

Spicy Gardening (S19 - 21/07/2024)

- path across the gnomes
 - Paracelsus feels a searing pain in his stomach
 - skin starts to itch and burn
 - Paracelsus finishes his ration
 - starts removing hi shirt
 - after a while a hungry and toothy maw ripples on his stomach
 - it i very hungry
 - it is the effect of contamination
 - Paracelsus after a moment throws a ration in its mouth
 - it calms down
 - Paracelsus places back his armor after feeding it again
 - it can be used to do a bite attack
- in the garden
 - the place is hard to navigate to find what we need
 - Paracelsus uses his knowledge about plants to go towards the right sections (nature, 26)
 - Herton uses the map to navigate towards the core of the garden (survival, 24)
 - Quake goes further with the clues given by Paracelsus and Herton (investigation, 22)
 - Baz is paranoid about the plants and try to see if the come alive (insight, nat 1)
 - party is near a bridge over a small waterfall
 - there is a big sad willow tree
 - bridge is covered in vines
 - Baz is intensely paranoid about it
 - after a quick discussion Quake tries to cross the bridge
 - at the end of the bridge the willow tree animates
 - the treant asks why the party should be let through
 - Quake tries to negotiate with it but it gets angry with the words she used (nat 1)
 - *fighting script*
 - Quest misses cynical treat with both blasts
 - cynical treat
 - animates deluded treant
 - moves and blocks the end of the bridge
 - deluded treant misses Quest with uts slam
 - Quake misses a chilly slap
 - Baz
 - tries to convince cynical treant we mean no harm to no avail
 - moves to deluded treant

- uses the scroll of inflict wound but misses
- Paracelsus
 - moves a bit
 - plants the mizzium mortar in the ground

“ fire in the hole !

- blasts 3 charges on cynical treant
- Hertton slashes at deluded treant
- Quest
 - uses her scepter and plants a flaming sphere atop deluded treant
 - moves the sphere on it for full effect
- cynical treant
 - asks to stop the fire
 - slams on Quake
- deluded treant
 - slams on Quest
 - she maintains concentration
 - gets burnt by the flaming sphere
- Quake
 - casts darkness on cynical treant
 - moves towards Quest
- Baz
 - asks the treant to stop and we'll stop the fire
 - holds an action
- Paracelsus
 - moves behind the party
 - holds a needle if the treants continue
- Hertton holds his attack
- Quest
 - drinks full a potion of greater healing
 - slam the sphere on deluded treant
- cynical treant
 - asks to stop fire and darkness and they'll consider options
 - the twins drop their spells
 - asks the party to swear an oath about protecting trees
 - party needs to show they are genuine
 - Quake and Baz convince the intentions of the party are good
 - the party is to plant a sprout in a well gardened area
- Quake crosses again and takes the sprout
- rest of the party crosses
- party looks for a spot to plant it
 - Paracelsus looks for the optimal planting spot
 - Hertton molds the terrain to be suitable
 - Baz and Quake dig the earth with their claws
 - Quest brings water

- party finishes another hour in the deep haze
 - Herton, Baz and Quake are affected
 - Quake is contaminated
 - ears, eyes and nose blacken
 - seem to begin to decay
 - Iris is also blackened on the surface
 - Baz asks the treant where the eldritch lilly is
 - we are nearly there
 - they are in teh center of the park
 - living in contaminated water
 - they emit a ringing sound
- end of the path
 - *desc*
 - garden
 - stairs separate the basin sections
 - floating in glistening water
 - pulsing with an eldritch blow
 - cheery trees are blooming with neon colors
 - fountain
 - statues of tall statues of a woman
 - the faces were chiseled off
 - one of the statues has a stone lilly in her hand
 - they are statue of Linel von Kessel, the "current" queen
 - party starts moving through the stairs
 - a bush animate and slams Paracelsus
 - *fighting script*
 - Baz aims and shoots at placid shambling mound near Paracelsus
 - callous shambling mound starts moving to the party
 - Quest blasts back placid shambling mound
 - Quake chilly slaps placid shambling mound
 - Paracelsus
 - fails to shocking grasp placid shambling mound
 - tries to move away but gets critted unconscious
 - Herton
 - moves to Paracelsus
 - feeds him a potion
 - quicken spell vortex warp Paracelsus up on te stairs
 - placid shambling mound slams twice at Herton who gets grappled
 - callous shambling mound moves and cuts a retreat path
 - Quest
 - blasts back placid shambling mound twice
 - Herton frees himself thanks to the shove
 - Quake
 - crit chilly slaps callous shambling mound
 - moves up the stairs
 - Paracelsus
 - misses chill touch on callous shambling mound

- moves up the stairs
- Herton
 - jumps up over the railing up the stairs
 - action dodge
- placid shambling mound moves back from the shove
- Baz
 - steady aims crits placid shambling mound
 - wails from the grave callous shambling mound
- callous shambling mound
 - is not moving up the stairs
 - flails around helplessly
- Quest
 - blasts into the pond dead placid shambling mound
 - a plant awakens
 - misses callous shambling mound
- Quake misses chilly slap
- Paracelsus chill touch
- Herton consumes a greater healing potion
- after a while the last mound is killed
- Paracelsus uses a transfusion
- Quake covers her ears
- Baz goes down the stairs
- nestled between the staircases is a big brass door with floral patterns
- Paracelsus feels very hungry and tired
 - second lvl of exhaustion because went down
 - eat another couple rations
- Quake, Paracelsus, Herton and Baz approach the lilly
 - the lilly puffs pollen in the air charming Herton
 - Herton starts moving to the water
 - Baz and Quake move to stop him
 - Paracelsus coats some rags in the bad rose perfume
 - places on Herton's mouth and nose
 - the smell is strong enough to move out the pollen out of his system
 - Quake tries mage hand the lilly but it bounces off
 - Herton uses shape water to move it closer
 - it puffs pollen but Herton resists contamination
 - Herton moves it again to the border of the pond
 - it puffs but Baz resists
 - Baz and Paracelsus snip it and place it in a bag and then in the delirium chest
 - it is not the right one
- Baz and Paracelsus see the new flower
- Baz, Herton and Paracelsus moves towards it
 - it puffs
 - Baz is hypnotized
 - moves in the water
 - gets contaminated
 - Herton vortex warps Baz out of the water

