

A moment of respite (S13 - 26/05/2024)

- city travel
 - Paracelsus mentions that the potion shop is on the way out
 - he is forbidden from visiting it
 - party manages to get out of the city
 - party pushes through the exhaustion
 - Herton gets a level of exhaustion
 - party arrives in Emberwood
- watchtower
 - plan is to leave the horses here
 - the grumpy guard in the front doesn't want the party to just leave them here
 - we have to talk about it with Rein as the lieutenant is not here
 - Quake goes in to ask
 - Rein doesn't recognise Quake but another one tells Rein what the party did for Petra
 - Quake asks her if it is possible to leave the horses here
 - Rein asks to check the horses first
 - Rein questions *heavily* the origin of the horses
 - Quake manages to hide how the party found them
 - Rein agrees to keep them here if the party removes the bardings
 - Paracelsus asks for news about the sick that he took care of with Alena Kruger
 - 2 died but the rest are good now and back in the city
 - Paracelsus asks if he could study them
 - Rein doesn't want Paracelsus to do it as they are already buried
 - Rein asked to be called captain Highlash
 - Paracelsus says he understands in a weirdly polite manner before getting dragged away
- city
 - going towards the church
 - Paracelsus wants to come to learn more about removing curses
 - all the party goes
 - Quake hands the sword to Paracelsus for later inspection
 - church
 - armored and robes figures are in the church
 - *they have silver order regalia...*
 - Baz enters first to sit on the back pew and starts praying
 - Herton and Paracelsus joins him in the pew, not praying but silent
 - Twins sit on a bench on the other side
 - the woman leading the silver order (Flamekeeper Ophelia Reed) is talking to Hanna
 - Ophelia is insisting for Hanna to join them
 - Hanna refuses as she has a job to do here

- this is not the first time apparently
- after some time of this the silver order leaves
- Hanna goes near Baz

“ oh you're back, did you have any more visions ?

- apparently not yet
- Hanna asks to see Baz's hand
 - it healed well
- Baz hands 6 holy water to Hanna
- Baz makes the presentation of the rest of the party
- Hanna mentions that Herton is looking terrible
 - Baz and Paracelsus explain the situation of Herton
 - Paracelsus asks if she has anything for that
 - Hanna sais she might have something
 - Herton asks how is does with tastes as she has mother's leaf
 - mother's leaf is a rare plant
 - found in the temperate areas of the kingdom
 - it is very bitter
 - Hanna inspects the wound
 - it is fresh
 - not to bad yet
- Hanna makes Herton go towards the center altar
 - Paracelsus asks if he can learn how she does it
 - Hanna offers Paracelsus to do the concocting under her intructions
 - don't leave that herb fresh
 - powder it
 - leaving it fresh makes it lose his potency
 - some holy water
 - some 2 spoons of the powder
 - stir it until black
 - leave it to cool
 - Hanna takes over and mutters a prayer over the potion
 - Hanna hands the cup to Herton
 - it smells very strong (anise like)
 - Herton powers through the drink
 - Hanna tries to cure him
 - he heals half instead of none
 - it'll take time to recover but he is better
- Hanna mentions the group that was here before
 - there is a discussion about what the silver order are planning
 - Hanna is worried about it
 - in maybe a week something would happen ?
 - Hanna was asked to march with them in the city
 - silver order had a nurber of expeditions before
 - now it seems that the are planning on walking in the city

- Paracelsus offers to craft some anti toxins as a payment for the learning experience
- Hanna doesn't want to be paid for the curing
 - this is a service for Leora
- Paracelsus tries to buy the ingredients for the anti toxin but everything is closed
- back at the lodging
 - note on the door of the lodging

“ tomorrow night, smithy on the scar

- everyone goes to bed
- **LEVEL UP TO 5 !**
- next day
 - home
 - Paracelsus identifies the glowing rapier
 - +1 rapier
 - glows too
 - fancy writing in celestial on it

“ The stars whisper tales of destiny and divine purpose

- it is handed to Baz
 - after the sentence is said Baz now understands celestial
- Paracelsus hands a new version of his morning brew
 - tastes like anise and cloves
 - it is now a level 3 aid spell for a total of 10 max hp
- Baz and Quake go to sell the dagger
 - Paracelsus ask the to buy ingredients for anti toxins on the way
 - they go to Aldor to sell the dagger
 - he doesn't deal in delirium
 - he deals in magic items
 - they go to Orson to sell the dagger
 - Orson offers a lowball of 400gp
 - Baz tries to negotiate for 750gp
 - Orson doesn't go above 500gp
 - they leave
 - they buy the ingredients for Paracelsus (only comes in batches of 30gp and not 25gp)
- Paracelsus tries to send a message to his granfather

“ grandfather, recieved your letter, mom is fine, i'm looking for you, will meet Yoren soon, staying in Emberwood, any location ?

- the spell failed (no answer)
- party goes towards Hendrix's farm
- Hendrix's farm

- a group is here
 - one speaks
 - curly hair
 - in his 30s
 - sounds like a rousing speech for pilgrims
 - there is also the priest from yesterday
- the speaker turns towards the party
 - it is Nathaniel Flint
 - he asks what we are doing here
 - Quest says she is interested in the teachings
- Nathaniel finishes with the pilgrims sending them their way
- Nathaniel invites the party for a drink
 - Nathaniel mentions that the markings on Quest are more than mere decoration
- inside the farm
 - an old man was here
 - serves everyone tea
 - leaves everyone inside to their business and gets out
 - it is the owner of the farm
 - asks how they came to the farm
 - Quest mentions the falling fire cultists that referred us to him
 - Nathaniel asks about the scepter
 - Quest manages to hide it
 - discussion continues on the "gift" that Quest received all those years ago with the comet
 - there are others like Quest, blessed by the comet
 - some more discussion about that (*sry connection dropped a bit*)
 - Nathaniel offers to help the comet's gift surge
 - Quest agrees
 - after a small ritual Quest sprouts wings
 - Quest has yet to do a pilgrimage
 - *had to leave here for a while as i had a phone call sry (yes at 23h30, which is fun) so i might need ppl to fill me on that more*
 - a way to keep everyone safe is to take the sacrament, everyone
 - Paracelsus is not keen on taking that ritual
 - Nathaniel asks why Paracelsus is going in the city
 - to find family
 - Paracelsus mentions he is worried about his sending not working
 - Nathaniel mentions that the city doesn't really impede sending spells
 - Nathaniel mentions he might be in the black ivory inn
 - speakeasy with a smuggler passage
 - they sent a priest there to recruit ppl and sendings are not working with him either
 - Nathaniel asks if the party could rescue the priest
 - name is Balthazar Adamos

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