New Friends (S4 - 17/03/2024)

session 4 (17/03/2024)

- Emberwood
  - it's the next day
  - Quake summons a familiar
    - it's an imp
    - the name is Lump
    - Quake shows it to Quest
    - warlock pact
  - Quest gives Quake a talisman
    - black with gold veins
    - warlock pact
  - Paracelsus took a bit more time this morning and prepared a tonic for everyone in the party
    - it's an aid spell
    - looks murky green and tastes like chemical oranges
    - everyone gets 5hp max hp
    - it is *not* enjoyable
      - most of the party drinks it
      - Lump drinks it
      - Herton takes his drink outside
  - Baz puts a monocle on
    - whispers in it
    - whispers of the dead features
    - gains investigation proficiency
  - Herton is in the outhouse
    - nature calls
    - one of the thugs is here
    - Herton wins the verbal bout
    - Herton drops the aid there
    - the thug drinks the aid spell
- to Drakkenheim
  - brisk pace around the city
    - towards an entrace closer to our quarry
    - followingthe tracks
    - crossing the Brann river
  - there is an encampment
    - *desc*
      - looks fancy

        - they have banners
            - silver flame in a chalice on
            - blue background
        - fortified
        - command posts
        - supply wagons
    - this is the Knights of the Silver Order
        - they hunt malfeasent wizards
        - not friends with the academy
        - they don't like magic
        - 678 the knights were ordained
            - to hunt the amethyst academy
            - before the edicts
        - paladins rigidly adhere to the sacred flame
        - consider delirium as a blight
    - Paracelsus and Quest talk
        - *hopefully one day Quest will realise that Paracelsus is not a one dimensional entity*
    - 2 guards on horseback go meet the party outside
        - Acolyte Quinn and Austin Edwards
        - before anything is asked Baz jokingly ask about Oscar Yoren
            - Quinn asks if we know Yoren
            - Paracelsus says yes
            - Quinn becomes defensive and asks how he knows the malfeasant wizard
            - Paracelsus thought he was an alchemist
            - Quinn hounds on Paracelsus and his knowledge of Yoren
            - Paracelsus realises she doesn't mean well to him and closes
            - more back and forth discussion
            - the order has a bounty on Yoren and info on him
                - 2000gp for information leading to a location
                - some in the party look interested
        - someone with a lute comes out
            - name is Buddy Knox
            - can be heard in the guilded lilly
            - *nat 1 on performance*
            - gets better after a while
        - party crosses through
            - there are hundreds of soldiers
- party talk to Paracelsus about Oscar Yoren
    - his grandfather is Eldric Thorne, the Grandmaster Apothecary of Drakkenheim
    - his grandafther staid in Drakkenheim even after the meteor, searching for answers and a cure
    - both Eldric and Paracelsus exchanged letters and worked together
    - Paracelsus kept in contact with Eldric on a regular basis
    - however the letters started to thin out
    - too long happened since his last letter
    - Eldric mentioned Oscar in his last letter

> Oscar Yoren, the eccentric potion-maker of the Hooded Lanterns, has became my confidant. We exchanged parchments, our shared knowledge a beacon against the encroaching darkness. Oscar spoke of a breakthrough—a way to shield oneself from the haze's insidious grasp. His notes, cryptic and laden with alchemical symbols, hinted at a concoction brewed from rare flowers. A fragile hope, but hope nonetheless.

        - Oscar made progress on a potential cure
        - Paracelsus should seek Oscar
    - the party will be careful about who they talk about Oscar Yoren with
    - Paracelsus mentions that the party should *not* consider the offer of the Silver Order
- Drakkenheim proper
    - Quake body moment
        - Quake asks Baz to look away
        - Quake pulls out one of her eyeballs
            - it has a tentacle on the back
            - waves at the party
            - her name is Iris
            - can see in both places
        - Quest can feel Quake in both places
        - Lump carries Iris invisibly to scout ahead
        - Paracelsus gives Quake a makeshift eyepatch
            - to protect the eyesocket
            - Quake asks Paracelsus for a false eye
            - once measure he'll do what he can
            - a googly one is requested
    - Iris scout
        - a younger set of Quake and Quest can be seen bickering in the front
        - they are competing to see who folds clothes better in the cart
        - they looked identical
        - skip into the street and disappear
    - city market
        - *desc*
            - scattered bodies on the floor
            - broken tables
            - wagons
        - there is a troll in the middle
            - eating raw contaminated meat
            - drinking ale
            - bag on the floor
            - stares intensly at a map
        - Lump and Iris are not seen and come back
        - party goes on the roofs to sneak around
            - fail the stealth checks
                - Herton nearly fell through a hole in the roof

