

Out of the manor... (S25 - 08/09/2024)

- mirror world
 - escaping the crumbling tower
 - Baz leads the party to the moving platform
 - the party travel with the disk all the way to where the party found it
 - Baz leaves another coin
 - Quake thanks the disk
 - 5 islands
 - party discusses how to get Emma and Valkyss across
 - party sets up some ropes to descend
 - Baz uses some climbing gear to affix the rope
 - Quake goes down first with sticky hands
 - the end of the rope is about 10ft from the ground
 - Quake secures the rope on the other end with soup and sticky hands
 - Quest takes Emma down flying
 - Herton vortex warps Valkyss down
 - Baz descend on the rope
 - Herton descends on the rope
 - starts slipping off the rope
 - jumps on the island
 - falls 20ft
 - Quest flies up to retrieve the rope
 - Herton picks up Valkyss
 - Quest goes through the portal first
 - Herton and Valkyss go through the portal
- manor
 - the bodies of the berblang that fell into the void are on the side of the tub
 - Quake is fine
 - Quest comes out alone on the other side
 - Emma is not with her
 - Emma did not have her hat anymore
 - Quest will try and fly down with her like the berblang did
 - Quest come back out
 - no luck
 - it gets way too cold down there
 - there is a need to find the hat
 - Quake goes back in the mirror to ask Emma if she remembers about her top hat
 - Quake comes back through
 - inspects the tub for a top hat
 - no luck

- Emma remembers having the hat when going through before being abducted
- Quest goes back through to look on the top island
- everyone comes through as Quest found the hat
- Valkyss comes back to consciousness
- Emberwood
 - party go to bring Emma back home
 - on the way
 - Baz sees a shadow on the corner of his eye
 - very strangely shaped
 - Baz casts light towards it
 - it is coming from Emma
 - very big, 10ft tall
 - big belly
 - Baz takes the hat off Emma but the shadow remains
 - Quake recognizes the shape
 - it is a bone devil
 - Herton looks through the monocle
 - strong necromantic aura coming from the shadow
 - not Emma
 - Quest tries to blast the shadow to no avail
 - Emma is worried
 - Valkyss hands Emma the kaleidoscope
 - after a moment looking it she falls asleep
 - Valkyss asks his band back from Quest
 - it is used
 - it apparently saved her life
 - Baz will go alone to the parents to tell them the news
 - Crowe's house
 - the parents are still both up
 - they are worried about not seeing their daughter
 - Baz tells them that Emma is back and fine
 - there is just a need of quarantine because of the shadow
 - Tobias asks to stay with the party for the night to see his girl
 - in the inn
 - Tobias asks what is wrong
 - party explains a bit
 - party turns all the lamps on
 - Valkyss tries to go back to his lodging
 - party allows him to stay
 - he gets Paracelsus' old bed
 - Baz takes first watch
 - talks with Tobias
 - tells him the full story of what happens
 - both talk about widows and the past
 - Baz apologizes for inciting Emma to adventure in the manor
 - Tobias doesn't blame him
 - Baz looks at his pocket watch at the end of his watch

- ticking
 - shows 77
 - doesn't stop ticking when Baz takes it off
- Baz knocks on the twin's door for the next watch
 - Quake wakes up from a lucid dream
- Quake takes a watch
 - **REDACTED**
- next morning
 - party house
 - no new corruption
 - Tobias stayed up the whole night
 - wants to be here when Emma wakes up
 - Valkyss does a breakfast for everyone after a morning routine
 - Baz studies Hannah's book for potential solutions
 - Baz asks Tobias if he can crush him some silver
 - Tobias will do it on the house as a thanks for saving Emma
 - Emma wakes up
 - she had a terrible nightmare - the party did not save her
 - her shadow look normal
 - Valkyss serves her breakfast
 - cereals and chocolate
 - Emma asks who he is
 - both exchange presentations
 - Valkyss pays for a tour of the town
 - Emma doesn't remember anything about yesterday
 - Tobias takes Emma home
 - Valkyss asks when can the tour guide stuff can be done
 - Emma says today
 - Tobias asks for a rain check on that
 - Baz burns the hypnotic lillies in the fire
 - Quake starts learning the purge contamination
 - Quest helps on it
 - that first day is rough
 - the table has a hole now
 - party covered it with a cloth
 - Baz goes shopping
 - Valkyss accompanies him
 - sell the delerium
 - Baz sells Armin
 - 4 shards
 - 8 fragments
 - asks for 2200gp
 - Valkyss feels that he can do more
 - negotiates
 - 2500gp
 - Baz takes the offer
 - buying at Aldor's

- the interior of the caravan is bigger
- Baz thinks Aldor is santa
- Baz buys Valkyss the googles of night
- all the potions in stock
 - 10 normal
 - 4 greater
 - 1 superior
- Baz goes in the backroom to discuss about Emma's wish list and comes out happy
 - exiting that caravan there is a bit of white ash
 - Valkyss thanks Baz for the googles
- Baz buys a lot of decorations for wintercrest
- back in the house
 - Baz hands the party potions
 - Baz tells the party about Aldor being papa Wintercrest
- training for the next 5 days
 - twins research the purge contamination spell
 - needs 60
 - takes the whole 5 days
 - Baz trains for expert bowyers
 - needs 90
 - practice making the weapon
 - practice using the weapon
 - missing 3
 - Valkyss learns fighting initiate - interception
 - needs 80
 - manages to do it
 - Quest goes for Warcaster once the spell is finished
 - needs 105
 - Quake starts on slasher once the spell is finished
 - needs 90
 - party is able to be purged thanks to the rituals of Baz making holy water
 - second day
 - Quake talks to the others
 - the mask might allow to Quake to go in Emma's dreams
 - Emma is seeing the bone devil in her dreams and mirrors
- more days losing the exhaustion
 - Baz finishes training expert bowyer
 - Valkyss helps Quest train Warcaster
 - Valkyss helps Quake train Slasher
- *wintercrest time*
 - Baz uses thaumaturgy to do sleigh bell noises
 - there are packages under the tree for everyone
 - Valkyss gives on to Baz
 - Quake
 - simple polished stone ring
 - skin tone changes to match the surrounding

- advantage on stealth checks
- Quest
 - small jar with a cream
 - balm that heals and allows to spend hit dice
- Valkyss
 - large box (about 1ftx1ft)
 - a lot of padding inside
 - there are 2 boots inside
 - 1/lr double jump distance and only costs 10ft
 - *it stacks with the subclass*
 - no ki
 - 56ft long jump
 - 20ft high jump
 - ki
 - 84ft long jump
 - 30ft high jump
- Baz
 - Valkyss' present
 - a small painting
 - Baz, Herton, Quake and Quest
 - having a good time around a campfire
 - papa wintercrest
 - toy chest
 - small figurines inside
 - they project an illusion
 - like a deck of illusion

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