Fourth Dive

Going to help defend the dwarves in their night mining outpost as promised.

- Herbal teleportation and dwarven cannons (S14 - 02/06/2024)
- A very long night (S15 - 09/06/2024)
- A new partnership (S16 - 23/06/2024)

Herbal teleportation and dwarven cannons (S14 - 02/06/2024)

- to the smithy in the city
  - Paracelsus manages to convince the party to do a detour via the southern apothecary shop
    - it is on the way
    - could have some much needed potions or ingredients for them
  - Herbalism shop
    - same eerie look inside
    - Paracelsus steps in
      - he disappears from the view of the ones outside
    - Quake sends Lump inside
      - he disappears from the view of the ones outside
      - Lump can see Paracelsus inside
    - Baz keeps an eye out
    - Quest stays with Quake for now
    - Herton keeps an eye out
    - the shop is the same as before
      - doctor bag is still looted
      - corpse ashes are still on the floor
      - potion is still brewing
    - inspecting the shadows
      - male and female
      - no burnt equipment
      - not normal fire
      - around th figure on the floor is glass
        - from a thick potion bottle
      - origin looks like where an old brewing stand was
    - inspecting the potion
      - floating islands in the liquid
      - magical fire aura
      - hard to know more
      - Quake tells Paracelsus that he doesn't have the time to identify
      - after careful handling the potion is retrieve
    - Paracelsus and Lump get out
      - the others can't be seen
      - no clues if it is the same place

        - after a moment they both enter back
    - Paracelsus is excited about that thing
    - party decides to test it together
        - to mark the place Paracelsus leaves a scalpel
        - after coming back out the scalpel is here
    - Paracelsus wants to do one last test
        - needs someone with good eyesight
        - Baz "volunteers"
        - going through both appear with no party on sight
        - Baz confirms it looks like the other version of the shop on the north-west side of the city
        - Baz goes back through
        - Paracelsus stays just to mark on the wall (3a)
        - as he tries to go through he stays in that side
        - after quite a few tries Paracelsus manages to come back
        - Paracelsus marks this side too (3b)
        - party is informed on that teleportation stuff
- screaming girl in a hole
    - still screams but a different person
        - says something different
        - asks for help in infernal
    - Quake shouts back

        > “ who are you ?

    - it answers asking who we are and why we seek help in this forsaken place
    - party decides to maybe come back later but not now
- in an intersection
    - an intact building is aflame in eldritch flames
    - flames are not hot
    - Baz throw a stick to the building
        - it bounces
        - not on fire
    - Paracelsus places his hand in the fire
        - succeeds a con save
        - nothing happens

        > “ maybe lets not do more

    - *maybe Quest should learn that the leash thing will **not** happen*
- the spokes smithy
    - smokes stacks can start to be seen
    - it is getting late into the evening
    - pulsing lights blue lights
        - Paracelsus perceives it matches his heartbeat

- veins across the ground
- blacksmith shop
- series of barricades outside
- a few cannons are here
  - one fires
  - a large monstrosity falls
  - a voice can be heard shouting "all clear"
- party crosses the rift towards the smithy as the night falls
- a dwarf hails the party
  - Quake answers that we are here to guard them
  - Dwarf asks if we are the ones from the Amethyst Academy that were sent by Elouise
  - Quake corrects that we are here on behalf of the Amethyst Academy not part of it
  - the dwarf is armored and has some vials of poison
- party advances to the outpost
- female dwarf starts talking
- - name is Gertrude
    - we are late
    - we are not allowed to use the guns yet (trust issue)
    - that shift is not calm at all
      - monsters
      - husks
      - ratlings
      - and more...
    - try to limit light usage
      - attracts more monsters
      - most people should be fine without it
        - Herton is not
        - male dwarf leads Herton inside
        - hands out Googles of Night
        - *Herton now has darkvision !*
- Quake places Lump outside
- Paracelsus goes towards the fallen husk
  - Herton follows him
  - after opening the its sternum he extracts an Ethereal Transfusion
  - Herton notices some movement going towards them
  - Paracelsus is too busy to notice
  - rest of the party notices
- *fighting script*
  - Baz
    - zoomies to the rift
    - Baz shoots one of the rift haze husks
  - Paracelsus finishes extracting the Ethereal Transfusion
  - Gertrude
    - rings the bell
    - all the miners starts running out of the rift

