

Second Dive

Saving Petra in the Lair of the Rat Prince.

- [New Friends \(S4 - 17/03/2024\)](#)
- [Shinies for the Rat God \(S5 - 24/03/2024\)](#)
- [Fire in the hole ! \(S6 - 31/03/2024\)](#)
- [a River near the Mill \(S7 - 07/04/2024\)](#)
- [A Family Reunion \(S8 - 14/04/2024\)](#)

New Friends (S4 - 17/03/2024)

session 4 (17/03/2024)

- Emberwood
 - it's the next day
 - Quake summons a familiar
 - it's an imp
 - the name is Lump
 - Quake shows it to Quest
 - warlock pact
 - Quest gives Quake a talisman
 - black with gold veins
 - warlock pact
 - Paracelsus took a bit more time this morning and prepared a tonic for everyone in the party
 - it's an aid spell
 - looks murky green and tastes like chemical oranges
 - everyone gets 5hp max hp
 - it is *not* enjoyable
 - most of the party drinks it
 - Lump drinks it
 - Herton takes his drink outside
 - Baz puts a monocle on
 - whispers in it
 - whispers of the dead features
 - gains investigation proficiency
 - Herton is in the outhouse
 - nature calls
 - one of the thugs is here
 - Herton wins the verbal bout
 - Herton drops the aid there
 - the thug drinks the aid spell
- to Drakkenheim
 - brisk pace around the city
 - towards an entrance closer to our quarry
 - following the tracks
 - crossing the Brann river
 - there is an encampment
 - *desc*
 - looks fancy

- they have banners
 - silver flame in a chalice on
 - blue background
- fortified
- command posts
- supply wagons
- this is the Knights of the Silver Order
 - they hunt malfeasant wizards
 - not friends with the academy
 - they don't like magic
 - 678 the knights were ordained
 - to hunt the amethyst academy
 - before the edicts
 - paladins rigidly adhere to the sacred flame
 - consider delirium as a blight
- Paracelsus and Quest talk
 - *hopefully one day Quest will realise that Paracelsus is not a one dimensional entity*
- 2 guards on horseback go meet the party outside
 - Acolyte Quinn and Austin Edwards
 - before anything is asked Baz jokingly ask about Oscar Yoren
 - Quinn asks if we know Yoren
 - Paracelsus says yes
 - Quinn becomes defensive and asks how he knows the malfeasant wizard
 - Paracelsus thought he was an alchemist
 - Quinn hounds on Paracelsus and his knowledge of Yoren
 - Paracelsus realises she doesn't mean well to him and closes
 - more back and forth discussion
 - the order has a bounty on Yoren and info on him
 - 2000gp for information leading to a location
 - some in the party look interested
 - someone with a lute comes out
 - name is Buddy Knox
 - can be heard in the guilded lilly
 - *nat 1 on performance*
 - gets better after a while
 - party crosses through
 - there are hundreds of soldiers
- party talk to Paracelsus about Oscar Yoren
 - his grandfather is Eldric Thorne, the Grandmaster Apothecary of Drakkenheim
 - his grandfather staid in Drakkenheim even after the meteor, searching for answers and a cure
 - both Eldric and Paracelsus exchanged letters and worked together
 - Paracelsus kept in contact with Eldric on a regular basis
 - however the letters started to thin out
 - too long happened since his last letter

- Eldric mentioned Oscar in his last letter

“Oscar Yoren, the eccentric potion-maker of the Hooded Lanterns, has become my confidant. We exchanged parchments, our shared knowledge a beacon against the encroaching darkness. Oscar spoke of a breakthrough—a way to shield oneself from the haze’s insidious grasp. His notes, cryptic and laden with alchemical symbols, hinted at a concoction brewed from rare flowers. A fragile hope, but hope nonetheless.

- Oscar made progress on a potential cure
- Paracelsus should seek Oscar
- the party will be careful about who they talk about Oscar Yoren with
- Paracelsus mentions that the party should *not* consider the offer of the Silver Order
- Drakkenheim proper
 - Quake body moment
 - Quake asks Baz to look away
 - Quake pulls out one of her eyeballs
 - it has a tentacle on the back
 - waves at the party
 - her name is Iris
 - can see in both places
 - Quest can feel Quake in both places
 - Lump carries Iris invisibly to scout ahead
 - Paracelsus gives Quake a makeshift eyepatch
 - to protect the eyesocket
 - Quake asks Paracelsus for a false eye
 - once measure he'll do what he can
 - a googly one is requested
 - Iris scout
 - a younger set of Quake and Quest can be seen bickering in the front
 - they are competing to see who folds clothes better in the cart
 - they looked identical
 - skip into the street and disappear
 - city market
 - *desc*
 - scattered bodies on the floor
 - broken tables
 - wagons
 - there is a troll in the middle
 - eating raw contaminated meat
 - drinking ale
 - bag on the floor
 - stares intensely at a map
 - Lump and Iris are not seen and come back

- party goes on the roofs to sneak around
 - fail the stealth checks
 - Herton nearly fell through a hole in the roof
 - the trolls sees the party

“ you high ones ! come down !

