

# Chapter 2: Stranded in the Land of Shadows

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# session 6 (30/03/2024)

- Gloomreach day of arrival
- Shadowfell echo of Waterdeep
  - grotesque caricature of Waterdeep
  - no light
  - skeleton dudes
  - it oozes despair
  - *it's fucking silent hill*
- there are shadar-kai
  - "people" here are psychos
  - they do *anything* they can to feel emotions
  - otherwise they disappear
- other people here are called shadowborn
  - less infused by the plane
  - they aren't as much at risk of disappearing
- some people here still have color in their eyes
  - visitors from other planes ?
- it is easy to get lost here
  - roads seem to move
  - Nybarg tries to smell the road back home
    - it smells of dust and decay
      - like when someone is been away for a while
      - abandoned smell
    - not able to smell a route
- party is in the equivalent of the Dockwards
- Jez interrogates a bystander
  - slamming that person on the wall
  - Jez wants to know who is very good at magic here
  - apart from the dragon

“ Maybe one of the Unkind

- the ones who enforce the raven queen
- they are a bunch of ravens
- more could be known near the castle
  - the dragon is weirder now
  - he goes through phases
  - god of death and undeath for dragonkind
    - Kronapsus: god of death
    - He Who Shall Not Be Named: god of undeath
- Jez stops holding him to the wall
- bystander points out to Calcine she should extinguishes her hair

- it is super bright to denizen of the Shadowfell
- even if it doesn't give Calcine light, she becomes a lighthouse and a blinding beacon
- if needed the party can buy shade lantern or seeing goggles
- lately more people arrived
  - few days ago a mass influx
    - people at a festival arrived not knowing what happened
  - cultists are regulars here
    - coming and going
    - he doesn't know how they do it
    - the cultists travel to the Barrens
      - no one knows what they are doing there
      - not even the Unkind
      - doesn't seem to be an issue to the cultists
      - everyone else passes with boats to avoid the region
- party goes and tries to find a tavern
  - large building
    - ruckus noise inside
      - 2 well armored flying through a window
      - not pulling punches
      - they both seems to enjoy it
      - on cut the tip of the finger of the other
      - they stop and go back inside to drink together
  - a lot of species here
    - mundanes and not
    - waiters are shadowfell quicklings
    - some pets
      - only take shape when looking at them
      - otherwise looks like a small ball of arm of hadar
      - *inside of the "mouth" is a big nope*
  - a goth cantina
    - people enjoy the place as an oasis
- Roystone tries to be crazy for a while
  - Jez and Vincent stop him
  - *for now*
  - he still is talking to random people in the bar
  - asks the 2 fighters what is a good souvenir from here
  - they show daggers made in the Shadowfell
  - Roystone asks if he can have one
    - he has to win a 5 finger fillet
    - Roystone is allowed to cast magic to help himself
    - best of 3
      - Roystone wins it by a land slide
      - the shadarkai stabs himself on purpose ?
    - Roystone get the knife
- Jez buys food and drinks for everyone here

- a lot of mushrooms and cave aged cheeses
- thick ale
- all is bland and muted
- Vincent goes over to Calcine
  - she is not feeling good
  - Vincent hand a cigarette to calm her
    - *Vincent called her "darling"*
  - she is burning *hot*
    - tried to raise her temperature to fight the cold feeling the plane gives
    - the place is cold
    - the places makes her feel cold
    - not working so far
  - proposes to go towards the bar to get info with her
    - to go ask for information
    - maybe trade work for a way out
    - Calcine sticks with Vincent giving her a task to focus on now
- at the bar
  - bartender
    - female elve shadowborn
    - not shader-kai
    - Khala
  - Vincent mentions the cultists going in and out of the Barren
    - asks information about them
    - people here don't trust them
    - rumors say they are not from here
      - obvious from the smell (smells like hell)
      - no one knows what they are doing here
    - cultists just are here
      - don't interact a lot
      - come here from time to time to buy stuff
      - sometimes have scuffles with the Unkind
      - most of them are "alright"
      - keep the undead here in check
  - Vincent asks them if they recruit in exchange for a way out
    - bartender realises we didn't plan to come here
    - some sorcerer are powerful enough but are dicks
    - unkind are not feeling well now
      - Vincent asks if it is because of the dragon god state
      - the bartender feels unsure about what she can say
      - Vincent tries to reassure her to the party's intentions
      - rumors that the Ravenqueen has abandoned the place
        - Ravenqueen is one of the things that keep the dragon "in check"

“ mainly rumors

- bartender offers a job here
  - Vincent refuses
  - Calcine asks if she can help in the kitchen to take her mind of for a while
    - Calcine can go in the back ask Mako the cook
- Vincent buys 2 rooms for the night
- it is currently about midday
  - there are clocktowers outside to check time
    - not always on balance when there is a quake
    - Vincent asks if there is a time parity with material plane
      - she doesn't know
      - hard to know from the Shadowfell
      - to help visitors mainly
  - shadowfolk don't need it and are open 24/7
- Vincent messages the info back to Nybarg
  - Nybarg is first confused
  - info is still passed well
  - multiple options
    - hell smelling ppl
    - Vistani
    - Unkind
- Calcine goes to the kitchen
  - open kitchen
  - Nybarg watches over to
  - Markos
    - male Shadowborn Orc
    - big boi
    - very chill
    - *likes his job a lot*
  - Markos is impressed with her performance
  - Calcine learned Markos mushrooms stew
  - in exchange offers some Orangette
- Jez and Roystone in the bar
  - Jez is busy with a gay panic over the Shadar-kais
    - table of ex was safe today
  - Nybarg asks Jez if she wants help with a ice breaker
    - Jez is embarrassed as hell
- Nybarg goes to the shadar-kai table
  - 1 male
    - name is Vale
    - looking 30
    - broken glass wrapped fists
  - 2 female
    - older
      - name is Breña
      - larger
      - double bladed weapon

