

# Session Notes

- 2017-02-21
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# 2017-02-21

## Freeport

- Someone lost an arm wrestling match?
- We broke **Pope** and **Doom Sayer** out of prison
- Took the **Doom Slayer** to the *Belching Beaver Inn*
  - She said she was heading off to <> to investigate <>
- Went to the *Wizards Library* and spoke with **Kazra** (stutter, blue hands)
  - She told us that some books related to **Rezlin Kine** had been stolen and we should speak with **Martin Foss** and **Aya**
- Spoke with **Martin Foss** (drawf, retired adventurer) and he told us his book had been stolen. Looked like a smash and grab. He collects books specific to **Rezlin Kine** and didn't lead us to believe he had the book for any other reason than being a clepto
- Spoke with **Aya** (had a monkey, responsible for watching over secret texts of the library and she told us....
  - At the conclusion of the discussion she wrote a note and sent it back to the *Wizards Library* on a monkey
- On our way back to the *Wizards Library* we were ambushed and murdered a good half-dozen people
  - Found a note on the dead that read:

“ Just get it done Soares. If they find me, then our investigation has been a waste. Ensure that the Red Hand's faith in us was not ill-plaied. --B

# 2017-03-07

## We are currently in Freeport

- Got back to the *Wizards Library* and **Pope** confronted the **Kazra** with the note
  - **Kazra** examined the ink and said more must be going on than a thief. Suggested there was a "rat"
  - **Dunowhere** immediately accused **Kazra** scaring the shit out of her, poop was literally smelt
  - **Kazra** lead us to **Master Opanrael** (head curator, head sage at the library, hooked nose, small frame)
    - During the walk a lot of time was spent trying to gauge **Kazra's** intentions
  - Met with **Master Opanrael** and presented him with the note
    - He asked if we were the men hired to find the missing books before telling us anything about the note
      - Eventually said he was also suspicious because of the ink being used on the note and the people missing
      - The ink is only used in the library but any librarian or scribe would have access, no inventory kept
      - Informed us staff members have gone missing from the library
      - He gave us two names of employees who had not shown up **Garda Greenleaf** (female, flawless attendance) and **Ellison Berenger** (male, been with them only 3 months, been reliable until today)
      - Was unable to provide us information on where they live
      - Suggested we go to the Archives for information about **Ellison Berenger**, not able to provide us much more information other than to look around
        - **Pope** was unable to tell **Master Opanrael** intentions or sincerity
      - We provide him an update on what we had found out about the missing books so far, one was about **Rezlin Kine** and the other was stolen by someone who can break magic seals
        - We followed **Kazra** out of the room because she believed she had a lead. We headed to the archives to examine where similar books to those that were stolen reside
- Taken to the *Wizards Library's* archives
  - We come across a dead female
  - **Kazra** tentatively identified **Garda Greenleaf** as the deceased
  - **Pope** examined the body to determine cause of death and determined she died from a single blow to the head, blunt force with in a few minutes ago
    - Had keys to the Wizards Library archives which are only trusted to high ranking people, they are missing now

- **Terry** asked if **Garda Greenleaf** and **Ellison Berenger** were friends, only co-workers
- There were two small red covered books on the floor by her body. They were about **Rezlin Kine**. On the shelf were more.
  - The **Rezlin Kine** (one was closed, one was open), also found the white magic book
  - **Terry** examined the books and large sections of the book were missing. It appeared to have happened recently
  - **FiZi** found a trail for the assailant and as we started tracking there was a loud noise and an earth quake like shaking and bookshelves started tumbling
    - **Kazar** was injured, Pope healed her and she told us she would go talk to **Master Opanrael** and we should go after the source of what just happened
- We follow the bookshelves to the source
  - We find a huge hole in a far wall, charred bones on the ground, the books are all OK
  - **FiZi** stealths into the cave/hole a head of the group
  - **FiZi** spys three figures wandering aimlessly, they appear to be **ghosts (3)**, semi-corporeal. **FiZi** then heads back to the group to inform them of what he found
  - We handily dispatch the **ghosts** after which **Dunowhere** bathes in their ectoplasm. **Snowrunner** was a total bitch.
  - We search the room and then examine the hole blown in the far wall
  - In the next room we find a second hole and the remnants of a horn and a treasure chest
  - **Terry** checks the horn for magic and detects a sigil of a Wizard named **Denlor** who once lived in *Freeport*. **Terry** casts identify on the horn (see below info block) and then gathers up the pieces

You can use an action to speak the horn's Command Word and then blow the horn, which emits a thunderous blast in a 30-foot cone that is audible 600 feet away. Each creature in the cone must make a DC 15 Constitution saving throw. On a failed save, a creature takes 5d6 thunder damage and is Deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't Deafened. Creatures and Objects made of glass or Crystal have disadvantage on the saving throw and take 10d6 thunder damage instead of 5d6. Each use of the horn's magic has a 20 percent chance of causing the horn to explode. The explosion deals 10d6 fire damage to the blower and destroys the horn.