- curiosity and suspicion in his voice
- Baz climbs down

“ what are you cooking

- not cooking but eating raw meat

“ meat taste bad, ale smells worse but Grom strong and eats it

- Baz sleight of hand fake eats some of the contaminated meat
- name is Grom
- Baz asks to help with the map
 - Grom wants to go to the King's Gate
 - the map is not one for Drakkenheim
 - Grom has a hard time believing it's the wrong map
 - Baz does his best to direct him to it
- Baz sees what the bag contains
 - gold
 - purple rocks in a vial
- Grom is very confused about Baz's name
- Grom invites Baz to play with him
- Paracelsus wonders if he could get some troll blood
 - a confusing exchange ensues
 - Quake gets the vial of troll blood
- Grom takes his bag and leaves
- the walls of the house where Herton fell have noses
- rat nest tavern
 - obliterated building
 - only foundations remain
 - chest high wall ruins
 - rubble
 - sign of an obese rat on a plate of food
 - Quake sends Iris and Lump ahead to scout
 - the interior is in ruins
 - there is a hole going down
 - furniture debris block Lump's path
 - Baz goes in the hole first

- purple twinkling light at the bottom
- tries to see if he can move the furnitures
- it is a bookshelf that blocks
- Baz inspects it
 - there are animal scratchmarks on it
 - there is a wide path of dragmarks
 - not corresponding to the bookcase
 - about 5ft wide
- Baz tries to move the bookcase out of the way
 - moved enough to squeeze by
- Lump goes through
 - passage going down
 - the drag marks continues
- Baz goes does inn the purple light hole
 - a lot of footprints in the mud
 - the dragmarks started here
 - 2 glowing slivers of delirium
 - Baz uses the safe box to store it
- Herton lights up a torch to see
 - what was dragged might be a big shard of delirium
- Quake follows after Lump to stay in range
 - Lump goes further
 - there is a chamber
 - it is a rat den
 - there is a lot of ratlings
 - a couple are bigger
- down the tunnel
 - marching order
 - Baz
 - Quake
 - Paracelsus
 - Quest
 - Herton
 - tunnel is slippery
 - Baz and Quake are fine with climb speeds
 - Paracelsus and Herton manage not slipping
 - Quest falls prone and start sliding down the tunnel
 - Baz grabs the sliding Quest before to late
 - Paracelsus hands Herton and Quest pitons to help the descend
 - Herton uses mold earth to ease the travel
- Baz goes ahead
 - *double nat 1 stealth check !*
 - *fighting script*
 - Baz takes out snobish ratling
 - cynical ratling crit slings Baz
 - Quest

- casts shadow blade
 - ready and attack
- Paracelsus can barely move through the tunnel
- dopey ratling misses Baz
- Quake has Lump bite to death randy ratling
- Herton
 - casts expeditious retreat
 - runs in front of everyone
 - jumps over and lands on the rug
 - falls in a pit and is pieced by spikes at the bottom
 - jumps out of the hole nearly being bitten by a swarm of rats
- naughty ratling guttersnipe double taps Lump with a hand crossbow
- bitchin' ratling guttersnipe double taps Lump with a hand crossbow and kills it
- arrogant ratling slings Herton
- reckless ratling throws alchemist fire missing Baz
- Baz
 - moves in the room
 - kills reckless ratling
 - wails from the grave another one
 - moves in front of Herton
- cynical ratling misses a bite on Baz
- Quest runs further down
- Paracelsus
 - runs in the room
 - throws a biohazard on a group of ratlings
- dopey ratlin dies in the biohazard
- Quake
 - runs in the room
 - kills cynical ratling
- Herton
 - runs in the room
 - readies his axe
- naughty ratling guttersnipe
 - saves biohazard
 - runs in
 - gets axed by Herton
 - shoves Paracelsus down the hole
 - gets eldritch blast by Quest
- bitching ratling guttersnipe
 - hit by biohazard
 - downs Herton
- arrogant ratling
 - saves biohazard
 - bites Herton

- Baz attacks bitchin' ratling guttersnipe
- Quest throws the shadowblade on naughty ratling guttersnipe
- Paracelsus
 - tries to cling out of the hole
 - sees Herton down
 - fails and slide down on the spikes
 - throws healing word on Herton
 - gets impaled again
- Quake kills naughty ratling guttersnipe
- Herton gets up and second winds
- bitchin' ratling guttersnipe attacks Herton
- arrogant ratling fails to shove Herton in the pit
- Baz kills arrogant ratling
- Quest thows the shadowblade at bitchin' ratling guttersnipe
- Paracelsus climbs out of the hole with his climbing gear
- Quake slaps bitchin' ratling guttersnipe
- Herton finishes bitchin' ratling guttersnipe

Shinies for the Rat God (S5 - 24/03/2024)

- drakkenheim
 - rat nest
 - aftermath of the battle
 - Baz finds some loot on the guttersnipes
 - baubles and random trinkets
 - polished stones and glass beads
 - Paracelsus looks at the bodies of the ratlings
 - they all have a crown on the forehead
 - another clan
 - guttersnipes
 - more well fed
 - stronger
 - not runts
 - scraps everywhere on the ground
 - Herton drinks up the greater healing potion
 - tunnel going north and south
 - noise in both directions
 - snoring in the south in addition to chittering
 - whispers in the north
 - the big drag marks go south
 - south tunnel
 - Baz scouts ahead
 - passageway is cramped
 - the ceiling is low
 - there are a lot of excrements in on side
 - there are lights ahead
 - the Twins start following a bit behind
 - *not a good stealth*
 - spoke a bit out loud
 - Baz continues ahead
 - hearing snoring ahead
 - ratlings are sleeping in here
 - one is holding a small glittering trinket
 - Baz silently knock him out non lethaly
 - he was cuddling to a sliver of delirium
 - Baz safely stores it in the chest
 - there are chittering continuing further south
 - Baz tries to wave people forward