- younger
  - name is Tryn
  - bladed whip
- Nybarg asks them were they got the dagger
  - chipped the obsidian from the mountain
- Nybarg offers and arm-wrestle
  - caltrops are placed on the table
  - Nybarg shows the fire hand (crimson rite)
  - Nybarg goes hybrid
  - Shadar-kai picks a caltrop
    - hurs himself
    - starts raging
  - shadar-kai is winning at first
  - Nybarg counter attacks with his curse of bloated agony
  - Vincent cheers on the side (bardic inspiration)
  - Nybarg finishes winning
  - shadar-kai enjoys the pain
- Calcine brings Shadar-kai and Nybarg some food
  - chef snacks
  - spiced up the mushroom soup with the spice pouch
  - Shadar-Kai feels the difference in taste :D
- Nybarg considers a piecing as a memento
  - Vincent is against having some himself

“ Calcine, remind me to not get some

- also Vincent wants his horns untouched
- Duck makes a comment about handlebars
  - the Tieflings reacted *hard*
  - it is a sensitive subject in Faerûn
- one of the female shadar-kai takes a professional piercing kit out
- Jez wants a piercing
  - belly button piercing
  - obsidian one
  - Jez takes the operation like a champ
  - shadar-kai gives a goodberry to help fight infections
- the party and the shadar-kai enjoy bonding over a meal together
  - Vincent gets a bonus Orangette
  - Nybarg asks some questions about the cult
  - after some drinks
    - reiterate the information already given
    - they believe too that the Ravenqueen is distant
    - they heard the rumors also from friends in other Shadowfell cities
    - the influx of creatures in not only from the Prime Material Plane
    - death seems to have traffic jam

- souls are no sent to the Fugue Plane
- lingering in the Shadowfell
- 2 hypothesis
  - Raven Queen has stepped away
  - Dark Ones might be involved
    - dark evil:tm:
- some people are still alive when coming down here
  - they get converted after a while
  - note to self: *do **not** accept the fatality of the Shadowfell*
- Barrens are further than it looks
  - like a shadow they can stretch for an inch or a hundred feet
- tip for Calcine
  - don't cast a shadow or it will come to life
  - consider taking a shadow lantern for non darkvision people in the party
- Vincent goes to bed
  - Vincent is not alone in the room after 20 minutes
  - takes his hand crossbow

“ I give you 6 seconds before i shoot

- a kenku reveals themselves

“ oh nonono, please no shoot

- kenku asks if Vincent is from the main realm and where in it

“ Waterdeep, and apparently this place is the reflection of it

- kenku picks a book from Vincent

“ what's this ?

- Vincent's private journal
- Vincent agrees to answer if the kenku answers questions
  - name is Quickquick
- Quickquick reflexively tries to steal
- Vincent shows him the flute to distract him

“ you help me get back ? I'm from there.

- Quickquick is from Baldur's Gate in the Prime Material Plane
- Vincent asks Quickquick if he knows the Vistani
  - he knows them
  - when they show up it is heard from easttown first
- Vincent asks about the cultists

- Quickquick knows them
- they cause a lot of trouble in easttown apparently
- Vincent takes a closer look at Quickquick
  - **REDACTED**
- Calcines goes to bed
  - pats Jez on the should when she leaves

“ good luck

- casts guidance and doesn't turn back
- Jez goes on the offensive for Tryn
  - it goes better than expected

“ just me ?

- rest of the party leaves
- Jezz spends a night with Tryn but also Breña and Vale

# session 7 (13/04/2024)

**date is Uktar 3rd 1519DR ?**

- in the tavern
  - during the night Jezz managed to slump back in the room after the "fun"
  - Duck is nowhere to be found
  - Roystone left a note and will catch with the party later
  - Breakfast talks
    - Calcine brings the breakfast
      - standard stuff in the realm but with some spices
      - Jezz get an extra madeleine with yerba mate inside for some energy
    - Vincent talks about his nightly encounter

“ I met someone of the Unkind

- will talk to us today
- name is Quick
- he is a kenku wearing a nice jacket
- no one sees him
- party decides to go towards the Barrens
- Shadowdeep Streets
  - party hears a bird whistle
  - it's Quick
  - Vincent checks that the party is alone here with Quick
    - coast seems clear

“ are these all your friends ?

- Quick is surprised there are not more than the 4 present
- Vincent asks Jezz to bring the rest of the group
  - Quick asks if we are companions of Vincent

“ yes

- Quick is willing to trade a way out for a service
  - his eyes still have a little bit of color
    - Calcine believes he has a way out
  - he wants to prevent the cultists to do stuff

“ they are trying to make this a realm of undeath

- Vincent mentions Quick's link to the unkind
  - Quick can pull strings with them through services due
  - Quick wants the party to first prove themselves
    - *Quick notices that Calcine is desperate to get out of here*
- the party hears a painful moan in the near distance
  - Nybarg asks if the party should do something
  - Quick doesn't say no
  - Nybarg goes take a look
    - Calcine guidance
    - Nybarg goes stealthily
    - Nybarg sees a couple amorphous shadow
      - none has seen Nybarg yet
  - Nybarg reports to the party
    - the party is starting to decide what to do
    - more shadows and shadow mastiffs appear
    - Nybarg activates rites and transforms
  - *fight script*
    - Vincent
      - inspires Jezz and Nybarg
      - shoots cold shadow mastiff
    - Calcine
      - blesses Vincent, Jezz and Nybarg
      - pulls out her silver dagger out of her boot
      - toll the dead on cold shadow mastiff
    - Jezz
      - runs to naughty shadow
      - axes and flurry of blows it
    - Nybarg
      - slashes down naughty shadow
      - runs to nasty shadow mastiff
      - slashes at it
    - nasty shadow mastiff misses Nybarg
    - Quick crits cold shadow mastiff
    - Vincent
      - moves away from cold shadow matiff
      - spray of cards vapid and confident shadow
      - vapid is dead
    - Calcine
      - goes up to cold shadow mastiff
      - slices it with her silver dagger
    - Jezz
      - goes to cold shadow mastiff
      - axes and flurry of blows it
    - confident shadow
      - goes to Jezz
      - it misses Jezz

