

Chapter 1: Scions and Newcomers

- [session 0 \(27/12/2023\)](#)
- [session 1 \(20/01/2024\)](#)
- [session 2 \(03/02/2024\)](#)
- [session 3 \(17/02/2024\)](#)
- [session 4 \(02/03/2024\)](#)
- [session 5 \(16/03/2024\)](#)

session 0 (27/12/2023)

- ship
 - not as planned
 - tourist attraction
 - not as planned
 - *fill later meeting*
 - boat goes out
 - *fight scene and script*
 - pretend combat ensues
 - Nybarg runs to the invading pirates and scares them out with the pretend weapon
 - Jezz doesn't bother with a weapon and bonk ppl hard
 - Calcine puts two of them to sleep
 - captain stops the combat
 - this was a bit too much
 - we are put to the side
 - nobles liked it anyway
 - we can either stay in our quarters or mingle with them
 - the three of us pass out after drinking
 - middle of the night
 - room is hotter and more humid than it should
 - it wakes up the party
 - lighting up the fire to see better
 - Jezz opens the door
 - fish ppl rifling through the passenger's belongings
 - they turn towards the party
 - *fight script*
 - passengers are wrapped in seaweeds on their beds
 - the sahuquins yell in aquan
 - Jezz rushes in and slashes the first sahuquin
 - sahuquin priestess goes to Jezz and slashes
 - the sahuquin retaliates in a blood frenzy on Jezz
 - the sahuquin coral smasher rifles through the bodies and pulls out a coral necklace and yells at the others
 - the second sahuquin priestess rifles and finds another one
 - Nybarg transforms into his hybrid form and grapples the first priestess
 - Calcine
 - understands that they were yelling "traitors !"
 - blesses the Nybarg, Jezz and herself
 - Jezz finishes up the sahuquin
 - the first sahuquin priestess tries to get rid of the grapple on herself to no avail
 - the second priestess fails to hold person on Calcine

- Nybarg lays on the first priestess he has grappled
- Calcine throws her hair flame to the second priestess that tried to hold her
- Jezz finishes of the first grappled princess and repositions to hit
- the coral smasher attacks Jezz with the warhammer and cracks her
- Nybarg tackles the coral smashers down the stairs to the lower deck and the realm beyond
- Calcine heal back up Jezz a bit
- Jezz runs after the last standing second sahuagin priestess and flurries her
- the last sahuagin priestess fled to the porthole and jumped in the ocean

session 1 (20/01/2024)

Date is 30th Marpenoth 1519

- it's liar's night
- heart and stone cafe
 - run by a young half elf/half tiefling named Aurora
 - Jezz walks in
 - been a month since coming back to waterdeep
 - sees a familiar face
 - it's Aurora

“ it's been a while ? did your mom know ?

- Jezz moms knows
- Jezz orders amareto in coffee
- Jezz asks if there is deliveries
- not anymore
- Aurora mention his son is in the next room with "the spawn of Erodrin"
- Aurora yells

“ Vincnt Kenedi LASTNAME (*need it didn't hear it*) where is the jam i ordered two tendays ago ?

- Royston jokes about it
- Aurora snaps back and order the both of them to get her the jams she needs for the festival
- Aurora leaves after giving them a pouch of money for it
- Vincent and Royston bicker about it
- Jezz steps in with her breakfast
 - *desc*
 - tall
 - purple skinned Tiefling
 - shoulder length hair
 - horns have piercings and are etched
 - leather pants
 - boot up to the knee
 - jacket
 - bottoms up the coffee

“ you know i though i heard about a stick in the ass

- *Royston desc*
 - 6ft2
 - brown hair
 - generic white man look
 - green eyes
 - clean shaved

“ that's an interesting way to start a conversation

- Royston is eating a dried mango leaning back in his chair
- *Vincent desc*
 - 6ft1
 - nice red silk jacket with safran embroidery
 - red hair
 - 6 to 8 earrings
 - lots of jewelry
- Vincent is eating a scone and looking angrily at Royston

“ Jezzy it's been a long time

- talks about their moms
- Royston makes a joke
- Vincent warns him about it
- Jezz overheard about jam
- Vincent complains about needing to run around with Royston
- Jezz don't understand what kept them from doing it
 - Royston proposes to hire someone to do it
 - the rest says no
 - Jezz asks why they need it
 - Vincent points that it's Liars Night and they need it for the family stall
- Vincent asks Jezz to help him wrangle Royston

“ Jezz you know i moved past my handsome chiseled phase after like 13 ?

