is a flight to stairs going down
        - Baz goes first to scout
        - ancient cobwebbed crypt
        - 10 ft high ceiling
        - rough stone
        - chambered illuminated by dozens of candles placed by 5 carcophagus
            - they contains skeletal remains
            - akin to the rituals seens in the murals
            - wrapped in bandages
            - gemstones in the eyes
            - clutching symbols with a flame on it
        - Baz senses that the 5 of them are indeed undeads
        - Baz see's a passageway

- Baz comes back up and informs the rest of the party
- Herton turns the rod in the lever
  - *30 athletics check*
  - nothing seems to change
  - mecanical noises can be heard bellow the rod
  - Baz goes down again to take a look with the lever active
  - there is a passageway opened now
  - someone praying came be heard further away
- Herton's sword hummed shortly but stopped
- party goes down

- Crypts
  - bellow the stairs
    - one of the tombs no longer has a skeleton in it
    - mummified figure is walking around quoting distorted scriptures
    - a skeleton wakes up
    - the candles around it are snuffed
    - *fighting script*
      - Quake slaps the mummy but it is immune to necrotic
      - Baz
        - moves to the mummy
        - attacks the mummy with his rapier
        - steps back away after dissengaging
      - attractive skeleton
        - moves around the pillar
        - shoots Baz
      - Quest eldritch blasts the mummy
      - mummy
        - steps to Baz
        - fists and curses Baz with mummy rot
        - Herton saves the dreadful glare
      - egomaniacal skeleton misses Baz
      - thick skeleton
        - runs to Herton
        - Baz misses the opportunity attack
        - hits Herton
      - Paracelsus
        - casts envenom on the mummy
        - with putrefaction even undeads can be poisoned and take poison damage
        - the mummy is poisoned
      - Herton attacks thick skeleton
      - Quake finishes thick skeleton and takes its kneecaps
      - Baz
        - rapier's the mummy
        - disengages
        - moves away and opn a carcophagus

- attractive skeleton misses Herton with the bow
- Quest eldritch blasts the mumm back 10ft
- mummy
  - glares at Quest who saves
  - moves to Herton
  - misses Herton with a fist
  - is still envenomed
- egomaniacal skeleton
  - goes to quest
  - avenges thick skeletons kneecaps hitting Quake
- thick skeleton
  - comes back up
  - misses Quake
- Paracelsus
  - reflexively shocking grasps thck skeleton back down
  - informs Baz he has something to maybe cure him after
- Herton hits the mummy
- Quake bludgeons egomaniacal skeleton to death with thick skeleton's kneecaps
- Baz
  - moves to the mummy
  - sneack attacks the mummy
  - disengages back
- attractive skeeton
  - goes to the carcophagus near the mummy
  - revives spirited skeleton
- Quest eldritch blasts the mummy
- mummy
  - glares at Paracelsus who saves
  - misses Paracelsus thanks to envenom *(it was a crit otherwise for a oneshot)*
  - goes down to the envennom damage
- egomaniacal skeleton
  - gets back up
  - misses Quake with his own kneecap
- Paracelsus poison needles down egomaniacal skeleton
- spirited skeleton animates envious skeleton
- Herton misses spirited skeleton
- Quake bludgeons envious skeleton to death with thick skeleton's kneecaps
- Baz
  - lights back up the candles of envious skeleton
  - hits spirited skeleton with his torch
- attractive skeleton
  - moves away from Baz who hits it with his torch
  - shoots at Paracelsus and misses

        - Quest eldritch blasts spirited skeleton
        - mummy
            - is back up
            - misses Quake with its fist
            - glares at Quake who saves
            - saves the envenom
        - Paracelsus shocking grasps down the mummy
        - spirited skeleton misses Baz
        - Herton takes down spirited skeleton
        - Quake
            - moves to attractive skeleton
            - takes down attractive skeleton with thick skeleton's kneecaps
        - Baz lights up as many candles as possible around room
        - Quest blasts the mummy that was on the ground
        - Paracelsus pricks with a poison needle attractive skeleton
    - Quake picks up the eye gems and some more
        - 10x citrines worth 50gp each
        - holy symbol shaped like a brazier
    - Paracelsus
        - sits down Baz

