

# 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
    - Hertton 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 husks
- Quest uses the rift 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 hits 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 second one is not fired as the dwarves swear at Quest standing in the middle of 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 Paracelsus 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
    - Hertton
      - 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
    - Hertton 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
  - latches 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
- Quest 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 butts 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 knowledge with him
- Baz tries to help carrying the corpses
  - not good enough
  - Gertrude grumbles 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
  - Hertton
    - 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
    - disappears 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
- Hertton 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
- Hertton 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 Hertton
  - starts possessing Hertton
- 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
    - virginal 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*