

Mirror, Mirror on the Wall (S23 - 25/08/2024)

- Eventide Manor
 - library room
 - the ghost that was in the lantern light goes invisible
 - Herton through blindsight still perceives it
 - Herton tries to speak to it
 - it throws a heavy dictionary at Herton's nose eye
 - *fighting script*
 - Valkyss
 - steps in front of Herton
 - punches 3 times
 - one lands
 - it saves the stunning strike
 - Quest
 - casts fearie fire in the room
 - only Herton fails
 - drops concentration
 - Quake
 - Lump goes in
 - tries to throw dust on sarcastic poltergeist
 - wrong place
 - goes in the room
 - Herton
 - moves further in the room
 - readies a booming blade if sarcastic poltergeist becomes aggressive
 - Baz goes in the room
 - sarcastic poltergeist
 - moves away from Herton
 - Herton booming blade sarcastic poltergeist
 - sarcastic poltergeist moves towards the door
 - Valkyss moves towards the door
 - Quest
 - moves a bit in the room
 - casts spirit guardians
 - a scream is heard and cut shut
 - Lump is also blasted by it
 - Herton sees that the sarcastic poltergeist is dead
 - a small fancy monocle on the table
 - Baz picks it up
 - tiny footprints can be seen in the room

- Herton through his cobbler tools analyses them
- small children footprints
- walking it but running out
- Herton looks for the book that was thrown at him
 - thick old leather tome
 - the codex of rebirth
 - chapter 1: the art of soul binding
 - chapter 2: the ritual rebirth
 - chapter 3: void's embrace
 - chapter 4: echoes of forgotten lives
- Baz uses the monocle
 - action to rotate through a dial
 - Baz can see Lump
 - action to locate an invisible creature
- Baz checks the unlit fireplace
 - nothing there
- Herton follows the footsteps back to the foyer before losing them
 - Valkyss hears faint sobbing upstairs
 - Valkyss jumps up the stairs
 - rest of the party follows
- upstairs
 - *desc*
 - roof half fallen in
 - doors on both sides
 - corridor
 - beams fallen
 - Valkyss advances
 - grand room on the left
 - grand hall
 - broken piano
 - big hole in the middle
 - no footsteps visible
 - Quest opens the first room
 - it is Sebastien's old room
 - Valkyss opens the second room
 - guest room
 - Valkyss opens the third room
 - guest room
 - Baz finds tracks
 - the girls went the same way Valkyss is going
 - small room at the north
 - *desc*
 - no doors
 - 2 armors
 - small table with cards on them
 - piles of charred bones on the floor
 - Quake picks up the cards

- next room
 - *desc*
 - desk room
 - old and dusty
 - big rug
 - wyverns heads on the wall
 - clean wand on the table
 - Quest goes in to take the wand
 - the rug smothers Quest
 - *fighting script*
 - Quake misses the rug
 - Valkyss stuns the rug freeing it Quest
 - Quest
 - finishes the rig
 - tries to pick up the wand who animates
 - wand
 - moves back
 - casts magic missile on Quest
 - Herton finishes the wand
 - the wand has a polished delerium shard on top
 - wand is placed in the delerium box
 - Baz looks through the drawers
 - one is locked and trapped
 - the party clears the room
 - Baz attempts to disarm the trap
 - fails
 - the wyvern heads
 - spew fire on Quest who stayed in the room
 - Quest leaves
 - Baz opens the drawer
 - there is nothing in it
- next room
 - bathroom
 - dark water
 - with the monocles there are shadow tendrils there
- next room
 - master bedroom
 - mirror in perfect condition
 - perfect condition gloves
 - Quake mage hands the gloves without getting in the room
 - pretty black laced gloves
- Quake tries them on
- end of the corridor has no floor before the door
- Quake mage hands the door open
- last room
 - no floor either
 - Quake sends Lump to look

- under the room with mephits
 - the mephits are having chocolate cake
 - Valkyss jumps down
 - nothing else really
- Quake looks back in the master bedroom
 - Sybil was hiding in the wardrobe under clothes
 - Quake hands her to Baz
 - Quest covers the mirror with her wings
 - Quest asks where Emma is

