

## 9-Oculus Tempore Dec 2

### 9-Oculus Tempore Dec 2 Summary

1. The journey continues as we ride the elevator down.
2. The elevator doors open and a hysterical mass of people surge towards us.
3. **Iraa** cast flame as a last resort. **Luna**, **Talon**, and **Kryssle** move the survivors up through the elevator and up the ladders to the laboratory corridor.
4. The Party is about to be roasted alive, when **Sky Blue** finds us.
5. We take the west stairwell for a few floors, then the north stairwell to the 15 floor.
6. We are at the top of the atrium.
7. A giant spider is biting the roots of the coral causing it to petrify.

### Detail

We're in the elevator but we cannot get past the shield, we're stopped for now. The camera below the shield works but it shows nothing. We're standing among the unconscious people, as the door opens a crowd of people rush to the elevator.

**Hans** "cast minor illusion" to project a large flame image; it fails, the crowd continues to push past. **Hans** tries to jump up to the hatch but is grabbed by the crowd and forced back down.

**Iraa** uses fire hands and kills a whole bunch of folks who are now running around on fire, it's smoky and smells bad. The crowd continues to push past the flaming bodies. **Talon** gets on top of the elevator and helps the injured employees out of the elevator.

**Luna** recognizes several of the people, the security guard **Eryth**, the dead and burning **Reya**, the assistant who always brought cupcakes. Her niece **Soria**, who **Reya** brought to "bring your child to work day", is alive but in a full on panic attack and keeps asking about her burning aunt. **Luna** flies up through the hatch with **Soria** saving her; but sending her screaming when she sees the large "sticky ball" of people at the base of the funnel. **Kryssle** helps get the folks to safety.

We're waiting inside the elevator while **Talon** and **Luna** are helping the survivors to the corridor we had just left as a safe refuge. The guard **Eryth** tells us that the jelly beings with the glowing balls inside of them are very bad. They grab people and the glowing ball takes them over, and then that person begins to attack other folks. **Hans** takes a healing potion after all the damage he's incurred.

## Short Rest

We take a short rest, **Eryth** says there are no weapons anywhere on this level, this is HR and Accounting. We are all standing on the shield when **Luna** inspects the hatch down to the next level. There's no traps, but when **Luna** opens the hatch a yellow-green foam starts to come up through the hatch and spread along the floor.

**Luna** recognized it as an anti-fire foam, it is everywhere in the level below us. Currently there is no fire but it's clear that everything is burned. **Talon** drops a light down below, we see no dangers, but **Luna** grabs poor **Reya**'s smoldering body and throws it down to the next level. It just bounces on the shield floor. Nothing happens, so we believe it's safe below, so we all fly down.

We are now standing one level lower on the shield, **Luna** checks the control panel but accidentally opens the shield we're standing on. The pie shaped sections of the shield begin to slide back into the wall. There is a massive raging fire directly below us. At that moment a side door opens and **Sky Blue** walks out, looks around and waves. She says "hey there's a storage room here". **Kryssle** is overjoyed to see **Sky Blue** alive.

**Sky Blue** explains that she fell and fell and fell and then slammed to the floor of the stairwell. It hurt a whole lot but she's OK. She's walking around, and when **Talon** cast "medical" on her, he can see lots of healed broken bones. She's definitely not human but she looks like Farrah Fawcett. Behind us, the wall to the elevator shaft is getting very hot and the shield doors never closed, the raging inferno continues below us.

From the map we have we can see that there are eight doors around the elevator shaft, four stairwells, north, south, east, and west, and two maintenance tubes. We had been going down the South staircase which is fully blocked, so we head around the storage room to the West staircase.

This room is full of all kinds of very large and dangerous looking equipment. It looks like a testing room, there's a lot of crash-test dummies and stuff of that nature everywhere. **Luna** finds a rocket propelled sled with several 20 gallon tanks of liquid oxygen. He decides to put a couple of these into his bag of holding.

As we head through the room looking for the staircase, we see a table with a bunch of the crash-test dummies sitting in chairs with cups of tea. It's like a child's playroom and extremely weird on top of all the stuff we've seen that wants to kill us. We get to the door of the West stairwell and we proceed to go downstairs. After five floors with no problem, we run into a lot of debris. We take the exit at this level onto a floor of living quarters with dozens of

separate apartments. It looks like someone (maybe children) have been playing with the furniture and dragging clothes and bits and pieces from the apartments into the common area and left it scattered all over the floor.

There's a large explosion above us. Luna checks the security camaras, and discovers that there is now a large hole in the building. Sola pops up on every screen in the building and she is pissed. She is screaming that we're blowing holes in the building, (she can't hear or see us) and berates us to hurry up and get the "load stone".

Now that the West stairwell is blocked, we make our way to the North stairwell. The walls are getting seriously hot from the raging fire in the elevator shaft. We go down the North stairwell. It is clear and we proceed down 15 floors, past at least two shield levels. We're ok now, we no longer can feel the heat of the raging inferno.

On the 15th floor there's a security door and a door that opens onto the upper level of the main atrium. Luna uses the security camera and sees a gigantic beam of coral. The whole north-east wall is gone and in the center there are four massive beams of coral reaching up from the ground toward the top of the tower. They look like giant sequoia sized tree trunks. It's all petrified and now we know why! There's a giant spider biting the coral. The spiders poison is petrifying the coral in the whole building. We're sitting in the stairwell and trying to decide the best course of action.

To be continued ...