- party regroups in the southern tunnel
- Baz throws a ballbearing ahead
- there is a big web in the middle of the tunnel
 - Herton gives a torch to Baz
 - Baz lights up the web and it burns down
 - Baz hands the torch back
- Baz goes ahead in the room scouting
 - a ratling is in the room groggily waking up
 - Baz is unnoticed for now
 - Baz motions for people to move forward and point the ratling
- Quest shoots it down
- Baz continues to the west
 - footsteps can be heard
 - the ratlings drops dead with a whimper
 - *there are more in the room*
 - *fighting script*
 - Paracelsus
 - goes to the front of the congaline
 - readies a poison needle
 - reckless ratling notices Baz and moves back in the nest
 - Quest
 - goes up to Baz
 - hold and eldritch blast
 - morbid ratling guttersnipe
 - comes in
 - gets eldritch blasted
 - shoots back at Quest
 - shouts down a tunnel for the prince
 - Baz shoots morbid ratling guttersnipe
 - messy ratling dashes down a tunnel
 - Quake
 - goes in the room
 - kills morbid ratling guttersnipe
 - gregarious ratling moves
 - Herton moves to Paracelsus
 - Paracelsus comes in the room and readies a poison needle
 - Quest sees one pretending to be asleep and kills it
 - Baz
 - follows in on the the tunnels
 - a fearful ratling surrenders
 - Baz interrogates him

“ where is the human girl

- Petra is safe with the prince

- after some negotiation the ratling seems to cooperate ?
- Quake
 - moves near Quest
 - holds a chilly bitch slap (chill touch)
- Paracelsus holds a poison needle
- reckless ratling
 - hands a potion of healing to Baz
 - wont take us to the prince, he'd die
 - Baz asks him to pretend to sleep if he wants to live
- Quest starts going down the last tunnel
- Baz
 - takes the lead in the tunnel again
 - hands the potion to Quest
 - tries to hide
- messy ratling triggers the reinforcements
- Quake follows and hold
- Herton makes the terrain difficult behind the party
- Paracelsus
 - hears reinforcements behind the party
 - stays back with Herton
 - needle in hand
- Quest holds an eldritch blast
- Baz
 - runs after tracks through cobwebs
 - the room is glowing a bright purple glow
 - holds his bow up
- Quake
 - follows Baz down the tunnel
 - holds a slap
- happy ratling
 - arrives from behind
 - gets pricked by the needle
 - misses Paracelsus
 - ducks back around
- Herton
 - mold earths
 - starts goinmg in the tunnel
- mundane ratling slings Paracelsus
- Paracelsus
 - goes behind Herton down the tunnel
 - holds another needle
- Quest joins up with her twin
- Baz
 - advances in the next room
 - large sumptuous nest
 - hunk of silvery rock about a foot wide

- protruding cristal is embeded
 - rat with a skull mask is in the room
 - Baz throws his bag of caltrops
 - hides
- Quake
 - joins up with Baz
 - slaps the Warlock of the Rat God
- Warlock of the Rat God turns invisible
- happy ratling misses Herton
- Herton dashes to the group
- mundane ratling and Paracelsus had a stormtrooper moment
- Paracelsus joins the group
- Quest moves in the room
- Baz
 - misses sexy ratling
 - sexy ratling crits Baz
 - moves back to the party
- Quake
 - moves back in the room
 - doesn't see the warlock
 - holds a slap
- happy ratling is running after Paracelsus
- Herton
 - moves in the room
 - through blindsight senses the invisible Warlock of the Rat God
 - action dodge
- sexy ratling misses Herton
- deluded ratling misses Herton
- Quest misses deluded ratling
- Quake slaps deluded ratling
- Paracelsus waits for happy ratling
- Baz
 - stealthily moves in the room
 - ends near the invisible Warlock of the Rat God bumping into him
 - Baz miss a dagger swing
- Quake slaps the invisible Warlock of the Rat God
- invisible Warlock of the Rat God moved away
- happy ratling is still chasing after Paracelsus
- Herton misses an axe swing
- deluded and sexy ratling *crit* Herton
- Paracelsus joins the rest of the party
- Baz
 - stealthily moves towards Herton
 - shoots down sexy ratling
 - wails of the grave down deluded ratling