> “I have something for ytour condition but i might need you to help me help you

        - casts remove curse on Baz
        - hands 2 healing potions to Baz
    - the door Baz saw seems still opened
- towards the next room
    - Baz goes first
    - *desc*
        - cavernous chamber
        - empty stone slab
        - unlit candles
        - lit candelabras
        - pool of water around the slab
    - party follows
    - Herton no longer hear the sword's hum
    - stone door on the far side of the room
        - flush with the wall
        - with a religious marking on rthe door
        - it is saint Vitruvio

> “none are forever lost in shadow, candles glow bright in the deepest nights

        - Herton can't open the door
    - Baz inspects the candles
        - the look magical, running for that long with little wax
        - Baz takes one to the door
        - no reaction
    - Herton tries to reduce the door
        - the door seems thinner and lighter now
        - Herton tries to pull it up with his crowbar
        - it is pulled 1ft up
        - the party starts to place rocks to lock the door in place
        - the door is now locked poen with 1/2ft at the bottom
    - Iris is sent on the other side
- barely opened room
    - large circular chamber
    - pyre in the middle
    - statue on saint Vitruvio with 2 unlit candles at its feet
    - at his right is a sheaved great blade
    - at his legy a shield
    - holds his hands towards heaven with a rod in his hands
- Quake summons back Lump
    - Baz gives Lump a torch
    - Lump goes to the other side
- Barely opened room
    - Lump lights up the candles
    - Lump can move the rod
    - Lump hears a voice in his head

        > “ darkness is heavy

    - Quake asks Lump to light the pyre
    - Lump tries again to pick the rod and a voice spoke again
        - he can take it but he has to illuminate himself
        - Baz stick his hand under the door and casts light on Lump
    - Lump tries again to take the rod and picks it up
    - the rocks break and the door slams right down in front of Lump
- Herton, Paracelsus and Iris go back up to activate the mechanism of the second lever
    - some of the skeleton in the room next door are back up
    - *fighting script*
        - envious skeleton
            - goes to Paracelsus
            - swords his ankles
        - spirited
            - runs to Paracelsus
            - hits Paracelsus with his sword

- mummy
  - runs to Herton
  - misses Herton with his fist
- Herton hits the mummy
- Baz
  - runs past the whole combat
  - disengage
  - runs back upstairs
  - goes to pull the rod out of the lever
- Paracelsus
  - moves away and gets critted by envious skeleton
  - envenoms mummy and envious skeleton
  - gets near the door
- Quake holds near the door
- thick skeletons shoots at Iris
- envious skeleton
  - runs after Paracelsus
  - gets destroyed by Herton
- spirited skeleton hits Herton
- mummy hits Herton and infect him with mummy rot
- Quest pulls Paracelsus on the other side of the door
- Herton dissengages and moves to the other side of the door
- Baz pulls out the lever and the door closes

# Discarding a hand (S12 - 19/05/2024)

- Chapel of Saint Brenna
  - Crypt
    - *Baz is separated from the rest pof the group upstairs and is not in the notes for now because whisper room*
    - Herton has mummy rot
    - the door that was opened before mentions saint Brenna
    - Lump checks the seond room as he is still in it
      - there is another big door on the other side
      - mentions saint Vitruvio
    - an argument can be heard above
      - Ser Landry and a Mephit are arguing
      - Ser Landry requests help from Baz
      - various sounds of combats can be heard
    - the door on the side of Lump starts opening
      - Quest tries to pass
      - the door slams her as she passes and gets hurt
      - the door opens for good
      - party goes through
        - Herton goes last
        - it slams right behin Herton after he passes through
    - next room
      - 6 carcophagies with skeletons
      - lit candles all around them
      - one has a glowing sword with runes
      - pool of water in the middle
      - Quake takes a closewr loor at the sword
        - blue hue
        - heat with blue flames
        - runes
      - next door opens
        - Paracelsus goes first
        - door nearly drops on him
        - Quest goes next
        - door nearly drops again
        - Herton joins
        - Quake the sword
          - all the candles snuff out
          - the skeletons start to move

