

Kaleidoscopic spiders (S18 - 14/07/2024)

- to outside of the city
 - 2nd hour
 - shadow encounter
 - *fighting script*
 - Paracelsus exclaims his surprise to the sudden attack

“ oh... alright...

- Quest ignores the exclamation and carries forward
- caring shadow misses Paracelsus
- Paracelsus is surprised and calls for help again

“ some help please !

- edgy and hopeful shadow misses
- Quake
 - climbs on the roof
 - slaps caring shadow
 - giving it disadvantage to attack Quake
 - no damage
- amiable shadow hits Paracelsus
 - draining strength again now at 7
- Baz
 - casts shield of faith on Paracelsus
 - moves to the shadows
 - stabs amicable shadow
- Herton
 - moves to the shadows
 - kills amiable shadow
- Quest
 - finally realizes what is happening
 - moves back around
 - blasts caring shadow off
- Paracelsus
 - casts Pestilence on edgy and hopeful shadow
 - they don't have a reaction anymore
 - moves away
- edgy shadow chases after Paracelsus and drains him

- 4 strength left
 - hopeful shadow chases after Paracelsus and misses
 - Quake slaps to no avail hopeful shadow
 - Baz
 - moves after the shadows
 - kills edgy shadow
 - Herton
 - moves after the shadows
 - kills the last shadow
 - Paracelsus is sitting on the ground exhausted
 - Herton tries to remove the drain with a lesser restoration but it doesn't work
 - Paracelsus needs to take of some equipment so he can move out of the city
 - he hands his bags to various members of the party
 - Baz gets the doctor's bag
 - Herton gets the "samples" bag
 - the rest is given indiscriminately
 - 3rd hour nothing happens
- outside of the city
 - party finds a way out of the city
 - party settles for a long rest
 - first watch
 - Baz
 - sees 3 travelers going into town
 - it's Veo, Sebastien and Pluto
 - Baz move to the middle of the road in front of them

“ going to the city in the middle of the night ? bold move...

- Pluto is completely surprised
- Pluto asks what Baz is doing here alone
- Veo facepalms
- Baz asks if they have tips t get to the other side of the wall into Queen's Park Garden
- Veo asks why
- Baz mention it is for a flower that a potion maker need to make a protection potion
- Veo mentions a large number of gnolls at Temple Gate
- Veo's group is here to see what the paladins are up to in the city
 - Baz mentions the party has some bad blood with them
 - Veo offers to share their findings once back
- Veo mentions that the party should just move the camp a bit back to not be seen
 - Baz asks where to get tents
 - Veo just takes hers from Eckerman Mill
- nothing else happens during the night
- Paracelsus recovers his strength again

- next day
 - Baz mentions the encounter to everyone
 - Paracelsus gives everyone the meds
 - party thinks about where to go
 - College Gate
 - not a lot known
 - closest gate
 - Shepherd's Gate
 - a bit further
 - guarded by the Hooded Lanterns
 - Ansom gave the Party the passphrase for the week

“ when the shadows dance, the lanterns light the way

- go towards College Gate
- if it is not good
- continue down the wall if not safe an use Shepherd's Gate
- to College gate
 - nothing happens on the way
- College Gate
 - *desc*
 - very open place
 - acrid air
 - charred wood
 - graveyard of ruins
 - ash and dust on the ground and in the air
 - most building are rubble to the foundations
 - shimmering spiderwebs on the gate
 - Quake offers to knock on the door
 - party approaches the door closer
 - the webs are humming a low melodic vibration
 - peering through the webbed cracks the reality warps
 - in one the city is butling with a merchant street
 - in another a demonic scene with humans pleading for their life
 - in a third one Drakkenheim is overgrown and a ruin
 - Quake sees another vision
 - a harmonious society
 - glowing people
 - kaleidoscopic colors
 - looks very tempting it her
 - the vision fades
 - the ruins of Drakkenheim can be seen behind now
 - she feels the impulse to join the vibrant world
 - everyone but Baz looks at the webs
 - Quake fails the save
 - incapacitated