- Jezz ripostes
- chipper shadow misses Vincent
- cold shadow mastiff bites Calcine
- Nybarg
  - wins a staring contest against nasty shadow mastiff
  - it is cowering
- nasty shadow mastiff runs away
- Quick attacks chipper shadow with his shortswords
- Vincent
  - sees a menacing figure creeping towards the group (Bodak)
  - mentions it to the party
  - dissonent whispers cold shadow mastiff
    - Calcine hits a toll the dead on it
  - inspires Jezz again
- Calcine tolls the dead cold shadow mastiff who barely lives
- Jezz finishes confident shadow and cold shadow mastiff
- fluffy bodak
  - joins the fray
  - *don't look at it !*
  - stare at Jezz hurting her
- chipper shadow
  - drains Quick of 1 STR
  - Quick finishes it as it tries to leave
- Nybarg
  - charges fluffy bodak away from Jezz
  - takes damage from ending close to it
- nasty shadow mastiff runs back in
- Quick
  - misses fluffy bodak
  - hides behind a wall
- Vincent
  - casts vicious mockery on nasty shadow mastiff but it resists
  - takes the fluffly bodak aura damage
  - asks Calcine help with cold shadow mastiff
- Calcine
  - casts burning hands on cold shadow mastiff
  - doesn't like it *at all* between fire damage and necrotic
  - moves to avoid it from moving towards Vincent
- Jezz
  - looks at fluffy bodak and tanks it
  - axe and kicks fluffy bodak
  - attack does full damage
  - there is a blue spark getting out of the impact
  - takes fluffy bodak aura
- fluffy bodak stares at Nybarg who saves it
- Nybarg

- stares at fluffy bodak and saves it
  - charges fluffy bodak prone
- nasty shadow mastiff bites Calcine
- Quick finishes nasty shadow mastiff
- Vincent
  - moves away of fluffy bodak
  - unsettling words fluffy bodak
  - dissonent whispers fluffy bodak
  - Jezz hits an attack of opportunity
  - goes and helps Calcine up
- Calcine
  - takes one step
  - toll the dead on fluffy bodak
  - doesn't let go of Vincent and says thanks
- Jezz
  - *gets saved from the stare by bless*
  - stomps on fluffy bodak
  - gets away from it
- fluffy bodak
  - gets up
  - stares at Jezz who barely saves and survives (#blessed again)
- Nybarg
  - runs at fluffy bodak
  - nearly saves the gaze
  - slashes at it
  - it resisted the cold damage
  - takes the aura damage
- Quick misses fluffy bodak
- Vincent
  - makes a snarky comment at Jezz
  - casts dissonent whispers at fluffy bodak killing it
- Calcine
  - goes with Vincent towards the very hurt Jezz
  - heals Jezz and gives her a snack

“ i know you have my back

- starts scolding her recklessness

“ this is exactly why i tell you you were reckless, i know my limits

- fluffy bodak
  - shadow essence leave it
  - a physical body is left behind

- a distorted version of a grey
  - elongated face
  - hollow
  - distorted death scream
- a blue liquid is seeping out of it before fading out
  - Quick looks very panicked
  - it did not go away
  - it should have
- Quick goes to it
  - Vincent joins him and helps him
  - Quick finds a burnt symbol on leather

“ oh no. oh no. oh no. oh no.

- everyone but Calcine recognises it

“ this is the symbol of Orcus, this is not good

- the lord of undeath
- this is not his realm, he should not have power here, nor even be here
- maybe possible because the raven queen has gone missing
- Quick say he needs to go contact the Unkinds
- all that means that Orcus has started to break free of his chains
- Quick asks if the party is staying to help
  - Quick asks if the party can gather reinforcements in the material plane
  - Quick mentions that the smell is similar to the other cultists
  - Quick confirms he'll talk about it to the Unkinds
  - Vincent mentions calling upon the Harpers for help if we are brought back
    - Calcine mentions it is the first time he mentioned it
    - Quick poke at Vincent about being secretiv about it
    - Vincent pulls out a Harper pin
      - it was in the basement near where the party went in the Shadowfell
      - blames himself about it
      - Quick said it might not be his fault
- Quick hands out a sachel to Vincent
  - rest for now
  - 100pp inside
  - key to a set of lodgings

“ stay here this is safehouse

- Quick cuts the head of the bodak and places it in the bag
- Quick will first try to convince the Unkind
  - the head will serve as a proof

# session 8 (27/04/2024)

- gloomreach street
  - Duck and Royston catch up with the party
  - they are caught up with what the party did
  - Quick departs for his mission with the Unkind
- to the safehouse
  - party buys some stuff for the trip
- at the safehouse
  - Calcine proposes to cast a sending to Aurora
  - Vincent panicks a bit
  - message

“ Aurora, we have pursued the terrorists into the Shadowfell, they work for Orcus, we are doing what we can here. some assistance would be appreciated

- response

“ oh dear, where in the Shadowfell, it's a huge plane, if you let me know do what i can

- Calcine informs the party about it
- Calcine asks if Vincent knows people that could planshift
  - there is a few uncles
  - his sister Victoria knows someone in Candlekeep (~~Léon~~)
  - he'd rather have us pull ourselves out of the mess
- Vincent is still freaking out
  - Calcine does a calming hug
  - Calcine offers a do a dinner if they get out
- 2nd sending

“ sorry for the time, we are in Gloomreach, any information about the place would be appreciated, Vincent is fine, i'm taking care of him

- response

“ Gloomreach ? Could be worse, don't go into the Barrens. I'm glad Vincent is fine, Null is fickle, the mist is deadly, don't trust shadows

- party hears a clicking sound of talons on the roof
  - from a small window a kunku is seen
  - Quick comes through the window
  - has good and bad news
    - bad news
      - it is most likely the work of Orcus
      - they don't care about sending the party back
        - we are stuck here ?
    - good news
      - quick heard about a potential Vistani trade route
      - leaving maybe next week or so
      - going to another plane, not sure which
      - settlement across the Barrens
  - need to be careful about shadowquakes when crossing the Barrens
  - Vincent informs Quick about the sendings

