

GAME SESSION 83: BAD SLEEP - 10

(played June 17th, 2018. Martin, Jean-François, Yvon, Jean-Guy, Sylvain. Austizel played by Martin)

June 17th, 748 8h45 pm (day 2)

Petrak to Karl "What did you do?"

Karl doesn't answer, and he looks at Élyse's body in shock. Petrak moves in Élyse's bedroom and checks on Élyse: she is dead, she can't be healed.

Karl mumbles "... she rejected me! ... She started to laugh", then he looks at Petrak and says "I saw red, and strangled her. She rejected my demand to marry her! She ... she laughed at me!"

At Petrak's question, he explains that "Gretta was just a diversion to help us flee this place. We should go to the island and get her back to the house." And "Casimir's dog? I poisoned the dog. So they could not track Élyse and me when we would have fled from here".

"I was sure she loved me!"

"Josef? He also got what he deserved. He never liked me, and treated me like his servant. He never liked Casimir either. Today he called him a thief, I don't know why..."

They tie his hands behind his back and they decide to go in the orchard to check on the big tree at night, thinking it might have a link with Mme Radanavich.

They ask Van Richten about the tree "it's the biggest of the orchard, and the oldest. It even has a name, the Gnarled Lad. It was there when I was young, I often climbed on it."

On the way, they notice the trees are visibly getting more twisted, and even one loose all his leaves at once. It looked eerily like a thousand sparrows had suddenly taken flight from the bare branches, only to flutter dead and weightless to the ground... The smell of the orchard's apple flowers also turned sour.

They visit the orchard at night, and walk around the Gnarled Lad. Suddenly, the tree moves and attacks Exigu (two attacks, one a critical, total at -45 hp)! Varadan turns into wolf hybrid form. Macrazbunare casts a cure spell that is delivered to Exigu through his pet wolf. Petrak casts *produce flame* at the tree and it doesn't attack the tree bark. Exigu and Varadan notices the apple on the tree are quickly inflating ... to look like heads!

Van Richten hits the tree with his crossbow bolt. Austizel casts *haste*. Exigu hits the tree with his war razor and move away from the tree. Karl wants to run away, but Macrazbunare's wolf herd him back close.

Suddenly the heads in the monstrous start murmuring ... "Van Richten! Van Richten ! ... " They all feel shaken by it.

The tree hits Varadan and misses Tora. Varadan replies with a hasted flurry of blows. Macrazbunare hits the tree with a *magic missile*. Tora hits the tree



with his axe. Austizel also throws a *magic missile*.

Then Exigu looks confused and attacks Macrazbunare with his sling bullets. The heads' effect !

The tree attacks Tora and Varadan but both attacks miss. Varadan hits it twice and the tree falls.

DM note: modified Death's Head Tree, with confusion attacks instead of usual head attack.

They use Petrak's *produce flame* to burn the tree, and they also cut it down.

They walk back to the house, but suddenly a patch of pollen is released from the weeds! Karl is stricken with fear! He wants to run away from the group, but Varadan restrains him. Macrazbunare identify the weeds they are walking through to be fear weeds. He explains the plant emits pollen that makes people hallucinate. Karl is under this effect.

As they did walk there a few minutes ago, they understand the plants are changing at night. They decide to go back to the house through the road instead of the quickest route through the grass.

At 10h pm, they are back to the house. It looks much older at night than during the day. Where the shutters once stood firm and straight, now they tilt and shed their painted coats like snakes. Every corner of the stonework slumps heavily, shifting with a clatter of falling stones. The windows are cracked...

In the hall, the lighted chandelier gives very little light.

Suddenly a ghost appears and attacks Van Richten! It is the ghost of a young man, which looks like if he was tortured to death. His right hand is missing, as if it was torn from him. "Samuel!", gasps Van Richten.

Austizel hits the ghost with a *lightning bolt*. Samuel weeps "I can't refuse her! Forgive me, oh, by Hala, forgive me!"



Tora hits the ghost and the spirit vanishes.