        - one of the dwarf groups lights up the cannon on the northern group of haze husks and obliterates a couple of them
    - Quake slaps one of the northern haze husts
    - Quest uses the rid to cast flamestrike on the southern group of haze husks killing all but one
    - northern haze husk group marches forward
    - Herton
        - drags Paracelsus out
        - holds a booming blade
    - south eastern haze husk
        - ambushes Herton and Paracelsus
        - Herton hist one of them
        - they all miss Herton and Paracelsus
    - Baz
        - aims at one that is swarming Paracelsus and Herton
        - gravely wounds it
    - rift haze husk group marches to the ladder
    - southern haze husk group dashes on the other side of the rift
    - Paracelsus
        - moves a bit
        - all opportunity attack misses him
        - throws a potent solvent (casts corrosive blast)
            - 2 husks die
            - when they die they explode threatening with shards of delirium
        - Gertrude
            - orders the cannons to be shot
            - one fires
            - the seconds one is not fired as the dwarves swear at Quest standing in the middle if the shooting line
        - Quake
            - crits one down
            - moves Quest out of the cannon sightline
        - Quest
            - casts spirit guardian
            - starts flying over the husks (in the cannon sightline again)
        - northern haze husks move towards the cannons
        - Herton
            - shoves Paracelsus out of reach
            - moves out of the way
            - the poison breath weapon doesn't affect them
        - south eastern haze husks
            - swarm Paracelsus
            - all miss Paracelsus
        - Baz finishes one husk off
        - rift haze husk group moves in the spirit guardian and dies
        - Paracelsus

        - dons his mask
        - throws a bio-hazard at his feet surrounding him and the husks
        - Paracelsus is immune to his own spells
        - undeads are affected by Paracelsus's poison
      - Gertrude
        - cannons are shot obliterating even more husks
      - Quake slaps a husk near Baz
      - Quest
        - comes near Baz engulfing the husks
        - eldritch blasts one of them down
      - Herton
        - vortex warps Paracelsus to safety
        - climbs down to the rift
        - all the ones that surrounded Parcelsus then explode
        - *got saved from 3 explosions thx Herton <3*
      - Baz finishes the last one
- shards are removed from Herton
  - party is to give all the shards to the dwarfs
  - our pay is with the Amethyst Academy so no double dipping
- Paracelsus goes and tries to inspect a husk that did not explode
  - Paracelsus walks into the spirit guardian
    - *why would i assume that Quest would hurt Paracelsus*
    - Quest could not see Paracelsus when casting
    - Paracelsus is damaged by the spirit guardians
    - Quest deactivates the spirit guardians
  - powerful damage (crits) and radiant damage prevented the explosion
  - harvests 2 more for the Ethereal Transfusion
- the miners start working again
- Gertrude throws the shards in the forge
  - to melt them
  - helps removing meteorite impurities
  - can be molded into weapons after
  - still very dangerous to wield
- Quake asks Gertrude about the delirium dagger
  - she doesn't know who made it sadly
- watches are taken
  - Paracelsus gives aid again to the rest of the party
  - everyone is able to short rest
  - Paracelsus proposes the Ethereal Transfusion to the party
    - everyone refuses the "dead juice"
    - *for now*
  - Lump is starting to get *a bit* drunk
  - Paracelsus identifies the potion from the herbalism shop
    - it is a potion of fire breath
  - loud wails can be heard through the streets
    - from the west

