

# Excuse Me ? Do you Know Oscar Yoren ? (S3 - 10/03/2024)

- Drakkenheim
  - ruined house
    - Paracelsus is not awake after 1h (rolled a 2 on the d4)
    - Herton and Quake come back from their scouting in the other houses
    - Herton inspects the still unconscious Paracelsus
      - wounds were treated well
      - a scar might linger
      - just need time
      - Baz did a good job
    - Quake spots a wounded ratling that scurries away
    - Herton asks if the Quest and Baz want to see the findings
      - Baz is not a man of magic
    - Quake goes to inspects the room on the right
      - Baz takes on the lookout meanwhile
      - Quake finds
        - ruined scraps of armor and weapons
        - a bottle one wine
      - the party remembers that consuming things from here is a bad idea
    - Paracelsus wakes up

“ that hurts like hell

- cure wounds himself
- Herton tells paracelsus about the magic symbol
  - Paracelsus traverses the street to look at it
  - party follows so he doesn't kill himself
  - Herton mentions what he deduced out of it
  - Paracelsus takes a look at the circle
    - this is new magic
    - this is most likely research sketch
  - Paracelsus wonders how old that circle is
    - Quest, Herton and Paracelsus investigate it
    - it is about 10 years old
    - 5 years after the meteor arrived
  - Quake and Baz keep watch
    - the injured ratling that keeps looking around
    - Quake goes closer
    - there are 2 others that are bullying it towards the party
    - Quake warns the rest of the party

- *fighting script*
  - Baz slides off the roof and sneak attacks one down
  - Paracelsus runs out of the building and asks to keep one alive
  - Quest runs out of the building
  - Quake goes to the ratlings and misses
  - icy ratling bites Quake and pulls out a horn
  - concern ratling bites Quake and escapes from Quake
  - Hertton runs out of the building
  - Baz kills the icy ratling before it blows the horn
  - poison needles the last one
    - stable
    - paralyzed for one hour
  - Baz brings the paralyzed ratling in the building
  - examination of the ratling
    - purple-ish hue to the blood
    - the party leave Paracelsus to it
    - Paracelsus examines the still alive ratling very closely
      - quite swole and athletic
      - underneath the armor and the mask
        - circular dot between his eyes
        - Paracelsus asks the rest of the party to check on the dead ones
        - the dead rats have different symbols
        - they have daggers on the same spot
        - Baz loot them
          - faintly glowing purple stones in a bag
          - Baz bags the bag
        - enlarge cranium
        - old battle injuries
        - can be poisoned
        - no resistance to necrotic and poison
- party takes a loop around the block
  - Paracelsus takes that time to fix the horn with mending and gives it back to Quake
  - Hertton notices a glow from one of the sidestreets
    - potted with small craters
    - party decides to take a look
    - Baz and Hertton notice *a lot* of hazehusks
    - party backs away
    - noted location on the map
  - Quake see a shrine in a building on the side
    - looks abandoned
    - a potion in the center of the shrine
    - left as some kind of offering
    - Quake goes in
      - temple with a serpent shrine
      - retracts her claws
      - her legs bend

- still no to experiments with Paracelsus D:
- after Paracelsus mentions poisons Quake protects herself
- Quake rushes in snags the potion and runs out
- odd noises here and there
- walked about 6 hours in total
- party walks back to Emberwood
  - greencloaks are on the bridge
    - water and cat talk
    - Paracelsus mentions he might hav someone he needs to talk to there
      - party tells him to try to not be too weird
  - Watch tower
    - 2 figures leaning on the fence
    - more ppl inside doing drills
    - Paracelsus goes and asks a question to the door guard
      - Paracelsus is allowed in
      - Paracelsus avoids being shot by approaching the archer not by the shooting range
    - Paracelsus goes to everyone one by one and asks

“ hum... excuse me ? I'm looking for someone that apparently works for the Hooded Lanterns... Would you by any chance know someone named Oscar Yoren ?

- he continues inside
- most of them don't know
- Jakob Slovak direct Paracelsus to the captain
- Paracelsus goes to the captain
  - talks to him
  - the captain is not plase about it
  - he knows Oscar Yoren
  - doesn't trust Yoren or Paracelsus
  - Paracelsus makes a conversational faux-pas
  - seeing it goes nowhere tries to go to the nxt person
  - the captain drags Paracelsus in a hallway
    - Quake and Quest go inside
    - Baz and Herton stay in the range
  - hallway discussion
    - the captain asks more details about Paracelsus
    - Paracelsus answers in his weird ways
    - Captain goes after Quest to get better answers
      - tl:dr Paracelsus is weird and not social
      - captain asks the party to get dinner with him
    - Paracelsus goes up to the officer mess door
      - there is a dead bold

give me 5 minutes and i'll open

- Paracelsus starts waiting exactly 5 minutes
- Quest gets the rest of the party
- after 8 minutes and 57 seconds the captain opens the door
- officer mess
  - the captain gives a pitcher of mead fo Paracelsus hold
    - Paracelsus after some consideration pulls out a beaker and starts to drink from it
  - the captain tralks to the rest of the party while Paracelsus is occupied with his drink
    - talks about what the party found in the city
      - the rats and all
      - Paracelsus talks about the purple blood and is asked to stay with his drink
  - the captain wants to hire the party
    - off the books
    - people from his family were taken by ratlings on a supply run
    - asked the higher ups for help

“ we don't send futile help attemp

- he needs the party for that
- captain was wounded by a purple sling bullet
  - Paracelsus tries to investigate it

“ not now

- the captain offers a reward of 250gp
- back and forth about trust between the captain and Paracelsus
- the captain's sister is his twin
- to recognise her

“ tell her i would have been here had it not been for our adoptive father

- the father is the lord commander
- if we are corrupted got to the chaplain
- the captain marks the rat nest on the map
  - all the way on the other side of the city
  - need to enter from somewhere else
- Baz gives Emma and Sybil slings
- Paracelsus buys a herbalism kit
  - the potion is identified to be a Potion of Greater Healing
- Herton buys components for a spell scroll
- Baz goes to Orson to see if he will buy the purple rock

- after some unfruitful negotiation the final offer is 20gp
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