Spooky scary skeletons (S11 - 12/05/2024)

- Chapel of Saint Brenna
  - Undercroft
    - Twins in the next room
      - the center of the room has a slot on the middle
      - Quest asks for the immovable rod
      - Paracelsus hands it over
      - rest of the party joins
      - uses the rod as a lever
        - Quest starts turning the lever
        - starts opening the door
        - someone is one the other side
        - kind of insulting
        - asks if we have something good, something shiny to bring as visitors
        - Quake produces the gold locket from the soldier
        - they ask for more as this is not enough to share
        - Herton offers them so search for some in his backpack

          > “ the necklace is fine

          - the mephit cowarded back from Herton
          - maybe because the the ring he is wearing
      - Quake asks if they saw our quarry here
      - Quake asks if the party can go through
      - they let "the master (Herton) and his friends through"
    - Mephit's room
      - candles on human skulls
      - 10ft high ceiling
      - iron chandelier
      - far corner puddle of water with water dripping from the ceiling
      - iron latices gating a staircase
        - it has a padlock
        - a longswod is on the ground
          - holy scriptures on it
          - it is in celestial

            > “ Seraph's embrace

        - also other weapons are here

        - they are the weapons of the zealots
        - Quake pulls to the other side as many weapons as possible
    - Quake hands the weapon to Herton
    - Paracelsus offers to identify it and starts working on it

> Seraph's Embrace (Ser Landry Weapon)
> Seraph's Embrace is a beautifully crafted longsword, its blade shining with a faint ethereal glow reminiscent of the dawn's first light. The hilt is adorned with intricate engravings depicting scenes of angelic figures ascending to the heavens, giving the weapon an aura of divine grace.
>
> - After indentification
>
> In addition to its modest +1 enhancement bonus to attack and damage rolls, Seraph's Embrace possesses a unique ribbon feature that reflects its connection to celestial beings. Once per day, when the wielder speaks a command word, the sword emits a soft, comforting radiance that envelops allies within a 10-foot radius. This radiance provides a soothing effect, granting those within its glow advantage on saving throws against fear effects and bolstering their resolve in the face of adversity.
> Passive: Furthermore, Seraph's Embrace has a passive ability to detect the presence of fiends and undead within 30 feet of its wielder. When such creatures are nearby, the sword emits a subtle, but discernible, hum, alerting its bearer to the potential danger lurking in the shadows.

    - Quake takes back the rod out of the slot and goes around the other way round
    - Baz starts whitling a random stick found on the ground
- corridor again
    - the is another lever without stick in the middle of the room
    - there is a flight to stairs going down
        - Baz goes first to scout
        - ancient cobwebbed crypt
        - 10 ft high ceiling
        - rough stone
        - chambered illuminated by dozens of candles placed by 5 carcophagus
            - they contains skeletal remains
            - akin to the rituals seens in the murals
            - wrapped in bandages
            - gemstones in the eyes
            - clutching symbols with a flame on it
        - Baz senses that the 5 of them are indeed undeads
        - Baz see's a passageway
    - Baz comes back up and informs the rest of the party

- Herton turns the rod in the lever
  - *30 athletics check*
  - nothing seems to change
  - mecanical noises can be heard bellow the rod
  - Baz goes down again to take a look with the lever active
  - there is a passageway opened now
  - someone praying came be heard further away
- Herton's sword hummed shortly but stopped
- party goes down

- Crypts
  - bellow the stairs
    - one of the tombs no longer has a skeleton in it
    - mummified figure is walking around quoting distorted scriptures
    - a skeleton wakes up
    - the candles around it are snuffed
    - *fighting script*
      - Quake slaps the mummy but it is immune to necrotic
      - Baz
        - moves to the mummy
        - attacks the mummy with his rapier
        - steps back away after dissengaging
      - attractive skeleton
        - moves around the pillar
        - shoots Baz
      - Quest eldritch blasts the mummy
      - mummy
        - steps to Baz
        - fists and curses Baz with mummy rot
        - Herton saves the dreadful glare
      - egomaniacal skeleton misses Baz
      - thick skeleton
        - runs to Herton
        - Baz misses the opportunity attack
        - hits Herton
      - Paracelsus
        - casts envenom on the mummy
        - with putrefaction even undeads can be poisoned and take poison damage
        - the mummy is poisoned
      - Herton attacks thick skeleton
      - Quake finishes thick skeleton and takes its kneecaps
      - Baz
        - rapier's the mummy
        - disengages
        - moves away and opn a carcophagus
      - attractive skeleton misses Herton with the bow
      - Quest eldritch blasts the mumm back 10ft

