

Tis but a flesh wound (S2 - 03/03/2024)

- Emberwood
 - Bark and Buzzard
 - guided by Emma
 - cozy rustic establishment
 - place is run by a friendly couple
 - Karin and Holger Alsberg
 - a group of adventurer
 - named the Lucky 7
 - there are only 6 at the table
 - cursed to lose 1 of them
 - they stole a cursed scepter made of delirium
 - Emma tries to make a bet
 - 5 gold that you make it back alive
 - Quake counter offer with 2 gold every time the party comes back if Emma gives info
 - it is accepted
 - Emma peer pressures Paracelsus into do a spit hand handshake
 - Paracelsus wipes his hand after
 - Emma grins as the peer pressure worked out
 - the tour ends here as Emma can't go in
 - Quake tells Emma to be careful in the forge when learning with her dad in the forge
 - party goes in
 - Hertton gets a table and invites the first round
 - meads, ale and food
 - Karin takes the orders
 - Karin asks what the party does here
 - Hertton raises his voice saying that we are going to Drakkenheim
 - Snakebite of the Lucky 7 comes to the table
 - tries to insult the fact we are greenhorns
 - Paracelsus takes the metaphor literally
 - Hertton asks for advice
 - Snakebite scoffs
 - Baz sees an animated scarecrow out in the window
 - Baz asks if it is normal to be here

“ would you like to kick the can

- there is a lot of challenges in the town around kicking Rattlecan

- Snakebite tells he won't have the guts for it
- more banter
- Snakebite asks what names to write on the wall when we die
 - Quake asks if they have experience writing names on the wall
 - Paracelsus states that's the case as they are called the Lucky 7, completely oblivious to the fact it was implied
 - the Lucky 7 asks where that information was procured
 - Herton lets it slip

“ so you got that information from the brat

- more banter
- the party is not worthy of recruiting
- Holger brings the meals
 - says that we can go at Rattlecan
 - Baz and Quake go outside
- outside
 - Rattlecan fences salute and asks if they want a go
 - *he is a Monty Python Black Knight*
 - Baz agrees to it
 - *fight script*
 - Baz gets the first shot with his rapier and his claws
 - Rattlecan knocks Baz out
 - Rattlecan heals instantly
 - Paracelsus comes over it

“ Fascinating... how do you do that ?

- Rattlecan replies that Paracelsus needs to best him to know
- *fight script*
 - asks if Rattlecan would let Paracelsus have the first strike
 - Paracelsus throws a vial of poison but it doesn't affect Rattlecan
 - Rattlecan knocks out Paracelsus
- Quake asks Snakebite to show if he can do it
 - after a few rounds Snakebite wins
 - Rattlecan got its arms chopped
 - Snakebite might have a bruised if not broken nose after a headbut from Rattlecan
- Paracelsus studies the lobbed off arms of Rattlecan
 - it flies back to it
- back inside
 - Quake intimidates Snakebite to shut up over the bar activity
 - Herton breaks a match outised
 - it doesn't come back together
 - not an effect of the backside of the tavern
 - one of the green cloaks come to the party

- name is Jakob Slovak
- is more amiable than the Lucky 7
- part of the Hooded Lantern
- liked how Quake shut Snakebite up
- next round of drink is on him
- Karin comes back

“ anything i can help you with ?

- Herton asks if there are lodgings
- Karin has a few cottages
 - 2gp per cottage
 - all of us can fit in it
- Herton takes it
- Karin gives the key to the cottage n^o2
- to be returned before going adventurin
 - replacing keys is expensive if ppl don't come back
- cottage n^o2
 - it's night outside now
 - small run down building
 - inside is clean
 - not well stocked
 - no toilets
 - porch
 - 2 rooms
 - bedroom
 - the Twins jump on the bed
 - main room
 - the rest of the party sleeps here
 - door opens inwards
 - Baz rigs the door with bells to warn for intrusions
 - night watch
 - Herton
 - nothing happens
 - Baz
 - falls asleep on the porch
 - doesn't wake up Paracelsus for the next watch
 - wakes up with a back ache
 - next day
 - preparing alarm now
 - wondering how to gt the Drakkenheim
 - Baz knows the way to it
 - Quake knows the way in the lower wards
 - Paracelsus knows his way in the inner wards
 - Baz goes to Armin
 - checks on his supplies bought by Emma