- *fighting script*
  - rethorical skeleton
    - gets up
    - misses Quake
  - Paracelsus
    - shuffles back in sight
    - needles rethorical skeleton
    - moves back in the stairs
  - sophisticated and level-headed skeleton miss Quake thowing an arm
  - Herton
    - tries to gust awat rethorical skeleton from Quake
    - moves away upstairs
  - wry skeleton misses Quake with his shortsword
  - courageous skeleton fails to grapple Quake
  - untidy skeleton pushes Quake prone
  - Quest
    - shuffles in sight of the room
    - eldritch blasts away XXX skeleton
  - Quake
    - dissengage
    - dives under the door
  - rethorical skeleton
    - grapples Quake
    - drags Quake back in the room
  - Paracelsus
    - shuffles back in sight
    - poison needles XXX skeleton
    - runs upstairs after Quake tells him to again
  - sophisticated skeleton misses misses Quake with a shortsword
  - level-headed dogpiles on Quake who is now prone
  - wry skeleton misses Quake with his shortsword
  - courageous skeleton hits Quake with his shortsword
  - untidy skeleton hits Quake with his shortsword
  - Quest
    - casts fearie fire
    - wry and rethorical skeleton fails
    - waits for her sister downstairs
  - Herton
    - goes back downstairs
    - tries to gust Quake out of the grapple
    - goes back upstairs
  - Quake
    - misty steps out of the grapple
    - grabs Quest's hand

        - both move up the stairs
    - Baz
        - sees the party coming back up the stairs
        - runs back to the rod
        - clicks the button slamming the door back shut
- Undercroft
    - Baz explains he got some help to open the door
    - 5 persons with a golden crystal in their chest appear
        - they are the same cult as the old priest
        - apparently they are also here for the scepter ?
    - Quest lies about it still being downstairs
        - Quake asks Lump to get the hell out
        - they percieved a flash of light
        - they question the party about it
        - Baz and Quake try to feign ignorance
        - Baz removes the ligh on the scepter
    - Lump goes in the corridor
        - the scepter falls on the ground
        - they try to get it for themselves
        - party protest
    - the cultists negotiate with the party
        - they ask the party to bring it to their superior
        - they can help Herton
        - one of the zealots offer to help Quest to ublock her potential if she goes to see her master
        - party discuss
            - Baz doesn't mind cutting the bridge to the Queen
            - it is a mean to the end of killing her
        - Paracelsus identifies the scepter

> **Sceptre of Saint Vitruvio**
> *Staff, rare (requires attunement by a spellcaster)*
> This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: guiding bolt (1 charge), flaming sphere (2 charges), or flame strike (5 charges). The staff regains 1d6 + 4 expended charges daily at dawn

        - party agrees to work with the cult for now
            - we meet them after seeking help from Natahniel in Hendrick's Farm
            - Quest swears under the meteor's light to bring it
            - the acolyte heals and blesses Quest before leaving

- Drakkenheim
  - around the chapel
    - no one near
    - red haired priest tied to a tree
    - others loof defeated or dead
    - Baz and Quake go to see more
    - Lump finds the pen/sword item and carries it back
      - Paracelsus starts identifying

        > Quill-Rapier can transform between quill and rapier form with an action

    - Baz discusses with the tied one
      - frees them as they swear to not attack
      - they cast cure wounds on Baz before leaving
    - Herton looks for a better armor to no avail
    - Quake goes looking for the ruidium dagger
      - goes down stairs looking for it
      - Ser Landry's corpses is being dragged by the mephits
      - Quake tries to negotiate with the mephits to get back the armor
      - they don't seem receptive
      - Quake says she'll ask Herton (the friend with the ring) to ask for it
      - doesn't seems to work
      - Quake asks to trade with a normal dagger but they don't want
      - Quake goes to ask Herton's help
      - Herton asks for it and the mephits gives it back after putting protecting gloves
        - the dagger is back in the box
    - party takes the horses left here
  - road out of the city
    - a girl scream can be heard in an alleyway
    - Quake sends Lump to take a look
      - the world turns black and white
      - Lump hears but has a hard time seeing and continues forward
      - the screams intensifies, now or never
      - Lump sees the girl
        - she is restrained around the wall
    - Baz goes on roofs to take a look
      - eyes of the grave reveal no undead activity
      - Baz can still hear the cries
      - Baz sees the girl
      - she is tied with fleshy strands
    - Herton and Paracelsus would rather not go in
      - it makes little sense for a girl to be here
      - if it is really not a trap she was foolish enough to go here
    - Quake asks Lump to claw at the strands to try to free the girl

