

# 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 concoction
          - 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
- Hertton
  - 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
  - disengages 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 with his longbow
- Hertton 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
- Hertton 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

“ nooooo... 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
    - bonfire with logs
    - cooking equipment
  - 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

- Paracelsus 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 bought 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 and knows it all
    - she can cast 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
  - the Twins are surprised about being recognised
  - apparently 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 bought by Paracelsus
    - River first asked if Paracelsus is a practitioner of the arcane
    - he is not, he is walking the path of an apothecary
    - River accepts to sell 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 condition, become exclusive to the academy
  - here to see to the dwarves demands
  - 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

- Paracelsus 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)
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Revision #3

Created 2024-04-12 13:54:11 UTC by \_Ara0n\_

Updated 2024-08-25 11:29:04 UTC by \_Ara0n\_