Van Richten explains that in 741, with Davvyd, Samuel and Dr Ott  lie Faringer, they battled a fiend who proved to be a much bigger prey than expected, named Drigor. Drigor deceived them into thinking he was a weak demon. All were tortured and killed, except Van Richten. Van Richten was paralysed, and Drigor at one point seemed bored and walked away, leaving Van Richten unarmed and in shock...

At 10h15, Karl vanishes, he is gone!

DM note: the day scenario adapts, this is the hour where Karl would hang himself and die.

They take the elevator to go to the attic. Just before, they cast healing spells and but they seem to be only half effective...

DM note: the night effect – 50 % effect on healing spells.

The elevator slowly climbs but stops at the third floor instead of the attic...

They decide to lower the elevator to the second floor and use ropes from the third floor to reach the attic.

Exigu and Varadan get inside the elevator and go to the second floor, while the rest wait on the third floor. Walking back to the third floor, they see a ghost reading a book. He ignores Exigu and Varadan. When the heroes walk away, avoiding a fight, he whispers “insignificant...” at them with a sneer.



In the next room, the priest Davvyd appears and this time he attacks! Varadan attacks with a flurry of blows but all attack misses the incorporeal priest. Davvyd casts *fire shield* on himself. What sounded like a tough fight ended quickly, when Exigu successfully used the *ghost trap* on Davvyd. Davvyd is trapped inside!



DM note : pesky item from Legends of Blood ;)

They join the rest of the group. Exigu describes the ghost of the scholar they just met. Van Richten thinks they saw the ghost of Harmon Rusheider, a scholar that died while fighting an ancient dead that casted a *cone of cold* at the group. Rusheider was killed from the frost blast.

They climb to the attic. In it, it is as Van Richten described it, an attic full of boxes, crates, and old pieces of furniture under dusty sheets. The ceiling is 20 feet high, with a crisscross of beams.

In a corner, they see a pentagram drawn in what appears like dried blood. In the center of it, they see a piece of white rock. Moving closer, they see the rock is in fact the missing angel head from Rivalis’s cemetery! *Detect magic* gives a magical aura on the whole, of strong conjuration.



“Conjuration magic? And a piece from my monument to my fallen friends? This must be how she summoned the spirits of my former friends”, says Van Richten.

They break the angel’s head in pieces, and erase the pentagram.

“This will not send back the spirits, but at least she won’t be able to summon new ones”, Van Richten thinks.

Macrazbunare inspects the lift engine. It works with a double set of weights to move it up or down. But he notices that the metallic rope holding the elevator’s weight has a piece of metal added to it, and it blocks the elevator moving to the attic! They remove it, and make the elevator move up. They use it to go back to the lower floor.



In the dining room (#8), a ghost appears! It is a slender and beautiful woman in her early thirties, with auburn eyes and brilliantly green eyes. She wears a delicate white robe. She holds an hourglass in her hands, and does look very sad.

“Ottélie !”, shouts Van Richten.

“Rudolph, you are in great danger!”, she answers. Her eyes turn milky white when she speaks.

“Ottélie, are you also against me?”

“No, I will never do anything to harm you.”

“Where is Radanavich?”, asks Petrak.

“She is now just a spirit, I don’t know where she is”, she answers.

“How to stop her?”, ask Van Richten.

“I ... don’t know”

“What do you know about the pentagram and the angel statue head”, asks Exigu.

“When I first appeared in this place, it was close to this drawn circle. And I didn’t see her, but I knew somehow it was Madame Radanavich that summoned me here. I can’t leave this place, there are barriers around it. She will soon materialize and will confront you. She summoned us here and then closed this place so we could not leave. We are all her puppets, we are all creatures that obey to her. But unlike the others, she has no grip on me, she can’t make me attack you and it infuriates her. ”

Van Richten asks her who are the summoned ghosts. She answers “Alanthir, Rusheider, Erasmus too, and I regret to say he is not well at all... Geddar, ... your Ingrid ... Samuel and Claudia DeShanes.”

“Now, I have to go before she gets too angry”, and she leaves after she lightly brushes Van Richten’s hand with her own.