- Baz shoots it down
 - when Quest blasted it it bounced to Paracelsus
 - it looks like magic cannot affect it directly
 - there is another lilly on the left ponds
 - Herton and Paracelsus move towards it with a rope for safety
 - once close enough Paracelsus uses the immovable rod in case of a charm
 - Quake proposes to use Lump to scout instead
 - all the lillies on the outside ponds are not the good ones
 - Paracelsus resists a charm
 - Baz moves back towards the door
 - fancy
 - unlocked
 - has a carving of lillies
 - party goes in
- Queen's park grotto
 - *desc*
 - fountain
 - crystal clear water
 - nymph statue holding a trident
 - mosaics
 - paths going left and right
 - coins left on the border of the fountain
 - the place is not deep haze so short rest is possible
 - it is a private respite for the queen to chill
 - she loved gardens and especially lillies a lot
 - Quake sends Lump to scout
 - both corridors end in iron barred doors
 - stepped cavernous passages that twist south can be seen behind the doors
 - Quake offers to go scout in gaseous form
 - as it is dangerous Baz offers to instead pick the lock
 - Quest pipes up and mentions that the party is in rough
 - the party takes a short rest as the haze is less bad here
 - party is 4h deep in the day
 - party takes a short rest
 - Paracelsus' stomach mouth chewed through his shirt under his armor
 - Paracelsus fed it some rations
 - Baz hands Paracelsus 3 more rations
 - Baz and Lump go to scout ahead
 - the corridor merges with a rectangular chamber
 - carved stone
 - statues
 - 2 doors on the south wall
 - party go to the rectangular chamber
 - there statues are like upstairs
 - same queen
 - also the king Elvrick
 - 2 daughters

- 1 son
- only the queen's statue has been defaced
- roots around the chamber start to take the form of humanoid figures of made of moss
- *fighting script*
 - Baz
 - seps in front of the twins
 - holds an attack if they are offensive
 - randy handmaiden
 - casts entangle
 - Paracelsus, Quake and Quest are affected
 - apprehensive handmaiden
 - shillelagh Paracelsus
 - Baz attacks in return and hits brave handmaiden
 - cowardly handmaiden
 - casts entagles
 - Baz is affected
 - Lump saves
 - Paracelsus is surprised
 - imperial handmaiden casts barkskin
 - receptive handmaiden shillelagh Paracelsus
 - brave handmaiden shillelagh Baz
 - inconsistent handmaiden shillelagh Baz
 - reckless handmaiden misses Paracelsus
 - Quest is surprised
 - Quake is surprised
 - Herton booming blade reckless handmaiden
 - Baz hits brave handmaiden
 - brave handmaiden misses Baz
 - apprehensive handmaiden shillelagh Paracelsus
 - pleased handmaiden shillelagh Herton
 - cowardly handmaiden duck back to cover
 - Paracelsus
 - casts hypnotic pattern on 5 of them and Herton
 - Herton saves
 - the handmaidens are immune
 - imperial handmaiden misses
 - receptive handmaiden misses
 - randy handmaiden misses an invisible lump
 - superficial handmaiden shillelagh Baz
 - reckless handmaiden fails to shove Herton in the entangle
 - Quest
 - casts spirit guardian
 - superficial, brave, imperial, randy and inconsistent handmaiden fail
 - randy handmaiden loses entangle on Paracelsus
 - Lump is also hit by it being invisible when it is casted but survives
 - Quake misses a chilly slap

- Herton shoves pleased handmaiden in the spirit guardian
- Baz kills imperial handmaiden
- apprehensive handmaiden entangles Paracelsus and moves away
- pleased handmaiden
 - gets itself out of the entangle
 - dies to spirit guardians
- Paracelsus aims the mizzium mortar killing 2 handmaidens
- one handmaiden dies from spirit guardian
- receptive handmaiden crits Paracelsus
- Quest blasts back receptive handmaiden
- Quake slaps and kills receptive handmaiden
- crits and kills a handmaiden
- Baz
 - frees himself from the entangle
 - moves to see the rest of the handmaidens
- apprehensive handmaiden misses Baz
- Paracelsus fails to get out of the entangle with a nat 1
- Quest
 - blasts apprehensive handmaiden
 - it loses concentration freeing Paracelsus
- Herton
 - runs to apprehensive handmaiden
 - finishes it of
- Baz
 - chases after cowardly handmaiden
 - hits it
 - it loses concentration freeing the twins
- cowardly handmaiden casts entangle on Baz
- Paracelsus dashes after Baz
- Quest dashes after Baz
- Quake dashes after Baz
- Herton dashes after Baz
- Baz hits cowardly handmaiden
- cowardly handmaiden misses Baz
- Paracelsus
 - poison needles down cowardly handmaiden
 - it is unconscious stable on the ground
 - *note to self experiment at the start of next session*

Revision #1

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