- Armin tries to give a pamphlet about delirium
 - Baz takes the second edition
 - costs 1gp
 - Orson would buy the delirium extracted
 - 2500gp for a geao
 - 500gp crystal
 - 250gp shard
 - 5gp for a chip
 - Paracelsus would be interested in studying them
- Quake asks for a map
 - not updated since the disaster
 - also sells cartographers instruments to update the map
 - only taking the map for 2gp
 - Hertton takes it
- on to Drakkenheim !
 - *desc*
 - nestled in a valley
 - straddles the Drann River
 - 4 bridges
 - rocky outcrop with the castle
 - slate spires
 - outer walls
 - dome of the cathedral south west of the castle
 - market square
 - amethyst academy
 - obsidian academy
 - still up witha huge hole inside
 - billowing clouds of purple and violent
 - continual dismal gloom
 - rarely sun rays pierce the veil
 - lvl up to lvl2 !
 - haze blocks the vision
 - <150ft vision ok
 - 150 to 300ft lightly obscured
 - >300ft completely obscured
 - corpses around
 - smells of ozone
 - rare barks and screams can b carried by the wind
 - party starts looking through the first houses
 - chairs knocked over
 - food is intact
 - half eaten
 - should be rotten
 - Paracelsus looks at it very intently and does a Detect Poison and Disease ritually
 - still has calories
 - foul stench when the food burns

- *maybe not a good idea to eat*
- Herton goes and takes a look at the bedroom
 - clothes in the wardrobe
 - bad is made
 - no valuables
 - looks like people went out in a hurry
 - propably when the meteor fell
 - before leaving Baz marks the house in thieves cant
 - Quake has her claws out
- in the streets
 - Baz a bit ahead on the roof to scout
 - Quake hears skittering noises ahead
 - it goes quiet
 - Quake peeks around the corner
 - a rat creature is running in the building
 - Herton peaks in a room
 - *there are quite a few ratlings inside*
 - *fight script*
 - 3 ratlings attack Herton
 - 1 ratling poke his head out and slings Quake
 - Quake uses hellish rebuke on it
 - a fourth ratling attacks Herton and misses
 - Herton kills it with an opportunity attack
 - another ratling misses a sling on Quake
 - Quake runs to the aid of Herton and claws one down
 - Baz
 - hides behind a wall
 - opens window
 - kills a ratling
 - 2 ratlings sling Paracelsus
 - Quest misses an eldritch blast on a ratling
 - a ratling misses Herton
 - Herton uses the cantrip battleaxe and kills a ratling
 - Paracelsus flings a poison needle at a ratling
 - a ratling
 - dives out of the windows
 - tries to run
 - Baz misses an opporinty attack
 - 2 ratlings bite Paracelsus
 - nearly down
 - a ratling bites Herton
 - 2 ratlings attack Paracelsus
 - one after he was downed
 - Quake kills a ratling
 - Baz
 - zooms to the pack around Paracelsus
 - skewers 2 ratlings with his rapier due to momentum

- 2 ratlings shift focus to Baz and bite
- Quest kills a ratling around Paracelsus
- Herton breaths out a line of poison on 2 ratlings near Paracelsus
- a ratling bites Baz
- Quake takes down a ratling near Paracelsus
- Baz kills a ratling near Paracelsus
- the last ratling disengages and tries to flee
- Quest rifles through Paracelsus's kit for something to help
- Herton stabilizes Paracelsus with Paracelsus's healer's kit
- the party brings Paracelsus inside to rest
 - Baz keeps watch
 - Baz crafts a healer's kit with clothes and rags lying around
 - Quake and Herton search the other building
 - it's medical facility
 - bodies in the bed
 - rat gnawed
 - well preserved
 - various states of pain
 - surrounded by medical equipment
 - a glyph is on the ground
 - necromantic symbol
 - Herton copies it for Paracelsus when he wakes up
 - the rats stayed here as the bodies were a food source
 - Paracelsus is not awake after 1h (rolled a 2 on the d4)
 - Baz tends to Paracelsus wounds
 - the party but Paracelsus gets a short rest

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