Road to drakkenheim (S1 - 25/02/2024)

- left Altbruke 2 weeks ago
  - desc
    - last city standing before Drakkenheim
    - working as caravan gards for Aaren Marlowe
    - only ruins on the road
    - drizzling raing
    - crows can be heard
- night making camp
  - Baz'suras
    - Stephens character
    - 5ft9
    - a bit hunched
    - blue jacket
    - well worn rapier
    - daggers
    - uncomfortable cart ride
  - Herton
    - Callum's character
    - dragonborn
    - investigator of sorts
    - looking for company
  - Quake
    - Gayle's character
    - Tiefling
    - bright red skin
    - has a twin sister
    - looks nothing like her
  - Quest
    - Jaeme's character
    - dark skin
    - glowing veins
    - spiral horns
    - the twin sister
    - same height
    - looks nothing like her
  - Aaren asks Baz what he is doing around the "kids"
    - made a couple deliveries for Paracelsus
    - not sure for Herton, maybe deliveries
    - Baz didn't want to come but needed the gold

        - Herton seeks a place hidden from him in Drakkenheim
            - Baz visited from time to time
            - apparently Herton has pigs now
        - Aaren is here to bring provisions
        - Quake and Quest
            - wearing fancy clothes
            - childs of chlothe merchants
            - were in Drakkenheim at the wrong time
            - parent died
        - Paracelsus
            - looking for his granfather
            - stopped sending letters recently
            - Aaren mentions he might be in the Emberwoods
        - the Emberwoods had a boom of population
            - it's the closest place to Drakkenheim
    - Baz is whittling a wistle
    - Paracelsus makes an infusion
        - Chamomille based with other herbs
        - Quest and Baz are hesitant at first as always
    - Quake and Quest have twin can't
- watches for the night
    - *order*
        - Twins
        - Herton
        - Paracelsus
        - Baz
    - quiet night
- next day
    - there is a tree in the middle of the road

        > “ of course it's an ambush there is no treestump nearby....

        - Paracelsus points out at the person on a horse
        - Quest uses bragging rights to one up her sister
        - Herton goes to the leader
        - Quake grips the sides of the cart with claws
        - Herton and the leader talk
            - Herton blatently ignores the subtl threats
            - the Twins start to show a bit of muscle
            - the ambushers have a patch of a card (faction)
            - the leader doesn't back down yet
            - Baz chimes in and asks how much he values his life
            - the leader backs down
            - the ambusher put the logs away
            - one of the patches fall of a bit
    - a camp is set for the night

- Aaren prepares the food tonight
- Paracelsus and Baz look for edible greens
  - the curse o DRakkenheim made stuff inedible
  - looks like if it died yesterday
- 3 figures emerge from the darkness
  - torn clothes
  - looking gaunt and despaired
  - adventuring gear
- Herton hails them
  - they are fleeing from the horrors of Drakkenheim
  - leader man in torn wealthy clothes
  - woman with a bloody bandage on the arm
  - last man has a limp and a big cloak
  - they are seeking shelter for the night
  - Quest asks if they can share knowledge
    - leader Ludwig von Graff
    - female Endra Jansen
    - cloak man Rikard Vos
      - no sign of a tongue
      - Quest asks what happened
      - recent wound in the city
      - when he picked up some delirium of the ground
      - started to change when he touched it
      - skin greyed and tongue fell
      - his arm also has changed
      - Quake and Paracelsus close in to get a better look
        - Paracelsus bombards him with questions about this "fascinating" limb
        - Quake is more gentle in her approach
        - Ludwig says that this is not fascinating
        - Paracelsus handwaves that remark as "morals" in front of research
    - the twins and Ludwig talk about the disaster
      - Rikard went back to search for his family
      - the Twins lived the disaster and their apparence is a sequelae
      - Ludwig and his group was here to restore family honour
      - they were 5
      - they were ambushed by mutant sewer rats
      - he is the last of the von Graff, an influencial family
      - Ludwig dissuades the party from going in the city and more specifically in the slaughter square
      - Endra joins in
        - many were lost
        - not even the hooded lanterns go that far
        - she used to work for them before
    - Baz takes a look at the injured woman
      - bleeding is stemmed

