# 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)

---

Revision #3
Created 2024-04-12 13:54:11 UTC by _Ara0n_
Updated 2024-08-25 11:29:04 UTC by _Ara0n_