- Royston looks happy about the comment

“ Roy shutup !

- center street
 - small makeshift booth
 - Nybarg is selling
 - *desc*
 - dark grey skin scarred
 - tusk chipped

- lots of barcelets
- metal clasps
- trying to haggle on stuff he mayde
 - 2 for 5sp
 - the elf buys it

“ is that a wood pecker ?

- she asks for a bag
- Nybarg pack it in a box
- Nybarg points to Calcine selling jelly
- Calcine corrects that it's Jam not Jelly
- customer asks if Nybarg has a shop for more
 - where we are now is lucky
 - usually more in a smaller market
- Duck is looking around
 - disgusted from the sight of the faux hunters (butchers)
 - they did not hunt the meat
 - *desc*
 - 3ft tall
 - harrengon
 - green cloak
 - dagger with a red gem
 - very big feet
 - contemplating if he can eat the oranges
 - likes the oranges Calcine sells
 - closer to feywild ones
- Calcine is stressing about selling her jams
 - sells 2 jars to a customer after tasting
- the group of three arrives
- Royston got attracted to the market in their hunt for jams
- Nybarg advertises the stuff sold in the stall (crafts and jams)
- Jezz sees Nybarg and Calcine
- Vincent comes to the stall
- Vincent buys the rest (all 92 of it and the crates)
- Vincent metions that Calcine might be able to meet someone for more trades
- Vicent is very flirty to no avail
- the whole group needs to relocate the stuff
- road to the Market
 - Nybarg, Calcine and a bear Royston carry stuff
 - Vincent, Duck and Jezz open the way
 - need to be there in 1h30
 - ETA 1h
 - 30 minutes of leeway
 - a parade of children are here

- Jezz uses her scary mask
- the kids make way for us
- assaulted by a group of bandits kids
 - we trade candy for our lives
- the party chooses to take waterdeep way
 - less packed but longer
 - lose 10 minutes
- broken scaffolding on the way
 - too long to remove it
 - going back in another street
- drunk people
 - Nybarg mounts on bear Royston and roars
 - people move out of the way
- at the Market
 - the jams are delivered
 - Aurora tastes them

“ did you make them ?

- Aurora likes them and she will talk later with Calcine about them
- *rent was made !*
- everyone enjoys the party
 - Duck talks to Aurora
 - tries to redeem Vincent to his mother
 - Aurora sees through
 - Duck mentions that Vincent might be *too* flirty
 - Aurora thinks he isn't improper

“ probably picked it up from that spawn of Erodrin

- Duck note it on a piece of paper and walks away
- Nybarg placed back his stall
 - he sells 2 more
 - people thought he ment gold ands not silver
 - profit was 10x to 5gp
- Royston
 - fails to seduce *the one NPC*
- Jezz
 - tries to use the oportinity too and fails
 - drops a beer on her
 - the NPC gets out of the Market
- people in blue robe come in
 - chanting in a language no one understand
 - some of the stab themselves and explode into monsters killing people around with blue shard shrapnel

- *fighting script*

- Jezz runs after the closest one and lays into it
- Aurora grabs a bread peel
 - snaps it in half

“ this will do

- goes ham on the blue robed individuals
- Duck blinds two of them with color spray
- Royston rolls his *6th crit of the session* and finishes the one Jezz attacked
- Nybarg slams down on one of the blinded ones and kills him
- Calcine blesses Nybarg, Duck and Vincent who feel their blood pulse in their temples
- one of the attacks Nybarg
- one of the tries to flee Aurora but dies trying
- Jezz ends another one
- Aurora
 - pulls out a horn and blows into it
 - attacks two others

