Fifth Dive

Going to see Oscar Yoren for the first time and then gathering eldritch lillies in Queen's Park Garden.

- Oscar Yoren (S17 - 07/07/2024)
- Kaleidoscopic spiders (S18 - 14/07/2024)
- Spicy Gardening (S19 - 21/07/2024)
- Her Majesty (S20 - 04/08/2024)
- Loss (S21 - 11/08/2024)

Oscar Yoren (S17 - 07/07/2024)

- Eckerman Mill
  - Quest and Paracelsus are both tired with a level of exhaustion
  - the place seems empty
  - it is 8am
  - Paracelsus offers to do a sending unless we go to sleep now
  - sleep now is the option
  - the wall of name is mentioned
    - Paracelsus fights sleeps to go see it
    - a look is taken for new stuff
    - arrow pointing to that back of the mill
    - a new message

      > “ a shrine to the old gods is by the old castle tended by and old druid tends to it, he has powers over life and death

  - Paracelsus passes out of exhaustion
    - Baz picks him up and brings him to the camp
  - Quake goes to the Mill
    - glyphs and stones behind the mill
    - they are pulsing
    - seem to be some sort of conjuration magic
    - Quake calls over a sleeping Herton to take a look
    - Herton and Quake take another look at it
    - they have a hard time deciphering it
    - Herton moved a stone
  - party goes to sleep
    - mummy rot is still here for Herton
    - sleep goes well
  - party seems to have aged during their sleep
    - Paracelsus inspects himself
    - the party aged about a year in the past 2 days
    - maybe FAFO with the herbalism shop ?
  - Baz mentions the circle
    - party goes back to it
    - Paracelsus thinks it is a modified teleportation circle
    - Herton still is not sure about what he is missing about it
    - Paracelsus places back the stone in place
    - circle and stone glows again
    - Quest looks at it too
      - some of the star patterns look like the ones on Quest
    - Herton's memory unlocks

        - it looks like the night sky
        - it is something he learnt about in school
        - there is a mnemonic to it
        - there is an order to place the stones
        - Herton does it in the proper order
    - a shimmering mist materializes
        - it takes the form of River who materializes

> “ I knew you could do it Herton

- River talk
    - River heard about the party going to deal with the dwarves so she was on standby
    - River asks how the deal went
        - it went well
        - not a lot of additional condition
    - Quest asks what the compensation is
    - as the party did a lot payment can be 500gp per person or a selection of magic items
    - River unfolds a portable hole - Quest
        - wand of web
        - javelin of lightning
        - stone of good luck - Quake
        - mizzium mortar - Paracelsus
    - Herton and Baz take the 500gp
- River takes Herton to aside
    - they go to a quiet side
    - River commends Herton's efforts
    - ***REDACTED***
- River and Herton come back
    - River offers to deepen the partnership
    - opportunity to do more in the realm of potions and ingredients
    - she wants to have us meet Oscar
    - he was shunned by the Amethyst Academy
    - he was declared malfeasant
    - absconded with some of his tomes
    - party is to learn from him what he knows
        - having stayed that long (10 years) in the city he might know stuff
        - any thing he learnt
        - something tangible, samples of his work
        - any method we want as long as the academy is not involved in the compensation
    - *fill the rest of the conversation later*
    - River thinks he is in Reed Manor
        - through fleeing students
        - they are no accomplices of Oscar Yoren

        - no longer alumni
    - River looks like she wants to go back
        - clothes look illusory
        - she might have been woken up and "created" clothes
- Paracelsus offers to cure Herton
    - he first wanted to let it go its course but its removal might be needed if we go back in the city
    - it is a hot and cold ointment
    - Herton feels very relaxed as the curse subsides
- everyone gets their meds (aid)
    - bitter and lime flavor
    - very liquid
- party leaves for the manor

- to the Manor
    - 1st hour the night air is silent and oppressive
    - 2nd hour the streets stay silent
- Reed Manor
    - *desc*
        - overgrown yard with brambles
        - runned down 2 story house
        - iron fence
        - long thin windows bordered up
        - smoking chimneys
        - steps leading to a front door
        - fountain in the middle of the b¡path to the manor
        - a general state of disrepair
    - 2 large figures hooded up
        - one standing guard
        - one patrolling
    - Paracelsus goes to the front guard
        - presents himself
        - asks to see Oscar Yoren as he has business with him
        - the guard don't understand him
        - Baz mentions the word potion
        - the Guards escort the party to the door at that point
        - *fill guard conversation later*
    - party moved to the door
        - Baz sees the toad and the cat
        - the guards reek of corpses
        - toad moves down the fountain
        - second guard asks why the party is here
        - Baz mentions potions and jingles coins
    - someone inside the main room is looking at the party
    - guard knocks
    - the figure opens the door
        - a very small figure opens the door and faces the party

    - asks why the party is here
    - Paracelsus mentions that he is here with his grandfather's instruction as he worked with Oscar Yoren
    - Baz mentions the party might also be interested in potions
    - party is escorted inside for a talk
- living room
    - the small figure is named Marco
    - the woman that was looking through the window is named Jenna
    - Marco asks what was the other business
        - Paracelsus explains again he is here to see Oscar Yoren after his grandfather's letter who worked with him
        - Paracelsus offers to use his signet ring as identification
    - Marco asks what potions the party is interested in
        - he can sell potions at the right price
    - Paracelsus gives him the signet ring to be recognised by Yoren
        - it is the family ring
        - Eldric Thorne would have had a similar one
        - he'll bring it down to Yoren

