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

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