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

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