            > “ah down not up

        - Marco fails t convince that he meant up
    - Marco heads away to show it to Yoren
        - Lump follows him
        - Marco goes upstairs
        - unboards a window
        - jumps through the window
        - goes around and opens a door
        - closes the door right behind him before Lump can follow
    - after 20 minutes Oscar Yoren appears with Marco behind
        - short wide man
        - mid 50s
        - leather breaches
        - greasy black hair
        - bit fat
        - not looking healthy
        - bulging blood veins
        - sunken eyes emitting a purple greenish light
    - Oscar who was it that talked with Marco
        - Paracelsus presents himself
        - Oscar asks how he got that ring
        - Paracelsus explains that it is his and that Eldric is his grandfather
    - Oscar why else the rest of the party is here
        - the twins mentions the Greencloak incident
        - Marco was the one that did done goof and will be punished for it

    - Oscar asks Paracelsus to read the letter
        - Oscar comments that Eldric "takes too much credit"
        - Oscar also last saw Eldric about when the letter was made 9 months ago
    - Oscar asks if we are dealing with the academy
        - Paracelsus manages to dodge their implication
    - Oscar mentions that yes Eldric went to see him with the flowers
        - asking Yoren to extract stuff from them
        - it worked but he needs more
        - it is called eldritch lillies
        - they are found in Queen's Park Garden
    - Oscar asks the party to deal with it
        - bring lillies to him
        - also some Haze Hulk legs if possible
    - Oscar asks how to resolve the situation with the Hooded Lantern
        - Oscar is the one "dealing" with Marco
        - deliveries will resume at some point but may be more expensive
    - Paracelsus asks questions about the herbalism shop
        - Paracelsus shares his notes on it
        - Yoren will send someone to continue investigating it
    - as the party leaves Yoren takes Marco to another room
        - Jenna is happy for the promotion she just got
- to outside of the city
    - 1st hour calm
    - 2nd hour
        - there is a freaky sensation that creeps on the party
            - whispers at the sides
            - hairs on the neck dressed
            - Paracelsus is oblivious of this with his nose in his researches
        - dark shapes begin to coalesce around an oblivious Paracelsus
        - drain Paracelsus from 12 to 10 STR

Kaleidoscopic spiders (S18 - 14/07/2024)

- to outside of the city
  - 2nd hour
    - shadow encounter
    - *fighting script*
      - Paracelsus exclaims his surprise to the sudden attack

        > “ oh... alright...

      - Quest ignores the exclamation and carries forward
      - caring shadow misses Paracelsus
      - Paracelsus is surprised and calls for help again

        > “ some help please !

      - edgy and hopeful shadow misses
      - Quake
        - climbs on the roof
        - slaps caring shadow
          - giving it disadvantage to attack Quake
          - no damage
      - amiable shadow hits Paracelsus
        - draining strength again now at 7
      - Baz
        - casts shield of faith on Paracelsus
        - moves to the shadows
        - stabs amicable shadow
      - Herton
        - moves to the shadows
        - kills amiable shadow
      - Quest
        - finally realizes what is happening
        - moves back around
        - blasts caring shadow off
      - Paracelsus
        - casts Pestilence on edgy and hopeful shadow
        - they don't have a reaction anymore
        - moves away
      - edgy shadow chases after Paracelsus and drains him

        - 4 strength left
      - hopeful shadow chases after Paracelsus and misses
      - Quake slaps to no avail hopeful shadow
      - Baz
        - moves after the shadows
        - kills edgy shadow
      - Herton
        - moves after the shadows
        - kills the last shadow
    - Paracelsus is sitting on the ground exhausted
    - Herton tries to remove the drain with a lesser restoration but it doesn't work
    - Paracelsus needs to take of some equipment so he can move out of the city
    - he hands his bags to various members of the party
      - Baz gets the doctor's bag
      - Herton gets the "samples" bag
      - the rest is given indiscriminately
  - 3rd hour nothing happens
- outside of the city
  - party finds a way out of the city
  - party settles for a long rest
    - first watch
      - Baz
      - sees 3 travelers going into town
      - it's Veo, Sebastien and Pluto
      - Baz move to the middle of the road in front of them

        > “ going to the city in the middle of the night ? bold move...

        - Pluto is completely surprised
        - Pluto asks what Baz is doing here alone
        - Veo facepalms
        - Baz asks if they have tips t get to the other side of the wall into Queen's Park Garden
        - Veo asks why
        - Baz mention it is for a flower that a potion maker need to make a protection potion
        - Veo mentions a large number of gnolls at Temple Gate
        - Veo's group is here to see what the paladins are up to in the city
          - Baz mentions the party has some bad blood with them
          - Veo offers to share their findings once back
        - Veo mentions that the party should just move the camp a bit back to not be seen
        - Baz asks where to get tents
        - Veo just takes hers from Eckerman Mill
    - nothing else happens during the night

    - Paracelsus recovers his strength again
  - next day
    - Baz mentions the encounter to everyone
    - Paracelsus gives everyone the meds
    - party thinks about where to go
      - College Gate
        - not a lot known
        - closest gate
      - Shepherd's Gate
        - a bit further
        - guarded by the Hooded Lanterns
        - Ansom gave the Party the passphrase for the week

          > “ when the shadows dance, the lanterns light the way

      - go towards College Gate
      - if it is not good
      - continue down the wall if not safe an use Shepherd's Gate
- to College gate
  - nothing happens on the way
- College Gate
  - *desc*
    - very open place
    - acrid air
    - charred wood
    - graveyard of ruins
    - ash and dust on the ground and in the air
    - most building are rubble to the foundations
    - shimmering spiderwebs on the gate
  - Quake offers to knock on the door
  - party approaches the door closer
  - the webs are humming a low melodic vibration
  - peering through the webbed cracks the reality warps
    - in one the city is butling with a merchant street
    - in another a demonic scene with humans pleading for their life
    - in a third one Drakkenheim is overgrown and a ruin
  - Quake sees another vision
    - a harmonious society
    - glowing people
    - kaleidoscopic colors
    - looks very tempting it her
    - the vision fades
    - the ruins of Drakkenheim can be seen behind now
    - she feels the impulse to join the vibrant world
  - everyone but Baz looks at the webs