“ save everyone you can

- Vincent tries to hold one of them for interrogation but they resist
- Duck casts chromatic orb and kills one
- Royston iceknifes a group of them
- Nybarg transforms and runs to more of them
- Calcine casts burning hands
- one casts acid arrow on Calcine
- Jezz misses the one in front
- Aurora starts escorting people out
- Vincent tries a crown of madness
- Duck misses a ray of frost
- Royston punches one
- one casts a fog cloud
- one hits Jezz
- Nybarg rushes down the one in contact with Royston
- Calcine burning hand again and takes one down but takes the rest of acid arrow
- one casts witchbolt on Calcine, it connects and breaks the bless concentration
- Jezz activates armor of agathys
- Vincent dissonent whispers one that runs into the fog cloud
- one hits Jezz and they get hurt by armor of agathys in retaliation
- Duck chromatic orbs the one concentrating on the witchbold on Calcine
- one hits Royston

- Royston wildshapes into a bear and retaliates killin him
- Nybarg pounces on one killing him and goes on the next one
- Calcine put the one concentrating on witchbolt to sleep
- Jezz runs after one hiding and knocks them unconscious
- Vince tries a dissonant whisper
- Duck barely places a trap under the legs of the unconscious one
- bear Royston claws one
- Nybarg takes one more down
 - their blood smells weird
- Calcine heals herself
- Jezz attacks one and makes him stand down
 - Jezz impeeds him from swallowing a capsule
- Vincent fails a dissonent whisper
- Duck realises that the beartrap could be placed on top instead of under and eats a tomato
- Royston finishes the last conscious one, leaving the asleep one and the incapacitated one
- Nybarg starts feeling a pull from the sky

session 2 (03/02/2024)

Date is 30th Marpenoth 1519

- at the Market
 - Nybarg starts feeling the pull from the moon
 - Nybarg still has a bit of control and asks Calcine if she has the chains
 - Calcine pulls out the chains
 - Vincent banes him Nybarg
 - Jezz tries to place a basket on Nybarg's head
 - Nybarg tries to bite Nybarg
 - Calcine casts calm emotion
 - Duck asks for details about the transformation
 - Nybarg points that he needs to be restrained and brought home
 - Vincent picks up some of the terrorists shards
 - Calcine hogties Nybarg even more
 - Royston transforms into a bear and Nybarg is loaded up on it
 - Duck goes to the last cultist and slit their throat
- road to Calcine's and Nybarg's home
 - Jezz removes the bag on Nybarg's head
 - the party pass through the least crowded streets
- at Calcine's and Nybarg's
 - Calcine opens up the trapdoor to the basement
 - a deep ladder going do

“ it is deep and silent as we need that

- *desc*
 - down in it there is a second set of manacles tied to the walls and floor tightly
 - in from of it there is a nearly empty wine aging cabinet
 - Nybarg is attached to it and falls in a slumber taking exhaustion
- Vincent feels the shard move in the bag
 - Jezz asks why Vincent brought the shard home
 - Vincent wants to investigate the shard for information
 - Duck is sold on the idea
 - Duck tries to investigate the shard
 - not from the material plane nor the feywild
 - not sure about the exact origin
 - Duck doesn't wish to keep studying it
 - Jezz proposes to asks Force Grey for more info
- Calcine comes back up from the basement with a half drunked bottle of wine **Date is 1st Uktar 1519**

- Duck stays behind and asks questions to Nybarg > Do you have a different name or persona when you transform ? - not really - Nybarg mentions Calcine mentions Calcine attempted a ritual - not enough for his case - ritual was usually performed by stronger casters - Duck asks if he can try something - Nybarg agrees - Duck cuts open his palm and presents it - Duck asks if Nybarg has the urge to attack him - Nybarg doesn't feel it anymore as the moon waned > you are quite a fascinating monster - Duck goes and gets a breakfast
- Roystone goes to his night quarry
- Jezz, Vincent and Calcine go drinking
 - *consequences*
 - Jezz

“ You wake up in the communal lodge of an esoteric order. The room is full of burned out candles. There is a pen in your hand and a note, but the handwriting isn't yours. It is a letter to you from a long-dead friend or relative detailing fond memories or talking about how well or poorly you are doing carrying on the family legacy.