- *fighting script*
  - Quake is surprised
  - Paracelsus
    - warns the party from noises coming west
    - dashes through the camp
  - Quest
    - flies in the camp
    - holds an eldritch blast
  - unpredictable haze husk
    - runs to the edge of the camp
    - gets blasted away
  - Baz is surprised
  - Herton runs in the camp
  - Gertrude
    - rings the alarm
    - gets near the cannons
  - Quake
    - moves in the camp
    - slaps impatient haze husk
  - Paracelsus
    - steps forward
    - casts hypnotic pattern on impatient haze hulk
  - Quest blasts away unpredictable haze hulk
  - unpredictable haze hulk
    - runs in
    - picks up the cannon
    - chucks it at Quest and Herton
  - Baz
    - dashes atop the building
    - misses with his bow
  - miserly haze husk
    - runs in
    - slams Gertrude twice
  - Herton
    - reduces the cannon
    - repositions it
    - drops the reduce
    - cannon is back up
  - Gertrude
    - runs to unpredictable haze husk
    - spears unpredictable haze husk
    - dwarves run to the new cannon position
  - impatient haze husk is incapped
  - ***Session ends at the start of a new turn***

A very long night (S15 - 09/06/2024)

- Spokes Smithy
  - *fighting script*
    - *sorry missed part of it, apparently both hulks saved the blindness :/*
    - Baz shoots unpredictable haze hulk
    - miserly haze hulk
      - hurls a chunk of his own flesh to the group
      - the party and some of the dwarves save but 2 dwarves die
      - Paracelsus loses concentration on the hypnotic pattern
    - Herton
      - second wind (still half healing)
      - misses unpredictable haze hulk with booming blade
    - dwarves
      - Mordekai ambushes unpredictable haze hulk nearly taking it down
      - Gertrude charges unpredictable haze hulks and finishes it but it stays up because of mutant fortitude
      - drunk dwarf point blank shoots the cannon at the unpredictable haze hulk blasting it of completely
      - some people around the hulk takes the shrapnel of the shot
      - othe dwarves drop the cannon balls and pick up their picks
    - Impatient haze hulks
      - is no longer under the effect of the hypnotic pattern
      - misses a flying Quest with flying tendrils
      - goes invisible
    - Quake misses miserly haze hulk with a chilly slap
    - Paracelsus
      - throws a poison needle at miserly haze hulk
      - does damage but not sure if full (will study them after combat)
    - Quest blasts back miserly haze hulk
    - Baz misses a shot
    - miserly haze hulk
      - does not recharge his flesh
      - runs towards Quest angry about being pushed back
      - misses Quest with his slams
    - Herton hold his blade for a threat
    - dwarves
      - Gertrude throws her axes to the miserly Haze hulks
      - drunk dwarf gives Gertrude a thumbs up
      - favorable dwarf throws a javelin towards miserly haze hulks

    - dwarves form a protective line in front of Paracelsus
    - Mordekai finishes of impatient haze hulk
    - Herton reflexively slams his blade in the corpse
- impatient haze hulk
    - latches on Herton with a tendril
    - reels Herton in towards him
    - drags Herton 20 more feet being dragged away
- Quake misses chilly slaps impatient haze hulks
- Paracelsus
    - moves towards Herton
    - throws a healing word on Herton

> “ try no to dodge that one

    - crits impatient haze hulk
        - not as much damage as expected
        - yep... they are resistant to poison and not undeads
- Quest blasts impatient haze hulk
- Baz
    - kitty cat runs to Herton
    - starts slicing the tendril holding Herton
    - casts shield of faith on Herton
- Herton slices at the tendril holding him severing it
- dwarves
    - Gertrude
        - grabs her axes on the miserly haze hulk corpse
        - runs towards Herton
        - throws her axes towards impatient haze hulks
    - Mordekai heads back into the office
    - rest of the dwarves stay in the camp
- impatient
    - haze hulk turns invisible again
    - Baz hears its direction of movement
- Quake holds a slap
- Paracelsus
    - tries to administer Herton an ethereal transfusion
    - Herton doesn't want it
    - Paracelsus shows its effect on his own body gaining 5 temporary hitpoints
- Quest holds a blast
- Baz
    - hides
    - tries to listen for impatient haze hulk
    - it seems like it is now in the south
- Herton still adamantly refuses the ethereal transfusion
- Paracelsus hands Herton the potion of fire breath

