Zet!Ubar Chronicle 3

Long morning. Heat is bearing down on us. Am I excited? Not so much. Prepared? Yes. I woke up late as well. Rushed to put on everything. Can't look bad on a day I must adventure.
News around town is simple. A ritual to secure the Ley Tap is planning to go off. We must cleanup shards first. Many travelers are around town today, seems like they wish for treatment of their rash. Many of them also come to help with the Shards. Those come from harming and Colorwoods. Good to have it.

The missions:

- Assist in
- Disarm collection of dangerous items warped by Arc
- Bugs and vermin drawn to Teakiri, help contain or repel
- Green River Shard - Cleanup Crew
- Fire Swamp Shard Escalates - Stabilize, Cleanup
- White Cavern Shard, Stabilize, Cleanup
- Black Savanna Shard Escalates, Stabilize, Cleanup

The vote resulted in disarming of magical items. One teleports around rapidly. Sounds bad. Guide the energy, direct and de-escalate the feel and power.

Leytapping is like a bucket and tree tap but the bucket is gone and everything is spewing out horribly. Mana fights with itself and become volatile. We will be sick tonight from mana rash. Getting more than one will be quite awful.
Xitli is teaching us item enchanting, disenchanting.
Teakiri Laytap spells used to drive bugs off, now draw them in after warping off the Xitli saw a bug and got distracted.

Tons of items in a pile all with horrendous mana cluttered about. We touched one item and three explosions killed 90% of the party. Horrible. First death to an accidental explosion. Three of them. I wish I had something on a magical explosion, but being a wood elf does little against that. After we realized the unweaving process could be done in specialized ways on items differently from mana as a whole. This gives evidence to my theory that I could learn to do this with other scapes than just mana. We will see. Rest of mission went well, only got minor blue mana rash, a suitable cost.

The next mission we went on was to the Red Mana Swamp Shard. On the way was a horribly diseased healer. We quickly brought them back to the guild, as that was a big problem. It seemed to be green mana rash, from the Green River Shard. I know not why they went there. They could not make it back before falling to almost death. An experience I hope to never feel. That much rash is deadly to an unknown amount. Next we found some pretty normal armored beasts that we fought off with ease. We collected the boulders they threw. Perhaps they were eggs? Echo wished to give them to the

elemental we would find in the Shard. Some red and black slimes fighting amongst eachother came at us along the way, the black ones killed the red. Not the worst outcome. We are about to enter the swamp now, things are much worse than we expected. The elemental is nearly size eight, and dual color, red and black. Our plans to use spells of red and black on the opposing type will not work here.
I am regretfully coming back to finish writing this entry, as I died once more on this mission. I must cherish my life more. Or my life will not last long. Here is my report what I remember before I forgot: I died to a giant snail having immensely a strong fire blast. It also killed Gouda. Apparently the party resolved the Shard which is good.

I will mostly skip lunch, it was not eventful. I got a sandwich for myself and a latte for Aeliana.

We got a refresher on Mana Weaving. First you must read mana on certain colors to attune to it. Keying is through direct contact, then an untangling of mana.
Zarai told us this. Then again, she really just told the women. Respectful but discriminatory. She banished three from the inn for being disruptive, then directed us to do the Green River Shard, which was successful. Good to hear.
The party came back to the inn with Valen being out innkeeper. He has become my favorite so far. For healing our rash, and also directing the group expertly. He offered those interested an apprenticeship. Mainly Doctors and Healers. Neither of which I am.
We are heading out in a near unanimous decision to Assisting in the Securing of the Leytap. Hopefully it will be quick. The ritual looks extremely carefully crafted. I guess it was Zarai who made it. Her, or Xtili. We quickly found out we were in a knot and are trying it again.
We got into a knot. Again. Fuck this. We are trying one last time. The group is breaking down. If this last time we fail, I foresee this going very poorly. The energy around is drew in static shock touches and rapid increases and decreases of mana. Also a slime of all types grew and was messing with us. We succeeded finally in thirty six minutes but have now received severe mana rash of all five types.

I am disappointed to not have written this earlier. It has been three days now and I can write again. I can barely move from the severity of the rash. My skin feels like it is a shell of every imaginable color. I will never forget this pain. I don’t want to either. This pain I will never have happen again. Ever. My life is more important. Other people can do it. Fuck.