- in north waterdeep
- hangover is not too strong but there was some poison in it
- Calcine

“ You wake up in a sumptuous bed in a beautiful hotel. Along with the room service breakfast of caviar and sparkling wine comes the bill. Pay 2d10 gp or find a way out.

- Calcine pays up
- Calcine takes home part of it and arrives home 1h after Nybarg woke up
- Royston

“ You wake up in jail, pending charges for a serious crime (Treason, sedition, grand larceny, etc.). You didn't do it.

- give his full name: Royston McLaren Cornwallis Sanderson
- guards arrive
- they heard a report that Royston was with the terrorist
- Roystone has one person he can call to vouch for him
- Roystone tries to get the blue Tiefling but doesn't know the name
- Roystone also gives on the side the names of Vincent Aressius and Jezz'abel Sat'ann
- Royston sends the paper bird to Vincent in the end
 - the guards know who Vincent is

“ this got more complicated...

- they need to talk to the captain
- Vincent

You wake up in your bed. You are 2d6 gp poorer. Within the hour, 300 freshly baked pastries are delivered.

- not from Aurora's bakery
- Vincent receives the summon as a witness for Royston under the charges of terrorism
- Vincent gets a sending

“ get your house in the jail, get your frienda and check with your mother

- Vincent groans and winces
- Vincent goes to "Calcine and her roommate"'s home
- Calcine's home
 - breakfast is made with stuff brought home
 - Calcine shows the sheets brought home
 - Vincent and Jezz join Duck, Nybarg and Calcine
 - Vincent announce that we have to go to jail as witnesses to bail Royston
 - Vincent hands the paper bird to Jezz

“ OH FFS !

- Duck is reluctant to go to the jail
 - Jezz and Vincent try to bribe Duck into coming
 - Jezz presents it as a clown show
 - Duck is in
- Nybarg and Calcine are coming too
 - Vincent will pay for lunch
 - Vincent will arrange a meeting with his mom, Aurora, for a jam selling deal
- *fill fashion banter part*
- Castle prison
 - Vincent presents the paper bird
 - Royston is in manacles waving at the party
 - guard captain arrives
 - captain says that Royston came back to the crime scene looking for a blue tiefling girl
 - when asked what he was doing here Royston threw a beer at the guard
 - reenacting his part of the combat
 - jumping on the table
 - growling as like bear
 - but kept his pants on
 - was arrested as terrorist
 - Vincent's mother already gave a statement
 - captain mentions that Duck killed the last living suspect
 - captain mentions that the party took something from the scene

- there could be a trade for Royston's freedom for the shard
- Vincent suggests that Duck's gives the shard
 - Duck says he owns it after it was given to him
 - Vincent mentions that Royston could be indebted to Duck
 - Duck asks Royston who confirms that as bros he'd do anything
 - Duck hands over the shard
- after a few minutes some guards come back with a chest
 - as a thanks for protecting the people and giving the shard
 - they know about Nybarg
 - they were asked to ignore it as a thanks
 - in the chest there are 6 bags of 100gp
- the party needs to leave a body sample as spell components for scrying and the like
- the guards know that the group was religiously motivated
 - standard doomsday cult
 - but this time some of their plans worked
 - not focused on a central deity
 - preaching about "The Sundering"
 - they think the spellplague never ended
 - trying to bring out the ultimate end of it
 - they have pamphlet

“ what if you knew the truth ?

- on the way to Aurora's
 - *fill bloodbook discussion*
 - Nybarg feels a ruffle in his pockets
 - nothing is missing
 - there is a note

“ What are you doing ? Transforming like that in public. Meet us at the sewer entrance behind the Yawning portal in two nights. If you don't we will solve it for you.

- Nybarg crumples it back in his pocket
- Vincent gives 45 pies in his house to Nybarg
- Heart and Stone
 - very busy morning
 - Vincent joins her mother for the rush of work
 - tell his mother that someone is here to apologize

“ is that you ?

- it is Royston
- Aurora asks why he fled the crimescene
- mention that we had a werewolf situation

you could have sent a message, this is what triggered your father.

