

A chilling resurrection (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
- Hertton 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
- Hertton 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
- Hertton 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
- Hertton 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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