11hpm, they go back to the gate house to sleep.

June 18th, 748 6 am (day 3)

As expected, at 6 am, Casimir is back in his bed, sleeping.

The weather is much colder than the last two days, and there are many grey clouds in the sky.

Tora goes to the orchard to see the Gnarled Lad tree was stricken in two like if by lighting.

Exigu calls “Thane!” and a large dog exists the carriage house. Exigu makes it enter the gate house, so Karl doesn’t poison him. Their plan today is to hinder the known scenario.

At 7am, Casimir wakes up and offers to make coffee. He plays with his dog outside, under the surveillance of Exigu.

Exigu speaks with Casimir. “I don’t know why, but Josef hates me and Karl”, Casimir confides, “May be it’s because I’m part vistani? Elise likes me, I think, but I do not. She is nice, but not enough to be my wife. I’m looking for Miss Perfect, and still haven’t found her. So if Casimir hates me because Elise loves me, I can’t do anything about it...”

Tora goes to the house and watches over Gretta. She is playing in the room where there is a doll house. She appears to often be in conversation with her doll. Tora hears her play with her dolls, having a “Karl”, a “Casimir”, an “Élyse” and a “Josef”. He hears her play “Karl wants to marry Élyse but she likes Casimir. Father hates him because he is a gypsy.”

At lunch, Élyse made a roasted rosemary chicken. Before lunch, Karl wanted to play with the dog, but Exigu made sure he was never close to the dog. Karl leaves angrily.

After lunch, Varadan and Tora watch Karl from seats on the balcony.

Petrak and Exigu go to the attic. There is not a trace of the pentagram.

Varadan and Tora invite Gretta to a tea party. Her doll’s name is Carla “and it’s not a doll, she is my friend.”

At one point, they see Karl moving toward Casimir and Thane. Macrazbunare stays nearby. He sees Karl throwing something at Thane, while Casimir was looking elsewhere. He catches Thane and makes it vomit, while telling Casimir that he saw Karl throwing poison at his dog. Casimir is angry, and goes to meet Josef and complain to him about Karl.

2pm Casimir finds Josef in his office. Exigu stays nearby to spy on the conversation.

For a long moment, Casimir explains to Josef what just happened. Exigu hears only Casimir talking, then there is a silence.

Then he hears Josef, sounding very angry, “Where is my ledger book? Why did you stole it? Is that related to Élyse? You want the Van Richten to know I stole money from the house? Right?”

Then he hears a fight, and a body falling to the ground. Exigu walks toward the office, and sees Josef is rolling the rug, with *something* in it.

DM note : Casimir was killed by Josef as a variant of the Groundhog Day scenario.

The other heroes see Karl wanting to get close to Gretta, but each time, the heroes frustrate his efforts. Exigu goes to the quay and pushes the row boat away from the quay, to the lake.

After a few tries, at 4pm, Karl goes back to his cottage, looking disappointed.

Later, Josef asks to talk with Exigu. “I know what you saw. This was self-defence, you know. Casimir attacked me first. I plan to go to Rivalis tomorrow for the authorities to let them know. He was a thief, you know, he got what he deserved.” Exigu says nothing in answer.

At 6hpm, Élyse invites everybody for supper. Karl isn’t present. To Élyse, Josef says that Casimir is ill and won’t dine with them. The heroes say nothing.

They spend the night telling tales of their adventures (so everybody stays in the same room). At one point, Josef opens an old bottle of port for his hosts. The house staff look happy.

Around 9pm, Élyse, Gretta and Josef vanish... But just before, they seem like if they realized something... Élyse says “I’m not a ghost”, Gretta “it wasn’t just a bad dream” and Josef “but ... we are... already dead”... It looks that these just realized something about their condition!

Macrazbunare goes to Karl's house. He finds the gardener drunk, sleeping on a table, pathetic.

A storm is coming, so Macrazbunare goes back to the house.

9h15 pm. They check on the attic – all is the same, and there is a trace of the pentagram semi erased. The rain is passing through the many cracks in the roofs.

They go down to the main master room. They hear through the door the sound of a woman weeping and pleading for her life. They do not enter the room.