- Baz's bow glows
- Quake moves towards Herton
- happy ratling is still chasing after Paracelsus
- Herton sees a person on the ground
- Baz
 - moves ahead
 - room
 - bloated effigy of a rat
 - rotting everywhere
 - 2 delirium crystals for eyes
 - blood drenched altar
 - fails to hide
 - Quake joins Baz
 - Warlock of the Rat God is heard doing an incantation (misty step)
 - happy ratling is killed before the poison needle lands by Quest
 - mundane ratling
 - pokes around
 - slings Quest
 - ducks back far away
 - Paracelsus
 - holds for mundane ratling
 - asks for Quake to not kill this one
 - Quest follows in the room
 - Baz hides and starts tracking Warlock of the Rat God
 - Herton tries to sense the Warlock of the Rat God
 - mundane ratling rushes down to Paracelsus and bites him
 - Paracelsus finishes and poisons mundane ratling for future use
- Baz pries out the 2 eyes out of the statue and finds 5 additional shards of delirium
 - 2 fragments
 - 5 chips
- Quest finds parchments
 - scroll of bane
 - scroll of fairy fire
 - unknown scroll
- Paracelsus starts looking at 2 unconscious persons
 - makes some salts to wake them up
 - Herton and Paracelsus gave them some rations
 - figure in metal (Pluto Jackson) and red head (Sebastien Crowe)
 - figure in metal says they are not feeling too well
 - Paracelsus starts examining them in detail (*starting a detect poison and disease ritual*)
- Quest wandered off a bit and realises it before being spotted
- Baz starts doing some tests to see if more delirium fits in his bags and the chest
 - Baz goes to the fancy nest room

- Warlock of the Rat God ambushes Baz with an eldritch blast
- *fighting script*
- Baz
 - puts his hands up

“ i don't care about this, i'm looking for Petra, i got a couple more if you want to bargain

- starts bargaining with Warlock of the Rat God
 - *nat 1 persuasion*
- Warlock of the Rat God
 - crazy speech about the crystals and spilling some blood in the name of it's god
 - misses Baz with an eldritch blast
- Baz
 - feigns being hit by the blast and weakness
 - "accidentally" spills the lead lined container on the ground
- Warlock of the Rat God
 - continues the fanatical speech
 - starts picking the crystals from the box
- Baz

“ if you bring us Petra we can bring you more, Petra means nothing to you

- Warlock of the Rat God refuses and asks Baz to feast upon the poisoned mundane ratling
- the Twins starts feeling it's been a long time since Baz left
- Warlock of the Rat God eldritch blasts Quake
- Herton notifies Paracelsus that there is trouble
- Baz sneak attacks Warlock of the Rat God
- Paracelsus dashes in
- uncertain rat misses Paracelsus
- Quake claws Warlock of the Rat God
- Warlock of the Rat God disengages and starts running
- uncertain rat misses Quest
- Herton dashes in the room
- Baz
 - stand up
 - grabs barehanded a shard of delirium to use as a weapon
 - necrotic damage
 - gains a level of corruption
- Paracelsus takes the other tunnel to cut the rout of Warlock of the Rat God

- Quake misses a slap on Warlock of the Rat God
- Warlock of the Rat God
 - poke back in the room
 - Quest lands eldritch blast
 - Baz throws the shard at Warlock of the Rat God
 - killing him before he can casts his spell
 - blood is tuning purple

Fire in the hole ! (S6 - 31/03/2024)

- rat nest
 - lavish room
 - Baz's hand sting after grabbing the shard
 - Paracelusus inspects Baz's hand
 - red mark on the fur
 - as if it was burnt
 - Quake loots Warlock of the Rat God
 - blood soaked black amulet
 - Paracelsus takes a look at it (arcana)
 - it is magical
 - essence abjuration
 - Baz dashes back to take his rapier
 - there is a huge chunk of delirium
 - about 5 pounds
 - the cause of the dragmarks
 - the 2 previously unconscious people come in the room
 - names are Sebastien Crowe and Pluto Jackson
 - they are tired as fuck (4 stacks of exhaustion)
 - they were 3 and hunting the delirium
 - the last one missing is a black female Tabaxi
 - name is Veo Sjena
 - they are not leaving without her
 - Baz asks them if they saw Petra

“ Green cloak, black har ? Yeah we saw her, she was held with us

- they both want to follow the party
- Paracelusus walks to the poisoned ratling
 - asks Baz for the box and tongues
 - stabs the ratling with it
 - after a while (failed save) it has an effect
 - skin burns like for Baz but nothing more (d6 no effect)
 - Paracelusus kills the ratling and packs back the shard and tongues
 - Sebastien and Pluto are weirded out by Paracelusus
- Sebastien recognises the ring on Hertons
 - Sebastien asks if Hertons knows River of the Amethyst Academy
 - they were ordered by them to retrieve the rock

- it is part of the original meteor
- they wish to study it
- the rock weighs 50 lb
- the crystal weighs about 5 lb
- the crystal needs to be taken out of the rock
- Pluto offers to split the rock
 - Baz holds the piton
 - Pluto fails
 - Paracelsus tries and fails
 - Pluto holds the piton
 - Baz jams it in the rock with the hammer
 - Baz fails pushing the pitons further in
 - Quest augurs the crystal to be good
 - it was a whole *circus* to get the crystal out of the rock
 - Pluto takes the crystal to the chest with the gloves on
 - he saves so no effect
- statue room
 - Paracelsus doesn't recognise the statue
 - Herton finds 3 chips
 - doesn't fit in the chest
 - Paracelsus hands Baz a vial for storage
- Quake goes ahead
 - bad stealth
 - Sebastien miserably tries to follow
 - Baz follows
 - Pluto tries even more miserably to follow
 - Quest follows
 - Herton and Paracelsus stay back a bit
- next room
 - *desc*
 - large chamber
 - bone fire
 - ratlings here
 - black head Tabaxi above it
 - hogtied to a rotisserie spit
 - wriggling
 - the ratlings are talking about eating "catfood"
 - they are having a rather grand time
 - Quake casts expeditious retreat
 - tries to dash and takes the Tabaxi off the fire
 - the ratlings miss Quake
 - Quake succeeds on removing the Tabaxi off the fire
 - *fighting script*
 - Quest casts fearfire in the room
 - rat prince, punk ratling, Veo and Quake fail
 - room is bathed in golden starlight

