

# 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
      - Hertton takes his drink outside
  - Baz puts a monocle on
    - whispers in it
    - whispers of the dead features
    - gains investigation proficiency
  - Hertton is in the outhouse
    - nature calls
    - one of the thugs is here
    - Hertton wins the verbal bout
    - Hertton drops the aid there
    - the thug drinks the aid spell
- to Drakkenheim
  - brisk pace around the city
    - towards an entrance closer to our quarry
    - following the 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 malfeasent 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 grandfather 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 become 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 intensely 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 believing 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 high 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
    - furniture 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 enough 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 slipping
    - 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 expeditious retreat
  - runs in front of everyone
  - jumps over and lands on the rug
  - falls in a pit and is pierced 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 climb 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
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Revision #2

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