- **Terry** detects magic on the treasure chest and detects a faint aura from within.
- **Pope** runs in and opens the chest (was already unlocked)

There is a tiny needle sticking out from the lock with a little blood on it (someone sprung a trap)

- There are multiple compartments inside like a tackle box but Pope also finds a secret compartment. Inside is a headband made of polished bone with the same sigal on it as the outside of the chest. There is also a Healing Potion.
- **Terry** identifies the head band and it is:
 

Headband of Intellect  
 Requires Attunement  
 Your Intelligence score is 19 while you wear this headband. It has no effect on you if your Intelligence is already 19 or higher without it.
- There is some debate about this Headband of Intellect. Who gets it and whether there is a huge downside to it that we can't determine at this time. We (**Terry/FiZi**) decide it's to good to be true and then **Pope** decides to put it on anyway and on our next short rest we'll find out if he turns into a potatoe or god.
- We head on into the far end of this room and end up in a sewer which leads us into a huge culvert/spillway with a large pool in the center. Stairs out. We also see two undulating(?) figures at the far end next to a burnt section of the floor ("blackend and charred as if by intense flame")
  - The two figures are **Carrion Crawlers**
  - The group tries to be all stealthily move up on them and fails. We engage and maginally the **Carrion Crawlers** but not before **Pope** and **Snowrunner** get tentacle raped and downed
  - Next to the **Carrion Crawlers** and find a backpack with a note in it

**Session ends on discovering the note.**

# 2017-03-21

## We are currently in Freeport

- We're exploring the sewers at the moment.
- We murdered some **Carrion Crawlers** and found a backpack with notes in it next to a scorched area (which had a **Carrion** corpse in the center of it)
- We split up the loot and dig through the notes
  - One is a fireball scroll, already spent
  - One is a list of book titles, most have been striken through and two have checkmarks
    - The two checkmarks are the books we've been asked to find
  - One is a map of Freeport and it's surroundings
    - Details a location to the east labelled **Rythnax**
  - Unsigned note that reads

“**Ellison**, Once you have secured what you can to aid us in our search, meet with **Rythnax** in the marsh east of the city, along the **Phlan Path**. Slay any that discover your work. Do not fail us again.”

- We continue down the tunnel and end up outside near the ocean
- We travel a short way and make camp for the night
  - Our rest is interrupted by 4 bandits

Dressed in the churches army armour, wearing arm bands but we couldn't tell the colour or if there were any symbols on them

- We killed two, the other two ran off, **Dunowhere** hit himself really hard in the foot and then grappled his dick instead of one of the bandits
- We continue on and make it to a swamp
  - There is a man by a camp fire with what appears to be a small dragon at it's feet. The man is injured.
  - The dragon screams something out in Draconic
    - **Peck** relays to us via images via **Terry** "FEAR"
  - We think this is the guy from the sewer (**Ellison**)
    - We ask him about the murder of **Garda Greenleaf**. He says he was only doing his job.
    - The dragon (black) and **Ellison** have a brief discussion
    - We identify the dragon as **Rythnax**
    - **Rythnax** talks some mad yang and keeps thanking us for doing the **Red Hands** work

- **Rythnax** has the missing pages we've been hunting down. He says he will be taking them to the Red Hand
- Says we had all of the answers in front of us "what with the mothers not returning"
- Before we can extract any useful information out of him **Pope** attacks
  - First attack **Rythnax** makes knocks **Pope** face down in the mud
  - Two **Lizardmen** burst out of a cave behind **Rythnax** and attack as well
  - **Second attack Rythnax makes kills Pope**. Added bonus he friendly fired and killed a **Lizardman**
  - **FiZi** heals **Pope** and gets him back up
  - **FiZi** is attacked by **BEEEEEEEEEEEEES** out of no where
  - **FiZi** kills the other **Lizardman**
  - Darkness is cast around the **Rythnax** (we're fucked)
  - **Rythnax** jumps out of the darkness and attacks **Terry**, critical fails and falls over
  - **Rythnax** summons the **BEEEEEEEEEEEEES** and kills **Dunowhere** but **Dunowhere** can't be taken down, rolls a 20 and gets right the fuck back up like a man (IE: not **Pope**)
  - **Rythnax** gets back up, flies over to **Terry** and breathes acid on him. **Terry dies**.
  - **Pope**, against all odds, kills **Rythnax**
  - Dragon fucking ensues
- We head over to **Ellison** to ask him some questions
  - He seems grateful we saved him
  - Says the **Red Hand** owns him and once they own you you don't have any choice
  - "The **Red Hand** is the forces that brew. It is an army, a legion, lead by the beasts and their leaders" in Felora's Wake
    - They are getting ready to attack because the gods are weak right now. (The gods didn't come when they were supposed to)
    - **Red Hand** tasked **Ellison** with gathering information to find out why the **Mothers** are missing
    - He says his task was completed by collecting the pages that **Rythnax** had

