Chapter 3: A New Threat Rises

- session 14 (14/09/2024)
- session 15 (26/10/2024)
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session 14 (14/09/2024)

date is 7th Uktar 1519DR

- waterdeep
  - arriving in the teleportation circle
    - Lucy Satann's shop
    - in little tartarus
    - a lot of magic vials
    - skulls and spooky stuff
  - Royston asks what now
  - Calcine realises there is a lot of cleaning to do home because of the 5 day absence
    - few citrus
    - some garbage to take out
    - yeah... did not have time
  - Lucy is glaring at Jezz
  - Lucy smells that Royston
    - he changed
    - not going to help him with it
    - his father can deal with it
    - Arsene is out of town
    - Royston planned to talk to his dad as he had a gift for life day for him
- downtime
  - max a tenday of downtime
- day 1 and 2
  - Royston just enjoys himself a bit
    - partying hard
  - Nybarg will respec out of bloodhunter
    - not having fun with it
    - going for a rogue
  - Calcine
    - cleaning the house
    - buying a spa stay for Nybarg
      - 2 days and one night
      - to have the house for the dinner
      - 15gp
    - buying stuff for the dinner
      - nearly all of it was bought
      - fair price thanks to a good reputation building up
      - some of the merchants have some of Calcine's wears
    - casts sending to Vincent to tell him that the dinner is tomorrow night
  - Vincent
    - informs his mother that he is home

- works for the day
- panics on receiving the sending from Calcine
- tries to find an outfit
  - can't decide
  - goes to Royston's for help
  - he is not home
- Royston is in a divebar
  - Nybarg and Jezz are there too
  - Vincent asks for help
  - he needs an outfit fitting for him
  - Jezz asks why Vincent needs fancy dress tips from Royston
    - because it is not business dressing
    - Vincent uses universal speech so only Royston understands but fails

      > “ Calcine asked me out for dinner and if don't know what to use

    - Royston asks to leave it to him
    - Jezz also understood it but was too distracted to listen
    - Nybarg understood and was focused on it
  - Jezz looks at her new target
- Royston grabs Vincent and drags him out
  - they go to an address Royston knows for good suits
  - they do some nice finds ones
  - Royston starts asking question to a drunk and stressed Vincent
  - Royston does a peptalk Vincent
    - be yourself
    - he'll be outside if needed
    - Vincent tries to cast suggestion for it to not happen
    - Royston saves
- date night
  - went well
  - Calcine cooked some recipes from home
  - Vincent asked why Calcine did this invite happens
    - after his attempt at the market he looked cute
    - she at some point asked if he wanted to have a dinner when they were in the Shadowfell
    - she thought she might as well try to know if Vincent is interested too
    - Vincent said yes
  - both end the night by walking back to Vincent's home
- Royston stayed outside just in case and talked with someone on a bench
  - sandwiches were bought
  - that man heard about rumors of a cult spreading in the city
- Jezz gets her orc bartender
  - night went well

- there might be redo

session 15 (26/10/2024)

- downtime stuff
  - Vincent's home
    - Vincent is still sleeping
    - Calcine cooks breakfast
    - Calcine comes with it and give his tray
    - Vincent takes some time to realize what just transpire
      - Vincent calls Calcine Cal
      - Vincent asks if it was a one night thing
        - only if he wants
        - he says no
        - then both agree to continue
      - Vincent realises that they might need to tell the party *and his mom*
        - Calcine points out that she might already know from the nice dessert he brought home
        - Vincent realizes that and its not good
      - his sister also crashes here from time to time
        - would have seen some of last night if she did so
    - Vincent changes back in his clothes while Calcine deals with the breakfast scraps
    - Calcine asks Vincent where the temple is as she can't hide herself any longer from it
      - Vincent asks which one
      - temple of Ilmater
      - Vincent gives directions to it
      - Calcine looks unsure about it
      - Vincent offers to guide her there
      - Calcine accepts
      - Calcine calls Vincent Cariño
        - Vincent asks what that means
        - Cariño means dear
    - they leave for the temple
  - Jezz
    - does pitfighting
      - wins 2 loses 1
      - gets 100gp for it
    - hears some rumors while carousing there
      - loose lip fishmonger

> “Some old codger down at the market’s been shouting about ‘the merging of worlds’ and ‘the return of the dead.’ Most folks think he’s mad, but he’s been talking about shadows

> coming alive and a ‘second Sundering.’ Creepy, if you ask me. The Watch gave him a good boot, but he keeps coming back.

    - looks drunk

> “So, my cousin’s a rat-catcher, right? He found these weird symbols carved into the sewer walls, down near the Trades Ward. He’s seen a lot down there, but nothing like this. Said they glow faintly, like they’re alive. He swears he saw someone in a hood watching him from the dark, but when he turned around, they were gone.

