

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 Paracelsus
 - 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 shape 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 golden 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 privilege
 - 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

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