    - Quake fails the save
        - incapacitated
        - 6 psychic damage
        - ***REDACTED***
        - goes still and collapses
    - Quest goes to her sister and shakes her awake
    - Quake is fine
- after some discussion Quake tries to open the door
- the door just opens
- Paracelsus takes a closer look at the webs
    - fails the intelligence save
        - 20 psychic damage
        - falls unconscious
    - they are other worlds but also potential futures
    - ***REDACTED***
    - Herton wakes up Paracelsus
    - Paracelsus starts scribbling what he saw while eating an entire ration
    - Herton tries to look what Paracelsus wrote
        - it is in Old Median
        - not a language that Herton understands
        - Herton garbs Paracelsus' should to get his attention ruining a page being written
        - Paracelsus looks at him tares the page, ignores him and continues writing
- Lump looks inside
    - Lump sees a creature inside
    - it is a phase spider
    - Quest recognizes it
    - Paracelsus turns on the spectral lantern
    - *there are 4 spiders outside*
    - they are for now immobile
- party starts to back away
    - Paracelsus gets is foot caught in a web
    - the phase spiders wake up
    - *fighting script*
        - Quake
            - pulls Quest away
            - slaps evil phase spider
        - Baz banes unflappable, belligerent and evil phase spider
        - neckbeard phase spider
            - moves through the wall
            - dashes to Paracelsus
        - untidy phase spider moves to the gate
        - unflappable phase spider
            - moves to Paracelsus
            - misses a bite attack thanks to bane
        - Quest

    - casts spirit guardian
    - unflappable and neckbeard fail
    - moves in the middle of teh spiders
- impotent phase spider
    - goes to Paracelsus
    - misses a bite attack
- Herton
    - moves to Paracelsus
    - quickens enhance ability strength
    - wrestles impotent phase spider into the spirit guardian
- Paracelsus
    - blows a crushed vial and casts pestilence on neckbeard, unflappable and impotent phase spider
    - they all are dizzy and lose their reaction
    - moves away
- belligerent phase spider
    - runs to Quest
    - misses with a bite
- Quake punches impotent phase spider
- Baz
    - stabs impotent phase spider and kills it
    - moves near Quest
    - tries to taunt some of them
- neckbeard phase spider dies from the pestilence
- untidy phase spider moves back through the wall
- unflappable phase spider dies from the spirit guardians
- Quest point blank eldritch and misses
- Herton tries to wrestle evil phase spider but it dodges
- Paracelsus poison needles belligerent phase spider it is unconscious
- spirit guardian finishes the unconscious belligerent phase spider
- evil phase spider bites Quest who drops the spirit guardian
- Quake finishes evil phase spider
- Baz
    - picks up the torch
    - throws the torch on the webs on the door
    - the kaleidoscopic visions start to fade
- Quest moves towards the door
- Herton
    - moves towards the door
    - fans the flames with control flames
    - the illusions now shatters
- Paracelsus
    - moves to the door
    - inspects the phase spider cadavers
    - some are usable
    - asks to leave the last one alive to study and harvest

        - Baz
            - moves near Paracelsus
            - holds an attack
        - Quest
            - moves through the door
            - readies an eldritch blast
        - Herton
            - moves closer to the door
            - readies a gust
        - Paracelsus
            - moves inside
            - no spider is seen through the lantern
            - holds a needle
        - Quake
            - moves through the door
            - opens the other door
            - it nearly falls on Paracelsus
            - there is more webs and the city on the other side
            - Lump moves on the other side
        - Baz
            - lights up another torch
            - throws it on the webs
        - the spider is nowhere to be see
    - Paracelsus goes back to the dead phase spiders
        - starts harvesting for the poison
        - 1 leg
        - 1 bag of eyes
        - 2 fangs
            - might be used during downtime to craft a powerful poison
    - party goes through
- inner city
    - *desc*
        - pocket of thicker haze
        - wrapping around all the buildings
        - very hard to see far here
    - party is worried about the sight
        - Paracelsus dons his plague doctor mask
        - party creates masks with some rags
        - Quest tries to blow the haze with her wings to no avail
            - it is a fluid that's why...
        - Baz throws a torch in it
            - it refracts the light
            - nothing more happens
            - not explosive
    - party moves in at a fast pace to minimize duration inside
        - 1st hour

- Paracelsus and Quest
  - take 10 necrotic damage
  - both gain a level of contamination
- *desc*
  - labyrinth of footpaths
  - flowerpots
  - buildings everywhere
- the path comes across a garden
  - *desc*
    - lush and green garden
    - most vibrant grass seen for a long time
    - fluorescent purple flowers with yellow and green accents
    - at the end of the floral beds there are gardening gnome statues
  - party is not sure they are the eldritch lilly
  - Herton steps on the grass

    > “ don't step on the grass !

    - Herton steps of it
    - there were multiple voice sources delayed
  - Quake asks the voices if there is a chance to pick the flowers
    - no answer
    - Quake mage hand plucks a flower
    - the purple leaf fall off and turns into dust
    - the flower is spiky and not the one we want
    - the voices boom again

      > “ Leave the flowers alone, get of the grass !

