

Moria - 07/01/2025 - Tripping on Shrooms and Seeing Jasper's Grandpa

Notetaker:

- ☐ Brad
- ☐ Nate
- ☒ Mick
- ☐ Simon
- ☐ Guest

Players Present:

- ☒ Brad
- ☒ Nate
- ☒ Mick
- ☒ Simon
- ☒ Zöe
- ☐ Guest

What Happened:

Entering the cave during combat.

Facing undead and cave dwellers.

Raven is up top in combat.

After finishing off the zombies, the party investigates the cave system.

The party argues while exploring. Jasper and Harodie find a key. Harodie inspects it while Jasper flies off to another section of the cave. Jasper finds a web covered hole/ well.

There is a rope ladder and Ravrokk climbs down but needs the key.

Harodie climbs down and out to give Ravrokk the key.

Ravrokk finds an alcove with shelves and a hidden room.

As Ravrokk is digging and trying to harvest mushrooms, spores are released into the air.

Luckily Ravrokk is wearing a Gas Mask found in the alcove.

Ravrokk warns of the black spores.

Most of the crew is by the opening when the spores are released. Everyone except for Curtis, Steve, and the goat, have ingested spores.

Ravrokk has used multiple brownie points and continues to fail. He manages to contain the last explosion of spores.

Ravrokk has 6/10 mushrooms cultivated. He explores more and fights the walls to find hidden caves. Everyone else starts tripping on shrooms.

Roland is hornier than Jasper as he thinks everyone is sexy. His sister thinks everyone is terrifying.

Jasper hallucinates his grandfather, Elijah. Raven, Taelith, and the other party member see it too.

Ravrokk finds another hidden room. It has shelves filled with "globes" that contain miniatures of every major city in Moria.

Ravrokk finds a 3rd and final chamber. It has the last of the mushrooms needed.

Ravrokk cultivates the mushrooms, but continues to get everyone super fucked up.

Everyone specifically sees Jasper's grandfather. But once everyone acknowledges that, everyone begins to look like zombies. We look normal to ourselves, but words have become mumbles and zombie jargon.

The twins are startled by each other but can't understand what the others are saying.

Jasper went invisible and is shouting at everyone to calm down. The only thing heard is zombie growls and hysteria.

Ravrokk failed another save. The spores get more dense.

Zombies are now Puppies.

The party, minus Ravrokk, are now getting lightheaded.

Ravrokk saves the party from the explosions of spores.

He has the opportunity to collect more mushrooms, and calls up to the group.

They cannot communicate so he continues to dig for more mushrooms.

Ravrokk climbs the ladder and needs a spot check and rolls a 2.

Ravrokk finds a book called "The Many Herbs and Fungus of Mt. Noir".

He looks for a guide to the mushrooms. He finds the scientific guide to the specific mushrooms.

He found the warning label. WE have "48 hours of hallucinations and then death." Unless we take the cure. Only Ravrokk isn't tripping. He must make the cure.

Ravrokk climbs up and sees everyone high as a kite.

Ravrokk used the keyword to return the kitty with his blink black collar.

Ravrokk rifles through Harodie's belongings to find Hops, Barely, and Water to help make the cure. He then reviews the book to figure out the rest of the ingredients. One from the oil of Raven's hair. Leaves from a local fern, and Aloe leaves. Ravrokk pokes through Curtis and Steve's kits. Curtis has some wild drugs and toys, but not the ingredients. Steve, does have the Aloe necessary though.

Ravrokk makes the antigen and wakes up Curtis first. Curtis wakes up with a hard hangover and vomiting foam. Same with Steve. Seems like the normal reaction. Steve vomited on the goat and the goat is upset.

Roland is next. Everyone has a similar experience.

Random ass Guy does not need a dose as he is dead. He mimicked everyone to not feel lonely.

RAG helps locate Jasper for his medicine as he is invisible.

Hopefully Ravrokk put the meds in the right Hole.

Jasper feels just fine with no side effects.

Harodie makes it out to the other side of the cave with the Party. Harodie jumps into the water and travels downstream a little before catching themselves and standing in the shallows feeling refreshed.

Jasper, Talieth, and Ravrokk investigate the area.

Jasper disarms a trap, allowing Them to pick the lock on a chest.

It opens up to house a Bright Green Gem with a faint glow.

Jasper examines and then picks up the Gem.

Jasper has dejavu of memories that aren't his.

Memories of Gargantuan dragons fighting in the skies. There are dragon kin troupes on the ground fighting as well.

Japser panics, puts it down. Then tries to grab it while covered. Nothing happens.

Ravrokk tries to pick it up and experiences the same vision.

Both the Black Dragon God and the Green Dragon, Vanessa (Jenessa?) the one who raven is connected to, were present during the battle in the visions. The battle was viewed from the sky but also as a Green Dragonborn.

There are 5 Massive dragons in the vision, but only 3 dragons are continued to be worshipped.

Gold, Silver, Black, White, and Green were the three main colors, but only Gold, Black and Green are worshipped in modern day.

Ravrokk calls Jasper over to give him the other Leather mask with Canister (gas mask).
Random ass Guy goes down to make sure nothing happened to Harodie.
Harodie was safe in a shallow down the creek, but terrified of the ghost that appeared over him.

Jasper is spiking some wine? (I missed it.)
Jasper goes to talk to the hired help to discuss the plan. Dressing up for the Day of the Dead celebration.
There is a discussion about getting in costumes for the plan.
Harodie gets out of the river.

We discuss using the goat's parts as the costumes. (Jokingly)
The party decides on "Dia De Los Muertos" style makeup.
Harodie cuts holes in his blanket for Random Ass Guy and he wears it as a ghost costume.

The Party reviews the book that was picked up regarding the Black dragon God.
"All Hail the Great Black Dragon, Hurray, Hurray, Hurray." Do not look him directly in the eyes. Bow and do a dirty dance.

Ravrokk takes Jasper to the side to discuss the Hired Help. Ravrokk wants to understand the plan to know how to get rid of them if they don't like what we are doing, or to leave them behind while we go in. Do we want to save the hired help or use them as sacrifices? Or fend for themselves. Like using our Hearthstone and ditching them when we have our way with the dragon. Discussion of diplomacy. We agree to give them letters of recommendation and the money. Then we use our Hearthstone and leave them on the mountain.

Up next we have a narrow path along a steep ledge. The party sets up camp just before the pass where there is a nice open space. In the morning we will hike to the Gate and then relieve and release the Help.

Anything Else / Player Highlights / Insights / Feedback:

"We are not just a party, we are a party of influencers."- Ravrokk

MVP Brownie Point Winner:

- ☐ Brad
- ☐ Nate
- ☐ Mick
- ☐ Simon
- ☐ Guest
- ☐ NPC: [Name Here]

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