- Veo is restrained and can't do much
- Sebastien dashes in the room
- Paracelsus
 - goes through part of the corridor
 - threads a poison needle on punk ratling
 - down poisoned and paralyzed on the ground
- rat prince
 - bites Quake
 - saves against the corrupted fangs
 - swings his shortsword to Quake and Veo
 - cunning action disengages and gets away
- Baz
 - runs through the corridor
 - shoots down shortsighted ratling
 - hides behind a cart
- messy ratling misses Sebastien
- Quest eldritch blasts down sluggish ratling
- colorful ratling
 - slings Quest
 - Quest loses fearie fire concentration
- Herton
 - casts expeditious retreat
 - dashes through the whole corridor
 - control flames the fire to burn the rope holding Veo
 - gets behind Paracelsus
- Pluto dashes through the entire tunnel
- Quake casts false life on herself
- Veo
 - stands up
 - picks up the rotisserie spit as a makeshift quarterstaff
 - misses messy ratling
- Sebastien misses a firebolt on colorful ratling
- Paracelsus
 - needles down colorful ratling
 - enters the room
- rat prince
 - moves back in the room
 - hits Pluto with a hand crossbow
 - heads back in the tunnel
- Baz
 - moves in the room
 - throws the bow in the room towards Veo
 - moves to a side of the room
- messy ratling dashes out of the room towards the prince
- Quest
 - moves in the room

- casts shadowblade
- throws it at the rat prince
- Herton dashes into the room
- Pluto readies his heavy crossbow
- Quake
 - peeks in the corridor
 - bitchslaps the rat prince
 - moves back in the room
- Veo
 - picks up the given bow and arrows
 - shoots the rat prince with the longbow
- Sebastien misses his firebolts
- Paracelsus needles down messy ratling
- rat prince
 - loads a delirium crossbow bolt
 - moves back in the room
 - Pluto critic rat prince
 - rat prince critic misses Paracelsus with the corrupted bolt
- Baz
 - gets his bow back
 - hides in the room
- Quest
 - peeks in the tunnel
 - eldritch blast on rat prince
- Herton
 - runs back in the corridor
 - partially blocks the place with mold earth with a trip hazard
- Pluto readies a crossbow bolt
- Quale
 - peeks in the corridor
 - bitchslaps rat prince
 - ducks back in the room
- Veo
 - peeks in the corridor
 - shoots rat prince
 - ducks back
- Sebastien
 - lights up a torch
 - lights up the tunnel
- Paracelsus
 - runs in the corridor
 - needles rat prince
 - ducks behind a bend
- rat prince moves back further
- Baz
 - moves in front on the walls in the corridor

- dashes after rat prince
- the prince is still not in sight
- hide
- Quest
 - moves in the tunnel
 - holding an eldritch blast
- Herton
 - dashes in the tunnel
 - picks up the torch from Sebastien
- Pluto dashes into the tunnel
- Quake
 - dashes in the tunnel
 - holds a slap
- Vale
 - moves in the tunnel
 - readies an arrow
- Paracelsus
 - moves in the tunnel
 - holds a needle
- rat prince blows a horn in the distance
- Baz
 - moves to Veo
 - hands her some more arrows
 - continues in the tunnel further
 - sees a suspicious looking rug
 - throws his hammer
 - rug doesn't move
 - tells the rest of the group about the rug
 - *initiative is held for now*
- Paracelsus experiments on the poisoned ratlings
 - they look about as mutated as the others
 - Paracelsus does a vivisection on one of them
 - they look like rats inside
 - most likely rats that bloated to humanoid size
 - not humanoids turned ratfolk
- Pluto points where the ratlings took Petra
 - where the rat prince went
 - Pluto agree to help the party as they helped Veo
- Paracelsus sees a set of alchemist tools
 - *yay new toys*
 - Baz sees a dose of blasting power in a dish
 - picks it up
- in the tunnel after rat prince
 - Baz and Veo go ahead and scout
 - Baz signs for everyone to follow
 - Baz pulls out the rug

- nothing bellow
- rug is rolled back
- fork in the tunnel
 - dragmarks on the floor
 - west there is a sluggish ratling guttersnipe
 - Baz takes a shot on him
 - ratling pulls a blade and turns towards Baz
 - baz hide in the north tunne
 - *fighting script*
 - Paracelsus
 - moves to the intersection
 - needles sluggish ratling guttersnipe
 - continues north
 - Veo sharp shooter chill ratling guttersnipe
 - chill ratling guttersnipe misses
 - Sebastian kills chill and sluggish ratling guttersnipe with a fireball
 - Quake
 - goes west
 - sees dragmarks
 - readies a slap
 - Pluto readies a bolt
 - Baz
 - studies the dragmarks
 - human size
 - it has a cloak
 - going from the north to the west
 - hide
 - Quest
 - gets to the intersection
 - readies eldritch blast
 - Herton
 - moves to the intersection
 - dodge
 - Paracelsus
 - moves west
 - sees a green cloaked body
 - rushes over
 - petra is at death's door

“ I need a potion right now please
!