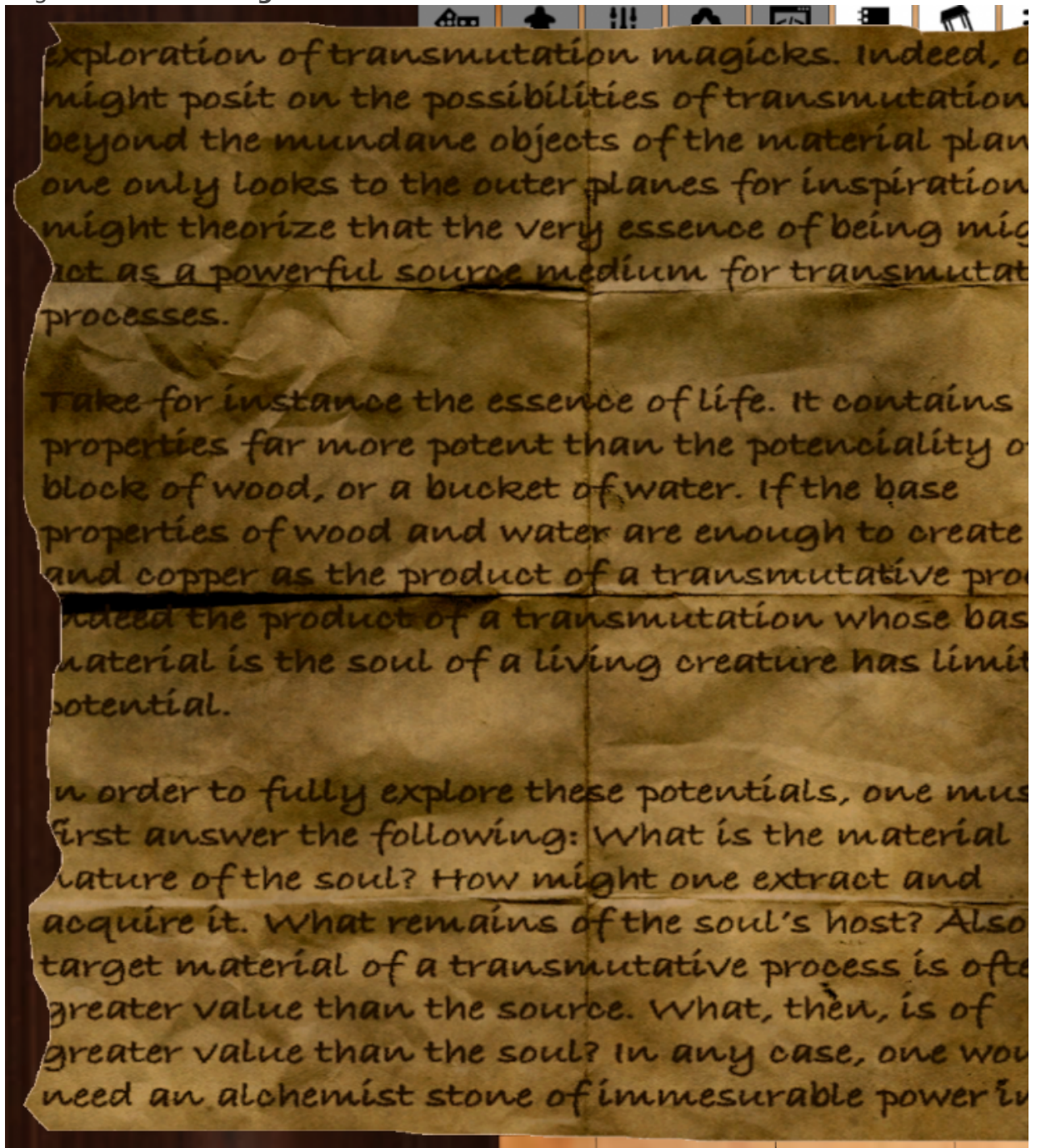


hills of the Mundrell region. Resline was not sure why the wizard chose such a mundane location for his tower. Maybe the wizard had many. Maybe he had abandoned this location in favor of another. Whatever the case was, it was at this tower near Fairhill that Resline found the Syrix.

Although he did not know it at the time, Resline had stumbled upon a relic of great power. The Syrix was an alchemist stone, but not just any alchemist stone. Nay, the Syrix was an alchemist stone created by and once belonging to Fieban the Great, Alchemist Supreme. An object of possibly infinite power, in the right hands, the Syrix had the ability to transmute any material into another.

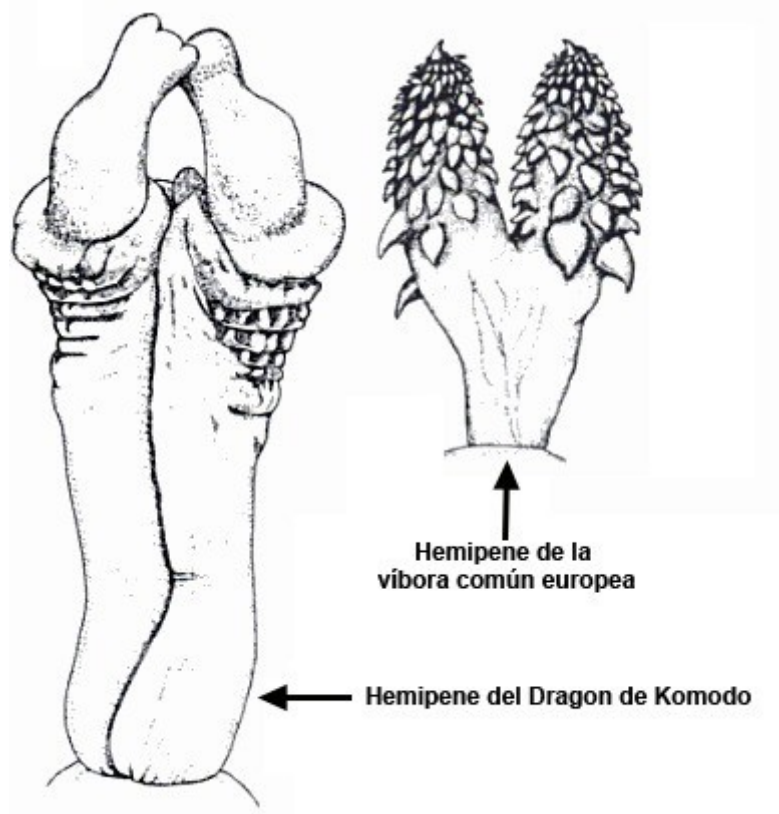
Syrix was eagerly sought out after by magicians of the alchemist tradition. Unfortunately, nobody is quite sure what Resline did with the relic. Some say he sold it, others speculate he hid it away to keep its power away from the world. The abilities that the Syrix contain are not





- o **Terry** informs us that he has also been looking for the stones of transmutation mentioned in these pages. He and a colleague studied them in school and his colleague left to find what he could and went missing.
- o **Terry** thinks some kind of wizard or powerful being is harnessing life from creatures and transmuting their energy into something else which may be related to the gods not changing

- **Dunowhere** inspected **Rythnax's** cock and sketched it... in french. Classy.