- another turn passes
- Quest and Quake see a chimera diving down from the north
- Quake crit chilly slaps it
- strategic chimera
  - swoops towards Paracelsus and Herton
  - hits Paracelsus with a horn
  - Herton shields the claw
- Baz
  - runs to strategic chimera
  - sneak attacks it
- Herton is surprised
- dwarves

> “ the cannons are normally really good for this kind of creature ! gods damn you Fred !

  - Gertrude
    - no axes right now
    - runs to the chimera
    - fails to climb on it

> “ Mordekai you might need to come out

  - Mordekai
    - leaves the room
    - fires his bolt at the chimera
- impatient haze hulk
  - latchs onto Quest with a tentacle
  - reels Quest in
  - moves dragging quest 20 ft away
- Quake misty steps towards Quest
- Paracelsus
  - crits a shocking grasp on strategic chimera
  - moves away from it
- Quest blasts to death impatient haze hulk
- strategic chimera
  - tries to fly away
  - Baz finishes it of as it tries to get off
- *there are more husks coming in*
- Baz
  - runs back in the camp
  - throws a dagger to a husk
- Herton moves in the camp and dashes
- dwarves
  - Gertrude

        - runs back into the camp
        - grabs spears
        - chucks them destroying one
    - Fred (the drunk cannon blasting dwarf) runs into the face of the husks
    - other dwarves run in the building
    - Mordekai slams the door shut and starts reprimanding the fleeing dwarves
- Quake
    - starts running back in the camp
    - Lump fires a crossbow
        - killing towering haze husk
        - it explodes
        - it downs Fred
- Paracelsus throws a poison needle at a husk
- Quests finishes that husk
- the last 2 husks dash towards Baz and Herton
- Baz
    - spare the dying Fred
    - attacks one of the husks
- Herton
    - moves away from the husks
    - gusts Baz away from the husks
- dwarves
- Gertrude

> “ get your buts out here ! Fred's gone down !

    - picks up 2 spears
    - chucks at one husk killing it
    - moves towards Fred
- Quake chilly slaps the last husks
- Paracelsus misses the last husk
- Quest finishes the last husk
- another group of husk rushes in and surrounds Paracelsus
- Baz
    - climbs up the roof
    - casts sanctuary on Paracelsus
    - shoots one of the husks
- sorry i was busy doing the meme lost part of the combat but tldr Paracelsus got away
- Quest casts spiritual guardian blasting some of the husks
- husks miss some of them
- Baz holds until Herton gets away
- Herton
    - moves away
    - Baz fire is bow killing one

    - Gertrude
        - pulls spears again
        - throws them at the last husk
    - Paracelsus throws a needle at the last husk

        > “please try to keep it alive !

    - Quest kills the last husk
- Baz goes to tend to Fred
    - he has a large chunk of delirium in his throat
    - Baz manages to pull it out
    - Baz administers him a potion of healing
- apparently that is a normal bad night
- Paracelsus starts studying some of the corpses
    - chimera looks like a normal
        - no sign of corruption
        - not a common sight in the wild
    - haze hulk
        - it's an aberration
        - no resistances (i guess i was doing full damage they just are very beefy)
        - no immunities
- Quest brings back Gertrude's axes
    - they are very fine work
    - apparently she made them ?
    - Mordekai makes poisons
        - Paracelsus goes to see him ignoring social queue warnings to exchange poison knowldge with him
- Baz tries to help carrying the corpses
    - not good enough
    - Gertrude griumbles and mostly carry them herself
    - Baz mutters a few prayers
- Paracelsus
    - knocks and enters

        > “hello, apparently you do poisons, do you mind exchanging some knowledge on it ?