They go to Karl's cottage – it is empty!

They go to the orchard – the Gnarled Lad tree is still there, looking dead, cut into two parts by lightning.

They go to the cemetery – same thing.

The boat is still in the middle of the lake.

They ask themselves if they should burn the house?

DM note : Yike!

They explore the first floor, looking for clues.

In the receiving room (#4), another ghost appears. It is a woman, in her late teens or early 20's with pale skin and long black hairs pulled back into a single braid. She is sitting weeping on the floor. Her face is sorrowful. She begs forgiveness for hating the livings for a life she will never have. She warns the heroes and Van Richten about Madame Radanavich's growing abilities. Then she vanishes... Van Richten says this is Claudia Deshanes.

In another room, they see a white, ghostly, sparrow. At first, it chirps toward the heroes, then, with a clear human voice "Like Bloody Hand, your enemy has a familiar! But not a bird! He watches over you!"

Van Richten explains that Alanthir the druid was killed by a lich called Bloody Hand, and Alanthir often took the form of a sparrow...



GAME SESSION 84: BAD SLEEP - 11

(played June 17th, 2018. Martin, Jean-François, Yvon, Jean-Guy, Sylvain. Austizel played by Martin)

June 18th, 748, 11 pm (day 3)

The heroes discuss what the aiding ghosts just told them – how is Mme Radanovich gaining new powers? Should we disrupt the scenario happening during the day?

Thunder outside, moving closer to the house... At 11h30 pm, they see lightning strikes in the distance.

They resume their night exploration of the manor to get clues: the dining room (room #8, wood carving twisted at night), the chapel (#9, where they have a faint feeling of wellbeing), the butler's kitchen (#12, Exigu opens the silver vault – the household's silver on velvet frames.)

Exigu also finds in the vault an old accountant's ledger. Josef Bierce's. It is a log book of money spent for the house. The last entry is August 12, year 683. The year when the drama happened, Van Richten explains. The book is old and part of the ink has faded, but the last entry, August 12, 683, is fresh, and written by the same hand ...

They quickly take a look at the kitchen (#10), the icebox's room (#11), a musician's nook with a harpsichord, where they hear a faint sound of a harpsichord playing in the distance...

They walk inside a men's cabinet (#7): a men's salon, with a card table and six leather-padded chairs. On the ceiling, a compass-like design in the wood panels, with inscriptions at each of the four points :

Cold and bare is a life without bosom friends.

The prey knows the mind of the hunter.

Hospitality and fair dealings make a good house.

The warmest hearth is the heart of a faithful spouse.

They go inside the root cellar, and musty odor greets them. A few old, empty crates (some with mushrooms growing on them), and the soil is already muddy from the rain's infiltration.

While they were getting to the first floor's balcony, the ghost of a giggling dwarf in chainmail armor appear! And it casts a wall of brick in the doorframe, separating the heroes in two groups!

Some of the heroes inside move to the windows and open them, to see the dwarf. Petrak passes through an opened window to get on the balcony.

The ghost of Geddar attacks Tora with three strikes (-45) and starts laughing. Tora shakes off a magical compulsion effect of starting to laugh too.



But Varadan hears it and starts to laugh.

Austizel casts *shackle* and it works!

Quickly, Varadan starts choking from the laughter...

Van Richten is now on the balcony. "Geddar, my friend, what are you doing?" but hearing this, the dwarf laugh with crazy eyes.

They attack the shackled dwarf, Tora with his weapons, Petrak with a *spiritual hammer*.

Tora starts loosing blood where the dwarf did it him ... (-13) Bleeding effect! Austizel sees Tora's wounds are rotting! He bleeds pus and rotting blood ...

Van Richten sees Varadan is still laughing madly, and now coughing blood!

They hit the dwarf. Another rotting bleed wave for Tora...

Suddenly, Varadan stops laughing and put a hand on his heart, like if an intense pain came from there. He seems to resist the pain, and stands there, fatigued ...