Session ends after Terry's hypothesis. We pickup next time dividing up the Rythnax loot and.... possibly his corpse?

# 2017-04-04

## We are Northeast outside of Freeport

- After killing **Rythnax** we divide up the loot
  - Bunch of stuff. Magic items are:
    - Wind Fan (**Pope**)
      - Gust of wind spell
    - Pearl of Power (**Terry**)
    - Greatsword +1 (**Dunowhere**)
      - Bulky and decorated with precise geometric figures. It is marked with a holy symbol
    - Longsword of Warning (**Pope**)
    - Fine Wine (2 Bottles, magic because it gets you drunk!, **FiZi** took it)
  - **Terry** interrogates **Ellison**
    - Asks him if the scroll of firewall we have was his and if he can re-create it
    - **Ellison** said it was his but he cannot re-create it. He got it from somewhere else
    - **Pope** and **Retard** immediatly start scheduling rape sessions with **Ellison**. They don't believe there is anything more to learn
    - **Ellison** was a new recruit into the Redhand trying to prove himself
    - **Party** makes their **Paragon**/Renegade decision at this point and decide not to kill him and turn him in
      - Terry finds a *Hold Person* scroll on **Ellison**
  - After an extremely complicated half-night of rest, during which **Pope** casts Eternal Flame on **Retards** dick (really), we are attacked
    - Three harpies appear and after the opening volley charm **Terry** and down **Pope**
    - The harpie that charmed **Terry** downs him
    - **Snowrunner** critically falls over trying to fight a harpie
    - **Snowrunner** then critically fails flailing from the ground
    - **Retard** throws **Ellison** at the last Harpie as it flees and hits. **Ellison dies when he hits the ground after bouncing off the Harpie. Renegade points earned.**
    - One Harpie limps away, the other two are dead
    - **Retard** tries to stabilize **Pope** and fails
    - **Snowrunner** tries to stabilize **Pope** and fails
    - **Pope bleeds out and dies**
    - **FiZi** stabilizes **Terry**
  - **Terry** takes the *Head Band of Intellect* from **Pope's** body
  - **Retard** takes the Longsword of Warning
  - Everyone else divides up **Popes** money
  - **Terry** takes the Wind Fan

- We decide to head back to **Freeport**
- We last about 30 seconds in town and **Retard** almost murders someone
- We head for the **Wizards Library**
  - On the walk Terry makes copies of the book pages we are going to return
- Once at the Library Terry has a very stoy ased conversation with **Master Opanrael**.
  - **Terry** shared his theories with **Master Opanrael**
  - **Master Opanrael** gives us the named **Lillian** and recommends we go to **Lukestown**
  - **Terry** shows [Fizban's Letter](#) to **Master Opanrael**

Brother Fizban,

In our studies we will learn to transmute stone into wood, water into wine, transform our very bodies into another shape. But is this all our college has to offer? I often find myself lost in thought, swimming through pages of manuscripts and learnings of wizards long past I've found in the library, wondering if we haven't yet discovered the apex of our potential.

Have our professors truly mastered transmutation? The texts say the greatest of our lineage were able to transform death into life. But what, I wonder, could we create from life itself? I find myself pondering the possibilities... what might the essence of a living soul be transmuted into? A great mighty thing, I suspect...

I wish you well in your travels, and if I don't see you before the Cycle, Happy Mothers' Mercy.

Your friend and fellow, Brother Zellam

- We head off to the **Belching Beaver**
  - The **Inn Keeper** tells us about an announcent at the temple while we were away
  - **Orian** has become the new speaker, opening speech was about shining light into the darkness

- The **Inn Kepper** also gives us a letter that was delivered for us by the **Doomsayer** we broke out of jail. Letter was sealed.

- 

My friends,

Be wary of who you trust. The city may appear to have achieved order, but it is still in disarray.

Word has it the Child of Light, **Orian**, will soon take **Stowan's** place. My contacts tell me that **Stowan** has fallen ill. Some say he was poisoned by revolutionaries. I'm not so sure.

Be safe, trust few, and I will reach out to you again if I find out more.

- While in the Inn we meet **Pope2** who joins our party

**We end here for the night**



# 2017-06-13 - Seven Weddings

## We are in Freeport drinking at the Belching Beaver

- **Freeport** is under martial law
  - Previous leader of town fell ill
- The **Red Claw** have the same information as us and are likely heading to **Luketown** as well
  - We don't know if they are going after **Lillian**
  - **Terry** remembered some information the Dragon gave us
- The group does some shopping in **Freeport** before heading out
- We made it out of **Freeport** without randomly murdering anyone and headed for **Freeport**
- Uneventful first night on the road
- During our travels we reminisce about **Pope** (who died) and **Retards** fire cock, **FiZi** drinks one of his fine wines
- The weather takes a turn and we make camp
  - During first watch **Terry** thinks he hears something but nothing comes of it
  - Second watch is uneventful, weather stays shitty
- **Terry** sends out Peck to do some scouting
  - We find out we're nearing our destination and things seem deserted but it could just be the shitty weather
- **Terry** and Retard show off their shit to each other while **FiZi** heads off to do something useful and scout the town solo
  - Terry sends **Peck** with **FiZi** so recon information can be relayed nearly real time (TACTICS)
  - **FiZi** finds people leaving their homes and notices some strange behavior and dress for the local villagers
    - **FiZi** can't tell what's going on
    - **Terry** can't either
    - **FiZi** tries to interact with one of the villagers who is walking backwards
      - There is a wedding going on in **Luketown**
      - **Marcus** is getting married (again) according to the villager
      - Villager recommends leaving town, says the weddings are more like wakes than weddings
      - Anytime **Marcus** gets married the bride dies on the altar
      - Turns out the villagers are all acting strange out of superstition
      - **FiZi** asks about a **Lillian**, villager unable to help
  - We get back together and head over to the wedding