    - Mordekai is reluctant at first
    - Paracelsus sweetens the pot as asked by offering a few samples of his poison needles as they work on undead
    - Mordekai says maybe later but the party is working guarding them right now
    - Paracelsus say he'll be back once the day is up as this is the end of the mission
- short rest attempts
    - Baz keeps watch not taking a short rest
        - Baz hears noises coming from the north

- kicking of stones
- Baz hides behind a cart trying to see more

- *fighting script*
  - Baz
    - comes back to the party
    - stealthily
    - tells the camp that stuff is incoming
  - Paracelsus
    - moves to the center of the camp
    - holds a poison needle
  - dwarves get to their station
  - Quest
    - flies to Baz
    - sees some of them and blasts
  - Herton
    - moves to the center of the camp
    - casts armor of agathys
  - Quake
    - moves to Quest
    - sees some of them
  - self-serving, protective and pale delirium dreg dashe closer
  - decisive warp witch
    - hover forward
    - disapears from sight
  - Baz
    - shoots at a dreg
    - mentions to the canoneer to move the cannon northward
  - Paracelsus goes to help the canoneer
  - Gertrude
    - goes to the pallissades
    - duck behind them

      > “ don't go into the darkness, let them come to us

  - Quest blasts back a dreg
  - Herton moves out of the cannon line of fire
  - Quake misses a chilly slap
  - self-serving delirium dreg
    - moves into vision
    - Paracelsus finishes to aim the cannon and fires
    - *nat 20 !*
    - ***101 damage !!!***
  - pale delerium dreg
    - comes into view
    - recklessly throws a spear on Paracelsus and misses

- Baz
  - shoots pale delerium dreg
  - hides again
- incomprehensible delerium dreg moves to protect pale delerium dreg
- Paracelsus continues to help with the cannon
- dwarves
  - Paracelsus finishes helping woth the cannon
  - pale and incomprehensible delerium dreg are blasted
- Quest blasts one of them back
- selfish delerium dreg stay off the cannon sightlines
- Herton dodges
- Quake holds a slap
- protective delerium dreg misses Mordekai with a spear
- decisive warp witch
  - goes through the wall straight into the camp up to Baz
  - Quake's slap goes straight through it
- Baz
  - disengages
  - moves away and up
  - finishes of protective delerium dreg
- simpering delerium dreg misses Mordekai
- Paracelsus
  - throws a poison needle at the decisive warp witch
  - it goes straight through
  - it *should* have damaged it even if it was undead
  - Paracelsus mentions is might not be here yet
- Gertrude attacks decisive warp witch
  - it goes straight through
  - Paracelsus bickers with her about warning her about it not being corporeal yet
- Quest misses decisive warp witch
- Quake slaps simpering delrium drg
- protective delerium dreg
  - teleports right to Paracelsus
  - spears Paracelsus
- decisive warp witch
  - moves in the space of Herton
  - starts possessing Herton
- Baz shoots down simpering delerium dreg
- Paracelsus
  - shocking grasps protective delerium dreg
  - moves away
- Gertrude

> sorry dragon dude i don't know how to deal with this

    - moves to protective delerium dreg
    - finishes it of
- Quest stays put
- Herton
    - possessed
    - moves to Paracelsus
    - attacks Paracelsus with his axe
- Quake stays put

A new partnership (S16 - 23/06/2024)