  - *fighting script*
    - Quake
      - starts moving along the path
    - unassuming garden gnome
      - starts animating
      - swings recklessly as Quake and hits
    - Herton
      - moves to unassuming garden gnome
      - grabs it
    - Paracelsus throws a potion at Quake and casts Haste
    - dowdy garden gnome recklessly misses Herton
    - Quest blasts back dowdy garden gnome
    - Baz moves to unassuming garden gnome and stabs it
    - Jealous garden gnome recklessly attacks Herton
    - belligerent garden gnome recklessly attacks Quake but it misses due to haste

- Quake hastly slashes twice at unassuming garden gnome
- Herton suplexes unassuming garden gnome and punts him in a bush
- Paracelsus needles jealous garden gnome
- dowdy garden gnome swings at Herton who shields
- Quest blasts back dowdy garden gnome again
- Baz steady aims at jealous garden gnome
- jealous garden gnome hits Baz
- belligerent garden gnome misses Quest
- Quest haste slashes belligerent garden gnome twice
- unassuming garden gnome
  - runs back to Herton
  - recklessly headbuts Herton as a revenge for being thrown
- Herton grabs unassuming garden gnome again
- Paracelsus
  - needles unassuming garden gnome
  - asks Quake for feedback onthe haste "potion"
- dowdy garden gnome ruins at Quest and hits her
- Quest
  - drinks the greater healing potion Baz gave her
  - misty steps out
- Baz
  - stabs jealous garden gnome
  - wails from the graves dowdy gnome
- jealous garden gnome hits Baz with his hoe
- belligerent garden gnome
  - gets away from Quake
  - Quake hits with he ropportunity attack
  - runs to Paracelsus
  - hits him
  - Paracelsus maintains haste
- unassuming garden gnome fails to slip out of Herton's grasps
- Herton throws unassuming garden gnome on jealous garden gnome killing him
- Paracelsus
  - shocking grasps belligerent garden gnome
  - gets away
  - asks for backup
- dowdy garden gnome
  - runs to Quest
  - crits her
- Quest double taps and kills dowdy garden gnome
- Baz
  - moves to Quest
  - cure wounds her
- jealous garden gnome runs to Baz and hits him

- belligerent garden gnome
  - runs to Paracelsus
  - Baz gets an attack on the way
  - downs Paracelsus
  - Quake seeing that experiences a sugar crash
- Herton
  - moves to belligerent garden gnome
  - slashes at it
- Quest double taps belligerent garden gnome
- Baz
  - crits the last garden gnome to death
  - runs to Paracelsus
- Quake
  - is no longer experiencing withdrawal
  - runs to Paracelsus
  - presents a potion
- Herton grabs the potion and feeds it to Paracelsus

Spicy Gardening (S19 - 21/07/2024)

- path across the gnomes
  - Paracelsus feels a searing pain in his stomach
    - skin starts to itch and burn
    - Paracelsus finishes his ration
    - starts removing hi shirt
    - after a while a hungry and toothy maw ripples on his stomach
    - it i very hungry
    - it is the effect of contamination
  - Paracelsus after a moment throws a ration in its mouth
  - it calms down
  - Paracelsus places back his armor after feeding it again
  - it can be used to do a bite attack
- in the garden
  - the place is hard to navigate to find what we need
    - Paracelsus uses his knowledge about plants to go towards the right sections (nature, 26)
    - Herton uses the map to navigate towards the core of the garden (survival, 24)
    - Quake goes further with the clues given by Paracelsus and Herton (investigation, 22)
    - Baz is paranoid about the plants and try to see if the come alive (insight, nat 1)
  - party is near a bridge over a small waterfall
    - there is a big sad willow tree
    - bridge is covered in vines
    - Baz is intensely paranoid about it
    - after a quick discussion Quake tries to cross the bridge
      - at the end of the bridge the willow tree animates
      - the treant asks why the party should be let through
      - Quake tries to negotiate with it but it gets angry with the words she used (nat 1)
      - *fighting script*
        - Quest misses cynical treat with both blasts
        - cynical treat
          - animates deluded treant
          - moves and blocks the end of the bridge
        - deluded treant misses Quest with uts slam
        - Quake misses a chilly slap
        - Baz
          - tries to convince cynical treant we mean no harm to no avail

- moves to deluded treant
- uses the scroll of inflict wound but misses
- Paracelsus
  - moves a bit
  - plants the mizzium mortar in the ground

    > “ fire in the hole !

  - blasts 3 charges on cynical treant
- Herton slashes at deluded treant
- Quest
  - uses her scepter and plants a flaming sphere atop deluded treant
  - moves the sphere on it for full effect
- cynical treant
  - asks to stop the fire
  - slams on Quake
- deluded treant
  - slams on Quest
  - she maintains concentration
  - gets burnt by the flaming sphere
- Quake
  - casts darkness on cynical treant
  - moves towards Quest
- Baz
  - asks the treant to stop and we'll stop the fire
  - holds an action
- Paracelsus
  - moves behind the party
  - holds a needle if the treants continue
- Herton holds his attack
- Quest
  - drinks full a potion of greater healing
  - slam the sphere on deluded treant
- cynical treant
  - asks to stop fire and darkness and they'll consider options
  - the twins drop their spells
  - asks the party to swear an oath about protecting trees
  - party needs to show they are genuine
  - Quake and Baz convince the intentions of the party are good
  - the party is to plant a sprout in a well gardened area
- Quake crosses again and takes the sprout
- rest of the party crosses
- party looks for a spot to plant it
  - Paracelsus looks for the optimal planting spot
  - Herton molds the terrain to be suitable

