

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
- Hertton
 - 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 seen
- 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 hastily 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 headbutts Herton as a revenge for being thrown
- Herton grabs unassuming garden gnome again
- Paracelsus
 - needles unassuming garden gnome
 - asks Quake for feedback on the 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 the opportunity 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
- Hertton
 - 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
- Hertton 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 his shirt
 - after a while a hungry and toothy maw ripples on his stomach
 - it is 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 they 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 treant with both blasts
 - cynical treant
 - animates deluded treant
 - moves and blocks the end of the bridge
 - deluded treant misses Quest with its 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
- Hertton 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
- Hertton 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
 - Hertton 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 approach 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 is 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 it 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 possible
 - it is a private respite for the queen to chill
 - she loved gardens and especially lillies a lot
 - Quake sends Lump to scout
 - both corridors end in iron barred doors
 - stepped cavernous 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
 - melancholic 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 says 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 mentioned 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 recognize the alchemist but he looks like he has familiar mannerisms
 - party drags Paracelsus away
 - 2nd moment
 - Paracelsus and Herton get corrupted again
 - Paracelsus loses 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 paralyzed 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
 - disengages 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 forehead
 - Sir Squeaksbee
 - 4 guards around it
 - coin on their forehead
 - 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 Mouter
 - after a short fight the Gibbering Mouter 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.

o 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.

o during the night

“ I don't think I'll make it, so here are some instructions

- o 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
- o 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
- o 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. Il 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