- 6 psychic damage
- **REDACTED**
- goes still and collapses
- Quest goes to her sister and shakes her awake
- Quake is fine
- after some discussion Quake tries to open the door
- the door just opens
- Paracelsus takes a closer look at the webs
 - fails the intelligence save
 - 20 psychic damage
 - falls unconscious
 - they are other worlds but also potential futures
 - **REDACTED**
 - Herton wakes up Paracelsus
 - Paracelsus starts scribbling what he saw while eating an entire ration
 - Herton tries to look what Paracelsus wrote
 - it is in Old Median
 - not a language that Herton understands
 - Herton garbs Paracelsus' should to get his attention ruining a page being written
 - Paracelsus looks at him tares the page, ignores him and continues writing
- Lump looks inside
 - Lump sees a creature inside
 - it is a phase spider
 - Quest recognizes it
 - Paracelsus turns on the spectral lantern
 - *there are 4 spiders outside*
 - they are for now immobile
- party starts to back away
 - Paracelsus gets is foot caught in a web
 - the phase spiders wake up
 - *fighting script*
 - Quake
 - pulls Quest away
 - slaps evil phase spider
 - Baz banes unflappable, belligerent and evil phase spider
 - neckbeard phase spider
 - moves through the wall
 - dashes to Paracelsus
 - untidy phase spider moves to the gate
 - unflappable phase spider
 - moves to Paracelsus
 - misses a bite attack thanks to bane
 - Quest
 - casts spirit guardian
 - unflappable and neckbeard fail
 - moves in the middle of teh spiders

- impotent phase spider
 - goes to Paracelsus
 - misses a bite attack
- Hertton
 - moves to Paracelsus
 - quickens enhance ability strength
 - wrestles impotent phase spider into the spirit guardian
- Paracelsus
 - blows a crushed vial and casts pestilence on neckbeard, unflappable and impotent phase spider
 - they all are dizzy and lose their reaction
 - moves away
- belligerent phase spider
 - runs to Quest
 - misses with a bite
- Quake punches impotent phase spider
- Baz
 - stabs impotent phase spider and kills it
 - moves near Quest
 - tries to taunt some of them
- neckbeard phase spider dies from the pestilence
- untidy phase spider moves back through the wall
- unflappable phase spider dies from the spirit guardians
- Quest point blank eldritch and misses
- Hertton tries to wrestle evil phase spider but it dodges
- Paracelsus poison needles belligerent phase spider it is unconscious
- spirit guardian finishes the unconscious belligerent phase spider
- evil phase spider bites Quest who drops the spirit guardian
- Quake finishes evil phase spider
- Baz
 - picks up the torch
 - throws the torch on the webs on the door
 - the kaleidoscopic visions start to fade
- Quest moves towards the door
- Hertton
 - moves towards the door
 - fans the flames with control flames
 - the illusions now shatters
- Paracelsus
 - moves to the door
 - inspects the phase spider cadavers
 - some are usable
 - asks to leave the last one alive to study and harvest
- Baz
 - moves near Paracelsus
 - holds an attack
- Quest

- moves through the door
 - readies an eldritch blast
- Hertton
 - moves closer to the door
 - readies a gust
- Paracelsus
 - moves inside
 - no spider is seen through the lantern
 - holds a needle
- Quake
 - moves through the door
 - opens the other door
 - it nearly falls on Paracelsus
 - there is more webs and the city on the other side
 - Lump moves on the other side
- Baz
 - lights up another torch
 - throws it on the webs
 - the spider is nowhere to be seen
- Paracelsus goes back to the dead phase spiders
 - starts harvesting for the poison
 - 1 leg
 - 1 bag of eyes
 - 2 fangs
 - might be used during downtime to craft a powerful poison
- party goes through
- inner city
 - *desc*
 - pocket of thicker haze
 - wrapping around all the buildings
 - very hard to see far here
 - party is worried about the sight
 - Paracelsus dons his plague doctor mask
 - party creates masks with some rags
 - Quest tries to blow the haze with her wings to no avail
 - it is a fluid that's why...
 - Baz throws a torch in it
 - it refracts the light
 - nothing more happens
 - not explosive
 - party moves in at a fast pace to minimize duration inside
 - 1st hour
 - Paracelsus and Quest
 - take 10 necrotic damage
 - both gain a level of contamination
 - *desc*
 - labyrinth of footpaths