- Vincent is trying his best but Royston is hard to handle
- Aurora heard about what Royston did
- Aurora heard about Vincent buying 300 pastries from another shop
- Vincent mentions that Calcine is here
 - Aurora wanted to talk to Calcine about that
 - Aurora also sold the sculptures from Nybarg
 - Vincent calls both to the kitchen
- Aurora talk
 - she sold the sculptures for 5gp each
 - a tyotal of 10 for 50gp
 - Nybarg aks about selling in the shop here

“ I was planning on asking you that

- Aurora turns to Calcine
- Aurora said that Vincent could and should have paid more for the quality of it
- Aurora gives Calcine 50gp
- Aurora wishes to continue buying jams
 - about 300 per month
 - Calcine could do that in a few days
 - an agreement is struck
- Aurora asks what Duck wants to eat
 - just straight raw carrots
 - carrots are from Vincent's uncle Arsen
- Aurora asks Roystone to get rid of the prison smell
 - Aurora thanks him for looking after Vincent for once
 - Vincent protests that his father contacted him because of last night

“ he was just stern

- Vincent badmouths his father and Duck doesn't believe him
- lunch is served

session 3 (17/02/2024)

Date is 1st Uktar 1519

- Hearth and Stone
 - small talk
 - Calcine thanks Vincent about keeping his promise about the Jams
 - it was but courtesy
 - Vincent asks about Blaze and Flint in the Bloodbook
 - they are Calcine's parents
 - Calcine apologized for not keepin up with Jezz
 - weather and winter talk
 - Jezz asks about the cult to Vincent
 - Vincent wants to nip it in the bud
 - Nybarg mentions the note he got given
 - people know he transforms
 - he has to be there tomorrow
 - moms are scary, Aurora punch baking break
 - Vincent has 3 sisters
 - 1 older twin
 - 2 youger
 - Calcine is considering to get some more spices
 - Vincent starts to think about where
 - Aurora gives a card with a recommendation
 - Quilvara's Oddities and Apothecary
 - Vincent complains about adress managment in Waterdeep
 - Jezz asks about the gang situation in the city
 - big gangs are very quiet still
 - small gangs pop here and there
 - small gangs stopped being punched by Jezz
 - the codlane crew came back together
 - Aurora asked if Nybarg ate enough
- to the Apothecary
 - Calcine asked Vincent's help as he has his way with words
 - Calcine gave Vincent her pouch to pay
 - the owner is the Blue Tiefling
 - she asks if we know Jezz and Royston
 - Vincent apologizes in their stead
 - Roystone flees the shop
 - Calcine is looking for spices
 - Quilvara has Heward's Spice Pouch
 - Calcine is interested
 - Calcine and Vincent give the card from Aurora

- Quilvara gives a reduction
- Duck buys a spell scroll
- Quilvara asks if Nybarg is here too
 - she was happy about the statue
 - Calcine go get Nybarg
 - Nybarg goes and talks to Quilvara
 - Quilvara asks if it could be possible to make a really large size one
 - plague doctor
 - creepy
 - bird
 - Nybarg has if she has a reference of her commission
 - Quilvara will bring it to him tomorrow
- Jezz blows her money on a fashion shopping spree on the way out
- Vincent takes out a cig
 - Calcine asks for one
 - Calcine puts some orange peels in it for flavor
- Vincent swings by Aurora
 - everything is fine
 - Aurora gives filled flatbreads for the night
- Nybarg goes to the Rathill to get started on materials for the sculpture
- Calcine invites the group for a night of drinking
- on the way back shows the shop of Papa Petrichor
 - earth genasi
 - sells
 - booze
 - cigs
 - good stuff
 - Jezz asks about the thing that got high
 - a ritual drug to contact people
 - like going to a medium by yourself
 - Jezz buys the weirdling tea
- at Calcine's
 - 11 bottles of wine are left
 - Vincent had a 12th one he picked up last time
 - it's the last sweet wine
 - 3 are opened (8 left)
 - enjoying the night
 - drunk people outside home are rowdy
 - the party gets out to meet them
 - Nybarg grabs one a places him back
 - Calcine calms emotion
 - Vincent tries to shoo them to the nearest tavern
 - one of them is insistent to Jezz
 - he doesn't stop
 - Jezz punches him in the mouth
 - the rest of them leaves

- the flatbread is burning because left in the oven during the encounter

session 4 (02/03/2024)