- At the wedding
  - **Marcus** is yelling at someone named **Felderman** swearing things will be different this time
  - **Felderman** is trying to talk **Marcus** out of it
  - **Retard** tries to convince the group to stop the wedding
  - **Terry** tries to convince **Retard** else wise by lying to him about having a gig at the wedding and needing to get paid
    - It doesn't seem to work
  - **Marcus** and **Felderman** start getting louder and louder
  - "and then suddenly..... and then suddenly..... **Ghouls** (6) emerge from the ground" (literally)
    - **Terry** formulates a plan to try and convince the bride to marry him
      - **Retard** sets him straight by reminding him about his IRL life choices
    - We destroy the first **Ghoul** with out breaking a sweat
    - The **Ghouls** go after the crowd but suck hard
    - We wreak the second **Ghoul**
    - A **Ghoul** takes out a woman from the crowd
      - **Terry** calls dibs on the gown from the dead woman
    - A **Ghoul** lands a hit on **Snowrunner**, he shrugs it off like a man
      - **Retard** crits the next nearest **Ghoul** and sends it right back to the containment unit
    - **Terry** crit fails trying to cast a spell on a **Ghoul** near him
    - **Snowrunner** kills the **Ghoul** he's engaged with
    - **FiZi** hits the nearest **Ghoul** and lightly annoys him with an arrow hit
    - **Ghoul** misses **Snowrunner**
    - **Ghoul** misses **FiZi**
    - **Terry** crit fails again trying to cast a spell on a **Ghoul** near **FiZi** and **Retard**
    - **Snowrunner** gives his **Ghoul** a hard whack and it keeps coming (we think this is the leader **Ghoul**)
      - **Snowrunner** is immune to Ghoul aids
    - **FiZi** deftly moves away from the **Ghoul** next to him and puts an arrow into him
    - **Ghoul** swings at **Retard** and hits
      - **Retard** avoids getting **Ghoul** aids
    - **Boss Ghoul** swings at **Snowrunner** and misses
    - **Ghoul** moves away from **Snowrunner** and dodges the AOO
    - **Retard** crushes the **Ghoul** next to him
    - **Terry** crit fails AGAIN trying to cast a spell
    - **Snowrunner** swings at **Boss Ghoul** and connects
    - **FiZi** fires and lands a solid hit on **Boss Ghoul**
    - **Boss Ghoul** heads back for **Snowrunner** and connects
      - **Snowrunner** avoids Ghoul aids but takes some damage
    - **Retard** charges **Boss Ghoul** and hits for like max damage and wipes out **Boss Ghoul**
  - **Felderman** starts giving Marcus shit for the ONE person who died
  - **Felderman** thanks us for saving everyone
  - **Terry** starts questioning **Felderman**



- What's up with the weddings, how many times?
  - This was wedding #6
- How often does this happen?
  - Every so often, maybe I'll tell you the story over a pint after they clean up
- Where is the tavern
  - We're given directions
- Do you know a Lillian
  - He knows her and says she has much to do with this story
- We head over to the Inn, get some drinks and food
  - **Felderman**, who turns out to be the mayor, joins us
  - We start talking about how we heard about Lillian, **Felderman** is surprise someone from **Freeport** knows her
  - **Lillian** hasn't been around for 30-40 years
  - **Lillian** was a Witch who studied all the bad stuff
  - **Lillian's** fiance was/is **Marcus**
  - We find out **Marcus** is like 80
  - **Retard** figures out the curse all on his own (we think he read **Jack's Wiki**)
    - It turns out **Lillian** cursed **Marcus** to never be able to wed. She wished for love eternal and crafted magical rings to seal the deal. She ended up dying in her experiments.
    - **Marcus** fell in love with **Alice** while **Lillian** was working and **Lillian** cursed/killed them
    - **Retard** says some sexist stuff about **Marcus** at this point
    - Turns out women just fall in love with **Marcus** and cannot be convinced otherwise
    - This has been going on for years
    - The **Ghouls** were new. Never happened before. Just for us apparently.
    - **Felderman** thinks NOW is the time that something be done about this curse. QUEST TIME!!
    - **Terry** finds out where **Lillian** lived and worked
      - Up on the hill north of town, villagers stay away from it
    - **Retard** asks where Marcus is
      - The cages near the town hall
    - **Terry** asks if they've ever tried to lockup **Marcus** before
      - This is the first time
      - We might have a ticking clock
    - **FiZi** says something snarky to **Felderman** that is ultimately pointless to the story
    - We offer to help the town with their problem but we want access to **Marcus** and **Lillian's** house... and a reward
      - **Felderman** is non-committal about the reward but wants the help
    - **Terry** asks for more details on **Lillian's** research
      - He doesn't know more than what he told us about the rings
    - **Terry** smells philosophers stones and wants to investigate