“ she put a hat and went into the mirror

- it was a black hat found in the office
- Valkyss jumps back up
- Baz gives Sybil a piggyback
- Lump flies back up
- Quake makes iris look into the mirror
 - Quake sees herself in the mirror
 - she has an ornate feathered masquerade mask
 - mask shivers and exudes shadows
- the mask is not in the master bedroom
- Baz goes and looks in the bathroom
 - eyes of the grave the room
 - no undead but aura on necromancy going from the water
 - the water had no effect when plunging debris into it
 - Baz plunges his hand in the tub
 - its just water
- Mirror requirements
 - Baz
 - a watch hanging around his neck
 - show fleeting scenes of shadowy alleyway and hideouts
 - Quest gives it
 - Quest
 - laced gloves in the reflection
 - Quake gives it
 - Valkyss
 - a bronze kaleidoscope
 - Herton
 - monocle on his eye
 - Baz gives it
 - Sybil
 - Baz manages to persuade Sybil to look in the mirror
 - a tophat
 - the same one as her sister
- the mask was near the mephits
 - Lump goes invisible to pick it up

- Kaleidoscope
 - was in the Nursery
 - Valkyss jumps across to get it
- everyone has their items but Sybil
- Baz brings back Sybil
 - tells Tobias the truth
 - asks about the mirror
 - a pet project of his wife, was always tinkering with it
 - 20 years since the fire happens
- Quake goes through the mirror first
 - mirror turns pitch black when she touches it
 - Quest grabs her sister's hand and goes too
- inside the mirror
 - Quake can't feel Lump
 - goes through the mirror
 - ends up in the bathroom in the tub
 - grabs Lump and goes back in
 - rest of the party follows
 - *desc*
 - floating island
 - rickety bridges
 - 50ft up a joyous song

“ We snatched a girl from down below
Up to our tower, where shadows grow
We dance, as knowledge we seek
Her tiny bones might soon speak
Rattle the bones, our prize so sweet
A child's secrets we're eager to meet
Did she survive our sky-high lair?
Soon we'll know, if she's still there
Knowledge is power, and power we crave
From those we've taken, from cradle to grave
The girl's last moments, a mystery still
But soon her bones might bend to our will

- a chorus of voice not only one
- proceeding across the islands
 - Valkyss jumps first to secure a foothold
 - Quest flies in the middle as security
 - Quake is stretched between Baz and
 - Baz hears the chorus approaching behind Valkyss
- *fighting script*
 - interested berblang
 - flies to Valkyss
 - bites and claws Valkyss who shields
 - level-headed berblang
 - flies to Valkyss
 - crits a bite

- interested and strategic berblang
 - fly to Valkyss
 - miss bite and claw thanks to shield
- Baz
 - shield of faith Valkyss
 - misses the shortbow
- Quake
 - oozes to Valkyss
 - casts spirit shroud with radiant
- Herton
 - casts enhance strength
 - jumps to the other side barely on teh bridge
- nervous berblang flies closer
- Valkyss
 - attacks twice level-headed berblang
 - patient defence
- self indulgent moves closer
- monumental berblang
 - moves to Herton
 - fails to shove him off
 - starts biting the bridge
- Quest starts the blender
- interrested berblang
 - hits Quest
 - Valkyss changes place with her and takes the hit instead
- strategic berblang
 - flies to Baz
 - misses
- Baz steady aims strategic berblang
- Quake gives a potion to Valkyss
- Herton
 - moves off the ledge
 - misses interrested berblang
- nervous berblang bites Quake who loses spirit shroud
- Valkyss
 - kills interrested berblang
 - jumps on the other side
- self indulgent and monumental berblang pile on Herton
- Quest restarts the spirit blender
- level headed berblang
 - resists the blender
 - claws Quest who drops the blender
 - misses Valkyss with his bite
- interrested berblang claws Herton
- strategic berblang
 - fails to shove Baz in the abyss
 - bites Baz

- Baz crits down strategic berblang
 - Quake brings out the claws
 - Herton
 - second winds
 - kills interested berblang
 - nervous berblang
 - fails to shove Quake
 - bites Quake who rebukes
 - Valkyss
 - kills nervous berblang
 - flurry of blows level headed berblang
 - self indulgent berblang
 - downs Valkyss
 - claws his body on the floor
 - monumental berblang hits Herton who shields
 - Quest
 - point blank blasts back levelheaded berblang
 - moves out and takes a bite from monumental berblang
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