        - Baz and Quake dig the earth with their claws
        - Quest brings water
    - party finishes another hour in the deep haze
        - Herton, Baz and Quake are affected
        - Quake is contaminated
            - ears, eyes and nose blacken
            - seem to begin to decay
            - Iris is also blackened on the surface
    - Baz asks the treant where the eldritch lilly is
        - we are nearly there
        - they are in teh center of the park
        - living in contaminated water
        - they emit a ringing sound
- end of the path
    - *desc*
        - garden
        - stairs separate the basin sections
        - floating in glistening water
        - pulsing with an eldritch blow
        - cheery trees are blooming with neon colors
        - fountain
        - statues of tall statues of a woman
            - the faces were chiseled off
            - one of the statues has a stone lilly in her hand
            - they are statue of Linel von Kessel, the "current" queen
    - party starts moving through the stairs
    - a bush animate and slams Paracelsus
    - *fighting script*
        - Baz aims and shoots at placid shambling mound near Paracelsus
        - callous shambling mound starts moving to the party
        - Quest blasts back placid shambling mound
        - Quake chilly slaps placid shambling mound
        - Paracelsus
            - fails to shocking grasp placid shambling mound
            - tries to move away but gets critted unconscious
        - Herton
            - moves to Paracelsus
            - feeds him a potion
            - quicken spell vortex warp Paracelsus up on te stairs
        - placid shambling mound slams twice at Herton who gets grappled
        - callous shambling mound moves and cuts a retreat path
        - Quest
            - blasts back placid shambling mound twice
            - Herton frees himself thanks to the shove
        - Quake
            - crit chilly slaps callous shambling mound

        - moves up the stairs
    - Paracelsus
        - misses chill touch on callous shambling mound
        - moves up the stairs
    - Herton
        - jumps up over the railing up the stairs
        - action dodge
    - placid shambling mound moves back from the shove
    - Baz
        - steady aims crits placid shambling mound
        - wails from the grave callous shambling mound
    - callous shambling mound
        - is not moving up the stairs
        - flails around helplessly
    - Quest
        - blasts into the pond dead placid shambling mound
        - a plant awakens
        - misses callous shambling mound
    - Quake misses chilly slap
    - Paracelsus chill touch
    - Herton consumes a greater healing potion
    - after a while the last mound is killed
- Paracelsus uses a transfusion
- Quake covers her ears
- Baz goes down the stairs
- nestled between the staircases is a big brass door with floral patterns
- Paracelsus feels very hungry and tired
    - second lvl of exhaustion because went down
    - eat another couple rations
- Quake, Paracelsus, Herton and Baz approache the lilly
    - the lilly puffs pollen in the air charming Herton
    - Herton starts moving to the water
    - Baz and Quake move to stop him
    - Paracelsus coats some rags in the bad rose perfume
        - places on Herton's mouth and nose
        - the smell in strong enough to move out the pollen out of his system
    - Quake tries mage hand the lilly but it bounces off
    - Herton uses shape water to move it closer
        - it puffs pollen but Herton resists contamination
        - Herton moves it again to the border of the pond
        - it puffs but Baz resists
    - Baz and Paracelsus snip i and place it in a bag and then in the delerium chest
    - it is not the right one
- Baz and Paracelsus see the new flower
- Baz, Herton and Paracelsus moves towards it
    - it puffs

        - Baz is hypnotized
            - moves in the water
            - gets contaminated
        - Herton vortex warps Baz out of the water
        - Baz shoots it down
            - when Quest blasted it it bounced to Paracelsus
            - it looks like magic cannot affect it directly
    - there is another lilly on the left ponds
        - Herton and Paracelsus move towards it with a rope for safety
        - once close enough Paracelsus uses the immovable rod in case of a charm
        - Quake proposes to use Lump to scout instead
        - all the lillies on the outside ponds are not the good ones
        - Paracelsus resists a charm
    - Baz moves back towards the door
        - fancy
        - unlocked
        - has a carving of lillies
    - party goes in
- Queen's park grotto
    - *desc*
        - fountain
        - crystal clear water
        - nymph statue holding a trident
        - mosaics
        - paths going left and right
        - coins left on the border of the fountain
        - the place is not deep haze so short rest is possble
    - it is a private respite for the queen to chill
        - she loved gardens and especially lillies a lot
    - Quake sends Lumb to scout
        - both corridors end in iron barred doors
        - stepped carvernous passages that twist south can be seen behind the doors
    - Quake offers to go scout in gaseous form
    - as it is dangerous Baz offers to instead pick the lock
    - Quest pipes up and mentions that the party is in rough
        - the party takes a short rest as the haze is less bad here
        - party is 4h deep in the day
    - party takes a short rest
        - Paracelsus' stomach mouth chewed through his shirt under his armor
        - Paracelsus fed it some rations
        - Baz hands Paracelsus 3 more rations
    - Baz and Lump go to scout ahead
        - the corridor merges with a rectangular chamber
            - carved stone
            - statues
            - 2 doors on the south wall

- party go to the rectangular chamber
  - there statues are like upstairs
    - same queen
    - also the king Elvrick
    - 2 daughters
    - 1 son
  - only the queen's statue has been defaced
  - roots around the chamber start to take the form of humanoid figures of made of moss
  - *fighting script*
    - Baz
      - seps in front of the twins
      - holds an attack if they are offensive
    - randy handmaiden
      - casts entangle
      - Paracelsus, Quake and Quest are affected
    - apprehensive handmaiden
      - shillelagh Paracelsus
      - Baz attacks in return and hits brave handmaiden
    - cowardly handmaiden
      - casts entagles
      - Baz is affected
      - Lump saves
    - Paracelsus is surprised
    - imperial handmaiden casts barkskin
    - receptive handmaiden shillelagh Paracelsus
    - brave handmaiden shillelagh Baz
    - inconsistent handmaiden shillelagh Baz
    - reckless handmaiden misses Paracelsus
    - Quest is surprised
    - Quake is surprised
    - Herton booming blade reckless handmaiden
    - Baz hits brave handmaiden
    - brave handmaiden misses Baz
    - apprehensive handmaiden shillelagh Paracelsus
    - pleased handmaiden shillelagh Herton
    - cowardly handmaiden duck back to cover
    - Paracelsus
      - casts hypnotic pattern on 5 of them and Herton
      - Herton saves
      - the handmaidens are immune
    - imperial handmaiden misses
    - receptive handmaiden misses
    - randy handmaiden misses an invisible lump
    - superficial handmaiden shillelagh Baz
    - reckless handmaiden fails to shove Herton in the entangle