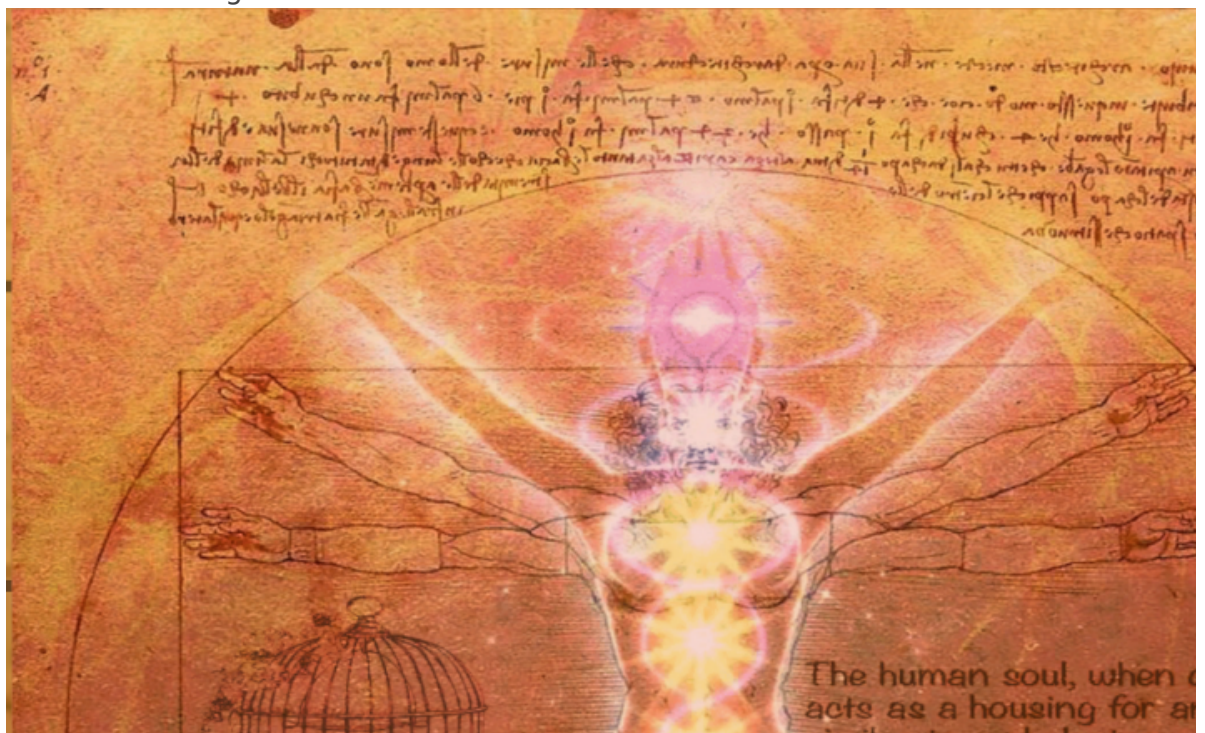
- **Retard** asks where the bride is
  - She'll be kept safe at the town hall
- We head over to the town hall to question **Marcus**
  - We ask him about **Lillian**
    - He tells us she is dead (duh) and provides no more useful information
  - **Terry** tries to prod more out of **Marcus** by describing what her research was about and asks if **Marcus** knew anything about it
    - He knows nothing
  - **Retard** asks in the most polite way possible if **Marcus** had been unfaithful to **Lillian**
    - He either lied or didn't cheat on **Lillian**
    - He references an accident in the lab causing them to no longer be together
    - Says he came home one day and found her dead, shriveled and blackened in the lab
      - No burn marks
      - He says her spirit lingered and he visited her for a time
      - He visited her spirit in the mausoleum where she was buried
      - **Snowrunner** has a theory that if we get rid of **Lillian Marcus** will die as well
      - **Marcus** can't remember the last time he saw **Lillian**
      - **Marcus** only ever saw her at the mausoleum and she was always there waiting for her
  - **Terry** wants to talk to the bride (**Keylie**)
    - **Retard** says something charming about **Keylie**
    - **Terry** asks if **Keylie** ever talked to Lillian
      - She says no and thinks **Terry** is crazy
    - **Retard** takes the direct method and confronts **Keylie** with her decision to want to marry **Marcus**
      - **Retard** tries to convince her not to get married via facts and directly observable evidence. He fails like **Hillary Clinton** did. *Oh shit sick burn. I'm so good at this.*
      - **Terry** tries to convince her and fails
  - **Terry** goes and tells **Felderman** we need **Keylie** and **Marcus** separated to stop them getting married while we're away trying to fix everything
- We head over to **Lillian's** house
  - We cautiously explore the house wary of traps
  - The place seems "frat party wrecked"
  - **Terry** starts digging for books/notes
    - Terry finds a small painting of **Marcus** and we assume **Lillian**
  - Down into the basement we go
    - The stairs collapse on us because we're so fat and stupidly went down the stairs at the same time

- **Terry** avoids getting hurt, **Snowrunner** falls and hurts himself
  - **Snowrunners** heart containers start to chirp
- **FiZi** tries to push **Retard** and fails
- We find a strange statue in the basement
  - **Terry** tells us not to touch it
  - **Terry** recognizes it as **Golem** (construct, clay)
  - Terry detects magic and finds the **Golem** and the east wall are glowing
- **FiZi** wastes two healing spells on **Snowrunner** cause he sucks at rolling
- **Retard** sets up an escape from the room using the magic rope in case attacking the **Golem** goes south
- We look really hard for a riddle cause no one wants to fight the **Golem**
  - We find a riddle "I can be stolen or given away and you will live, yet you cannot live without me"
  - First guess: Breath, not right but **Terry** makes the **Golem** blush
  - Second guess: Heart, ding ding ding
- The wall disappears and we enter the lab behind it
  - **Terry** searches and finds some books, scrolls and a set of rings meant for a bride and groom
    - Rings are next to book open to a page with a flower that has black and white pedals
  - We find a note that says:

"Doolb fo a nerw, evmon fo a gerptnan restnep, htob epslat fo a luosmoolb wolfre... I nacton mees ot worg eht luosmoolb. Lliw a busitsetut usecif? I tsum evah eht gnir aeryd rof Ramsuc eberof eht dewgnid eceromyn ebsnig. Rofvere ym evol..."