- Royston walks out because he has a date (player out for the session)

Date is 2nd Uktar 1519

- day stuff
 - work stuff
 - Calcine preps the Jams for Aurora
 - Nybarg does some metal bending
 - Jezz brews some stuff
 - none of the do well on it sadly
 - tired from the adrenaline crash of the past days
 - Duck is not feeling well
 - **REDACTED**
 - Vincent goes buy a hand crossbow and a 100 bolts
 - Vincent and Jezz do some strret performance
 - Jezz does terrible with her instruments
 - Vincent accompanies it well acapella
 - people think it is on purpose and they get 17gp
- Waterdeep seems to be under martial law today
 - everyoneis watched carefullly
 - need to be careful about what is done
 - 3 to 4 GTA stars in the city if there is a crime
- Calcine gives some orange pastries to Nybarg and Vincent
- evening comes
 - Nybarg smells the track to the rendez-vous
 - the party follows him
 - behind the yawning portal
 - sewer entrace with a very peculiar smell
 - it feels like the right one for tonight
 - Jezz creates a mask for the odours
 - it feels like the rats are watching us
 - the party advances into the sewers
 - the tunnels are well kept and lit up
 - Calcine does the fire hair for some light
 - Vincent recognises the cantrip Produce Flame
 - Vincent was surprised by it
 - Jezz is curious about it
 - Duck asks why it feels weird for tieflings to feel weird about it when they don't have cloven hoof
 - tiefling traits discussion
 - one of Vincent sisters has cloven hooves

- Vincent has 6 fingers
- Nybarg follows the scent
 - rats are going there too
 - the rest of the party follows behind still in that conversation
- after a pipe it leads to an open area
 - *desc*
 - signs of life can be heard
 - conversations
 - noises
 - etc
 - looks like a central gathering hub
 - were-creatures
 - changelings
 - all seen with their aspects
 - looks like a robust morning market
 - smells like the rathills to the party
- a wererat comes to the party

“ glad you took notice of what we said d'ja, with d'ja

- Nybarg came here with us just in case
- the letter was addressed to Nybarg and not the rest of us
- we are not their kind
- the wererats don't like our presence here
- need to talk to their leaders
- Jezz answers with a who the fuck are you
 - the wererats repeat that they need to talk to their leader
- Duck asks if their fur are soft
 - gets ignored
- the wererat is name Kriter
- Kriter runs of to seek someone
- a werewolf come up
 - *desc*
 - older
 - very large
 - white wolf
 - shamanistic robes

“ this is a problem...

- Nybarg apologizes for bringing everyone
- the werewolf mentions that Nybarg smells feral
- the werewolf asks if Nybarg can control it
 - it is not the case
- the werewolf asks if the party is his pack

- at least Calcine
- not sure about the rest yet
- the werewolf asks if Nybarg would die for them and vice-versa
 - philosophical discussion
- the werewolf asks the rest of the party if they care for Nybarg
 - Vincent would help Nybarg
 - Nybarg helped people dear to Vincent
 - he would like to repay in kind
 - Duck would help Nybarg

“ don't hurt him or i will hurt you

- Jezz asks for more details before committing but then says yes
- Calcine obviously stands with Nybarg
 - don't do more than the menacing to Nybarg or else
 - but you also carry the hope for a progress in the last 5 years
- the werewolf snaps fingers
 - 5 chalices are brought up
 - a trial in the mental realm
 - the party can join Nybarg to help him
 - the party drinks the liquid
 - it burns
 - feels like we are pulled into the sensations of the beast within Nybarg
 - it subsides
 - awaking
 - it's dark for all but Nybarg
 - he is in the basement of the waterdeep home ?
 - *initiative*
 - Nybarg
 - calls in Calcine
 - transform in hybrid form
 - smells 5 other entities in the room
 - one is Calcine
 - Calcine
 - pitch black room
 - connects to Nybarg with a Crimson Bond
 - starts walking towards Nybarg to find and reassure him
 - is stopped and attacked
 - didn't reach him
 - Nybarg
 - hears Calcine getting hurt
 - tries to find Calcine
 - sees she is fine