- Spoke Smithy
  - *fighting script*
    - Baz
      - asks Herton what is going on
      - the warp witch is the one answering
      - Baz steals Herton's spell casing focus
      - moves away from Herton who misses the opportunity attack
    - Paracelsus
      - shocking grasp Herton
      - asks everyone to bring him down non lethaly and get ready for the witch
    - Quest misses Herton with a dagger
    - Herton
      - still possessed
      - runs out of sight outside
    - Quake
      - Lump still sees Herton
      - dashes all the way to Herton
    - Warp witch
      - doesn't recharge
      - Herton saves the mutate host
    - Baz
      - kitty cat dashes towards Herton
      - knocks Herton to 0hp
      - the warp witch comes out of Herton's mouth
      - the warp witch sees in this world now
    - Paracelsus
      - dashes to see Herton
      - sees the witch
      - points it to the rest
    - Gertrude waits in case of more
    - Quest
      - moves closer
      - eldritch blasts the warp witch
    - Quake chilly slaps the warp witch but no damage (necrotic)
    - warp witch
      - doesn't recharge
      - wails but everyone saves
      - flies away after an attack of opportunity from Baz
    - Baz

        - asks Quake to protect Herton
        - runs after the warp witch
        - finishes the warp witch with the rapier
- Herton is dragged with to the camp
- Paracelsus feeds him a healing potion and an Ethereal Transfusion
- Paracelsus asks where Baz left the warp witch and goes towards it
    - soft flickering flame from a lantern on the floor
    - it feels very cold the closer his hand is
    - *fill tongue scene*
    - tries to pry some barricade to use to transport the lantern
    - Mordekai sees him and asks what he is doing
        - Paracelsus mentions he is trying to move the lantern but he doesn't have tools like tongues for it
        - Mordekai mentions that we are in a forge and it has tongues
        - Paracelsus asks for some
        - Fred, the drunk dwarf, hands him some
    - as the lantern is moved it casts no shadow
    - Paracelsus starts analyzing it
        - it appears as if it is seeing in the ethereal plane

> **Spectral lantern** can reveal ethereal plane and uncover hidden glyphs dial on to that can be tuned between ethereal, normal and off with a bonus action when ethereal it doesn't act in the normal world

- Herton heal a bit more with another healing potion
- Lump is toying around with a crossbow half-drunk
- Gertrude gets all the dwarves back to work and starts to work on a new cannon to replace the exploded one
- short rest is had
    - Paracelsus shows his new fancy lantern
    - Lump goes in and out of the reach of Herton's detection
    - Herton realises he has a needle mark on his thigh

> oh this is hell

- Baz explores a bit
    - glimpses of ratlings around
    - sounds of something large being moved in a building
    - they are tearing at the corpses of the husks and hulks
    - some shards of delerium are taken too
    - they are not aggressive
- Paracelsus studies some of the corpses
    - Hulk
        - CON 16
        - no vulnerabilities

    - Husks
        - CON 10
        - no vulnerabilities
    - Dregs
        - no resistances
        - no immunities
    - Gertrude finds Paracelsus very weird for doing that
- sun goes up
    - 2 figures can be seen approaching
        - the dwarves seem happy to see them
        - it is Reginald and Elouise
    - they say hello to all the miners before going in the camp
        - Elouise casts cure wounds to Fred
    - Reginald asks if they were any losses
        - no peoples
        - a cannon was dinged
    - Reginald and Elouise praise the party for what they did despite being "surface dwellers"
    - Herton mentions that this is a proof of the strenght of the potential deal with the Amethyst Academy
        - Gertrude also tells the party they earned her respects
        - the dwarves agree to sign the paper for the partnership
    - the note was mentioned
        - Reginald is happy it worked
        - Paracelsus asks how we can communicate appart from him doing sending
        - Reginald hand a modified sending stone
            - it works albeit the city jamming
            - stuff like teleportation or sending works well only for shorter distances
    - the Dwarves invite the party in the office to sign the papers
        - they move off the table Mordekai's experiments
            - Paracelsus looks if he started to look at the needle
                - not yet
            - Mordekai mentions he saw Paracelsus interrested in the cannons
            - yes but too big and impractical
            - Mordekai offers to sell at a fair price stuff that goes boom
            - Paracelsus mentions it is more the poison knowledge exchange he is interested in
            - Mordekai will look at Paracelsus' craftmanship before
        - the papers are signed and firm handshakes are given
        - Mordekai thanks the party and mentions that a dwarve's trust is as strong as their steel
    - Baz is sleeping outside
    - Reginald and Quake
        - some exchanges about maybe helping for a fancy eyepatch
        - Mordekai mentions it can be done for a price
- party departs with the objective of going to Eckerman Mill through the herbalism shop