Blood of a wren, venom of pregnant serpent, both petals of a soulbloom flower... I cannot seem to grow the soulbloom. Will a substitute suffice? I mush have the ring ready for Marcus before the wedding ceremony begins. Forever my love...

- We find this diagram:



We *\*\*think\*\** this might mean **Lillian** is trying to take over the body of brides and that's causing them to die

- Looks like **Lillian** tried to sub out the Soulbloom Flower and shouldn't have
- **Terry** digs around and finds the venom and blood in a vial
- **Terry** grabs the vials of venom, blood and the notes
- **FiZi** grabs the rings and then bolts out of the lab after everyone else has gotten to safety first
- On our way out of the lab two town folks bump into us at the front door
  - One of the towns folk throws something at us and combat begins
    - Turns out they are Hobgoblins
    - **FiZi** takes a few hits and almost goes down
    - **Retard** swings and misses
    - **Retard** action surges and hits
    - The **Hobgoblin Retard** hits screams and two more appear at the door
    - The two new **Hob's** charge **Retard**, one swings and misses the other hits
    - **Snowrunner** moves up and swings at the **Hobgoblin** that hit **FiZi** and punches it's shit in, literally, and it dies
    - **FiZi** quaffs a Healing Potion
    - **Terry** re-positions to the clam of safety
    - The remaining original **Hobgoblin** comes at **FiZi** and downs him
    - **Retard** takes a swing and misses (**FiZi** did the roll for him because **Retard** was shitting.... literally)
    - **FiZi** makes his death saving throw (1)
    - **Terry** casts hold person on the deadly **Hobgoblin** but she saves
    - **Hobgoblin** throws a few daggers at **Retard**, some connect
    - **Retard** attacks the **Hob's** in front of him and misses, second winds and hits
    - **Hob's** swing at **Retard** and miss
    - **Snowrunner** attacks the closest **Hob** and crit fails
      - **Snowrunner** drops his weapon
    - **Snowrunner** picks up his weapon and does unarmed strikes missing the **Hob**
    - **FiZi** fails his death saving throw (1)
    - **Terry** administers a Healing Potion anally to **FiZi**
    - **FiZi's** up and hard
    - **Hobgoblin** attacks **Terry** and hits one of **Terry's** duplicates
    - **Hobgoblin** attacks **Terry** and hits one of **Terry's** duplicates
    - **Hobgoblin** attacks **Terry** and misses
      - She melds back into the shadows afterwards
    - **Retard** rolls a crit and just straight murders a **Hob**
    - **Snowrunner** attacks the remaining **Hob** and misses

- Swings again and hits breaking the skin of the **Hob** but knocks him down
- **FiZi** fires at the **Hobgoblin** and it does a pathetic amount of damage
- **Terry** casts chromatic orb at the **Hobgoblin** and misses, not a crit fail this time, so an improvement
- **Hobgoblin** throws three darts at **Terry**
  - First misses
  - Second hits the last mirror image
  - Third hits and draws some blood from **Terry**
- **Retard** swings and misses the **Hob** on the ground
- **Hob** swings at **Snowrunner** and downs him
- **Snowrunner** makes his death saving throw (1)
- **FiZi** fires at the Hob in front of **Retard** and misses
- **Terry** magic missiles the Hob in front of **Retard** and hits him and then finds a nice place to hide halfway down a hole
- **Hobgoblin** comes at **FiZi**, miss and two hits and downs **FiZi**
- **Retard** attacks the Hob in front of him and misses
- **Hob** swings at **Retard** and misses, tries to run
  - **Retard** swings at the AOO and knocks out the **Hob** trying to flee
- **Snowrunner** makes his death saving throw (2)
- **FiZi** makes his death saving throw (1)
- **Terry** pokes his head up, fires a magic missile and hits the dirt again
- **Hobgoblin** casts a spell, (haste?), and runs away
  - She says "The Red Claw will be your doom as she runs away"
  - **FiZi** and **Snowrunner** swig some Healing Potions
- We'll interrogate the captive next session