***date is Uktar 4th 1519DR ?***

- next day
  - inspiring leader
  - planning to go through the Barrens to the Vistani
- through the Barrens
  - march order
    - Nybarg
    - Royston
    - Jezz
    - Vincent and Calcine holding hands
    - Duck
  - as leaving the city
    - there is a wall of shadow now behind instead of Gloomreach
    - no sun, no light
    - mayb 1h of travel, hard to tell
  - dust storm coming at the party from nowhere
    - 2 hands on the rope now to hold onto it
    - Vincent is assailed by visions and lets go of the rope
    - Vincent is disoriented and moving away
    - Jezz and Royston feel Vincent going away
    - Jezz runs after Vincent
      - finds him
      - grabs him but the poney tail
      - and runs him back to the party
  - the storm subsides
    - grey landscape
    - mountains and mist
    - no colors
  - everyone hears the crying of a child

- can't pinpoint the source
- even heard when plugging our ears
- can feel the sadness and cold of it
- Calcine and Nybarg take a point of exhaustion
- Duck hears a name in the cries

“ don't fear the butcher, don't let him get you, he will eat you, HE WILL EAT YOU

- little bit of color in the shadow
- beckoning sound coming near the song
- Duck tells the rest of the party about it
- Calcine is having a *slight* panic attack
- Duck sings back at the child
  - the party only hears his part of the song
  - after a singing back and forth a red portal opens
    - claws tearing space-time
    - it's a planar rift
  - Duck beckons the party to come inside after him and follow to play
- inside the rift
  - looks waterdeep adjacent
  - bassy laughter

“ fresh meat

- Duck continues to rhyme at the Butcher
- the Butcher rhymes back at Duck
- very hot place
  - cooking meat
  - boiling blood
- Duck casts Protection from Evil and Good
- party advances running after Duck
- at the end of the alleyway sits a huge figure
  - large figure with horns
  - big cleaver in hand
  - very red
- Duck asks the party to help him this one time
- Butcher starts moving towards the party
- *fighting script*
  - Duck
    - rolled a 34 initiative with a nat 20
    - runs towards the Butcher
    - chromatic orb misses the Butcher
    - casts Blink
    - doesn't blink out

- Vincent
  - moves towards the Butcher
  - unsettling words

“ only one person can be red in this world of black and white

- hypnotic pattern fails as the Butcher is immune to charm
- the Butcher
  - walk past Duck
  - summons 4 floating chains
  - Duck deflects a gore
- Royston
  - runs towards the Butcher
  - punches the Butcher
  - stunning strike
  - Vincent silvery barbs the save
  - the Butcher is stunned
- Calcine casts haste on Nybarg
- Nybarg
  - rushes to the Butcher
  - unleashes a flurry of 4 attacks with haste
- Jezz
  - runs up to the chains
  - misses the chains
- Duck
  - moves away from the Butcher
  - misses a chill touch
  - blinks away
- Vincent
  - casts spray of cards on the Butcher blinding him
  - unsettling words the Butcher
- the Butcher
  - is stunned and can't do anything
  - *the chains still move apparently ???*
    - holds until Duck is back
    - hits Royston knocking him prone and grapple restrain
    - hits Vincent for a shit ton of damage and grapple restrain
    - hits Jezz for a shit ton of damage and grapple restrain
- Royston
  - escapes the chain
  - patient defense
- Calcine
  - heals Vincent
  - misses the Butcher with a produce flame

- Nybarg attacks butcher and a chain
- Jezz
  - is free from the chain
  - patient defense
- Vincent
  - unsettling words
  - dissonant whispers the Butcher
  - the Butcher runs out of Royston's space and gets stunned
- the Butcher
  - is stunned
  - chains still move
    - Vincent gets downed
    - Jezz gets hit *with advantage through patient defense...*
- Royston
  - bites and punches the Butcher
  - stuns the Butcher
- Calcine
  - extends her arm toward Vincent
  - casts life transference (-20/+40)
  - concentration on haste is lost
- Nybarg lost turn due to haste lost
- Jezz
  - runs towards the Butcher
  - gets downed by the chains
- Duck
  - misses chromatic orb
  - doesn't blink
- Vincent
  - unsettling words
  - dissonant whispers the Butcher
- the Butcher
  - still stunned
  - the chains still go
    - Duck shields
    - Vincent gets downed and 2 death saves
- Royston punches the butcher near death
- Calcine
  - hits a produce flame to no effect
  - heals Vincent
- Nybarg claws the Butcher
- Duck blasts down the Butcher with magic missile with a final rhyme quip

# session 9 (25/05/2024)

- inside the rift
  - Vincent healed Jezz
  - Nybarg cuts one ear of the Butcher of
  - *fill loot repartition*
    - clothes of mending - Nybarg
    - dust of sneezing and chocking - Nybarg
    - elemental gem, emerald - Calcine
    - elemental gem, yellow diamond - Calcine
    - handy haversack - Jezz
    - instrument of the bards, folchlucan bandore - Vincent
    - mystery key - Jezz
    - stone of good luck - Royston
    - wand of scowls - Duck
    - dark shard amulet - in the haversack
    - cloak of many fashions - in the haversack
  - short rest was taken
  - Vincent felt the blood from the life transference
  - party goes back out
- Gloomreach
  - party tries to force march through
    - Jezz, Vincent and Calcine get a level of exhaustion
    - Royston finds a safe looking place to take shelter for the sleep
      - it is a small travel safe heaven
      - looks like it is used from time to time
      - Duck plugs the entry with his tiny hut
      - Jezz asks if Calcine can do some lights
      - Calcine casts a flame blade
        - *it is very bright*
      - Nybarg takes first watch
        - transforms into his hybrid form
        - doesn't have some weird smells around
      - Calcine
        - opens her books
        - points at her father's name
        - dad is writing some stuff for the domain accounting
        - mom is cooking or brewing something
        - connection is a bit blurry but they are safe and sounds
      - Vincent leans over Calcine
        - *fill later*
        - asks what she was doing
        - she explains she was looking at what her father was doing at home