DM note: the players think it was a save vs death (I did nothing to contradict this)

Then the dwarf suddenly stops laughing. But Van Richten says "he stops because he will do it again soon next round, quick!"

The *spiritual hammer* slays the dwarf, who vanishes...

They cure Tora, removing the rot.

While they recover on the balcony, they see a monstrous lightning strike hitting something near the lake. Something was hit. "Should we go there?", they think.

They walk in the music room (#22). Suddenly, the walls, ceiling, and flesh convulse like gigantic walls of flesh: those inside are squeezed and take damage! They try to hit the walls, and after three rounds, it ends. The musical instruments are all smashed into unrecognizable bits.

Petrak cures Van Richten and the others.

June 19th, 748, midnight (day 4)

They walk to the empty staging room (#20) and Claudia's DeShanes ghost appear! She gives a -20 corrupting touch to Tora! Varadan hits her, then Petrak with *searing light* (-28), Austizel and Macrazbunare with *magic missile* (-18 and -17) and then, Van Richten's crossbow hits the ghost and makes it vanish!

Tora hears a woman's voice, which fades away "I wanted to get married and have children, but because of him now I'm dead. DEAD!"



Tora tells the other of the voice, and asks if this was Ottélie's voice? Van Richten says "No, Ottélie never said anything about having children, but Claudia had that dream." He is sad.

The heroes feel the night encounters are quite tough! Is this weakening Mme Radanovich?

They go outside in the storm, and walk toward the lake, where they saw lightning strike.

Suddenly, Exigu is hit by lightning, and falls to the ground, unconscious! They cure him.

With his spellcraft, Macrazbunare think this was a *call lightning* effect, but she doesn't appear to see clearly where she tries to hit (*DM note ; mechanic - 2 saves*).

They resume toward the lake and Exigu is hit another time! Again, they cure him.

DM note: lucky guy! ;) Random draw choose him twice

They see the quay and the boat were destroyed by lightning.

At 1 am, they decide to go back to the house, and sleep in the chapel. They sleep ten hours.

At 10 am, Tora and Van Richten go to the kitchen, then other rooms. They are alone in the house! No trace of Josef, Élise or Gretta! They go back to the chapel.

From the stained glass windows of the chapel, they notice it is very rainy today. "It won't be a nice day", says Van Richten.

They go outside in the light rain, and see Karl tending the trees. He made a pile of dead branches. "Where are the others?", he asks the heroes. Van Richten answers negatively.

Then they hear the familiar voice of Casimir searching for his dog. "Thane! Thane! Come here!". Casimir asks the heroes "Where are the Bierce? Have you seen them?". Van Richten answers negatively.

They go to the entry gate. The "outside" has changed: a high wall of mists now surrender the estate. They go to the lake : the boat is destroyed by lightning.

Macrazbunare transforms into a bird and flies over the island. Nothing, no traces.

In the cemetery, they are stunned to find many grave mounds in the ground, about 2000! There are no traces on the ground, all was erased by the heavy rain.

Tora digs one of the new mounds, and reaches a dead body, buried without coffin or shroud. It is a man, dressed ordinarily.

They again meet Karl when walking toward the manor. "Where are the others? Where did they go?" He looks disappointed.

The wind starts to increase.



They meet Casimir and Exigu does his best to stay with him, to make sure nothing bad happens to him.

Casimir tells Exigu of the sad tale of his parents (his father is from Darkon, his mother a vistani. They fell in love but were not accepted in either community. They had a difficult life because of that).

“Elise?”, when asked by Exigu. “No, I do not love her. She is a nice girl, but I see her as a niece or something. I think she likes me, but nothing serious. Perhaps it’s a romantic view of me always daydreaming of a vagabond life? Ah, freedom! Anyway, her father hates me because of my vistani blood, so that would make everything complicated. I’ve learned from my parents not to do that!”

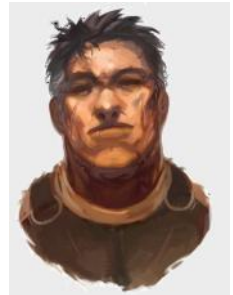
Later, they gather Casimir and Karl to the manor. Karl was in his house, already drunk on wine. He doesn’t want to go to the manor. But Varadan insists. “OK, but I won’t stay very long”, says Karl.