- starts to wake up Vincent
- turns to the wererats
 - asks to not hurt the party
 - the wererats asks Nybarg to prove himself of being worthy of being a pack leader
- Duck
 - is still in the dark
 - feels people on almost all sides of himself
 - pulls out his dagger
 - create a safe space with rope trick
- Jezz
 - still in the dark
 - feels boxed in but still might be a way to move
 - casts armor of Agathys on herself
 - closes her eyes and try to hear more than see
 - breathing of Nybarg
 - nervous energy of Duck
 - crackeling of Calcines hair
- Calcine
 - the bond was broken with the attacks
 - lights up her hair again
 - now everyone can see
 - casts a shield of fait on Nybarg
- Earnest Wererat
 - attacks Nybarg

“ you smell wild, learn from us,
control it

- Vincent
 - approaches the Earnest Wererat
 - unsettling words it
 - casts spray of card

“ you mess with one wolf, you
mess with the whole pack

- Jackalwere
 - steps forward

“ you prove yourself worthy

- attacks Nybarg
- Nybarg
 - bloats the Earnest Wererat

- full nelson grapples him
- commands Jezz to attack it
- the Earnest Wererat is dead
- Weretiger
 - shifts back into his human form

“ there are more ways for your blood to do things for you, you are not subject to this bestial form

- attacks Nybarg
- Duck chills in the rope trick
- Jezz
 - swings at the Jackalwere
 - takes it down

“ rely on your friends, focus as a pact, know this is not a curse but a blessing

- flurry of blows on the weretiger

“ it's not on you, trust your friends, trust your allies, learn to feed the pact

- Calcine
 - realises it is the basement where Nybarg is kept
 - tries to sleep the other wererat
- Vincent
 - unsettling words on the weretiger
 - hold person on the weretiger

“ you do well with your strengths bard, i tip my hat to you

- Nybarg
 - lays on the now paralised Weretiger
 - has Vincent act with a dissonent whisper
- Weretiger saves the hold spell
- Duck
 - pokes out of the rope trick
 - casts magic missile at the weretiger
- Jezz lays hard on the weretiger

- Calcine
 - gives Nybarg her silver dagger

“ I think mom would like it to be put to use onces and hopefully, and not against you

- Nybarg first hesistate

“ trust me

- Nybarg takes it
- Vincent
 - talks the weretiger down
- the were people after a monologue pull the dream vision out
 - Rabbit you knew when to hide
 - Bard you know when to talk
 - Cleric you knew when to support
 - Warrior you knew how to fight
 - Nybarg you surpassed you instinct
 - the cups had blood of the pure blood in them

session 5 (16/03/2024)

date is 2nd Uktar 119DR

- werebeast hideout
 - elder Lycan speaks
 - asks how Nybarg feels
 - Nybarg needs a moment to focus (*player is out*)
 - asks if the rest of the party is ok
 - Royston says yes
 - Calcine says she has even more control over her powers
 - manipulates a blob of blood easily above her hand
 - the werewolf warns her very intently about showing blood powers around
 - looking at him he is old
 - like 600 years old
 - talks from a place of a lot of experience
 - a tip given as someone close to Nybarg
 - Nybarg is feeling the new found control
 - Royston asks for effects from the First Wolf blood that was dranked
 - no adverse effect
 - maybe a boon was left
 - everyone gained a feat at the end of last session
 - elder Lycan asks the party to not talk about what happened here
 - worried about werecreatures being scapegoats for what happened
 - Vincent asks if they saw what happened in the market
 - they have many eyes on the city
 - the terrorist attack was against the city
 - Vincent asks if they saw where the terrorists fled
 - the elder doesn't want to be involved with that
 - the elder goes to consult some other smaller were-kin
 - they might be somewhere between where the fish and the docks meet
 - Calcine asks if she can contact him if she needs couceling for hemocraft
 - he can't
 - warns Calcine again about showing her powers
 - wererats escort the party back out near the Yawnig Portal
- surface near the Yawning Portal
 - it is lively
 - party is considering what to do tonight
 - Royston wants to bar crawl
 - Calcine not up to it
 - Vincent wonders if Vrok is still open
 - it is not
 - passing in fromn of the Yawning Portal