- the trolls sees the party
  > “ you high ones ! come down !
  - curiosity and suspicion in his voice
  - Baz climbs down
    > “ what are you cooking
  - not cooking but eating raw meat
    > “ meat taste bad, ale smells worse but Grom strong and eats it
  - Baz sleight of hand fake eats some of the contaminated meat
  - name is Grom
  - Baz asks to help with the map
    - Grom wants to go to the King's Gate
    - the map is not one for Drakkenheim
    - Grom has a hard time believeing it's the wrong map
    - Baz does his best to direct him to it
  - Baz sees what the bag contains
    - gold
    - purple rocks in a vial
  - Grom is very confused about Baz's name
  - Grom invites Baz to play with him
  - Paracelsus wonders if he could get some troll blood
    - a confusing exchange ensues
    - Quake gets the vial of troll blood
- Grom takes his bag and leaves
- the walls of the house where Herton fell have noses

- rat nest tavern
  - obliterated building
    - only foundations remain
    - chest heigh wall ruins
    - rubble
    - sign of an obese rat on a plate of food
  - Quake sends Iris and Lump ahead to scout
    - the interior is in ruins
    - there is a hole going down
    - funiture debris block Lump's path
  - Baz goes in the hole first
    - purple twinkling light at the bottom
  - tries to see if he can move the furnitures
  - it is a bookshelf that blocks
  - Baz inspects it

    - there are animal scratchmarks on it
    - there is a wide path of dragmarks
        - not corresponding to the bookcase
        - about 5ft wide
- Baz tries to move the bookcase out of the way
    - moved enought to squeeze by
- Lump goes through
    - passage going down
    - the drag marks continues
- Baz goes does inn the purple light hole
    - a lot of footprints in the mud
    - the dragmarks started here
    - 2 glowing slivers of delirium
    - Baz uses the safe box to store it
- Herton lights up a torch to see
    - what was dragged might be a big shard of delirium
- Quake follows after Lump to stay in range
    - Lump goes further
    - there is a chamber
        - it is a rat den
        - there is a lot of ratlings
        - a couple are bigger
- down the tunnel
    - marching order
        - Baz
        - Quake
        - Paracelsus
        - Quest
        - Herton
    - tunnel is slippery
        - Baz and Quake are fine with climb speeds
        - Paracelsus and Herton manage not sliping
        - Quest falls prone and start sliding down the tunnel
        - Baz grabs the sliding Quest before to late
        - Paracelsus hands Herton and Quest pitons to help the descend
        - Herton uses mold earth to ease the travel
    - Baz goes ahead
        - *double nat 1 stealth check !*
        - *fighting script*
            - Baz takes out snobish ratling
            - cynical ratling crit slings Baz
            - Quest
                - casts shadow blade
                - ready and attack
            - Paracelsus can barely move through the tunnel
            - dopey ratling misses Baz
            - Quake has Lump bite to death randy ratling

- Herton
  - casts expedicious retreat
  - runs in front of everyone
  - jumps over and lands on the rug
  - falls in a pit and is piecred by spikes at the bottom
  - jumps out of the hole nearly being bitten by a swarm of rats
- naughty ratling guttersnipe double taps Lump with a hand crossbow
- bitchin' ratling guttersnipe double taps Lump with a hand crossbow and kills it
- arrogant ratling slings Herton
- reckless ratling throws alchemist fire missing Baz
- Baz
  - moves in the room
  - kills reckless ratling
  - wails from the grave another one
  - moves in front of Herton
- cynical ratling misses a bite on Baz
- Quest runs further down
- Paracelsus
  - runs in the room
  - throws a biohazard on a group of ratlings
- dopey ratlin dies in the biohazard
- Quake
  - runs in the room
  - kills cynical ratling
- Herton
  - runs in the room
  - readies his axe
- naughty ratling guttersnipe
  - saves biohazard
  - runs in
  - gets axed by Herton
  - shoves Paracelsus down the hole
  - gets eldritch blast by Quest
- bitching ratling guttersnipe
  - hit by biohazard
  - downs Herton
- arrogant ratling
  - saves biohazard
  - bites Herton
- Baz attacks bitchin' ratling guttersnipe
- Quest throws the shadowblade on naughty ratling guttersnipe
- Paracelsus
  - tries to climg out of the hole
  - sees Herton down
  - fails and slide down on the spikes

        - throws healing word on Herton
        - gets impaled again
    - Quake kills naughty ratling guttersnipe
    - Herton gets up and second winds
    - bitchin' ratling guttersnipe attacks Herton
    - arrogant ratling fails to shove Herton in the pit
    - Baz kills arrogant ratling
    - Quest thows the shadowblade at bitchin' ratling guttersnipe
    - Paracelsus climbs out of the hole with his climbing gear
    - Quake slaps bitchin' ratling guttersnipe
    - Herton finishes bitchin' ratling guttersnipe

Revision #2
Created 2024-03-20 17:19:21 UTC by _Ara0n_
Updated 2024-08-25 11:29:04 UTC by _Ara0n_