In the manor, still no traces of the Bierce family.

Karl, drunk, confides to the heroes. “Élise? She loves me, I know. She never told me but I read this in her glances. I know she loves me.”. “I’m quite sure of that”, he mumbles. The heroes are somewhat friendly to him, pouring him alcohol.

At 3 pm, the rain starts pouring heavily, and the wind increase. They hear thunder in the distance.

Karl wants to go the balcony to smoke and Exigu follows him outside. They see a few shambling zombies outside, hiding in the bush and flailing rain. They are about 200 to 300 feet from the house!



Exigu climbs to the second floor and looks in each direction. He sees about 20 zombies around the house. He watches them about ten minutes: the zombies do not get near the house, staying far and out of reach.

At 4h30 pm, the wolf tells Macrazbunare that he hears scratching in the chapel. Petrak goes to the second floor balcony and sees 4 ghouls hiding around the chapel, trying to see through the stained glass windows. Then they leave and go where the zombies are waiting.

Karl is now quite drunk and he goes to sleep in Élise’s room.

At 5pm, lightning strikes the house! They wonder where did it hit and find it hits the chapel!

Petrak then sees the number of zombies standing around the house has increased.

From now on, every ten or fifteen minutes, lightning strikes the Ezra chapel! After three strikes, Petrak thinks it is not sacred anymore.

Then Casimir vanishes! One moment, he was there with the heroes, sharing their concerns, and one moment later, he is gone! They go to Élise’s room, and Karl is not there.

(DM note; we are passed the time in the “day” scenario where Casimir was murdered, so pop he goes out. Then Karl, being alone, can’t enact his scenario anymore and he vanishes too)

A few minutes after 6pm, the roof of the chapel collapse! It is destroyed!

The heroes can’t think long about this, because they suddenly see many ghouls or zombie faces above the chapel destroyed walls, or at the windows!

Soon they see the windows shatter from the blows of rotten fists. And they hear the same noise elsewhere in the house’s first floor... Austizel realize the front door is being pounded by many fists too!

Zombies and ghouls are invading the house!

They decide to move to the upper floors, then to the attic!

But zombies are already inside!

The heroes run to the second floor, pursued by shambling corpses. Macrazbunare activates the elevator, which is on the third floor. But it moves down very slowly!

The wait for the elevator is excruciating as the zombies get closer. The heroes fight the zombies that get too close.

They forget the slow elevator and run for the third floor. The heroes throw grappling hooks to the attic. They climb one by one, while Tora and Varadan drive back the zombies. Macrazbunare’s wolf and Exigu’s dog are pulled up. The last ones to get up to the attic are Varadan and Tora.

They see the elevator is now on the second floor. They remove their grappling hook and ropes. Through a window, Petrak looks outside and sees 3 groups of zombies outside, about 60 zombies total.

(DM note: frantic and cool run to the attic that lasted ten rounds!)

Suddenly, the attic that was empty a moment before is now crowded with translucent figures, whom the heroes mostly recognize as the spirits that helped or fought them in this hellish manor. They all have their spectral weapons drawn, and their eyes gleam with malevolence.

One of them they never saw in this form, but they understand this is Alanthir.

Ingrid’s shape flickers from young beauty to her bloody beaten body.

			
Alannthir	Davvyd	Harmon Rusheider	Erasmus Van Richten
	 		
Geddar	Ingrid VR	Claudia deShanes	Samuel

Kneeling in the middle of the group is the ghost of Ottélie Farringer. Her arms and legs are bound with pulsing bands of black energy.

She looks at Rudolph with tears in her eyes. “Don’t give in, my love. There is still hope!”

“Ottélie?” Van Richten whispers in the following icy silence.

Then the voice of an old woman booms loudly from everywhere at once “No! There is no hope here, at least not for a Van Richten and those pitiful who would be his saviors!”

The voice cackles and she shouts “Attack, my pets! Destroy them!”

