Fire in the hole ! (S6 - 31/03/2024)

- rat nest
  - lavish room
    - Baz's hand sting after grabbing the shard
      - Paracesus inspects Baz's hand
      - red mark on the fur
      - as if it was burnt
    - Quake loots Warlock of the Rat God
      - blood soacked black amulet
      - Paracelsus takes a look at it (arcana)
      - it is magical
        - essence abjuration
    - Baz dashes back to take his rapier
    - there is a huge chunck of delirium
      - about 5 pounds
      - the cause of the dragmarks
    - the 2 previously unconscious people come in the room
      - names are Sebastien Crowe and Pluto Jackson
      - they are tired as fuck (4 stacks of exhaustion)
      - they were 3 and hunting the delirium
      - the last one missing is a black female Tabaxi
        - name is Veo Sjena
      - they are not leaving without her
      - Baz asks them if they saw Petra

        > “ Green cloak, black har ? Yeah we saw her, she was held with us

      - they both want to follow the party
    - Paracelsus walks to the poisoned ratling
      - asks Baz for the box and tongues
      - stabs the ratling with it
      - after a while (failed save) it has an effect
      - skin burns like for Baz but nothing more (d6 no effect)
      - Paracelsus kills the ratling and packs back the shard and tongues
      - Sebastien and Pluto are weirded out by Paracelsus
    - Sebastien recognises the ring on Herton's
      - Sebastien asks if Herton knows River of the Amethyst Academy
      - they were ordered by them to retrieve the rock
        - it is part of the original meteor

        - they with to study it
        - the rock weighs 50 lb
        - the crystal weighs about 5 lb
        - the crystal needs to be taken out of the rock
    - pluto offers to split the rok
        - Baz holds the piton
        - Pluto fails
        - Paracelsus tries and fails
        - Pluto holds trhe piton
        - Baz jams it in the rock with the hammer
        - Baz fails pushing the pitons further in
        - Quest augury the crystal to be good
        - it was a whole *circus* to get the crystal out of the rock
        - Pluto takes the crystal to the ches with the gloves on
            - he saves so no effect
- statue room
    - Paracelsus doesn't recognise the statue
    - Herton finds 3 chip
        - doesn't fit in the chest
        - Paracelsus hands Baz a vial for storage
- Quake goes ahead
    - bad stealth
    - Sebastien miserably tries to follow
    - Baz follows
    - Pluto tries even more miserably to follow
    - Quest follows
    - Herton and Paracelsus stay back a bit
- next room
    - *desc*
        - large chamber
        - bone fire
        - ratlings here
        - black head Tabaxi above it
            - hogtied to a rotisserie spit
            - wriggling
    - the ratlings are talking about eating "catfood"
        - they are having a rather grand time
    - Quake casts expeditious retreat
        - tries to dash and takes the Tabaxi off the fire
        - the ratlings miss Quake
        - Quake suceeds on removing the Tabaxi off the fire
    - *fighting script*
        - Quest casts fearie fire in the room
            - rat prince, punk ratling, Veo and Quake fail
            - room is bathed in golden starlight
        - Veo is restrained and can't do much
        - Sebastien dashes in the room

- Paracelsus
  - goes through part of the corridor
  - threads a poison needle on punk ratling
    - down poisoned and paralized on the ground
- rat prince
  - bites Quake
    - saves against the corrupted fangs
  - swings his shortsword to Quake and Veo
  - cunning action dissengages and gets away
- Baz
  - runs through the corridor
  - shoots down shortsighted ratling
  - hides begind a cart
- messy ratling misses Sebastien
- Quest eldritch blasts down sluggish ratling
- colorful ratling
  - slings Quest
  - Quest loses fearie fire concentration
- Herton
  - casts expeditious retreat
  - dashes through the whole corridor
  - control flames the fire to burn the rope holding Veo
  - gets behind Paracelsus
- Pluto dashes through the entire tunnel
- Quake casts false life on herself
- Veo
  - stands up
  - picks up the rotisserie spit as a makeshift quarterstaff
  - misses messy ratling
- Sebastien misses a firebolt on colorful ratling
- Paracelsus
  - needles down colorful ratling
  - enters the room
- rat prince
  - moves back in the room
  - hits Pluto with a hand crossbow
  - heads back in the tunnel
- Baz
  - moves in the room
  - throws the bow in the room towards Veo
  - moves to a side of the room
- messy ratling dashes out of the room towards the prince
- Quest
  - moves in the room
  - casts shadowblade
  - throws it at the rat prince
- Herton dashes into the room

