

First dive

First short attempt at getting in the city.

- [Tis but a flesh wound \(S2 - 03/03/2024\)](#)
- [Excuse Me ? Do you Know Oscar Yoren ? \(S3 - 10/03/2024\)](#)

Tis but a flesh wound (S2 - 03/03/2024)

- Emberwood
 - Bark and Buzzard
 - guided by Emma
 - cozy rustic establishment
 - place is run by a friendly couple
 - Karin and Holger Alsberg
 - a group of adventurer
 - named the Lucky 7
 - there are only 6 at the table
 - cursed to lose 1 of them
 - they stole a cursed scepter made of delirium
 - Emma tries to make a bet
 - 5 gold that you make it back alive
 - Quake counter offer with 2 gold every time the party comes back if Emma gives info
 - it is accepted
 - Emma peer pressures Paracelsus into do a spit hand handshake
 - Paracelsus wipes his hand after
 - Emma grins as the peer pressure worked out
 - the tour ends here as Emma can't go in
 - Quake tells Emma to be careful in the forge when learning with her dad in the forge
 - party goes in
 - Herton gets a table and invites the first round
 - meads, ale and food
 - Karin takes the orders
 - Karin asks what the party does here
 - Herton raises his voice saying that we are going to Drakkenheim
 - Snakebite of the Lucky 7 comes to the table
 - tries to insult the fact we are greenhorns
 - Paracelsus takes the metaphor literally
 - Herton asks for advice
 - Snakebite scoffs
 - Baz sees an animated scarecrow out in the window
 - Baz asks if it is normal to be here

“ would you like to kick the can

- there is a lot of challenges in the town around kicking Rattlecan
- Snakebite tells he won't have the guts for it
- more banter
- Snakebite asks what names to write on the wall when we die
 - Quake asks if they have experience writing names on the wall
 - Paracelsus states that's the case as they are called the Lucky 7, completely oblivious to the fact it was implied
 - the Lucky 7 asks where that information was procured
 - Hertton lets it slip

“ so you got that information from the brat

- more banter
- the party is not worthy of recruiting
- Holger brings the meals
 - says that we can go at Rattlecan
 - Baz and Quake go outside
- outside
 - Rattlecan fences salute and asks if they want a go
 - *he is a Monty Python Black Knight*
 - Baz agrees to it
 - *fight script*
 - Baz gets the first shot with his rapier and his claws
 - Rattlecan knocks Baz out
 - Rattlecan heals instantly
 - Paracelsus comes over it

“ Fascinating... how do you do that ?

- Rattlecan replies that Paracelsus needs to best him to know
- *fight script*
 - asks if Rattlecan would let Paracelsus have the first strike
 - Paracelsus throws a vial of poison but it doesn't affect Rattlecan
 - Rattlecan knocks out Paracelsus
- Quake asks Snakebite to show if he can do it
 - after a few rounds Snakebite wins
 - Rattlecan got its arms chopped
 - Snakebite might have a bruised if not broken nose after a headbut from Rattlecan
- Paracelsus studies the lobbed of arms of Rattlecan
 - it flies back to it
- back inside
 - Quake intimidate Snakebite to shut up over the bar activity
 - Hertton breaks a match outised
 - it doesn't come back together

- not an effect of the backside of the tavern
- one of the green cloaks come to the party
 - name is Jakob Slovak
 - is more amiable than the Lucky 7
 - part of the Hooded Lantern
 - liked how Quake shut Snakebite up
 - next round of drink is on him
- Karin comes back

“ anything i can help you with ?

- Herton asks if there are lodgings
- Karin has a few cottages
 - 2gp per cottage
 - all of us can fit in it
- Herton takes it
- Karin gives the key to the cottage n^o2
- to be returned before going adventurin
 - replacing keys is expensive if ppl don't come back
- cottage n^o2
 - it's night outside now
 - small run down building
 - inside is clean
 - not well stocked
 - no toilets
 - porch
 - 2 rooms
 - bedroom
 - the Twins jump on the bed
 - main room
 - the rest of the party sleeps here
 - door opens inwards
 - Baz rigs the door with bells to warn for intrusions
 - night watch
 - Herton
 - nothing happens
 - Baz
 - falls assleep on the porch
 - doesn't wake up Paracelsus for the next watch
 - wakes up with a back ache
- next day
 - preparing alarm now
 - wondering how to gt the Drakkenheim
 - Baz knows the way to it
 - Quake knows the way in the lower wards