- a way to reconnect with reality outside of the hell that is the shadowfell
- Vincent says that this is surprisingly sweet
- Calcine asks why does he finds it surprising, did he feel like Calcine was a monster
  - Vincent tells her that yes blood magic is weird and disturbing but she doesn't use it in a bad way
  - Vincent asks how come Calcine uses blood
  - Vincent is interested in learning more about it
  - it is the thing she has the most ease using for her powers as a catalyst since ever
- Royston mentions that Calcine's blood smelled very sweet
  - party and especially Calcine are very suspicious of his new state
  - he is a dhampir now
- Jezz and Vincent start bickering a lot
  - Calcine tries to calm emotion so everyone goes to bed
  - Vincent is the only one thats saves
  - Vincent backhugs Calcine
    - mentions it is cute that she tries to manipulate his emotions
    - Calcine tells him that she succeeded twice already with it
    - as she leaves for the bed Calcine thanks him for being honest about his feeling about the blood magic
      - it is way better than the people doing comments in her back
  - everyone goes to bed

***date is Uktar 4th 1519DR ?***

- next day in the rift
  - a lightning storm looks like it is brewing
    - Nybarg and Royston scout tthe path ahead
    - Vincent inspires with music
    - Jezz and Calcine keep watch in the rear
    - party advances and find a random healing potion
    - storm is not catching up
  - smoke can be seen now in the far
    - the other half of the city is approaching into view
- other half of gloomreach
  - the gards allow theparty in as we are not threatening anyone
  - Royston asks if there are some Vistani in town
    - some came in the river yesterday
    - we should check the docks
  - Nybarg tries to hide to check if ppl are following the party
    - he nearly loses himself in a street market
    - manages to find the party again
    - no one seems to be stalking the party
  - Royston leads the party

- gets distracted by a 7
- starts talking with them
- Vincent screws the flirting with silvery barbs
- Calcine mentions the lack of fair play of it

“ now this is funnier darling

- Royston then leads the party wonderfully to the docks
  - weird port market
    - selling stuff that looks like lamprey
    - workers all around
    - *bloodborn fishing hamlet vibe*
  - some Vistani can be seen
    - fancy clothes
    - loading a larger fishing vessel
  - Jezz hails them
    - asks if they are going to the material plane
      - they are indeed after a stop on Evernight before going into Neverwinter
      - Evernight is the reflection of Neverwinter
      - Jezz offers 20 platinum for the whole group and we are accepted aboard
  - Party helps the Vistani load
  - after some thinking about it Calcine catss sending towards Aurora

“ Hello Aurora, we are on our way back, Vistanis took us aboard their ship, we'll arrive through Neverwinter hopefully in less than a week

- Aurora's answer

“ I was asleep, mind the time next time, i will see you when you get back

- the same message is sent to Quick

“ Hello Quick, we are on our way back, Vistanis took us aboard their ship, we'll arrive through Neverwinter hopefully in less than a week

- Quick's answer

“ Hh... good good, when you get there contact me again. I will have update on what i find gotta go.

- Vincent plays his instrument for everyone that is around
  - *nat 20*

- he is gifted some shadowfell food and ales as this is the tradition here
- Jezz and Roystone mingle with the Vistani
  - *double nat 20*
  - they seem like honest peoples
  - the racist rumors are unfounded

# session 10 (08-06-2024)

## ***date is Uktar 4th 1519DR ?***

- on the docked ship
  - preparing to sleep on board
  - little loud with all the living cargo
  - Nybarg grabs a book for the night
  - Royston feels like someone is breathing down his neck
  - Duck is exhausted
  - heavy footsteps come down the stairs

“ MAKE WAY FOR THE CAPTAIN !

- desc
  - large automaton
  - wielding a glowing large sword
  - tricorn hat
  - shaking hands with passengers and the crew
- name is Captain Bronze Bones
- Vincent exchanges pleasantries with the captain
- Vincent offers services to the crew
- *not experienced in seafaring but hey*
- captain mentions that if we make trouble we will face madame ginette
  - it's his sword
- Calcine also comes to talk to the captain
  - talks about cooking
  - there is a crazy goblin that does the cooking
  - need to be careful if she wants to help
- Jezz tries to play the lute
  - Stairway to Mount Celestia
  - *yeah... no.*
- Captain mentions no fire down the deck
  - Calcine asks more details about when is fire allowed
  - makes the captain uncomfortable
  - fire genasi
- there are 3 life boats on board
- party can now go to sleep and we depart on the morrow

## ***date is Uktar 5th 1519DR ?***

- ship departing
  - small boats have latched on the ship

- pulling the ship into the sea
- casting some wind base magic
- 1h later in the sea
- ship is now at sea
  - sea is black
  - no star in the sky
  - heat lightning strike flashes
- Vincent offers help with moving the cannonballs

“ that's a fancy shirt are you sure you want to stain it ?

- casts levitate on it
- Vincent proceeds to help moving them
- the crew mentions a lot of shadow dangers
  - tl:dr: the place is fucked and everything wants you dead
- Nybarg helps moving a cannon
- a mist starts to form around the ship
  - no reaction from the crew at its sight
  - black amorphous shapes start surrounding the boat
  - the crew throws hardtack overboard
    - the crew feeds them hardtack
    - pseudopods emerge and grabs it
  - Nybarg asks what is that
    - they are shadowfell jellyfish
    - they just eat stuff you throw at them
    - don't touch them or lose your hand
- a loud noise
  - a crazy looking goblin comes up
  - is is Chuck
  - he asks who will help him to cook later
  - all the party points at Calcine
  - Chuck asks what it is that Calcine has with her as food right now
  - it is croquetas de jamón
    - small ball of bechamel with cured ham bit
    - surrounded in crumbs and fried
  - Calcine makes him taste it and asks what he'd add to it
    - kind of a trick question to judge Chuck's culinary skills as it is already seasoned
    - he shows some berries he'd add to it
    - *they taste like a battery on your tongue*
- after lunch
- the crew looks apprehensive
  - they saw a big shadow in the water
  - not good news
  - Royston gets up the rigging for a better view

- Royston inspires and Calcine guides
- it looks like the silhouette of a ship

“ are there shadow ships ?

- crew doesn't know about shadow ships but ghost ships are a thing
- Royston confirms it is an underwater ship
- the crew looks worried

“ oh no there only one underwater ship...

