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
- Herton 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
- Herton 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
  - Herton 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 approache 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 in 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 i and place it in a bag and then in the delerium 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 possble
    - it is a private respite for the queen to chill
        - she loved gardens and especially lillies a lot
    - Quake sends Lumb to scout
        - both corridors end in iron barred doors
        - stepped carvernous 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*

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