

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
 - child of cloth merchants
 - were in Drakkenheim at the wrong time
 - parent died
- Paracelsus
 - looking for his grandfather
 - 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 whistle
- 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 blatantly ignores the subtle 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 of Drakkenheim made stuff inedible
 - looks like if it died yesterday
- 3 figures emerge from the darkness
 - torn clothes
 - looking gaunt and despaired
 - adventuring gear
- Hertton 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 appearance 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 influential 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
 - Hertton 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
 - Hertton pins Vos to the ground
 - Vos retaliates and tentacle and grapples Hertton
 - Quake odg piles on top
 - Paracelsus prick Vos with a poison needle
 - paralyzed
 - 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 they 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
- the girls start guiding the party to the smithy
- Paracelsus asks 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 aggressively 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 let 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 knows 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 climbing stuff, goggles and misc equipments
 - 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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