A chilling resurection (S24 - 01/09/2024)

- mirror world
  - proceeding across the islands
    - *fighting script*
      - level headed berbalang
        - moves to Herton
        - misses thanks to the shield
        - turns to Quake
        - misses the bite
        - places Quake between Quest and it
      - Baz
        - bonus action action spare the dying Valkyss
        - eyes glowing
          - a phantomatic Leora curses monumental berblang
          - path to the grave is cast
          - speaking celestial
      - Quake
        - kills level headed berbalang
        - misses monumental berbalang
      - Herton booming blade misses self indulgent berbalang
      - monumental berbalang
        - moves to Baz
        - Quake misses the opportunity attack
        - claws Baz
        - places Baz bewteen it and Quest
      - self indulgent berbalang
        - starts dragging Valkyss away
        - Herton hits it with his shortsword
      - Quest blasts self indulgent berbalang killing it
      - Baz
        - with Leora help kills monumental berbalang

          > “ the little girl is not your to take *(in celestial)*

        - Baz keeps the wings
    - Valkyss is sleeping on the ground
    - Baz asks for a new rope
      - Herton throws a new one
    - Quake hands the last potion to Quest for her to decide
      - Quest feeds the potion to Valkyss

    - Baz makes across
- last island
    - everyone crosses
    - Quest casts augury to see if we have time to rest
        - Weal
        - we are fine to take a rest
    - the horizon is full of these islands
        - they seem endless
        - Herton and Valkyss see a tower emerging from the shadows
    - Valkyss hands Quest his contingency band in case she gets hit
- towards the tower
    - it doesn't seem to get closer faster
    - maybe a couple hours away
    - one island seems looking appart from the rest
        - circular
        - hovering silently
        - looks magic-y
        - a bit away from the main path
        - feels very odd
    - Baz goes closer
        - casts eyes of the grave
        - no necrotic auras or undeads
        - throws a pebble on it
    - Herton uses the monocle
        - it feels like conjuration
    - Baz gets even closer
        - the disk floats just above the ground
        - an easy step up
        - the pebble is on it
    - Valkyss seps on it

        > “there is only one way to find what it does

        - looking at the party
        - the platform goes to the party

        > “oh this is perfect ! get on !

    - party hops on the platform and goes to the tower
- shadow tower
    - *desc*
        - crooked
        - dark
        - ominous
        - shadowy
    - platform stops

    - path in front 30ft
    - made of shadow
    - Baz and Valkyss leave a tip for the ride
- catching up on the items
    - Baz' pocket watch seems to have stopped
        - not the normal dials
        - numbers pointing to 659 with little skull symbols with 3 faces
        - skull symbol
        - Baz winds it up
        - it begins to spin
        - the watch now points at 077
        - it seems to tick at the same rhythm as Baz' heart
    - Quest's gloves can change appearance
    - Valkyss looks into the a kaleidoscope and falls asleep
- party takes the path
    - after sinking a bit the ground is solid enough
    - the silence is deafening
        - no sound of footsteps
        - no environmental sounds
    - the door to the tower parts in front of the party
    - party enters
- inside the tower
    - *desc*
        - cold
        - narrow staircase going down
        - opens to a grand chamber shrouded in darkness
        - light and vision are restricted
        - a mosaic of a dragon is on the floor
            - it's blue eyes following the party
    - Quake sees Emma
        - she is in the chamber ahead of the party
        - lying motionless in pulsing runes
        - arms held aloft by something
    - party starts proceeding towards Emma
        - Emma looks like she is breathing
    - Quake and Valkyss stand guard just in case
    - Herton takes a look at the circle with the monocle
        - an aura of evocation is in front of the opening
    - a creature comes out of the room Quake and Valkyss are watching
        - it is a Nothic
        - *fill conversation*
        - in the mind of the party
            - asks a riddle

> I am not what I am, but a mirror of truth, Born of secrets and bound by sleuth. In darkness, I thrive, yet shun the light, Reveal me, and I may take flight. What am I?