- mummy
  - glares at Quest who saves
  - moves to Herton
  - misses Herton with a fist
  - is still envenomed
- egomaniacal skeleton
  - goes to quest
  - avenges thick skeletons kneecaps hitting Quake
- thick skeleton
  - comes back up
  - misses Quake
- Paracelsus
  - reflexively shocking grasps thck skeleton back down
  - informs Baz he has something to maybe cure him after
- Herton hits the mummy
- Quake bludgeons egomaniacal skeleton to death with thick skeleton's kneecaps
- Baz
  - moves to the mummy
  - sneack attacks the mummy
  - disengages back
- attractive skeeton
  - goes to the carcophagus near the mummy
  - revives spirited skeleton
- Quest eldritch blasts the mummy
- mummy
  - glares at Paracelsus who saves
  - misses Paracelsus thanks to envenom *(it was a crit otherwise for a oneshot)*
  - goes down to the envennom damage
- egomaniacal skeleton
  - gets back up
  - misses Quake with his own kneecap
- Paracelsus poison needles down egomaniacal skeleton
- spirited skeleton animates envious skeleton
- Herton misses spirited skeleton
- Quake bludgeons envious skeleton to death with thick skeleton's kneecaps
- Baz
  - lights back up the candles of envious skeleton
  - hits spirited skeleton with his torch
- attractive skeleton
  - moves away from Baz who hits it with his torch
  - shoots at Paracelsus and misses
- Quest eldritch blasts spirited skeleton
- mummy
  - is back up

        - misses Quake with its fist
        - glares at Quake who saves
        - saves the envenom
    - Paracelsus shocking grasps down the mummy
    - spirited skeleton misses Baz
    - Herton takes down spirited skeleton
    - Quake
        - moves to attractive skeleton
        - takes down attractive skeleton with thick skeleton's kneecaps
    - Baz lights up as many candles as possible around room
    - Quest blasts the mummy that was on the ground
    - Paracelsus pricks with a poison needle attractive skeleton
  - Quake picks up the eye gems and some more
    - 10x citrines worth 50gp each
    - holy symbol shaped like a brazier
  - Paracelsus
    - sits down Baz

      > “I have something for ytour condition but i might need you to help me help you

    - casts remove curse on Baz
    - hands 2 healing potions to Baz
  - the door Baz saw seems still opened
- towards the next room
  - Baz goes first
  - *desc*
    - cavernous chamber
    - empty stone slab
    - unlit candles
    - lit candelabras
    - pool of water around the slab
  - party follows
  - Herton no longer hear the sword's hum
  - stone door on the far side of the room
    - flush with the wall
    - with a religious marking on rthe door
    - it is saint Vitruvio

      > “none are forever lost in shadow, candles glow bright in the deepest nights

    - Herton can't open the door
  - Baz inspects the candles
    - the look magical, running for that long with little wax
    - Baz takes one to the door

        - no reaction
    - Herton tries to reduce the door
        - the door seems thinner and lighter now
        - Herton tries to pull it up with his crowbar
        - it is pulled 1ft up
        - the party starts to place rocks to lock the door in place
        - the door is now locked poen with 1/2ft at the bottom
    - Iris is sent on the other side
- barely opened room
    - large circular chamber
    - pyre in the middle
    - statue on saint Vitruvio with 2 unlit candles at its feet
    - at his right is a sheaved great blade
    - at his legy a shield
    - holds his hands towards heaven with a rod in his hands
- Quake summons back Lump
    - Baz gives Lump a torch
    - Lump goes to the other side
- Barely opened room
    - Lump lights up the candles
    - Lump can move the rod
    - Lump hears a voice in his head

        > “ darkness is heavy

    - Quake asks Lump to light the pyre
    - Lump tries again to pick the rod and a voice spoke again
        - he can take it but he has to illuminate himself
        - Baz stick his hand under the door and casts light on Lump
    - Lump tries again to take the rod and picks it up
    - the rocks break and the door slams right down in front of Lump
- Herton, Paracelsus and Iris go back up to activate the mechanism of the second lever
    - some of the skeleton in the room next door are back up
    - *fighting script*
        - envious skeleton
            - goes to Paracelsus
            - swords his ankles
        - spirited
            - runs to Paracelsus
            - hits Paracelsus with his sword
        - mummy
            - runs to Herton
            - misses Herton with his fist
        - Herton hits the mummy
        - Baz

        - runs past the whole combat
        - disengage
        - runs back upstairs
        - goes to pull the rod out of the lever
    - Paracelsus
        - moves away and gets critted by envious skeleton
        - envenoms mummy and envious skeleton
        - gets near the door
    - Quake holds near the door
    - thick skeletons shoots at Iris
    - envious skeleton
        - runs after Paracelsus
        - gets destroyed by Herton
    - spirited skeleton hits Herton
    - mummy hits Herton and infect him with mummy rot
    - Quest pulls Paracelsus on the other side of the door
    - Herton dissengages and moves to the other side of the door
    - Baz pulls out the lever and the door closes

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