

Lost Laboratory of Kwalish

Meet Groza at the House of the Inspired Hand. He approves us for a mission to recover the Tools of Kwalish. Will give us 5k gp upon delivery.

Teleport to some mountain. Nimblewrights take us up the mountain on a helicopter. Above the island is a floating island

Meet a gynosphinx. Will take us to the island if we stump him with a riddle. We all fail except Edward and lose 1 point from INT score

Meet Mibo. We're walking towards the most prominent building on the island. Mibo's face is odd...??

Approach a cathedral. At the far end, in red cloak, big creature. Droop changes into his own red robes. Big creature reaches out and guts Mibo!

Big creature asks us to put all of our armor and weapons in a room. We decline. FIGHT!

We defeat the big bad Bone Devil but when we do it turns out it was an Imp operating some sort of mechanical construct. Very fine craftsmanship. Possibly made my Kwalish, but the skin coat is not his style.

Investigate the cathedral. Find the room where they take off the faces. A prison. A barracks

Short Rest

Make our way to the control room. 5 brains in jars. The control room seems damaged a little. The brains want to get back into a body.

Go to Kwalish's study find a 6th larger brain. Find Kwalish's toolbox and journal. History of his ship he built, preserved his men's brain in jars. NO indication he knew how to put brains back into bodies.

Waltor grabs the tool box and steps into the teleportation circle.

Barra grabs a book of How to Make a Flesh Golem

Rest of the party goes into the teleportation circle

Teleport to Daoine Gloine ... Kwalish's laboratory

Jump over buildings, find the Massive Apparatus of Kwalish. Get in and dive into the blue jello like substance all around the buildings.

Go over to Eagle building. Find glass bodies all around. Jars with 5 hearts. A glass jar with a mind flayer inside. All connected through wires to a suit of plate armor on the far side of the room.