# 2017-06-27 - Seven Weddings

## We are in Lillian's house

- Time to do some interrogating
  - **Retard** handles the interrogation by stripping the **hobgoblin** naked
  - He works for the **Red Claw**
  - **Retard** whips it out, pees on the **hobgoblin** who immediately kills himself via a magic cyanide pill
  - The best minds among us try to figure out what is going on, best guess is the Red Claw is trying to amass an army and use the magic **Lillian** was developing
    - We remember we're looking for Soulbloom Flower and we have **Lillian's** rings
  - The party takes a short rest
- We head off to the mausoleum to commune with **Lillian**... hopefully
  - We hear weeping coming from the mausoleum
  - **Retard** enters and attempts to communicate with **Lillian**
  - **Lillian** responds asking for her **Marcus**
  - Retard asks how she dies, she isn't interested in talking
  - We ask if she's killing the brides, she doesn't want to talk about them
  - **Retard** asks about Soulbloom and the plant life in the mausoleum twitch and grow slightly
  - We determine the vines are Soulbloom
  - **FiZi** collects some Soulboom while **Retard** and **Terry** speak with **Lillian**
  - We ask **Lillian** why she's pissed, she says it's because **Marcus** left her here to die
  - **Terry** tells **Lillian** by telling her we'll help her finish the ritual started
    - She seems to go for it, we need to go get **Marcus**
    - **Retard** asks what will happen at the conclusion of the ritual, she reaches out and touches **Terry**
      - **Lillian** transfers all of the knowledge of her ritual into **Terry**
  - **Terry** grabs the rings and some Soulbloom and heads to **Lillians** lab, **FiZi** goes with him
  - **Retard** and **Snowrunner** head back to town to get **Marcus**
- **Terry** and **FiZi** have an uneventful trip to the lab
- **Retard** and **Snowrunner** find the door open to the prison seemingly waiting for them
  - Seems the guards got smacked around and **Marcus** + **Bride 3304** are missing
    - **Ronald** assisted them in their escape
  - **Retard** finds out where **Marcus** would go to elope and **Snow** and him head off
  - **Retard** sends a villager to fetch **FiZi** and **Terry**
  - **Retard** and **Snowrunner** get to the wedding and **Retard** interrupts them best he can

- **Snowrunner** explains the situation to **Marcus**, **Marcus** doesn't believe him
- **Retard** appeals to the logic of the priest, **Ronald**
- Smash cut to **Lillians** place
  - The villager enters, delivers **Retards** message to **FiZi**
  - **Terry** just then completes his ritual
  - **FiZi** pays the villager, picks up **Terry** and they haul ass to meet up with **Retard**
- **Retard** is tricked(?) into getting **Keylie** to say "I do", she drops dead
- The body of **Keylie** starts to tremble and a specter of some kind emerges from her body
- <FINAL FANTASY FIGHT MUSIC GO>
  - Retard hits **Keylie**
  - Snow hits **Keylie**
  - **Keylie** starts making out with Retard and literally sucking the life out of him
  - Second specter emerges, attacks **Snowrunner**, hits and start making out with him sucking the life out of him
  - Suddenly from the bushes, Terry and FiZi emerge
  - **FiZi** uses his moment to fling **Terry** who casts Chromatic Orb mid-air, the Orb smacks into the specter latched on to **Retard**
  - The specter latched on to **Retard** loses her grip
  - **FiZi** fires at the specter attacking **Snowrunner**, critical misses but avoids any consequences
  - **Retard** attacks the specter latched on to **Snowrunner**, hits but fails to break her off **Snowrunner**
  - **Retard** action surges, hits again but fails to knock her off again
  - **Snowrunner goes down as the specter sucks all the life out of him**
  - One of the specters swings at **Retard**, misses and tries to flee, **Retard** gets a AOO and hits
  - The other specter heads to **Terry**, hits and then flees, **Terry** gets a AOO and hits
  - **Terry** fires another chromatic orb at the specter closest to him and misses
  - **FiZi** fires an arrow at the specter closest to **Terry** and hits
  - **Retard** jumps at the specter above him, attacks, hits and kills **Keylie**
  - **Snowrunner saves against death, passes**
  - Remaining specter comes down and swings at **Terry**, misses, floats back up and provokes a AOO, **Terry** misses
  - **Terry** shoots a fire bolt at the specter and hits, **Terry** backup
  - **FiZi** fires an arrow and misses
  - **Retard runs over to Snowrunner and stabilizes him**
  - Specter comes down and attacks **Retard**, hits, flees provoking a AOO, **Retard** hits and kills her
- **Retard** pours the flask of semen down **Snowrunners** through
  - High-fives all around
- **Terry** uses a healing potion on **Snowrunner**
- We grab **Marcus**
- We get **Marcus** and **Lillian** married and **Lillian** becomes mortal... I think
- Terry asks what Lillian's studies were all about
  - She has been trying to figure out eternal life for her and **Marcus**
  - The rings were a step in that direct



- She says she was able to contain the soul of a small beast within her own at one point
- The only thing that could bring a soul to ease was another soul, you could calcify your soul into a cage to trap another
- She says it's a way to protect/hide a soul from harm
- She was only able to contain small souls, a mouse was as far as she got
- **Terry** asks what the host gains by doing this
  - Nothing it turns out, it's supposed to be voluntary
  - If you were to force a soul into another the contained soul would be trapped
  - Only great magic can reverse this but if the host dies the contained soul dies
- Her transmutation magic is what lets you contain a soul
- She says you could contain an army of souls
- **Lillian** has notes in her lab and recommends great caution trying to do it ourselves
- **Retard** wants to screw with **Popes** soul
- **Terry** asks what would happen if you hosted a higher being inside yourself, like a celestial being
  - You could safe-keep a soul or hide it that way
  - Terry asks if it could be transferred to a empty vessel, she doesn't know
  - **FiZi** flips the question, what if a celestial being wanted to hid a soul in it
  - There is a inverse relationship between the host and the amount of magic it takes to contain a soul
    - A human can do a mouse
    - Celestial could do a human
    - More powerful magic can hold more
  - **FiZi** muses out loud about how some of the gods recently went missing
    - **Lillian** suggests you'd need nine vessels of great power to do this
    - She says you'd need to get a legion of studied power wizards to do this but it is possible, very unethical
- The town throws us a party, pays us 250gp
- **Session over, quest complete**