    - it connects but doesn't seem enough
    - the blunt gibberish mouther bites back at Lump nearly killing him
  - Baz attacks the blunt gibberish mouther with his bow
  - *fighting script*
    - Baz
      - saves the whispers of the gibberish mouther
      - fires his bow against the blunt gibberish mouther
      - wails of the grave on the sad gibberish mouther
    - Quake
      - Lump dissengages and flees
      - Quake moves in
    - Herton stays a bit away a light crossbow in hand
    - Quest joins her sister
    - blunt gibberish mouther
      - moves towards Baz
      - Baz dodges the blinding spittle
    - Paracelsus moves towards Quake
    - sad gibberish mouther
      - leaves the girl alone
      - moves to Baz
      - bites Baz who is now prone
      - Baz avoids the blinding spittle
    - Baz
      - barely saves the gibbering
      - disengages and jumps to another roof
      - attacks the blunt gibberish mouther with his shortbow
    - Quake
      - dashes to the action
      - slaps sad gibberish mouther
      - moves back
    - Quest
      - moves to Quake
      - readies an eldritch blast
    - blunt gibberish mouther moves towards Baz
    - Paracelsus
      - moves towards Quake
      - readies a needle
    - sad gibberish mouther runs towards Baz
    - Baz is confused and kills gibbering mouther
    - Quake
      - climbs on the roof
      - crit slaps sad gibberish mouther
      - goes back down
      - Lump continues going back to Herton
    - Herton stands his ground
    - Quest

        - gets boosted on the roof by Quake
        - eldritch blast sad gibberish mouther
        - goes back down
    - Paracelsus goes back towards Herton
    - Baz rapiers sad gibberish mouther
    - Quake slaps sad gibberish mouther
    - Herton stays put
    - Quest gets boosted and eldritch blasts sad gibberish mouther
    - Paracelsus stays near Herton
    - sad gibberish mouther
        - bites Baz
        - Baz is on the ground
    - Quake
        - saves the gibberish
        - climbs back up
        - slaps sad gibberish mouther
        - alerts the party about Baz
    - Herton starts moving to the action
    - Quest finishes sad gibberish mouther
    - Paracelsus
        - gets a boost from Quake
        - dashs all the way to Baz
    - Quake
        - gives a potion of healing to Baz
        - Baz is back up
- Baz and Paracelsus go towards the girl
    - still screaming
    - she was just a vision

# A moment of respite (S13 - 26/05/2024)

- city travel
  - Paracelsus mentions that the potion shop is on the way out
    - he is forbidden from visiting it
  - party manages to get out of the city
  - party pushes through the exhaustion
    - Herton gets a level of exhaustion
  - party arrives in Emberwood
- watchtower
  - plan is to leave the horses here
  - the grumpy guard in the front doesn't want the party to just leave them here
  - we have to talk about it with Rein as the lieutenent is not here
    - Quake goes in to ask
    - Rein doesn't recognise Quake but another onetells Rein what the party did for Petra
    - Quake asks her if it is possible to leave the horses here
    - Rein asks to check the horses first
    - Rein questions *heavily* the origin of the horses
    - Quake manages hide how the part found them
    - Rein agrees to keep them here if the party removes the bardings
  - Paracelsus asks for news about the sick that he took care with Alena Kruger
    - 2 died but the rest are good now and back in the city
    - Paracelsus asks if he could study them
    - Rein doesn't waont Paracelsus to do it as they are already burried
    - Rein asked to be called captain Highlash
    - Paracelsus say he understands in a weird a polite manner before getting dragged away
- city
  - going towards the church
    - Paracelsus wants to come to learn more about removing curses
    - all the party goes
    - Quake hands the sword to Paracelsus for later inspection
  - church
    - armored and robes figures are in the church
      - *they have silver order regalia...*
    - Baz enters first to sit on the back pew and starts praying
    - Herton and Paracelsus joins him in the pew, niot praying but silent
    - Twins sit on a bench on the other side
    - the woman leading the silver order (Flamekeeper Ophelia Reed) is talking to Hanna
      - Ophelia is insiting for Hanna to join them
      - Hanna refuses as she has a job to do here

- this is not the first time apparently
- after some time of this the silver order leaves

- Hanna goes near Baz

> “ oh you're back, did you have any more visions ?