- towards the herbalism shop

- there is a purple glow from a building window
  - *desc*
    - it is a former tavern
    - a big shard is embedded in the wall
    - the bar is sturdy
    - shattered bottles around
    - a table has a fresh bouquet of purple flowers in a vase
    - a single intact purple barstool
    - a heavy purple chest in a corner
  - Quake tries to pull the cristal with mage hand
    - it is stuck into the wall
    - the hand is stuck to it
    - Quake unsummons the hand
  - Quest tries to dislodge it with an eldritch blast
  - it was a mimic
  - *fighting script*
    - Baz
      - shoots tiny mimic
      - jumps on the bar
    - Herton holds his axe at the ready
    - virginial mimic
      - was the vase of puple flowers
      - misses Baz with a pseudopod
    - Quest eldritch blasts tiny mimic
    - sexy mimic
      - was the barstool
      - pseudo pods and grapples Baz
    - Quake
      - attacks the purple chest
      - is was curt mimic
    - Paracelsus
      - goes to the window
      - blows a powder towards sexy, virginal and curt mimic
      - only sexy saves
      - the rest are diseased because of pestilence
    - tiny mimic stumbles towards Baz
    - Baz finishes tiny mimic
    - curt mimic
      - diseased
      - dashes towards Quake
    - Herton
      - engages virginal mimic
      - booming blades virginal mimic
    - virginal mimic
      - is diseased
      - attacks Herton who shields
    - Quest

        - gets away from the diseased curt mimic
        - blasts it away 20ft with eldritch blast
      - sexy mimic bites Baz
      - Quake slaps curt mimic
      - Paracelsus bacterial barrage sexy mimic as it is diseased
      - Baz
        - steady aims
        - crits sexy mimic
        - wails from the grave virginal mimic
      - curt mimic
        - fails against the disease again
        - move to Herton
        - misses with the pseudopod
      - Herton booming blades to death curt mimic
      - virginal mimic
        - fails against the disease
        - misses Herton with a pseudopod
      - Quest blasts to death sexy and virginal mimics
    - Paracelsus starts to investigate the dead mimics
      - no resistances
      - immune to acid and prone
    - Quake tries to look if there is anything salvageable here
      - nothing of note
- Herbalism shop
  - everyone enters
  - separated into 2 groups
    - Paracelsus and Herton are at A
      - Paracelsus looks through the lantern and see the other group while they are at B in the shop
      - Paracelsus will take notes of the tries
    - Baz, Quake and Quest are at B
      - if going all together it did not happen
      - after a few tries Quest manages to go though when going alone
      - Quake and Baz are still trying but to no avail
    - when holding hands it never worked
    - hard to predict when going alone
    - each time they entered and left the they became feinter in the ethereal view
      - it was try based not time based
      - not everyone had the same brightness
      - they need to no longer glow to be able to retry ?
- towards Eckerman Mill
  - Baz sees a vision from his youth
    - he is a 10 year old
    - a much cuter kitten fur
    - looking wet under the rain
    - ducking into a hopefully abandoned house
    - cold and shivering

    - the rest of the party only see adult Baz reacting to a vision
        - party asks if he is ok
        - Baz is for now locked into the vision
        - after a while Baz comes back to his senses and explains he had an old memory
- Eckerman Mill
    - *end of the session*