- the crew mentions it is time to start praying for our lives
- the crew was just pulling a prank...
  - it was to liven up the ride
  - as a sorry the captain offers to fire the cannon as a sorry
  - Calcine angrily takes on the offer
    - did not like getting tricked into praying to her god
    - burns the wick with her hand
    - Vincent tries to calm Calcine
- dinner time
  - Calcine doesn't eat with the crew
    - still angry
    - Vincent accompanies her
  - rest of the crew
    - Chuck brings out the meal
    - it is halfling meat
      - not halfling but something they eat themselves
      - after the explanation Jezz eats it
  - Calcine and Vincent
    - fill the blood puppet sequence later
    - Jezz saw everything
- loud noises and a crash can be heard down in the hull
  - Jezz rounds up everyone
  - there are a large barrel and chest with mouths and tentacles
    - mimics
    - a crew member is being tugged on between the 2
  - *fighting script*
    - Nybarg
      - runs in
      - crimson rite
      - transforms
    - Jezz
      - goes to the chest
      - cuts of the chests' pseudopods
      - the crew member is freed from their grasps

- moves between the chest and the barrel
- attacks the barrel stunning it thank to Vincent's silvery barbs
- flurry of blows the barrel
- barrel is stunned
- Vincent casts faerie fire
  - both mimics, Jezz and crew member are affected
  - moves back in the kitchen
- Royston
  - moves to the chest
  - punches repeatedly and stuns it
- crew member flees
  - a new mimic (table) fails an attack on it
- Calcine fails a slow on *all 3 of them* **FFS**
- table attacks the shining Jezz
- Nybarg attacks the table
- Jezz attacks the barrel
- barrel
  - sprays a caustic mist
  - Nybarg takes the full brunt and is blinded
  - Royston and Jezz mitigate the effect
- Vincent
  - walks out of the kitchen
  - unsettling words barrel
  - casts hypnotic pattern
  - table fails
- Royston
  - attacks the chest and stuns it again
  - goes to the barrel
  - attacks it
- Calcine slows table and barrel
- Nybarg
  - grapples the table
  - no longer blind
- Jezz attacks the stunned chest
- barrel
  - doesn't recharge
  - while slowed crit bites Royston down
- Vincent
  - healing word Royston
  - crit misses with the handcrossbow
- Royston
  - breakdance kicks the barrel standing up and punches it
  - patient defense
- Calcine casts life transference on Royston (-28/+56)
- chest spits on Calcine (28 damage, I'm at 1 hp oh god)
- table is incap

- Nybarg shoves the table in the barrel pushing it back
- Jezz attack the the chest
- barrel
  - doesn't recharge the spray
  - bite on the table in it's mouth
  - pseudopods misses Jezz and Royston
  - Jezz ripostes and misses the pseudopod
- Vincent
  - moves to the chest
  - casts shillelagh
  - misses the chest
  - inspires Nybarg

“ I had the table under control, you were supposed to trust me !

- Royston
  - finishes of the chest
  - attacks the barrel and stuns it
- Calcine
  - heals back up a bit with healing word
  - misses barrel with toll the dead
- Captain Bronze Bones
  - moves in the room
- table
  - misses Royston with pseudopods
  - bites the barrel as revenge
- Nybarg
  - attacks and destroys the table
  - attacks the barrel
- Jezz unleashes all attacks on the barrel
- barrel is stunned
- Vincent
  - moves to the barrel
  - shillelagh misses
- Royston destroys the barrel finishing the combat

# session 11 (06/07/2024)

**date is Uktar 5th 1519DR ?**

- down in the hull
  - the fight with the mimics ended
  - Calcine starts being groggy and sits down on the floor
  - the mimic is degrading the material with its acidic blood
  - Jezz mentions it needs to be neutralize with a base
  - Calcine moves towards the corpse
    - offers some of her cooking supplies to help
    - pours baking soda to counteract the acid
    - pours flours to absorb some of the blood
    - this corpse is stable for now
  - the other corpses start to having leaking water
  - Duck asks Captain Bronze Bones where is the repair person is
    - the bosun is one of the crew members that were saved
    - he is for now still shell shocked
  - Jezz has an idea
    - casts way of frost on one of the holes
    - the hole expands from the freezing water
  - Royston starts moving water out through the top at a fast monk speed
  - Duck
    - considers using wax to plug the holes with wax
    - not enough alone it might need more as it might get pushed out
    - finds a lot of very nice scented candles
    - Duck hates its smell lavender
  - Calcine offers help to melt the candles
    - proceeds to cast flame blade
    - starts melting the wax to be used to plug
  - Vincent levitates the melted candle container
  - wax is poured over
  - Vincent through entangle coax the boat into sealing the fissures and holes
  - party starts to leave
    - Vincent challenges Jezz to a race

“ 30 i can race you to the top

- after protesting Jezz joins
- Vincent casts fly and goes
- Jezz runs after
- Vincent wins
- Nybarg talks wit the captain

- offers to help repairing the ship
- a chance to learn more about woodworking
- captain agrees
- captain mentions that this might not be a random bad load
  - it was malicious intent
  - maybe pirates
  - might get their visit at some point
- in the quarters
  - party discuss about missing stuff from home
    - sun and more
    - party is surprised that Calcine complains about the blandness of food she learnt here
      - she spiced the food so ppl didn't realize
  - Royston doesn't feel good at the moment
  - Calcine heals a bit
  - Vincent offers to cast sendings for the party
    - not one has someone he can contact
    - Duck dodges the question about Vincent knowing someone he knows
    - casts sending to his mom

“ I'm sorry for suddenly leaving, It was not my intent. I hope you and father understand. I will try to be home soon. Love you

- she answers in a calm voice

“ When you are back let me know, your father is still away but we need to talk

- casts another sending to Lucy'fyre Sat'ann

“ Heading to Neverwinter. I want to meet you and father, something's wrong in the Shadowfell, Raven Queen has Vanished, Orcus is trying to take control

- **REDACTED answer**
- Vincent doesn't look good
  - getting out of a trance
  - Vincent informs Jezz that he called her mom and gave her the info
  - it is a widespread transplanar problem
  - cult is trying to spread on a mass scale
  - to make population surrender in carnage and violence
  - could be Orcus or someone mascarading as him
  - Lords of the 9 are concerned about it
  - Lucy will keep an eye on her party
  - worried that Frug might know more than what he let of

