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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