- Paracelsus knows his way in the inner wards
- Baz goes to Armin
 - checks on his supplies bought by Emma
 - Armin tries to give a pamphlet about delirium
 - Baz takes the second edition
 - costs 1gp
 - Orson would buy the delirium extracted
 - 2500gp for a geao
 - 500gp crystal
 - 250gp shard
 - 5gp for a chip
 - Paracelsus would be interested in studying them
 - Quake asks for a map
 - not updated since the disaster
 - also sells cartographers instruments to update the map
 - only taking the map for 2gp
 - Hertton takes it
- on to Drakkenheim !
 - *desc*
 - nestled in a valley
 - straddles the Drann River
 - 4 bridges
 - rocky outcrop with the castle
 - slate spires
 - outer walls
 - dome of the cathedral south west of the castle
 - market square
 - amethyst academy
 - obsidian academy
 - still up witha huge hole inside
 - billowing clouds of purple and violent
 - continual dismal gloom
 - rarely sun rays pierce the veil
 - lvl up to lvl2 !
 - haze blocks the vision
 - <150ft vision ok
 - 150 to 300ft lightly obscured
 - >300ft completely obscured
 - corpses around
 - smells of ozone
 - rare barks and screams can b carried by the wind
 - party starts looking through the first houses
 - chairs knocked over
 - food is intact
 - half eaten
 - should be rotten

- Paracelsus looks at it very intently and does a Detect Poison and Disease ritually
- still has calories
- foul stench when the food burns
- *maybe not a good idea to eat*
- Herton goes and takes a look at the bedroom
 - clothes in the wardrobe
 - bad is made
 - no valuables
 - looks like people went out in a hurry
 - probably when the meteor fell
- before leaving Baz marks the house in thieves cant
- Quake has her claws out
- in the streets
 - Baz a bit ahead on the roof to scout
 - Quake hears skittering noises ahead
 - it goes quiet
 - Quake peeks around the corner
 - a rat creature is running in the building
 - Herton peaks in a room
 - *there are quite a few ratlings inside*
 - *fight script*
 - 3 ratlings attack Herton
 - 1 ratling poke his head out and slings Quake
 - Quake uses hellish rebuke on it
 - a fourth ratling attacks Herton and misses
 - Herton kills it with an opportunity attack
 - another ratling misses a sling on Quake
 - Quake runs to the aid of Herton and claws one down
 - Baz
 - hides behind a wall
 - opens window
 - kills a ratling
 - 2 ratlings sling Paracelsus
 - Quest misses an eldritch blast on a ratling
 - a ratling misses Herton
 - Herton uses the cantrip battleaxe and kills a ratling
 - Paracelsus flings a poison needle at a ratling
 - a ratling
 - dives out of the windows
 - tries to run
 - Baz misses an opportunity attack
 - 2 ratlings bite Paracelsus
 - nearly down
 - a ratling bites Herton
 - 2 ratlings attack Paracelsus

- one after he was downed
- Quake kills a ratling
- Baz
 - zooms to the pack around Paracelsus
 - skewers 2 ratlings with his rapier due to momentum
- 2 ratlings shift focus to Baz and bite
- Quest kills a ratling around Paracelsus
- Herton breaths out a line of poison on 2 ratlings near Paracelsus
- a ratling bites Baz
- Quake takes down a ratling near Paracelsus
- Baz kills a ratling near Paracelsus
- the last ratling disengages and tries to flee
- Quest rifles through Paracelsus's kit for something to help
- Herton stabilizes Paracelsus with Paracelsus's healer's kit
- the party brings Paracelsus inside to rest
 - Baz keeps watch
 - Baz crafts a healer's kit with clothes and rags lying around
 - Quake and Herton search the other building
 - it's medical facility
 - bodies in the bed
 - rat gnawed
 - well preserved
 - various states of pain
 - surrounded by medical equipment
 - a glyph is on the ground
 - necromantic symbol
 - Herton copies it for Paracelsus when he wakes up
 - the rats stayed here as the bodies were a food source
 - Paracelsus is not awake after 1h (rolled a 2 on the d4)
 - Baz tends to Paracelsus wounds
 - the party but Paracelsus gets a short rest

Excuse Me ? Do you Know Oscar Yoren ? (S3 - 10/03/2024)

- Drakkenheim
 - ruined house
 - Paracelsus is not awake after 1h (rolled a 2 on the d4)
 - Herton and Quake come back from their scouting in the other houses
 - Herton inspects the still unconscious Paracelsus
 - wounds were treated well
 - a scar might linger
 - just need time
 - Baz did a good job
 - Quake spots a wounded ratling that scurries away
 - Herton asks if the Quest and Baz want to see the findings
 - Baz is not a man of magic
 - Quake goes to inspects the room on the right
 - Baz takes on the lookout meanwhile
 - Quake finds
 - ruined scraps of armor and weapons
 - a bottle one wine
 - the party remembers that consuming things from here is a bad idea
 - Paracelsus wakes up

“ that hurts like hell

- cure wounds himself
- Herton tells paracelsus about the magic symbol
 - Paracelsus traverses the street to look at it
 - party follows so he doesn't kill himself
 - Herton mentions what he deduced out of it
 - Paracelsus takes a look at the circle
 - this is new magic
 - this is most likely research sketch
 - Paracelsus wonders how old that circle is
 - Quest, Herton and Paracelsus investigate it
 - it is about 10 years old
 - 5 years after the meteor arrived
 - Quake and Baz keep watch
 - the injured ratling that keeps looking around
 - Quake goes closer
 - there are 2 others that are bullying it towards the party
 - Quake warns the rest of the party

