Loss (S21 - 11/08/2024)

- Queen's park grotto
  - Paracelsus realises that he lost his teeth
    - takes it well for now
  - Baz takes the signet ring from Lenore
    - diamond ring
    - royal crest on it
  - Paracelsus asks if it would be possible to speak with her
    - not a good idea she would be pissed
    - after Baz says it is ok Paracelsus leaves a folded note
  - Baz and Paracelsus drink their potions
  - party discuss how to get out
    - fill haste idea
- deep haze
  - 1st moment
    - everyone but Quest and Baz gain a level of corruption
      - Paracelsus
        - eyes merge into one
        - gets an eye beam attack
      - Herton
        - tip of the snout an eye opens up
        - knee an eye open
    - party gets lost into another garden
      - quite rotten and nauseating
      - fountain in the center
      - 6 people there
        - 5 guards (haze wight)
        - someone in an alchemist robe
          - transparent skin muscle and bones
          - tattered robe
          - iridescent within
          - translucent tentacles
      - Paracelsus fails to recognizes the alchemist but he looks like he has familiar manerisms
      - party drags Paracelsus away
  - 2nd moment
    - Paracelsus and Herton get corrupted again
    - Paracelsus looses 3 more teeth
- city out of deep haze
  - nothing else happens
  - party goes to College Gate
- College Gate

- some of the webs are back
- Paracelsus clicks the lamp back in ethereal mode and heals himself
- party starts rushing through the webs
  - Herton opens the march
  - Baz and Quake help Paracelsus run
  - Quest closes the march
- the lantern reveals a gargantuan phase spider
- *fighting script*
  - Baz steady aims the phase spider matriarch
  - untidy phase spider
    - moves in
    - misses Herton
    - Herton opportunity attacks
  - Paracelsus
    - hands the lantern to Quake in front
    - rubs his eye and pinches his nose only to poke his single eye
    - fires his eye beam to the matriarch
  - Herton booming blades the matriach
  - Quest blasts out of the lantern the matriach
  - Matriach throws in the room at Herton who saves
  - Quake
    - picks the phase lantern
    - slaps untidy phase spider
    - moves to the side
  - Baz
    - misses a shot on untidy phase spider
    - moves on the side of the door
  - untidy phase spider
    - fails to shove Herton
    - moves in the web
  - Paracelsus misses the eyebeam on unidy phase spider
  - Herton booming blades untidy phase spider
  - Quest finishes untidy phase spider
  - Quake changes from knees to claws
  - Baz
    - moves a it back
    - holds an arrow
  - Paracelsus
    - cracks a torch
    - asks Herton to move out of the web
    - holds to throw the torch on the web
  - Herton
    - manages to move out of the web
    - dodge action
    - Paracelsus throws the torch in the web
  - Quest holds a blast
  - Quake

    - hands the lamp to Lump
    - Lump goes in through the fire towards the other door
  - Baz holds an arrow
  - Paracelsus
    - looks in the mirror and realises he only has a cyclops eye now
    - holds an eyebeam
  - Herton
    - fire on the web spreads
    - dodge action
  - matriarch
    - downs Baz stable paralized with poison
    - moves to Paracelsus and appears
    - Quest blasts the matriarch back
  - Quake
    - moves in the room
    - helps Lump out of the web
  - Paracelsus
    - realizes that Baz is poisoned
    - drags him to safety
    - informs the party that Baz is stable but paralyzed for the next hour
  - Herton
    - tries to walk through the web to the party
    - gets ensnared
  - Quest
    - blasts the matriarch back
    - goes in the room
  - matriach
    - moves in
    - bites Quake
  - Quake
    - misty steps to the other side
    - fails to remove some webs
  - Paracelsus
    - drags further in Baz
    - asks the party to heal Baz
    - holds the scroll of lesser restoration to cure the paralysis
  - Herton
    - is burnt by the web
    - moves out of it
    - is on the other side
  - Quest
    - blasts back the matriarch
    - barrels through the last bit of web out
  - matriarch
    - goes in the entry
    - misses Paracelsus twice
  - Quake

        - removes the last bit of web blocking the exit
        - goes in to help Paracelsus move Baz
      - Paracelsus
        - dissengages from the matriach
        - drags Baz out
      - Quest blasts back the spider
    - Quake uses her potion on Baz
    - Paracelsus uses his scroll of lesser restoration to remove paralysis from Baz
    - party moves away
- academy streets
  - 1st encounter
    - a ratling with a hat
      - crown on his forhead
      - Sir Squeaksbee
    - 4 guards around it
      - coin on their forhead
    - they ask for a toll
    - Baz hands 50gp and is very polite
    - Sir Squeaksbee offers to draw a map in exchange
      - the notes some entrances sewers on the map
  - after some deliberation the party goes to the mill
- Eckerman Mill
  - Paracelsus mentions tying him might be smart
    - Baz does
  - Baz takes first watch
    - Paracelsus collapse to sleep
      - sleep talk
      - end of the world
      - phase spider web fever dreams
    - Baz takes notes of it
    - Baz wakes up Quake for the next watch
  - Quake takes second watch
    - Quake hears something
      - ***REDACTED***
      - Quake wakes up Quest
      - the rest of the party is woken up
      - the babbling of Paracelsus has gone worse
  - Paracelsus transformed into a Gibbering Mouther
    - after a short fight the Gibbering Mouther is dealt with
    - Baz
      - picks up Paracelsus' plague mask
      - goes to the wall
      - scratches Paracelsus' name from the wall
    - Paracelsus managed to keep safe his notes before it happened
      - most of it is not readable as it is a different language
      - the last few entries are readable

- morning before

> Well these are good news !
> I'm finally managing to see Oscar Yoren, some progress can be seen. I hope i can continue on the researches grandfather started and some more clues on his locations.

- some times after leaving Lenore

> this did not go as planned...
> The lillies were more tricky than i thought. The queen and her garden was unexpected and i did not fair well there, if it continues that way i don't think i'll make it. Hopefully luck will turn out the other way...
> Also that person in the garden, they had the rags of an apothecary. I did not recognize them, but i *feel* like i missed something important. They reminded me of grandfather, I hesitated and wanted to call for him, however with my weakened state I had to follow the rest of the party that was leaving. Next time for sure I'll talk to that person, i need to get to the bottom of it.

- during the night

> I don't think I'll make it, so here are some instructions
>
> - Take all my notes, they will be a ressource for all of you to use, I complied information about creatures we encountered, what happened, but also they contain my recipes, formulas and other apothecary researches
> - Don't forget the magical gear i used, i don't know where but i might have left instructions of their usage somewhere in my notes or packs
> - Once you get out of Drakkenheim for good, please bring that letter to my mother, Sophia Thorne, in Edelwacht.
>
> > Hello mother,
> > The city was a fascinating yet alien place that thankfully is staying contained there. I am sorry for not

having been able to fulfill our promise, these ones bringing you the letter should be party of the party i was in while searching for grandfather in the city. II hope they were able to finish what i started and may be able to bring us either good news or a needed closure about grandfather. Attached to the letter should be a lock of hair, my ordained apothecary badge and the family ring. Please place the lock or hair in the family plot near father. The badge is a memento shall you want one and the ring is something that must remain in the family.
I guess I'll see father first, Yours,
Paracelsus Thorne

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