- Quest
  - casts spirit guardian
  - superficial, brave, imperial, randy and inconsistent handmaiden fail
  - randy handmaiden loses entangle on Paracelsus
  - Lump is also hit by it being invisible when it is casted but survives
- Quake misses a chilly slap
- Herton shoves pleased handmaiden in the spirit guardian
- Baz kills imperial handmaiden
- apprehensive handmaiden entangles Paracelsus and moves away
- pleased handmaiden
  - gets itself out of the entangle
  - dies to spirit guardians
- Paracelsus aims the mizzium mortar killing 2 handmaidens
- one handmaiden dies from spirit guardian
- receptive handmaiden crits Paracelsus
- Quest blasts back receptive handmaiden
- Quake slaps and kills receptive handmaiden
- crits and kills a handmaiden
- Baz
  - frees himself from the entangle
  - moves to see the rest of the handmaidens
- apprehensive handmaiden misses Baz
- Paracelsus fails to get out of the entangle with a nat 1
- Quest
  - blasts apprehensive handmaiden
  - it loses concentration freeing Paracelsus
- Herton
  - runs to apprehensive handmaiden
  - finishes it of
- Baz
  - chases after cowardly handmaiden
  - hits it
  - it loses concentration freeing the twins
- cowardly handmaiden casts entangle on Baz
- Paracelsus dashes after Baz
- Quest dashes after Baz
- Quake dashes after Baz
- Herton dashes after Baz
- Baz hits cowardly handmaiden
- cowardly handmaiden misses Baz
- Paracelsus
  - poison needles down cowardly handmaiden
  - it is unconscious stable on the ground
  - *note to self experiment at the start of next session*

Her Majesty (S20 - 04/08/2024)

- Queen's park grotto
  - handmaiden room
    - Paracelsus experiments on the last alive handmaiden
      - no resistances
      - no immunities
      - looks a bit humanoid but different textures
      - not a plant
      - sickly green blood
    - Baz opens the door to the room in the south
    - party enters
  - next room
    - has a statue of the king, their eldest son and two daughters
    - the queen has a missing face on her statue
    - corridor on the left
      - leads to an pond
      - there are lillies there
      - water is purple
    - there are cobwebs in the corridor
    - Herton burns them with a torch
    - party follows
  - pond room
    - Herton stops the party
      - there is a uniformed soldier here
        - royal uniform
        - lacks skin on his head
        - not noticed the party
      - there are also chests
        - a lot of fancy dress
    - Paracelsus offers to study the creature
      - it's alive
      - 48 hp
      - necrotic resistance non magical BPS
    - Baz goes first to try to speak to it
    - Baz sees another creature as he enters the room
      - melancolic creature
      - 6ft tall
      - chilling
      - cracked white stonelike skin
      - toothy maw
      - tendril hair
      - *(medusa ?)*

    - emerald locket necklace
    - partially covered face with a porcelain mask
    - sitting on a throne
- she turns towards Baz

> “ visitors unannounced ? - Baz offers to announced the party that enters where gift ? - Baz opens the chest - produces the hypnotic lilly

- Quest asks if she is the queen
    - that enrages the woman
    - Quest apologises
- Paracelsus steps forward
    - the woman has a slurred and monosyllabic diction
    - shows he is an apothecary
    - produces a lesser restoration scroll
    - offers to help her on that if she wishes
    - it is not the case
    - Paracelsus retracts his offer
- Baz compliments her home
- Quake offers to help as a daughter of a clothier
    - she is allowed to to come towards the woman and her clothes
    - Herton accompanies her
    - she hears the eldritch lilly in the pond
- the woman offers to share a drink
    - a nice wine bottle is produced
    - Baz goes to fetch goblets
        - he sees a painting
            - 3 ppl
            - a prince
            - jupiter jones
            - Leora his wife
    - Paracelsus and Quest come too
    - Paracelsus doesn't smell poison in the wine
    - Paracelsus asks where the wine is from and vintage
        - woman says it is from home
        - he is shown the bottle
            - Viniard of Jasckon and Caspia
            - vintage 985 (currently in 1136)
            - *das gud shiet*
    - Paracelsus and Baz drink it
        - it reminds Baz of what he drank with Leora
    - Baz raise his hand
        - asks what the painting means to the woman

> family - Baz sais it is the same for him - shares that the little girl here ended up being his wife - it is Leora - shows an opened locket with Leora to the woman - the moment Leora's name is mentionned the room darkens again > i expect better - apparently jupiter jones and Baz had a falling out - the woman asks where is her son - Baz answers in Emberwood thinking she talks about Pluto - her mask cracks and she looks at Baz directly in the eyes - Baz takes 23 radiant damage and gains a level of corruption

- *fighting script*
  - Baz
    - averts his gaze from Lenore
    - hits busted haze wight
  - Quest
    - averts her gaze from Lenore
    - flame strikes Lenore, thin and busted haze wight
  - thin haze wight
    - moves to Herton
    - misses with a longsword and a contaminated touch
  - busted haze wight
    - steps in the water
    - Baz hits it
    - moves to Quest
    - hits the contaminated touch
  - Paracelsus
    - apologises for what he is going to do
    - throws a tranquilizing toxin fo 30 damage
    - Lenore is stunned
  - Herton hits thin haze husk
  - Quake
    - casts poison spray on thin haze husk
    - they are immune
  - Baz
    - goes behind the stunned Lenore
    - apologises for what he is doing
    - attacks with his rapier
  - Quest
    - point blank blasts back busted haze husk
    - moves closer to the party
  - thin haze wight misses Herton with both sword and hand
  - busted haze wight
    - moves to Paracelsus
    - hits the longsword but not the hand
  - Paracelsus