        - answer is shadow.....
      - Nothic comes back with a cloak
        - cloak of the dark mirror
        - careful as the shadow are always hungry
        - Baz wears it
    - Herton tries to Vortex Warp Emma out of the room
      - it fails
    - Quest asks if the nothic can open
      - he can't only the archmage span van
      - it may be Sebastian
    - Baz looks in the rooms in the right
      - booze
      - human bones
      - 7 well use places
    - Lump scouts the left
      - 3 large purple cristals
      - lines glowing on the ground from them
      - to an open box
      - contains a half formed figure of ice
      - looks like a lady
    - Herton and Quake flip through the codex of rebirth quickly
      - crystals from the stars
    - *fill later*
- upstairs
  - shadow demon heard the party this time
    - orders the ice mephit to go tell the master
  - *fighting script*
    - shadow demon disappears from sight
    - Quest
      - moves in the room
      - casts spirit guardian
    - Baz
      - moves in the room on a table
      - casts light on his shield
      - it reveals the shadow demon
    - Valkyss
      - jumps past the shadow demon
      - pushes the shadow demon on the blender
      - jumps upstairs past placid ice mephit
      - sees a ghost form of Lenneth Eventide in a ritual circle
      - it is protected and unreachable

    - glaives affectionate ice mephit
- affectionate ice mephit looks down stairs ignoring Valkyss
- Quake
    - moves in
    - casts spirit shroud
    - misses a slap
- Herton casts intellect fortress on Quest
- shadow demon
    - gets blended
    - misses Baz with its claws
- Quest
    - crit blasts the radiant vulnerable shadow demon down
    - moves towards the stairs
- Baz
    - kitty cat dashes to the stairs
    - placid iced mephit frost breaths Baz and Quest
    - moves up stairs
    - affectionate ice mephit frost breaths
    - kills affectionate ice mephit
    - wails from the grave Lenneth
- Lenneth
    - looks melty
    - stops muttering the ritual
    - casts a wall of force isolating her and Valkyss
- Valkyss
    - the circle is still stopping him from attacking her
    - step of the wind tries to jump into the circle from above and fails
    - holds a punch the moment he can
- Quake moves and claws a mephit
- placid ice mephit gets blended
- Herton moves closer
- Quest
    - moves upstairs
    - tries to blast Lenneth but there is a wall of force
    - misty steps in the wall of force
- Baz
    - moves down stairs
    - informs the party he is going to stab the ice body down stairs
- Lenneth
    - moves out of Valkyss' range
    - lands an opportunity attack
    - gets hit by a bigger fire shield at 10ft
    - she succeeds the stunning strike
    - casts cone of cold on Quest and Valkyss
    - Quest is frozen
- Valkyss stuns Lenneth and gets downed by the fire shield

        - Quake
            - moves up stairs
            - slashes Lenneth
        - Herton
            - moves up stairs
            - grabs Lenneth
        - Quest is on the ground
        - Baz stats moving back to the party
        - Lenneth is stunned
        - Valkyss is downed
        - Quake fails to stabilize Quest
        - Herton strikes Lenneth
        - Quest
            - nat 20 death save back up
            - blasts Lenneth
            - Baz finishes Lenneth
        - Valkyss is on the ground
        - Quake fails to stabilize Valkyss
        - Herton stabilizes Valkyss
- Party goes back down stairs
    - Valkyss is placed in a chair
    - Quest uses the potion in Valkyss' ring
        - it was a superior healing potion
    - Baz runs to Emma
        - spare the dying
        - carries her out of the circle
        - brings her towards the party
    - ice body room
        - the body of ice is reforming
        - there are 3 polished delerium crystals
        - Quake tries to remove the body out of the coffin
            - takes a blast of cold energy
            - throws it out
        - the shadow seems to start moving and shrinking
        - the place is crumbling in the lounge room
        - Baz warns the party
    - party flees to the disk

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