- Pluto readies his heavy crossbow
- Quake
  - peeks in the corridor
  - bitchslaps the rat prince
  - moves back in the room
- Veo
  - picks up the given bow and arrows
  - shoots the rat prince with the longbow
- Sebastien misses his firebolds
- Paracelsus needles down messy ratling
- rat prince
  - loads a delirium crossbow bolt
  - moves back in the room
  - Pluto crits rat prince
  - rat prince crit misses Paracelsus with the corrupted bolt
- Baz
  - gets his bow back
  - hides in the room
- Quest
  - peeks in the tunnel
  - eldritch blast on rat prince
- Herton
  - runs back in the corridor
  - partially blocks the place with mold earth with a trip hazard
- Pluto readies a crossbow bolt
- Quale
  - peeks in the corridor
  - bitchslaps rat prince
  - ducks back in the room
- Veo
  - peeks in the corridor
  - shoots rat prince
  - ducks back
- Sebastien
  - lights up a torch
  - lights up the tunnel
- Paracelsus
  - runs in the corridor
  - needles rat prince
  - ducks behind a bend
- rat prince moves back further
- Baz
  - moves in front on the walls in the corridor
  - dashes after rat prince
  - the prince is still not in sight
  - hide
- Quest

        - moves in the tunnel
        - holding an eldritch blast
    - Herton
        - dashes in the tunnel
        - picks up the torch from Sebastien
    - Pluto dashes into the tunnel
    - Quake
        - dashes in the tunnel
        - holds a slap
    - Vale
        - moves in the tunnel
        - readies an arrow
    - Paracelsus
        - moves in the tunnel
        - holds a needle
    - rat prince blows a horn in the distance
    - Baz
        - moves to Veo
        - hands her some more arrows
        - continues in the unnel further
        - sees a suspicious looking rug
            - throws his hammer
            - rug doesn't move
            - tells the rest of the group about the rug
    - *initiative is held for now*
  - Paracelsus experiements on the poisoned ratlings
    - they look about as mutatted as the others
    - Paracelsus does a vivisection on one of them
      - they look like rats inside
      - most likely rats that bloated to humanoid size
      - not humanoids turned ratfolk
  - Pluto points where the ratlings took Petra
    - where the rat prince went
    - Pluto agree to help the party as they helped Veo
  - Paracelsus sees a set of alchemist tools
    - *yay new toys*
    - Baz sees a dose of blasting power in a dish
      - picks it up
- in the tunnel after rat prince
  - Baz and Veo go ahead and scout
  - Baz signs for everyone to follow
  - Baz pulls out the rug
    - nothing bellow
    - rug is rolled back
  - fork in the tunnel
    - dragmarks on the floor
    - west there is a sluggish ratling guttersnipe

- Baz takes a shot on him
- ratling pulls a blade and turns towards Baz
- baz hide in the north tunne
- *fighting script*
  - Paracelsus
    - moves to the intersection
    - needles sluggish ratling guttersnipe
    - continues north
  - Veo sharp shooter chill ratling guttersnipe
  - chill ratling guttersnipe misses
  - Sebastian kills chill and sluggish ratling guttersnipe with a fireball
  - Quake
    - goes west
    - sees dragmarks
    - readies a slap
  - Pluto readies a bolt
  - Baz
    - studies the dragmarks
      - human size
      - it has a cloak
      - going from the north to the west
    - hide
    - Quest
      - gets to the intersection
      - readies eldritch blast
    - Herton
      - moves to the intersection
      - dodge
    - Paracelsus
      - moves west
      - sees a green cloaked body
      - rushes over
        - petra is at death's door

        > “I need a potion right now please !

    - Quest tries to find a potion
      - only gold in the nest
    - Pluto
      - dashes to Petra
      - starts carrying her over to the party
    - Baz
      - dashes to Petra
      - uses a medicine kit to stabilise
    - Quest

            - runs to Petra
            - uses the healing potion
            - coughing blood
        - talking about getting out of the city
            - Sebastian mentions a safe hideout in the city
                - Eckerman Mill
                - about 20 min outside the city
    - way out of the rat nest
        - rat that pretended to be asleep is still here
        - bribes the party with 5 gp
        - continues to pretend to sleep
- marching out of the city
    - 1st hour
        - slow pace
        - there is an hebalist shop
            - tools inside
            - one of them is a doctor's bag
            - *fck it Paracelsus goes inside*

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