        - Ludwig pulls Paracelsus away from Rikard
        - the Twins still refuse to do some small experimentation with Paracelsus
- night watch
    - Baz goes first
        - Vos is having maybe a nightmare
    - Twins
        - Quake hears a female scream in the direction of the 3
        - Quake wakes the rest of the group and runs over
        - a tentacle monster flies into a rage and tentacles Endra
        - Quake pulls out her claws
        - *fighting script*
            - Endra brakes out of the grapple and moves away
            - Quake slashes out at Vos and misses
            - the dreg misses Quake
            - Ludwig
                - asks to not kill the mosters
                - hit it with the rapier
            - Baz
                - rushes out to the monster
                - crits it for *24* at *level 1*
                - downs it instantly
            - Endra worries about the monster that once was Vos
            - Herton start going to the fight
            - Quake tries to wrap it in rope
            - Paracelsus starts going to the fight
            - Quest starts going to the fight
            - Ludwig asks what to do
            - Baz tries to stabilize Vos
                - crit fail
                - Vos is woken up by it
            - Endra tris to talk to Vos
            - Herton pins Vos to the ground
            - Vos retaliates and tentacle and grapples Herton
            - Quake odg piles on top
            - Paracelsus prick Vos with a poison needle
                - paralized
                - poisoned
                - stable
        - Paracelsus poking at Vos
        - he is stopped as people would mind
        - the rest of the party offers to kill him
        - Ludwig does it himself
        - the party offers to burry him
        - Paracelsus asks if it would be inconsiderate to examine the body now
            - it would be
            - Quest says that i is not the moment to dissect him

        - Paracelsus answer that he can't right now anyway as he lacks the tools
    - the Twins asks more questions about the timing of his corruption
        - about 2 days ago he way corrupted
        - first true rest tonight
    - Baz asks about mementos before burning the body
        - Endra take soldier tags
        - he was a soldier during the civil war
    - Baz burns the body covered in a bedroll for kindling
        - *first bedroll of the campaign destroyed*

            > fire burn it - *Ludwig*

        - Paracelsus notes it burns normaly, no apparent fire resistances
        - Baz engraves the symbol of the sacred flame on the tomb
- Paracelsus
    - offers to mending the tent as a "token of apology"
    - not sure of why but it wouldbe the thing to do in these situations, seeing the looks of the rest of the group
- Herton

- last day of travel
    - Ludwig gives a last tip before leaving
        - the walls of the city have gargoyles
        - climbing activates them
    - arriving at Emberwoods
        - Aaren thanks the party for the travel
            - opens the stash under his seat in the carriage
                - pays the party 25gp each
            - word of advice, don't mess with where you sleep
        - the Twins and Baz know the place a bit already from old jobs
        - a small figure is dangling upside down on the dead tree up ahead
            - small girl
            - maximum 10 years old
            - dangling by a feet
            - drops with a hero pose
            - red hair with freckles

                > Emma Crowe tour guide extraordinaire, for the low low price of 1gp a piece

            - behind the tree there is a smaller version of this girl

                > don't forget me...

            - Sybil Crowe
            - about 6 years old

- they are the girls of the blacksmith Crowe and sons
  - they can't learn smithy even if the want to
  - Quest and Baz object and say that they will talk to father
- Quest asks about the manor on the side of the road
  - the rich guy here
  - Emma thinks they are plotting to steal the town
  - she has a 5 step "flawless" plan
    - it involves bribing ghosts with cake

      > who doesn't like cake

  - Quake encourages her but suggests to iron out the kinks in the plan
  - thegirls start guiding the party to the smithy
  - Paracelsus asks to the party if it's the moment to say he doesn't like cake

    > you don't like cake ?

    - Sybil asks Paracelsus who confirms

      > well you stink

    - Paracelsus ponders

      > that's fair, it's been a while since i was ablt to take a bath

    - Emma whispers that is when he was supposed to say that she was the one who stinks
    - not even whispering in return (not knowing he should)

      > oh thanks, i'll take notes for later. I'm not good at these interactions...

- at the smithy
  - the smith mumbles about a stuck up noble named Jupiter Jones
    - Baz is irritated by the name of the noble
    - starts aggresively whittling
    - some light slandering ensues
  - Quest confronts their father about the fact he doesn't let his daughters try the forge
    - he let his son start at 9 but refuses her 10 year old daughter try
    - Quest point he should let her try

      >

> who are you to lecture me about my daughter ?

- Quest answers

> “someone who wished her father was still alive to let her try things

- the name is Tobias
- he asks that Quest doesn't lead his daughters astray with her adventuring
- Quest gives some more arguments
- Tobias agrees to ler Emma try

- the wife Moira is making soup listening at all that

- Paracelsus asks for a place to clean up
  - because stinking with the travel

> “you too to be fair Quake, but that is besides the point

  - Emma gives Paracelsus a thumbs up
  - thumbs up back
  - not the Red Lion Hotel, too fancy
  - Paracelsus asks if Emma knos someone
    - needs to be more precise
    - the name is Oscar Yoren

> “is he hiding from you ? are you seeking him ?

    - Paracelsus.exe has stopped working
  - skull & sword tap house
  - bark & buzzard
    - this one

- passing through the caravan court
  - don't mess up with the big man selling magic items
    - Aldor the Immense
  - the chapel of the village is of the sacred flame
    - run by Hannah
  - gold teeth guy buys delirium stones
    - Orson Fairweather
  - the one that looks like Jammy sells climbimg stuff, googles and misc equipements
    - Armin Gainsbury
  - Gilded Lily
    - "performance" hall
    - it also has some normal performance stuff from time to time
    - *and yes Quest, Paracelsus knows what it is...*

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