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 entrace closer to our quarry
    - followingthe 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 malfeasent 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 grandafther 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 became 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 intensly 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 believeing 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 heigh 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
    - funiture 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 enought 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 sliping
        - 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 expedicious retreat
    - runs in front of everyone
    - jumps over and lands on the rug
    - falls in a pit and is piecred 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 climg 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 goves 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 unoticed 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 interogates him

        > “ where is the human girl

      - Petra is safe with the prince

    - after some negotiation the ratling seems to coorperate ?
- 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 cristals 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 ths 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 gove them some rations
    - figure in metal (Pluto Jackson) and red head (Sebastien Crowe)
    - figure in metal says the are not feeling too well
    - Paracelsus starts examining them in detail *(starting a detect poison and disease ritual)*
- Quest wandered of a bit and realises it before being spotted
- Baz starts doing some tetirs 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 cristals 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 weakeness
    - "accidentally" spills the lead lined container on the ground
  - Warlock of the Rat God
    - continues the fanatical speech
    - starts picking the cristals 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
      - Paracesus inspects Baz's hand
      - red mark on the fur
      - as if it was burnt
    - Quake loots Warlock of the Rat God
      - blood soacked 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 chunck 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
    - Paracelsus 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)
      - Paracelsus kills the ratling and packs back the shard and tongues
      - Sebastien and Pluto are weirded out by Paracelsus
    - Sebastien recognises the ring on Herton's
      - Sebastien asks if Herton knows River of the Amethyst Academy
      - they were ordered by them to retrieve the rock

        - it is part of the original meteor
        - they with 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 rok
        - Baz holds the piton
        - Pluto fails
        - Paracelsus tries and fails
        - Pluto holds trhe piton
        - Baz jams it in the rock with the hammer
        - Baz fails pushing the pitons further in
        - Quest augury the crystal to be good
        - it was a whole *circus* to get the crystal out of the rock
        - Pluto takes the crystal to the ches with the gloves on
            - he saves so no effect
- statue room
    - Paracelsus doesn't recognise the statue
    - Herton finds 3 chip
        - 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 suceeds on removing the Tabaxi off the fire
    - *fighting script*
        - Quest casts fearie fire 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 paralized on the ground
- rat prince
  - bites Quake
    - saves against the corrupted fangs
  - swings his shortsword to Quake and Veo
  - cunning action dissengages and gets away
- Baz
  - runs through the corridor
  - shoots down shortsighted ratling
  - hides begind 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 firebolds
  - Paracelsus needles down messy ratling
  - rat prince
    - loads a delirium crossbow bolt
    - moves back in the room
    - Pluto crits rat prince
    - rat prince crit 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 unnel 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 experiements on the poisoned ratlings
    - they look about as mutatted 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 hebalist 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 concotion
          - 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
- Herton
    - 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
    - dissengages 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 wth his longbow
    - Herton 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
    - Herton 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

> “ noooo... 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
    - bonefire with logs
    - cooking equipement
  - 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 interresting 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
        - Paraclesus 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 bough potions from
        - cheaper than academy ones
        - not surprised he might be a Malfeasent 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 a know it all
        - she can casts 5th level spells
        - looked up to her
    - Sebastien tries to spin the save 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
            - they Twins are surprised about being recognised

        - aparently 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 baught by Paracelsus
            - River first asked if Paracelsusis a practitionner of the arcane
            - he is not, he is walking the path of an apothecary
            - Rvier accepts to seel 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 one condition, become exclusive to the academy
        - here to see to the dwarves demandes
        - 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

    - Parcelsus mentions that they are a stuck up bunch but true to their contracts
- Paracelsus asks of 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 fluorenscent 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

                >

> when the shadows dance, the lanterns light the way

        - 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 capabilies in the future
- Paracelsus spends the entire night treating them whiule 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 paryt trick getting Iris out in response
            - gets interesting because drunk and double vision
    - Baz mentiosn the lodgings to Paracelsus
        - Paracelsuss waves him away while he is working
    - Baz helps Herton towards the lodging
        - Herton *tries* to carry Baz instead
            - drunk
                - DIS
                - -5 to the roll
        - Herton 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 mentionned by the father
    - meds were made
        - respecting Herton 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 equipement
        - 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 barcelet 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 sais he takes full responsability
                - Emma gave here 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