- Quest tries to find a potion
 - only gold in the nest
- Pluto

- dashes to Petra
 - starts carrying her over to the party
 - Baz
 - dashes to Petra
 - uses a medicine kit to stabilise
 - Quest
 - runs to Petra
 - uses the healing potion
 - coughing blood
 - talking about getting out of the city
 - Sebastian mentions a safe hideout in the city
 - Eckerman Mill
 - about 20 min outside the city
- way out of the rat nest
 - rat that pretended to be asleep is still here
 - bribes the party with 5 gp
 - continues to pretend to sleep
- marching out of the city
 - 1st hour
 - slow pace
 - there is an herbalist shop
 - tools inside
 - one of them is a doctor's bag
 - *fck it Paracelsus goes inside*

a River near the Mill (S7 - 07/04/2024)

- marching out of the city
 - 1st hour
 - herbalist shop
 - Paracelsus opens the door
 - there are 2 scorch shadows
 - herbs are gone
 - workbench has a doctor's kit
 - *yoink*
 - there is a bubbling concoction
 - orange liquid
 - bubbling
 - volcanic rock
 - fire magic
 - left now as not healthy enough
 - maybe come back later
 - 2nd hour
 - fast pace
 - in the streets
 - growl and a howl can be heard around the party
 - worg like
 - west and south
 - party talks about being silent
 - no leash will happen *period*
 - Petra realises
 - Baz investigates a house
 - the walls are *talking*
 - nope get out
 - Baz investigates a street northward

“ oh no...

- *fighting script*
 - Baz
 - climbs a nearby house
 - hides
 - warns the party

3 wolf bear things

- readies a shot
- Quiet Worg comes from south
- Paracelsus readies a needle
- Quake
 - tries to distract Quiet Worg with Thaumaturgy
 - climbs up on another roof
- Quest
 - casts infestation on Quiet Worg
 - climbs on the roof with Quakes help
- Sebastien
 - climb up on Quake's roof
 - readies a firebolt
- Pluto
 - readies a heavy crossbow
 - helps anyone climbing on Quake's roof
- Pleased Worg
 - comes around the corner
 - Paracelsus misses Escapist Garmy riding it
- Escapist Garmyr retaliates and spears Paracelsus
- Hertton
 - climbs up Quake's roof
 - pulls a rope to help others climb
- Petra
 - climb's Quake's roof
 - readies a spell
- Veo
 - casts spike growth on the east and north street
 - cimbs up Quake's roof
- Soulless Garmyr
 - gets around the corner
 - Baz shoots him from his roof
- Baz finishes him off on his turn
- Quiet Worg rushes all the way to Paracelsus
- Paracelsus
 - disengages the hell away
 - get's one Quake's roof
- Quake slaps Quiet Worg
- Quest misses Quiet Wolf
- Sebastien double taps down Quiet Wolf woth reaction and action
- Pluto
 - climbs on the roof
 - Petra unleashes her own spike growth on the west side
 - uses his leadership to help the party

- *party wide bless*
- Bashful Garmyr
 - gets spiked by Veo's spike growth
 - howls
 - misses Veo with his longbow
- Escapist Garmyr
 - wrangles Pleased Worg to not go in the spike growth
 - misses Baz with his longbow
- Hertton dodges
- Petra
 - longbows twice Escapist Garmyr
 - hides on the back of the roof
- Veo finishes Escapist Garmyr
- Self-centered and Indefatigable Garmyr enter the spike growth
- Harmonious and Stinky Worg
 - run through the spike growth
 - fail to jump on the roof
- Baz
 - steady aims Self-centered Garmyr
 - wails of the grave Bashful Garmyr
- Paracelsus
 - needles down Stinky Worg
 - goes prone on the roof
- Quake slaps Harmonious Worg
- Quest eldritch blasts Harmonious Worg
- Sebastien crits down Bashful Garmyr with a firebolt
- Pluto misses Harmonious Worg
- Pleased Worg
 - no rider anymore
 - runs through the spike growth
 - leaps out of the spike growth
- Hertton gusts Harmonious Worg but it is too thicc
- Petra goes prone like Paracelsus
- Veo misses Harmonious Worg with her last arrow
- Self-centered Garmyr
 - taunts baz

“ piss off... - Baz

- longbows Baz
- Indefatigable Garmyr misses Baz
- Harmonious Worg misses his jump again and dis for the spike growth
- Baz steady aims Indefatigable Garmyr
- Paracelsus

- pops up
- misses Self-centered Garmyr

“ nooooo... my samples !

- back prone
- Quake slaps Pleased Worg
- Quest eldritch blasts down Pleased Worg
- Sebastien and Pluto flex killing the last 2 Garmyrs
- loot
 - Paracelsus harvests samples
 - Garmyr blood vial
 - Worg blood vial
 - sliced Garmyr arm
 - Baz finds a magic scroll
 - Quake finds a golden locket
 - Veo grabs back some of the arrows
- Eckerman Mill
 - *desc*
 - delapidated windmill
 - hanged people
 - leftovers from other expeditions
 - bonfire with logs
 - cooking equipment
 - used to be one of Sebastien's favorite stopping grounds
 - the hanging people are people that wee hanged before transforming
 - Petra feels relieved
 - Paracelsus offers a medical checkup
 - Sebastien refuses adamantly
 - Paracelsus forbids him to come close to their restin building then
 - there are several buildings that the party can use tonight
 - Sebastien asks th party to write their name on the mill wall
 - Quest looks if there are any intereresting messages on that wall
 - countless names crossed out and not yet
 - a message

“ the followers and the falling fire have gathered at the XXX monastery, how...

