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
- Herton
  - 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
- Herton 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
- Herton
  - 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
      - Herton
        - 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 see
    - 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 hastly 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 headbuts Herton as a revenge for being thrown
- Herton grabs unassuming garden gnome again
- Paracelsus
  - needles unassuming garden gnome
  - asks Quake for feedback onthe 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 he ropportunity attack
  - runs to Paracelsus
  - hits him
  - Paracelsus maintains haste
- unassuming garden gnome fails to slip out of Herton's grasps
- Herton throws unassuming garden gnome on jealous garden gnome killing him
- Paracelsus
  - shocking grasps 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
    - Herton grabs the potion and feeds it to Paracelsus

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