  - apparently not yet
  - Hanna asks to see Baz's hand
    - it healed well
  - Baz hands 6 holy water to Hanna
  - Baz makes the presentation of the rest of the party
  - Hanna mentions that Herton is looking terrible
    - Baz and Paracelsus explain the situation of Herton
    - Paracelsus asks if she has anything for that
    - Hanna sais she might have something
      - Herton asks how is does with tastes as she has mother's leaf
      - mother's leaf is a rare plant
        - found in the temperate areas of the kingdom
        - it is very bitter
    - Hanna inspects the wound
      - it is fresh
      - not to bad yet
  - Hanna makes Herton go towards the center altar
    - Paracelsus asks if he can learn how she does it
      - Hanna offers Paracelsus to do the concocting under her intructions
      - don't leave that herb fresh
        - powder it
        - leaving it fresh makes it lose his potency
      - some holy water
      - some 2 spoons of the powder
      - stir it until black
      - leave it to cool
      - Hanna takes over and mutters a prayer over the potion
    - Hanna hands the cup to Herton
      - it smells very strong (anise like)
      - Herton powers through the drink
      - Hanna tries to cure him
      - he heals half instead of none
      - it'll take time to recover but he is better
  - Hanna mentions the group that was here before
    - there is a discussion about what the silver order are planning
    - Hanna is worried about it
    - in maybe a week something would happen ?
    - Hanna was asked to march with them in the city
    - silver order had a nurber of expeditions before
    - now it seems that the are planning on walking in the city

        - Paracelsus offers to craft some anti toxins as a payment for the learning experience
        - Hanna doesn't want to be paid for the curing
            - this is a service for Leora
    - Paracelsus tries to buy the ingredients for the anti toxin but everything is closed
    - back at the lodging
        - note on the door of the lodging

            > “tomorrow night, smithy on the scar

        - everyone goes to bed
        - ***LEVEL UP TO 5 !***
- next day
    - home
    - Paracelsus identifies the glowing rapier
        - +1 rapier
        - glows too
        - fancy writing in celestial on it

            > “The stars whisper tales of destiny and divine purpose

        - it is handed to Baz
        - after the sentence is said Baz now understands celestial
    - Paracelsus hands a new version of his morning brew
        - tastes like anise and cloves
        - it is now a level 3 aid spell for a total of 10 max hp
    - Baz and Quake go to sell the dagger
        - Paracelsus ask the to buy ingredients for anti toxins on the way
        - they go to Aldor to sell the dagger
            - he doesn't deal in delirium
            - he deals in magic items
        - they go to Orson to sell the dagger
            - Orson offers a lowball of 400gp
            - Baz tries to negotiate for 750gp
            - Orson doesn't go above 500gp
            - they leave
        - they buy the ingredients for Paracelsus (only comes in batches of 30gp and not 25gp)
    - Paracelsus tries to send a message to his granfather

        > “grandfather, recieved your letter, mom is fine, i'm looking for you, will meet Yoren soon, staying in Emberwood, any location ?

        - the spell failed (no answer)
    - party goes towards Hendrix's farm
- Hendrix's farm

- a group is here
  - one speaks
    - curly hair
    - in his 30s
    - sounds like a rousing speech for pilgrims
  - there is also the priest from yesterday
- the speaker turns towards the party
  - it is Nathaniel Flint
  - he asks what we are doing here
  - Quest sais she is interested in the teachings
- Nathaniel finishes with the pilgrims snding them their way
- Nathaniel invites the party for a drink
  - Nathaniel mentions that the markings one Quest are more than mere decoration
- inside the farm
  - an old man was here
    - serves everyone tea
    - leaves everyone inside to their business and gets out
    - it is the owner of the farm
  - asks how they came to the farm
  - Quest mentions the falling fire cultists that refered us to him
  - Nathaniel asks about the scepter
  - Quest manages to hide it
  - discussion continues on the "gift" that Quest recieved all those years ago with the comet
    - there are others like Quest, blessed by the comet
    - some more discussion about that *(sry connection dropped a bit)*
    - Nathaniel offers to help the comet's gift sirge
      - Quest agrees
      - after a small ritual Quest sprouts wings
    - Quest has yet to do a pilgrimage
      - *had to leave here for a while as i had a phone call sry (yes at 23h30, which is fun) so i might need ppl to fill me on that more*
      - a way to keep everyone safe is to take the sacrament, everyone
  - Paracelsus is not keen on taking that ritual
    - Nathaniel asks why Paracelsus is going in the city
    - to find family
    - Paracelsus mentions he is worried about his sending not working
    - Nathaniel metions that the city doesn't really impeed sending spells
    - Nathaniel mentions he might be in the black ivory inn
      - speakeasy with a smuggler passage
      - they sent a priest there to recruit ppl and sendings are not working with him either
      - Nathaniel asks if the party could rescue the priest
        - name is Balthazar Adamos