- Petra's checkup
 - *nat 1... fck*
 - can't do anything for her burn...
 - still looks fine and just needs rest
 - thanks the party for the rescue
 - asks why they came

- got sent by her brother
- Petra asks why he didn't come
- Paracelsus recites her brother's quote about their father out of his notebook
- Baz mentions the payment

“ that will be done

- Paracelsus asks about Oscar Yoren
 - *fill later*
 - someone they bought potions from
 - cheaper than academy ones
 - not surprised he might be a Malfeasant Wizard
 - never comes himself and sends an apprentice to give the potions
 - last batch he gave had gone bad and made people even more sick
 - the next batch was supposed to arrive last Monday but did not
- a tiefling mage goes towards Sebastien
 - name is River
 - demanding an explanation about why they did not keep secret about the place
 - Herton recognises her
 - a senior of him
 - very competent and knows it all
 - she can cast 5th level spells
 - looked up to her
 - Sebastien tries to spin the same story to his advantage
 - *doesn't work*
 - River goes to the party
 - recognises Herton

“ I remember you

- remembers that he is one of her juniors at the academy
- pokes fun at Sebastien as he is an academy dropout
- asks why he is in Drakkenheim
 - family business

“ fair enough...

- she has some doubts but lets it pass
- Herton is uncomfortable with the authority she holds
- River asks if Herton vouches for the discretion of the group
- River asks why the rest of the party is here
 - Paracelsus family too
 - Baz mentions saving Petra
- River asks why the Twins are here
 - the Twins are surprised about being recognised

- apparently it is obvious to her
- River pries further about Paracelsus' motivation
 - trying to get to his grandfather
 - he is the one that got Paracelsus in that path of an apothecary
- Herton fumbles the bag about secrets about the academy doing researches
- apparently we could have further work with River
- rewards and trades
 - 1250gp for the delirium stone
 - 300gp after negotiation from the Twins for the rest of the delirium
 - 100gp pearl bought by Paracelsus
 - River first asked if Paracelsus is a practitioner of the arcane
 - he is not, he is walking the path of an apothecary
 - River accepts to sell him the pearl
- River offers a job
 - negotiate with the dwarfs
 - buy their entire stock of delirium
 - paying the market rate and mining expenses
 - 10gp chip
 - 100gp fragment
 - 500gp shard
 - 100gp crystal
 - one condition, become exclusive to the academy
 - here to see to the dwarves demands
 - they might be in Spokes Smithy in Drakkenheim or Red Lion Hotel in Emberwoods
- negotiation about what the party gets
 - before
 - a healing potion for everyone
 - a swirly octarine potion
 - Paracelsus takes a look at it
 - it is aqua delirium
 - after proper payment depending on the result
- River leaves
- Quest asks Herton if we can trust River

“ yes, for now

- Paracelsus mentions that they are a stuck up bunch but true to their contracts
- Paracelsus asks if the party has stuff they need to know more about (identify)
 - Quake gives the golden necklace
 - mundane
 - inside has a picture of a female Garmyr
 - *it means it was made by used while being a Garmyr*
 - Baz gives the scroll
- level up to 4 !

- next day
 - Paracelsus identify session
 - *he'll present the items next session*
 - blood soaked black amulet (from the ratling warlock)
 - **obsidian amulet**
 - *Wondrous item, uncommon (requires attunement)*
 - When you become attuned to this item, choose bludgeoning, piercing, or slashing. As long as you are wearing no armor and are not using a shield, you have resistance to non-magical damage of the chosen type. During a short rest, you may choose to change the associated damage type for this amulet.
 - necrotic feeling scroll
 - inflicts wounds scroll
 - scroll baz gave
 - dimension door
 - Paracelsus prepares the morning meds again (2x 2nd lvl Aid)

A Family Reunion (S8 - 14/04/2024)

- Eckerman Mill
 - *drink yo meds*
 - now fluorescent orange color
 - party (even Herton)
 - Petra
 - Paracelsus shows the identified items
 - obsidian amulet is given to Quake
 - after some Twin bickering Quake shoves it over to Quest
 - dimension door scroll is give to Herton
 - inflict wounds scroll is kept by Paracelsus
 - Baz presents a bell to Paracelsus

“ if you wish to be able to continue drinking your meds safely in the morning i wouldn't

- apparently it was a joke
- Baz takes the bell back in his pocket
- Herton tries to glean info in a journal
- Paracelsus bag
 - Herton jokes about it
 - Paracelsus cheks if the body sample are decaying
 - currupted meat is fine
 - Garmyr arm
 - looks fine
 - just bloodless
 - nervous system is still functioning
 - the arm maybe could be reattached ?
- road to Emberwood
 - Petra doesn't remember well what she talks about last time
 - party avoids the sacred flame camp
 - party goes through the forest
 - camping in a clearing
 - Baz makes a tent
 - Paracelsus makes a poor hamock at of his beroll
 - he forcefully take second watch as the hamock broke
 - *welp the traditional broken bedroll was done*
 - a fog rolls in the camp
 - bad fog
 - everyone but Herton gets out