- a kobold hails the party
 - he is handing flyers for the next event
- *he knows Jezz*
 - (37 on the ex table)
 - from her mother Lucy ?
 - Jezz was fighting about someone with her mother
 - he asks her to take the flyer
- the flyer is to an aftershow made by bards
 - they are the Twin Horns
 - Vincent and Jezz know them
 - their parents used to know them
- the party thinks of going to the event
 - Jezz looks at the paper closer
 - weird markings on the paper
 - Jezz doesn't recognise the hidden bar from it
 - there might be more from this invitation
 - Royston and Duck look at it too
 - nothing weirder is seen
- towards the event in Selûne's Smile
 - Jezz still feels iron in her mouth
 - Calcine proposes her an orange

“ where do you even get them ? are they even in season ?

- Calcine starts eating another one
- she has a producer at home
- Jezz takes the orange
- the set list is weird
- at Selûne's Smile
 - door is closed
 - there are Symbols on the door
 - looking like musical notes
 - Vincent starts moving down the street
 - Vincent recognises the music symbols
 - the timing in that music is guidance to a place

“ doors down, 1 street up

- the real place is the Soaring Pegasus
- between sail street and dock street

“ where the fish meets the docks

- Soaring Pegasus
 - empty but open
 - party enters

- no one is seen inside
- Vincent says a code word but no one answers
- Vincent sees a glint somewhere in the room
 - **REDACTED**
 - Vincent goes in and picks it up
 - it's a coin
 - Vincent asks the party to search for more
 - Royston snags some fresh crisp fries
 - Vincent asks insistently Duck to help
 - Duck negotiates for a favor
 - Royston uses his Lute
 - it sounds weirdly flat
 - like the walls don't reverberate like they should
 - Duck smells ozone and ash
 - like 2 days ago in the Market
 - Duck points it out to the rest
 - the rest of the party has issues smelling it
- Duck goes down towards the basement
 - party follows
 - Duck looks very driven
 - like he is following a very strong smell
 - Duck points a bootlegger's door to Jezz
 - with the help of Nybarg and Calcine Jezz manages to open it
 - not enough dust for how stuck it was
 - party goes down the hole
 - every one jumps but Vincent who does it delicately
 - Vincent feels cold when going down slowly and slightly more gravity
- down the hole
 - the hole above is not anymore
 - Vincent, Jezz and Duck see something close the door
 - Duck has trouble seeing
 - **REDACTED**
 - Calcine's hair doesn't light as much as it should
 - light up like twice less
 - the atmosphere is very oppressive
 - Duck is panicking a lot
 - slithering sounds can be heard

“ we need to get out of here ! we are stuck in the shadowfell !

- Calcine casts Calm emotions
- Duck calms down
- Jezz looks around
 - it looks like a copy of the normal stuff
 - all the wood and stone is now bone and obsidian
 - Jezz locates the mirror of the hole

- 20ft up
 - Jezz create a makeshift pile
 - Jezz climbs through it
 - Jezz ends back in the starting location
- Vincent asks Duck where and how you escape planar magic
 - Duck rambles about it a bit
 - if you don't have the object linked to the portal it is a one way ticket
- blue crystals and shattered obsidian start lighting up the area
 - it smells like sulphur
 - crystals are the same kind used on the attack
 - everywhere starts growling
 - all but the eyes on every one are muted and grey
- going out the door
 - Jezz looks out
 - sees the guardians of Waterdeep stand in Obsidian statues of tyranny
 - Jezz doesn't recognise the place
 - it was what Jezz saw "that night" in a dream
 - everyone feels cold
 - this is not the Waterdeep that the party recognises
 - everything is obsidian and bone
 - Jezz point out something to Calcine
 - we should be able to see the castle from here
 - there is a spire of obsidian wrapped in a blue glowing veiny gem instead
 - flying overhead there is a massive dragon
 - 200 to 300 ft of wingspan
 - obsidian scales
 - Duck recognises the dragon
 - Duck looks very scared
 - starts stuttering a word startin with N
 - the dragon flies a bit closer
 - one of Calcine's memory is being pulled away
 - Calcine's barely resists it and keeps it
 - what should be Castle Waterdeep is a dragon's nest