- a trip to Baldur's Gate might be in the order
- RdV with Lucy and Rolen in Neverwinter has been postponed
- Aurora wants her son back *now*
- Jezz tries to downplay the gravity
  - Vincent insists it is more grave than that
- Calcine what is the order of operations once back in the material plane
  - going down to Waterdeep
  - Calcine mentions that looking for more info and gear would be useful
  - Vincent mentions Candlekeep
    - Calcina has Chucks cookbook
    - it could work with shadowfell recipies
  - party might need to go all the way down to Baldur's Gae too
- Calcine mentions that Candlekeep is also not far from home
  - would be nice to go there
  - before a sudden realisation of what would happen when her mom knows all that happened
  - Vincent doesn't understand the gravity of it
  - both Nybarg and Calcine try to convince Vincent of Blaze's temper
  - Calcine take her temper from her mom as she is a fire genasi smith
  - and she is worse *by far*
  - Vincent insists he can do it
  - Calcine thanks Vincent for his sacrifice of telling the tale to her mother
- Duck feels a tingling
  - zone of wild magic
  - Duck is affected by it and people needs to be careful about it
  - Duck mentions it to Calcine
  - Calcine doesn't think she is affected
  - Duck mentions it to Vincent
  - Vincent feels like he'd be fine
  - Duck mutters that Buck was affected
    - Vincent lights up at that revelation

“ Yes... I do know number 2

- Vincent asks as a repayment of the favor he was owed the story about that number 2/Buck
  - when Duck is calm and sober
- party goes to rest a bit
  - Duck casts Leomund's Tiny Hut
    - no wild magic
  - party goes to sleep
  - Jezz is plagued by her thoughts
    - **REDACTED**

# session 12 (20/08/2024)

**date is Uktar 6th 1519DR ?**

- next day on the boat
  - Duck is under the weather and stays down on his bunk
  - on the deck
    - the weather is a bit rough
      - Calcine casts water walk
    - Nybarg starts learning the beadworks of the Vistani
      - Baba Javessa is teaching him
    - Vincent inspiring leader the party and captain
    - Royston helps the crew
      - learning how to do the riggings, ropes and knots
      - having a climb speed helps him as he can't really fall
    - Jezz is vibing on the deck
    - Calcine preps a hot meal on the deck
      - sauté of mushrooms and potatoes on a plancha
      - one had doing the burner and the other moving the ingredients
      - the captain likes what he is smelling asks Calcine to note the recipe for Chuck
      - Calcine will do that
      - Chuck is looking what Calcine is doing, helps and serves what she prepares
      - the crew is in a good mood after the nice and new meal
    - the wind is now blowing in a favorable direction
    - the captain mentions we are making great time
      - maybe another 2 days if we keep this luck
      - the mimic repair was good and avoided catastrophic damage
  - second half of the day
    - the temperature start to significantly drop
    - a strong mist is gathering
      - very thick
      - hard to go around
      - the captain looks very serious about it
      - mist is typically a precursor before the blending with a realm of dread
      - *not good*
      - we are about to enter a domain of dread
    - the captain continues course through it for now
      - less dangerous than failing to skirt around it
      - Calcine casts guidance on the captain
    - Vincent riffs to motivate the crew
    - the captain makes the boat go slower for safety
    - the wind starts to pick up quite a bit
      - the fog dissipates a bit because of it

- making up for the time lost due to the speed down
- the captain invites the party for a dinner
  - some of the Vistanis are telling tales about their stories
    - a lot are refugees from Barovia
    - there was there a vampire lord that was slain
    - they are glad the mist was no more than mist in the end and not a blending like there
  - this is the big crew dinner
  - Vincent sends a sending
    - **REDACTED**
  - Calcine realises that today is her dad's birthday

“ happy birthday dad ! sorry these last days were kind of busy so i did not have time to send a letter ! Kisses Calcine

- Flint Radko responds

“ Oh this is new, is this magic, did they teach you this in the city this is wonderful now...love you too

- party goes to bed

### **date is Uktar 6th 1519DR ?**

- next day
  - right before the morning hits
    - Royston hears a blood curdling scream
    - strong vistani has their head caved in
    - Royston shouts everybody awake
    - *fighting script*
      - Royston
        - asks the captain what happened to strong vistani
        - tries to see what happened
          - strong vistani's head has been caved in by some sort of blunt force
          - the weight of the hit was clean and broke the bed
        - asks defiant vistani to stay behind him and she obliges
          - she agrees
          - Royston grabs defiant vistani
          - takes her to the staircase
      - defiant vistani moves upstairs and gets out
      - captain Bronze Bones
        - pulls a spyglass and looks around the room
        - they are invisible and came through the mist
        - having stuff to reveal invisible is nice or the encounter would be deadly
      - Vincent

- gets out of the quarters
- sees the scene
- inspires Bronze Bones
- casts fearie fire
  - an invisible stalker gets revealed
  - Bronze Bones gets hit also
- another invisible force slams and kills hungry vistani
- Calcine
  - gets out towards the action
  - casts toll the dead on the first invisible stalker
- Jezz
  - gets out of the bunks
  - step of the wind to the first invisible stalker
  - hits the first invisible stalker
  - less affected by this non magical damage
- Nybarg
  - activates claws
  - transforms
  - runs in the middle
  - get tagged by the second invisible stalker
  - stops near it
- Royston
  - moves to the first invisible stalker
  - punches hard on it
  - stunning strikes it
- Bronze Bones
  - pulls out Madame Ginette his scimitar
  - unloads on the first invisible stalker killing it
  - the bardic inspiration helping on the last one
  - Vincent drops fearie fire
  - pulls out from behind the barrels an old jet black battle axe
  - throws it towards Jezz
  - it is a lending and it is a +2 battleaxe
- Vincent
  - moves near where Nybarg got hit
  - casts shillelagh
  - swings where he thinks the second invisible stalker missing it
- second invisible stalker slashes at Nybarg and Vincent
- Nybarg
  - sniffs the general direction
  - moves towards the zone
  - flicks the blood of his crimson right wound revealing it
  - slashes at it
- Calcine
  - moves to next to Nybarg
  - throws her flour where the second invisible stalker was