    - shocking grasps with non lethal intent busted haze wight
    - sadly it kills
    - mentions he might be able to stop Lenore with his needles
- Herton
    - finishes thin haze husk
    - moves towards Lenore
- Quake
    - moves back to the chest of cloths
    - takes a hood
    - protects her sight from Lenore
    - sees lillies in the pond
- Lenore
    - moves towards Paracelsus
    - Herton through blindsight gets an attack of opportunity
    - Lenore's hair downs Paracelsus and gives him a level of contamination
- Baz
    - moves to Lenore
    - looks at Lenore
        - saves on the gaze
        - takes half damage
    - hits with his rapier
    - disengages towards Paracelsus
- Quest
    - summons a shadow blade
    - misses Lenore
- Herton
    - moves towards Lenore
    - hears a mirror crack beneath his feet
    - misses Lenore
- Quake
    - didn't hear Paracesus go down
    - uses mage hand to gather lillies on a piece of cloth
    - she gets 4 of them
- Lenore
    - attacks the downed Paracelsus
    - Paracelsus takes another level of corruption
- Baz
    - averts his gaze from Lenore
    - spare the dying Paracelsus
    - hits with his rapier Lenore
- Quest
    - averts her gaze from Lenore
    - misses with shadow blade
- Herton
    - averts his gaze from Lenore
    - shouts for help at Quake

        - grabs a potion of healing
        - feeds it to Paracelsus
        - Paracelsus breaths again
    - Quake
        - looks at Lenore
        - saves the gaze
        - moves to Lenore
        - claws misses
    - Lenore misses Quake
    - Baz knocks unconscious Lenore
- Paracelsus begins to cough up blood
    - all his teeth fall out
    - he still has a belly mouth
- Quake takes Lenore's mask
    - Lenore's face is burnt bellow
- party realizes that Baz was married to royalty
    - conversation for later
- loot
    - Quake take the emerald necklace Lenore is wearing
        - very expensive
        - very known, hard to sell
        - it is a locket necklace
        - 4 lockets
            - Lenore herself
            - the king
            - all the family together (failed to take the whole desc sorry....)

> “Within the locket, a miniature painting captures a deeply intimate scene. The prince, now in his twenties, is seated on a grand chair, but his posture is relaxed, almost unguarded. His expression is a mix of pride and warmth, but there's a shadow of sorrow in his eyes. In his arms, he cradles a newborn baby, swaddled in soft, white blankets. The infant's tiny features are delicate, her eyes closed as she sleeps peacefully against the prince’s chest.
> At the prince's side, a two-year-old girl stands, holding onto the arm of the chair with one small hand while clutching a simple wooden toy in the other. The way the prince looks at her is a mixture of love and regret.
> Behind the trio, the background is softly blurred, suggesting a private setting.

        - all the daughters in the garden above
    - hands the necklace to Baz
    - Baz recognizes without a doubt the 2 year old in the 3rd locket
- more necklace made of diamond
- some delerium was found
- there is a letter

> Johann Eisner, Royal Steward
> Please excuse the haste of this missive, and the messenger who bears it. Our present circumstances are both dire and desperate.
> I have charged this man with ensuring your safety during this calamity. He is a valiant knight, and will escort you and your handmaids out of Drakkenheim. It is imperative you flee the castle immediately via the garden passage.
> Do not return to the royal apartments, nor take the main castle gate.
> I beg you, your Majesty, do not wait for anyone else, nor burden yourself with trinkets and treasures, nor tarry in the gardens! Escape the city with all speed.
> I promise, my queen, I shall not leave myself without the king and your son. I pray that your daughters remain safe. We shall all meet again in health and mirth soon.
> Yours in faithful service,

- fancy cloak
- fancy cloths
- more wine bottle
- Baz looks at more paintings

Loss (S21 - 11/08/2024)

- Queen's park grotto
  - Paracelsus realises that he lost his teeth
    - takes it well for now
  - Baz takes the signet ring from Lenore
    - diamond ring
    - royal crest on it
  - Paracelsus asks if it would be possible to speak with her
    - not a good idea she would be pissed
    - after Baz says it is ok Paracelsus leaves a folded note
  - Baz and Paracelsus drink their potions
  - party discuss how to get out
    - fill haste idea
- deep haze
  - 1st moment
    - everyone but Quest and Baz gain a level of corruption
      - Paracelsus
        - eyes merge into one
        - gets an eye beam attack
      - Herton
        - tip of the snout an eye opens up
        - knee an eye open
    - party gets lost into another garden
      - quite rotten and nauseating
      - fountain in the center
      - 6 people there
        - 5 guards (haze wight)
        - someone in an alchemist robe
          - transparent skin muscle and bones
          - tattered robe
          - iridescent within
          - translucent tentacles
      - Paracelsus fails to recognizes the alchemist but he looks like he has familiar manerisms
      - party drags Paracelsus away
  - 2nd moment
    - Paracelsus and Herton get corrupted again
    - Paracelsus looses 3 more teeth
- city out of deep haze
  - nothing else happens
  - party goes to College Gate
- College Gate
  - some of the webs are back

