

A new member (S22 - 18/08/2024)

- getting out of the city
 - party finds a bunch of scrolls
 - party avoids the silver order by going further west
 - party encounters a weird tree
 - gets stuck into quicksand
 - gets out of it
 - the tree starts speaking
 - tells the party to be careful
 - that tree heard about the party's good deed with trees in Queen's Park Garden
 - thought the party was made of 5
 - party tells him that Paracelsus is no more
 - apologizes for being late
 - offers to escort the part to the edge of the forest
 - name is Oak Heart
 - Oak Heart takes the party to the edge of the forest
 - Quake asks if the party can do anything for him
 - the trees don't like the silver order camp
 - Oak Heart gives the party a piece of bark
 - one use of entangle
 - party is on the other side of the silver order camp and on the road towards Emberwood
 - takes the rest of the day
- in Emberwood
 - night time
 - take a tour of the villages
 - Crowe
 - Emma is liking blacksmithing
 - everyone seems fine there
 - Red Lion Hotel
 - Kosta Stavros
 - discussing with someone
 - Stavros seems happy
 - he is throwing out the other person
 - the other person says that Stavros should know who he is
 - the person mentions that he is named Valkyss
 - Stavros calls him a liar and that he is tarnishing the reputation of a dead man by saying that
 - Valkyss tries to convince Stavros that he is indeed who he says he is
 - Valkyss asks Stavros to let him talk to his cousin who for sure will recognize him

- Stavros refuses and kicks out Valkyss out of the Red Lion Hotel
- Valkyss mentions he might just go to the river to wash a bit
- party talk
 - party mentions that there is a bath here in emberwood
 - Valkyss didn't know and thanks the party
 - some plasantries ar shared
 - party asks what happened to him
 - he was hired by his cousin with a group of mercenaries
 - he got backstabbed
 - at night the group was trying to get out of the city
 - Valkyss was at the front
 - the group got found by monsters
 - the group stabbed Valkyss in the back and left him there to die as bait so they could escape
 - managed to survive and got to the hooded lanterns' outpost at Shepherd's Gate
 - there he got treated for a while by Alena Kruger
 - after a while recuperating he escaped the rest of the way to here today
- Chapel of Saint Ardena
 - chapel is a mess
 - Herton tries to see the footsteps here with his cobblers tools
 - heavy footprints
 - no light footsteps
 - Baz looks at the book left on the floor
 - on a page about purge contamination spell
 - too high level for Baz (3rd)
 - her own handwriting
 - Baz looks at other pages
 - note at the back

“ in case I am gone

 - hastily written
 - Baz folds the note
 - Baz hands the book to Quake to study the spell
- after the suggestion Valkyss goes to the bath house before meeting the party in their room
- Quake starts studying Hannah's book
- tavern
 - Baz makes so Valkyss is redirected to the party once back from the bath house
 - party takes something to eat
 - after a while Valkyss comes back to the party
 - Quake starts learning the spell
 - with no teacher it'll take days and components to research
 - Quake shows Valkyss what that turning into soup was about

- Herton summons a tiny servant
 - it'll copy the ritual for purge contamination on a piece of paper
 - imperfect copy
 - might needed to reference back to the original one
 - it'll clean the room
- party asks Valkyss what he can do
- Valkyss fights Old Rattlecan to show his abilities
 - monk
 - uses a polearm
 - does crazy jumps
 - after a jump can sweep and push back targets in an arc
 - can attack people approaching him
- debrief with party
 - seems convincing
 - Valkyss tells the party he is here for monster hunting
 - let him kill named monsters
 - he'll help in exchange
 - party asks Valkyss where he was sleeping
 - Red Lion Inn
 - Quest asks Valkyss his name as this place is *expensive*
 - it is Valkyss Jones
 - yes noble but not the best standing
 - trying to get back some standing so he can have a nice retirement later
- night
 - Valkyss takes a separate room for tonight
 - Baz takes a watch
 - Tobias Crowe runs to the party
 - both Emma and Sybil are gone
 - took some cake and their slings
 - Baz wakes up the party and Valkyss
 - Tobias asks where they might have gone
 - Baz mentions that Emma talked about Eventide Manor during the tour
 - Baz apologizes for giving the girls slings
 - party prepares for the manor
- Eventide Manor
 - Valkyss lights up his lantern to see something
 - lights can be seen inside in the east wing on the ground floor
 - Quake opens the main door
 - *desc*
 - foyer
 - cracked floor
 - lots of dust
 - chandelier with missing crystals
 - cobwebs
 - Baz eyes of the grave
 - no undeads around
 - tiny servents look inside

- they see tiny creatures
 - point towards the room
- Valkyss notice
 - cobwebs are thicker all the way to the back near the stairs
- Lump takes a look inside
 - goes where the tiny servants pointed
 - they are dust mephit
- Baz sees 2 sets of footprints
 - small girls size
 - going both directions
- Herton goes to the mephits
 - *desc*
 - dining room
 - stuff is dusty and broken
 - Valkyss and Quake go too
 - Herton shows his ring and ask friend or foe
 - asks if they saw 2 girls coming here
 - mephits ask for shiny
 - Herton throws some silver coins
 - the mephits ask for more
 - party is allowed to stay for a bit
- Baz starts moving stealthily
 - Valkyss points the creaky planks
 - Baz steps in
 - more cobwebs
 - Baz activates the ethereal lantern
 - starts moving towards the lit up room
 - there is a painting of a woman
 - Lennith Eventide
 - member of the Amethyst Academy
- southern room
 - *desc*
 - lounge
 - yellow seats
 - tiny spiders
 - small table with a fire place
 - door going further south
 - 2 doors
 - right is a back room office
 - left is a steward office
 - no secret door
- northern room
 - *desc*
 - big bookshelves
 - moldy tomes
 - dusty
 - disturbed by small tracks

- a small lantern can be seen on the floor
 - near a reading table with a tarnished silvered monocle
 - the lantern is suddenly thrown towards Herton
 - it misses and starts burning a bookself
 - Herton snuffs it with control flames
 - Baz enters the room and reveals the ghost with the lantern
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