

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
 - 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 off 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
- Quake finishes that husk
- the last 2 husks dash towards Baz and Hertton
- Baz
 - spare the dying Fred
 - attacks one of the husks
- Hertton
 - 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
- Quake 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
- Quake casts spiritual guardian blasting some of the husks
- husks miss some of them
- Baz holds until Hertton gets away
- Hertton
 - 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
- 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
 - 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
- 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 with the cannon
 - pale and incomprehensible delirium dreg are blasted
- Quest blasts one of them back
- selfish delirium dreg stay off the cannon sightlines
- Hertton dodges
- Quake holds a slap
- protective delirium 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 off protective delirium dreg
- simpering delirium 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 his 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 delirium dreg
- protective delirium dreg
 - teleports right to Paracelsus
 - spears Paracelsus
- decisive warp witch
 - moves in the space of Hertton
 - starts possessing Hertton
- Baz shoots down simpering delirium dreg
- Paracelsus
 - shocking grasps protective delirium dreg
 - moves away
- Gertrude

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

- moves to protective delirium dreg
- finishes it off
- Quest stays put
- Hertton
 - possessed

- moves to Paracelsus
 - attacks Paracelsus with his axe
 - Quake stays put
-

Revision #1

Created 2024-06-14 02:51:08 UTC by _Ara0n_

Updated 2024-08-25 11:31:20 UTC by _Ara0n_