- Paracelsus clicks the lamp back in ethereal mode and heals himself
- party starts rushing through the webs
  - Herton opens the march
  - Baz and Quake help Paracelsus run
  - Quest closes the march
- the lantern reveals a gargantuan phase spider
- *fighting script*
  - Baz steady aims the phase spider matriarch
  - untidy phase spider
    - moves in
    - misses Herton
    - Herton opportunity attacks
  - Paracelsus
    - hands the lantern to Quake in front
    - rubs his eye and pinches his nose only to poke his single eye
    - fires his eye beam to the matriarch
  - Herton booming blades the matriach
  - Quest blasts out of the lantern the matriach
  - Matriach throws in the room at Herton who saves
  - Quake
    - picks the phase lantern
    - slaps untidy phase spider
    - moves to the side
  - Baz
    - misses a shot on untidy phase spider
    - moves on the side of the door
  - untidy phase spider
    - fails to shove Herton
    - moves in the web
  - Paracelsus misses the eyebeam on unidy phase spider
  - Herton booming blades untidy phase spider
  - Quest finishes untidy phase spider
  - Quake changes from knees to claws
  - Baz
    - moves a it back
    - holds an arrow
  - Paracelsus
    - cracks a torch
    - asks Herton to move out of the web
    - holds to throw the torch on the web
  - Herton
    - manages to move out of the web
    - dodge action
    - Paracelsus throws the torch in the web
  - Quest holds a blast
  - Quake
    - hands the lamp to Lump

    - Lump goes in through the fire towards the other door
- Baz holds an arrow
- Paracelsus
    - looks in the mirror and realises he only has a cyclops eye now
    - holds an eyebeam
- Herton
    - fire on the web spreads
    - dodge action
- matriarch
    - downs Baz stable paralized with poison
    - moves to Paracelsus and appears
    - Quest blasts the matriarch back
- Quake
    - moves in the room
    - helps Lump out of the web
- Paracelsus
    - realizes that Baz is poisoned
    - drags him to safety
    - informs the party that Baz is stable but paralyzed for the next hour
- Herton
    - tries to walk through the web to the party
    - gets ensnared
- Quest
    - blasts the matriarch back
    - goes in the room
- matriach
    - moves in
    - bites Quake
- Quake
    - misty steps to the other side
    - fails to remove some webs
- Paracelsus
    - drags further in Baz
    - asks the party to heal Baz
    - holds the scroll of lesser restoration to cure the paralysis
- Herton
    - is burnt by the web
    - moves out of it
    - is on the other side
- Quest
    - blasts back the matriarch
    - barrels through the last bit of web out
- matriarch
    - goes in the entry
    - misses Paracelsus twice
- Quake
    - removes the last bit of web blocking the exit

        - goes in to help Paracelsus move Baz
    - Paracelsus
        - dissengages from the matriach
        - drags Baz out
    - Quest blasts back the spider
  - Quake uses her potion on Baz
  - Paracelsus uses his scroll of lesser restoration to remove paralysis from Baz
  - party moves away
- academy streets
  - 1st encounter
    - a ratling with a hat
      - crown on his forhead
      - Sir Squeaksbee
    - 4 guards around it
      - coin on their forhead
    - they ask for a toll
    - Baz hands 50gp and is very polite
    - Sir Squeaksbee offers to draw a map in exchange
      - the notes some entrances sewers on the map
  - after some deliberation the party goes to the mill
- Eckerman Mill
  - Paracelsus mentions tying him might be smart
    - Baz does
  - Baz takes first watch
    - Paracelsus collapse to sleep
      - sleep talk
      - end of the world
      - phase spider web fever dreams
    - Baz takes notes of it
    - Baz wakes up Quake for the next watch
  - Quake takes second watch
    - Quake hears something
      - ***REDACTED***
      - Quake wakes up Quest
      - the rest of the party is woken up
      - the babbling of Paracelsus has gone worse
  - Paracelsus transformed into a Gibbering Mouther
    - after a short fight the Gibbering Mouther is dealt with
    - Baz
      - picks up Paracelsus' plague mask
      - goes to the wall
      - scratches Paracelsus' name from the wall
    - Paracelsus managed to keep safe his notes before it happened
      - most of it is not readable as it is a different language
      - the last few entries are readable
        - morning before

> Well these are good news !
> I'm finally managing to see Oscar Yoren, some progress can be seen. I hope i can continue on the researches grandfather started and some more clues on his locations.

- some times after leaving Lenore

> “ this did not go as planned...
> The lillies were more tricky than i thought. The queen and her garden was unexpected and i did not fair well there, if it continues that way i don't think i'll make it. Hopefully luck will turn out the other way...
> Also that person in the garden, they had the rags of an apothecary. I did not recognize them, but i *feel* like i missed something important. They reminded me of grandfather, I hesitated and wanted to call for him, however with my weakened state I had to follow the rest of the party that was leaving. Next time for sure I'll talk to that person, i need to get to the bottom of it.

- during the night

> “ I don't think I'll make it, so here are some instructions
>
> - Take all my notes, they will be a ressource for all of you to use, I complied information about creatures we encountered, what happened, but also they contain my recipes, formulas and other apothecary researches
> - Don't forget the magical gear i used, i don't know where but i might have left instructions of their usage somewhere in my notes or packs
> - Once you get out of Drakkenheim for good, please bring that letter to my mother, Sophia Thorne, in Edelwacht.
>
> > “ Hello mother,
> > The city was a fascinating yet alien place that thankfully is staying contained there. I am sorry for not having been able to fulfill our promise, these ones bringing you

> the letter should be party of the party i was in while searching for grandfather in the city. II hope they were able to finish what i started and may be able to bring us either good news or a needed closure about grandfather. Attached to the letter should be a lock of hair, my ordained apothecary badge and the family ring. Please place the lock or hair in the family plot near father. The badge is a memento shall you want one and the ring is something that must remain in the family.
> I guess I'll see father first, Yours,
> Paracelsus Thorne