- flowerpots
- buildings everywhere
- the path comes across a garden
 - *desc*
 - lush and green garden
 - most vibrant grass seen for a long time
 - fluorescent purple flowers with yellow and green accents
 - at the end of the floral beds there are gardening gnome statues
 - party is not sure they are the eldritch lilly
 - Herton steps on the grass

“ don't step on the grass !

- Herton steps of it
 - there were multiple voice sources delayed
- Quake asks the voices if there is a chance to pick the flowers
 - no answer
 - Quake mage hand plucks a flower
 - the purple leaf fall off and turns into dust
 - the flower is spiky and not the one we want
 - the voices boom again

“ Leave the flowers alone, get of the grass !

- *fighting script*
 - Quake
 - starts moving along the path
 - unassuming garden gnome
 - starts animating
 - swings recklessly as Quake and hits
 - Herton
 - moves to unassuming garden gnome
 - grabs it
 - Paracelsus throws a potion at Quake and casts Haste
 - dowdy garden gnome recklessly misses Herton
 - Quest blasts back dowdy garden gnome
 - Baz moves to unassuming garden gnome and stabs it
 - Jealous garden gnome recklessly attacks Herton
 - belligerent garden gnome recklessly attacks Quake but it misses due to haste
 - Quake hastily slashes twice at unassuming garden gnome
 - Herton suplexes unassuming garden gnome and punts him in a bush
 - Paracelsus needles jealous garden gnome
 - dowdy garden gnome swings at Herton who shields
 - Quest blasts back dowdy garden gnome again

- Baz steady aims at jealous garden gnome
- jealous garden gnome hits Baz
- belligerent garden gnome misses Quest
- Quest haste slashes belligerent garden gnome twice
- unassuming garden gnome
 - runs back to Herton
 - recklessly headbutts Herton as a revenge for being thrown
- Herton grabs unassuming garden gnome again
- Paracelsus
 - needles unassuming garden gnome
 - asks Quake for feedback on the haste "potion"
- dowdy garden gnome ruins at Quest and hits her
- Quest
 - drinks the greater healing potion Baz gave her
 - misty steps out
- Baz
 - stabs jealous garden gnome
 - wails from the graves dowdy gnome
- jealous garden gnome hits Baz with his hoe
- belligerent garden gnome
 - gets away from Quake
 - Quake hits with the opportunity attack
 - runs to Paracelsus
 - hits him
 - Paracelsus maintains haste
- unassuming garden gnome fails to slip out of Herton's grasp
- Herton throws unassuming garden gnome on jealous garden gnome killing him
- Paracelsus
 - shocking grasp belligerent garden gnome
 - gets away
 - asks for backup
- dowdy garden gnome
 - runs to Quest
 - crits her
- Quest double taps and kills dowdy garden gnome
- Baz
 - moves to Quest
 - cure wounds her
- jealous garden gnome runs to Baz and hits him
- belligerent garden gnome
 - runs to Paracelsus
 - Baz gets an attack on the way
 - downs Paracelsus
 - Quake seeing that experiences a sugar crash
- Herton
 - moves to belligerent garden gnome

- slashes at it
 - Quest double taps belligerent garden gnome
 - Baz
 - crits the last garden gnome to death
 - runs to Paracelsus
 - Quake
 - is no longer experiencing withdrawal
 - runs to Paracelsus
 - presents a potion
 - Hertton grabs the potion and feeds it to Paracelsus
-

Revision #1

Created 2024-07-19 20:02:38 UTC by _Ara0n_

Updated 2024-08-25 11:33:03 UTC by _Ara0n_