- *fighting script*
 - Baz slides off the roof and sneak attacks one down
 - Paracelsus runs out of the building and asks to keep one alive
 - Quest runs out of the building
 - Quake goes to the ratlings and misses
 - icy ratling bites Quake and pulls out a horn
 - concern ratling bites Quake and escapes from Quake
 - Hertton runs out of the building
 - Baz kills the icy ratling before it blows the horn
 - poison needles the last one
 - stable
 - paralyzed for one hour
 - Baz brings the paralyzed ratling in the building
 - examination of the ratling
 - purple-ish hue to the blood
 - the party leave Paracelsus to it
 - Paracelsus examines the still alive ratling very closely
 - quite swole and athletic
 - underneath the armor and the mask
 - circular dot between his eyes
 - Paracelsus asks the rest of the party to check on the dead ones
 - the dead rats have different symbols
 - they have daggers on the same spot
 - Baz loot them
 - faintly glowing purple stones in a bag
 - Baz bags the bag
 - enlarge cranium
 - old battle injuries
 - can be poisoned
 - no resitance to necrotic and poison
- party takes a loop around the block
 - Paracelsus takes that time to fix the horn with mending and gives it back to Quake
 - Hertton notices a glow from one of the sidestreets
 - potted with small craters
 - party decides to take a look
 - Baz and Hertton notice *a lot* of hazehusks
 - party backs away
 - noted location on the map
 - Quake see a shrine in a building on the side
 - looks abandonned
 - a potion in the center of the shrine
 - left as some kind of offering
 - Quake goes in
 - temple with a serpent shrine
 - retracts her claws
 - her legs bend

- still no to experiments with Paracelsus D:
- after Paracelsus mentions poisons Quake protects herself
- Quake rushes in snags the potion and runs out
- odd noises here and there
- walked about 6 hours in total
- party walks back to Emberwood
 - greencloaks are on the bridge
 - water and cat talk
 - Paracelsus mentions he might hav someone he needs to talk to there
 - party tells him to try to not be too weird
 - Watch tower
 - 2 figures leaning on the fence
 - more ppl inside doing drills
 - Paracelsus goes and asks a question to the door guard
 - Paracelsus is allowed in
 - Paracelsus avoids being shot by approaching the archer not by the shooting range
 - Paracelsus goes to everyone one by one and asks

“ hum... excuse me ? I'm looking for someone that apparently works for the Hooded Lanterns... Would you by any chance know someone named Oscar Yoren ?

- he continues inside
- most of them don't know
- Jakob Slovak direct Paracelsus to the captain
- Paracelsus goes to the captain
 - talks to him
 - the captain is not plase about it
 - he knows Oscar Yoren
 - doesn't trust Yoren or Paracelsus
 - Paracelsus makes a conversational faux-pas
 - seeing it goes nowhere tries to go to the nxt person
 - the captain drags Paracelsus in a hallway
 - Quake and Quest go inside
 - Baz and Herton stay in the range
 - hallway discussion
 - the captain asks more details about Paracelsus
 - Paracelsus answers in his weird ways
 - Captain goes after Quest to get better answers
 - tl:dr Paracelsus is weird and not social
 - captain asks the party to get dinner with him
 - Paracelsus goes up to the officer mess door
 - there is a dead bold

give me 5 minutes and i'll open

- Paracelsus starts waiting exactly 5 minutes
- Quest gets the rest of the party
- after 8 minutes and 57 seconds the captain opens the door
- officer mess
 - the captain gives a pitcher of mead fo Paracelsus hold
 - Paracelsus after some consideration pulls out a beaker and starts to drink from it
 - the captain tralks to the rest of the party while Paracelsus is occupied with his drink
 - talks about what the party found in the city
 - the rats and all
 - Paracelsus talks about the purple blood and is asked to stay with his drink
 - the captain wants to hire the party
 - off the books
 - people from his family were taken by ratlings on a supply run
 - asked the higher ups for help

“ we don't send futile help attemp

- he needs the party for that
- captain was wounded by a purple sling bullet
 - Paracelsus tries to investigate it

“ not now

- the captain offers a reward of 250gp
- back and forth about trust between the captain and Paracelsus
- the captain's sister is his twin
- to recognise her

“ tell her i would have been here had it not been for our adoptive father

- the father is the lord commander
- if we are corrupted got to the chaplain
- the captain marks the rat nest on the map
 - all the way on the other side of the city
 - need to enter from somewhere else
- Baz gives Emma and Sybil slings
- Paracelsus buys a herbalism kit
 - the potion is identified to be a Potion of Greater Healing
- Herton buys components for a spell scroll
- Baz goes to Orson to see if he will buy the purple rock

- after some unfruitful negotiation the final offer is 20gp