- Paracelsus go back to get Herton
- Paracelsus wonders about getting a sample
- Herton offers to get the sample
- party gets away from it and camps again
 - Baz offers to redo a hamock for Paracelsus
 - 2h in the sleeping process it breaks again and Paracelsus' head hits the ground
 - nothing more happens that night
- in the morning Baz's hand feels different
 - there are 5 slimy tentacles in place of fingers
 - Baz hides it with the glove
- Herton asks Paracelsus to not try to modify the taste of the Aid medicine next time

- Emberwood

- Baz wants to go to see Flamekeeper Hanna
 - used to know Baz's wife
 - Herton goes too
 - **REDACTED**
- Paracelsus goes to see Petra's brother
 - wants his infos
 - the Twins go with Paracelsus
 - the members cheer the arival of Petra
 - a number of the tables have sick and wounded on them
 - they are feeling the lack of potion
 - Ansem goes and hug Petra

“ you saved her !

- Ansem wants to celebrate
 - Paracelsus says no
 - first info
 - also unprofessional to have a feast while people are suffering in the room
- back room
 - Yoren info
 - several years buying potions
 - strange and recluse
 - but reliable and cheaper than the academy
 - every monday shipment of potions
 - a week and a half ago the batch was smaller and didn't work
 - something is going on
 - operates out of Reede Manor (07)
 - past dealings were positive
 - the need and want to know if something happened to Oscar
 - go to the sheperds gate
 - safe place in the city

- the apothecary shop in on the route
- in case of emergency it is a respite
- lantern stronghold in the city
- with the code we can get through without paying a tarif
 - earn the lord commander's trust
 - he doesn't like his dad
 - works once within the next week
- Ansem asks if the party would go to Oscar Yoren in the hooded lanterns bhalf
 - Paracelsus says no but we could add their request on top of our own interests
- Paracelsus offers his services to cure the sick here
 - Quake negotiates for a service in their capabilities in the future
- Paracelsus spends the entire night treating them while the others go party
 - Ansem calls Alena Kruger to be his assistant
 - after some time of adapting to her they work as an effective unit
 - through all his capabilities and spells
 - doctor's kit and medical supplies
 - medical proficiency
 - his subclass being about diseases
 - physiological analysis
 - detect poison and disease
 - lesser restoration
 - one of the Lanterns has blackened and withered nose and ears
 - nothing can be done to it
 - he doesn't mind keeping it
 - once the night is finished
 - Paracelsus thanks Alena Kruger for her perfect assistant work for the night
 - lets her take her leave
 - Paracelsus crashes on the kitchen table in the house
- Quake pulls Quest to Petra and Ansem during the party
 - **REDACTED**
- Baz rents the penthouse for a month
 - 3gp per day
 - only 4 beds
- Baz goes to the watchtower
 - Paracelsus is there working on patients

“ get out, they are not here !

- Baz hears the noises of the festivities and joins the drinks
 - before forgetting Quake gets the gold reward
 - Lump also drinks (does not go well)
 - Herton has a case of loose lips

I need to find out what the academy is up to, they are up to something you know ?

- the rest of party resists quite well the alcohol
- Baz brings the news about his hand to the party but Paracelsus
 - Quake does a party trick getting Iris out in response
 - gets interesting because drunk and double vision
- Baz mentions the lodgings to Paracelsus
 - Paracelsus waves him away while he is working
- Baz helps Hertton towards the lodging
 - Hertton *tries* to carry Baz instead
 - drunk
 - DIS
 - -5 to the roll
 - Hertton falls flat
- next day
 - Baz mentions the hand
 - feels ok to use for now
 - no need to press further
 - Paracelsus asks if Baz could help getting better gear
 - maybe the Crowe kids
 - Baz remembers that Sebastian was never mentioned by the father
 - meds were made
 - respecting Hertton wishes
 - no alteration cosmetic, texture or taste were made
 - it tastes like smecta and is just liquid plaster
 - shopping time
 - Quake buys a 15lb box for 50gp with all the equipment
 - to the Crowe blacksmith shop
 - on the way there Sybil slings Baz

“ I hit ya !

- Baz encourages her for her deeds
- Sybil does it again towards Paracelsus
 - self controlled on that one
 - Baz gives her a bracelet for her and her sister
 - Sybil finds her sister Emma boring now that she is working
- in the smithy
 - Emma is trying her best with her little hammer
 - not very effective yet
 - her dad encourages her
 - Tobias asks if the party is responsible for the slings
 - Baz says he takes full responsibility
 - Emma gave her to her dad and is now working in the forge
 - Emma show her work

- it's a spear
- not that big
- Quake mentions that Lump could use it

“ i made it for Baz though

- Baz likes it and buys it for 3gp
 - Emma tries to place the gold in Baz's pocket
 - Baz lets it happen
 - Emma believes it
- Paracelsus mentions he needs some better protection
 - Tobias scoffs at his current hide armor

“ who made that ? Emma could do better

- Paracelsus buys a scale mail for 97gp and his hide armor
- Baz wants an upgrade too
 - gets a studded leather
 - buys a shield Emma made
 - rough around the edge
 - has a mark she made
 - total 100gp
 - gives his old armor to Emma as a gift
 - stealthily gives Emma 3 sling bullets
- Baz asks if teh dwarfs are at the Red Lion

“ there is always two there

- Red Lion
 - an assistant and the Duke is here
 - Baz disguises himself