- it is revealed for Jezz' turn
- Jezz
  - moves to the flour covered invisible stalker
  - crits and slashes it with the new axe
  - punches and stuns it
  - the flour falls to the ground
- Royston
  - run towards the second invisible stalker
  - hits it twice
- Bronze Bones moves towards vistanis to protect them
- Vincent
  - casts detect thoughts
  - can't peer deeper
  - can keep tabs on the whereabouts of the second invisible stalker
- invisible stalker is stunned
- Nybarg unleashes on the second invisible stalker
- Calcine
  - summons her flame blade
  - attacks the second invisible stalker with it
  - Jezz slashes and punches killing the invisible stalker
- Vincent still hears the thoughts of everyone
  - Calcine si very stressed looking at the dead vistanis
  - Jezz thinks she is not leaving the ship without the axe
- Calcine runs towards hungry vistani
  - casts revivify
    - takes out her diamond
    - smears it with blood
    - places it on her dead chest
    - the diamond crushes itself
    - the blood and diamond powder seeps in pumping the heart back

“are you ok ?

- hands her a chef snack
- casts life transference
- Chuck comes in with a diamond
  - mixes it in his soup
  - feeds it to the dead strong vistani
  - casting revivify on it
    - force feeds a bunch of goodberries

# session 13 (17/08/2024)

***date is Uktar 6th 1519DR ?***

- Quarters
  - Hungry Vistani is back alive
  - Bronze Bone thanks Calcine for reviving her
  - Vincent mentions that we read the thoughts of the creatures
    - might have been a targeted attack
    - these are summoned or enslaved entities given a task
    - talking about killing the crew and scouring the vessel
    - captain bronze bones is not surprised
    - there are quite a few different people that want him dead for various reason
- most of the day goes by
  - weather is very calm
- approaching Evernight
  - blue haze around the coast
  - boat itself seems to travel too quickly
  - the cliff is approaching rapidly
  - it is immediately daylight
  - in front the city of Neverwinter is here
  - this was a trick to make think that the ship was crashing to observer
  - Party finally is back in the proper plane !
    - Jezz thanks the sun
    - Calcine turns her hair back on fire again
- arriving in Neverwinter
  - Vincent casts sending to Aurora

“ Reached Neverwinter, getting my bearings, can you set up a big dinner for when I get back ?

- she acknowledges and asks to say when closer to Waterdeep so Lucy can grab the party
- start of the afternoon
- Calcine and Jezz talk a bit
  - a bit heated
  - Vincent tries to but in
  - Jezz barks back at him that saying ladies did not ever work with his sisters
    - it's the case
  - Calcine's hair is burning hotter and dangrously close to Vincent
  - the captain asks Calcine to try and not light the cannons up with that
  - hair simmers down
- captain will deal with paper works

- party talks about how to get back home
  - after a while party decides to go by road after a night
- Calcine shows some of the shiftweave outfits
  - she added some of her owns
  - also the pirate themed ones from session 0
- the captain asks Jezz to come see him
  - he asks Jezz to keep the axe
  - hands back the pouch of gold she gave
    - it is heavier

“ for protecting my crew

- city proper
  - party is considering that they'll need winter gear
    - Jezz mentions that just the skirt might not be enough
    - after a think the skirt idea gave Calcine inspiration and starts dragging away Jezz for some girl shopping
  - Calcine
    - above ankle high creamy leather trekking boots
    - thick wool dark crimson tights
    - charcoal knee long skirt
    - dark crimson wool pull-over shirt
    - long charcoal knitted scarf
    - hair on fire
  - Jezz
    - has her own ideas
    - Calcine
      - adds comfortable and hot trekking socks and undies
      - also gives a scarf matching hers
  - Calcine and Jezz go to buy a new 300gp diamond
- Driftwood tavern
  - *desc*
    - ornate building
    - people are on their best behavior
    - not very a very loud tavern
    - looks pricy but very nice
  - Chuck places a sachel on the bar near a goblin barmaid
  - party is the escorted in a private room
  - after a while
    - some Vistani are here
    - a lot of food is brought
    - Chuck is throwing food
  - one of the Vistani talks to the party
    - thanks Calcine for saving her daughter (hungry Vistani)
    - heard the party was considering trekking starting tonight

- offers the party to pay for the night for their stay
- party agrees to get one last night of comfort for the sake of the city folks
- *date is indeed Uktar 6th 1519DR*
- Vincent
  - groups up all his notes about the shadowfell and what happened
  - goes a bit in the city looking for a Harper place
  - organizes a dead drop of the notes and the call from Quick
  - casts a sending to Quick

“ Made a dead drop in neverwinter, going to speak to my superior in waterdeep, be safe, we will survive this.

- Quick answers

“ ok i will meet you there in a tnday, in baldur's gate right now.

- Calcine asks Jezz if they show the outfits to the boys in the morning
  - Jezz doubt they'll notice

### ***date is Uktar 7th 1519DR***

- tavern
  - Jezz and Nybarg are hungover
  - Calcine hands the cloth bag to Jezz and casts lesser restoration on her
  - party goes down
    - someone is prepping breakfast there already
    - party eats and discuss again how to go back to waterdeep
    - Jezz smells cloves
      - scent of Lucy's cigarettes
      - it comes from outside
  - Jezz goes to the door
    - Vincent asks what she is doing
    - Jezz opens the door
    - Lucy is on the other side

“ you come back and don't tell me ?

- Jezz and Lucy argue
- Jezz can't cast sending
- Lucy asks how Jezz went there
  - no clue
  - Lucy tries to break the ice by complemented her outfit
- Lucy enters and joins the table
  - there is quite a it of discussion that happens
  - Lucy and Jezz both see pissed the whole time

- Lucy knows a bit about some of us, including the transformation that Nybarg did the first night
- Jezz, Vincent and Lucy talk for a while about what happened in the shadowfell
- Cakcine doesn't like the dynamic between Lucy and Jezz
- Lucy teleports the party back to Waterdeep