

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

- Chapel of Saint Brenna
 - Crypt
 - *Baz is separated from the rest of 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 second 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 behind 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
 - disengage
 - 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 perceived a flash of light
 - they question the party about it
 - Baz and Quake try to feign ignorance
 - Baz removes the light 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 unlock her potential if she goes to see her master
 - party discuss
 - Baz doesn't mind cutting the bridge to the Queen
 - it is a means 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 mouter bites back at Lump nearly killing him
 - Baz attacks the blunt gibberish mouter with his bow
 - *fighting script*

- Baz
 - saves the whispers of the gibberish moulder
 - fires his bow against the blunt gibberish moulder
 - wails of the grave on the sad gibberish moulder
- Quake
 - Lump disengages and flees
 - Quake moves in
- Herton stays a bit away a light crossbow in hand
- Quest joins her sister
- blunt gibberish moulder
 - moves towards Baz
 - Baz dodges the blinding spittle
- Paracelsus moves towards Quake
- sad gibberish moulder
 - 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 moulder with his shortbow
- Quake
 - dashes to the action
 - slaps sad gibberish moulder
 - moves back
- Quest
 - moves to Quake
 - readies an eldritch blast
- blunt gibberish moulder moves towards Baz
- Paracelsus
 - moves towards Quake
 - readies a needle
- sad gibberish moulder runs towards Baz
- Baz is confused and kills gibbering moulder
- Quake
 - climbs on the roof
 - crit slaps sad gibberish moulder
 - 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 moulder
 - goes back down
- Paracelsus goes back towards Herton
- Baz rapiers sad gibberish moulder

- Quake slaps sad gibberish mouter
 - Hertton stays put
 - Quest gets boosted and eldritch blasts sad gibberish mouter
 - Paracelsus stays near Hertton
 - sad gibberish mouter
 - bites Baz
 - Baz is on the ground
 - Quake
 - saves the gibberish
 - climbs back up
 - slaps sad gibberish mouter
 - alerts the party about Baz
 - Hertton starts moving to the action
 - Quest finishes sad gibberish mouter
 - Paracelsus
 - gets a boost from Quake
 - dashes 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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Revision #1

Created 2024-05-26 10:57:00 UTC by _Ara0n_

Updated 2024-08-25 11:30:03 UTC by _Ara0n_