

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 recognize the alchemist but he looks like he has familiar mannerisms
 - party drags Paracelsus away
 - 2nd moment
 - Paracelsus and Herton get corrupted again
 - Paracelsus loses 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 untidy 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 paralyzed 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
 - disengages 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 forehead
 - Sir Squeaksbee
 - 4 guards around it
 - coin on their forehead
 - 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 Mouter
 - after a short fight the Gibbering Mouter 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

o 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.

o 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.

o during the night

“ I don't think I'll make it, so here are some instructions

- o 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
- o 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
- o 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. Il 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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