- Nybarg
  - starts switching to rogue
  - trains for skulker
    - Calcine helps with hiding by giving pointers as she is perceptive
    - gets the way of the land with survival
    - learns to hide his tracks
    - parcours through trees
    - success !
- Vincent
  - goes to spread rumors
  - making people see the party in a good light
  - Vincent writes posters for that
  - manages to make 545 sheets
  - Vincent asks Jezz to help post them on bars
    - Vincent asks also if she can give him back 109gp
    - it is what he paid for it
    - Vincent gets back his money
    - Jezz smells something weird from Vincent, a new smell
    - Jezz asks for a kebab and she'll do it
    - Jezz being half drunk only posts some of them before falling asleep
- Calcine
  - Hospice of St. Laupsenn
    - it seems to be well used at the moment
    - Calcine is standing in front for a good 10 minutes
      - apprehension that goes into acceptance after a moment
  - a priest is here
    - old
    - white robes
    - tending to some wounded people
    - sees Calcine
    - he'll see her once he is done here
  - after a moment the priest comes to Calcine

        - asks if he can help her
        - name is Father Alaric Damaris
        - Calcine asks if there is a place to talk with one self
        - this is apparently a quite common request
    - Father Alaric guides Calcine to the chapel
        - leaves after asking if she needs help
        - Calcine takes out of her pocket a holy symbol
            - a crown of thorn
            - after pricking her finger on it she places i on the altar
            - she sits in seiza
            - she starts by apologizing with her stubbornness with admitting his help
            - she thanks him for helping her through abilities other than hers to keep others well
            - after that she meditates on all these experiences
            - Calcine stands up and bows before picking up the Symbole
        - Calcine places the symbol on her coat instead of in a pocket
        - Calcine pricks her finger placing it
        - the time seem to stop as the blood drop

> “Calcine sees spectral chains, forged of shadows, wrapped around the city of Waterdeep. These chains pulse with a dark energy, and with each pulse, the city’s lights flicker as if struggling to hold back encroaching darkness. These chains lead toward a rift—a tear in reality—through which Calcine can see glimpses of the Shadowfell, a realm of gloom and decay. Dark figures, robed in shadows, tug at the chains, trying to widen the rift. Calcine senses the presence of the cultists and hears a voice that whispers, “A world of suffering, endless and unyielding, if the veil falls.”

        - the time resumes
        - 2 small white mouses stare at Calcine intelligently
            - maybe some sign from Ilmater encouraging her down that path
            - Calcine seems a bit more at peace with herself if still a bit shaken by the vision
    - training telekinetic (no ASI)
        - try to do like blood puppet for inspiration (spell attack)
        - try to make float some blood over her hand (arcana)
            - Vincent show how he does it
        - study the methods of an arcana cleric (religion)
        - trying to see and feel better the blood of teh target to pull or push (perception)
        - putting it all together (general wisdom check)
        - success !
- Vincent

        - trains athlete
        - nimble movement (dexterity)
        - following Nybarg in the scrapyard (athletics)
        - dodging bottles from Jezz while running (acrobatics)
        - Calcine manages his food and sleep intake to be well (con save)
        - jumps from roof to roof (performance)
        - success !
    - Nybarg goes to buy a shortbow of warning
    - Vincent sends a message to Quick
        - ask if he is in waterdeep and give hos adress as a safehouse
        - answer is yes and acknowledge
- end of downtime

date is 20th Uktar 1519DR

- hearth and stone
    - Aurora is not here
        - she is busy at a catering
    - Calcine brought the next shipment of jams
    - Party takes coffee
        - today's brew is a spicy chult roast with a touch of honey
        - some scones and jam
    - Vincent receives a paper bird
        - transforms into a letter
            - his father's harper seal
            - official summon to the council of Waterdeep
            - addressed to the whole party
            - appointed as aidants of Waterdeep
                - to act where guards cannot
        - Vincent asks Jezz what would be her worst dream

            > i don't know, working for the feds

        - Vincent hands the letter to the party
        - after heating up the paper the paper another note reveals itself

            > i'm glad your training has paid of, you'll be summoned in front of Lorelei Silverhand, that goes doubly for Royston

        - Vincent starts panicking
        - Jezz smacks Vincent in the back of the head
        - Vincent feints
        - Calcine wakes him up with salts
    - Rolen is most likely going to summon everyone for a family dinner
    - Vincent goes outside to calm a bit after saying that

- Jezz asks Calcine "really *that one* ?"
  - yup that one
  - stuff happened and now it is a thing apparently
  - Calcine mentions Vincent might need a lot of support seeing how he sees his father
  - party starts discussing about what could happen at that diner
- Calcine goes outside to see how Vincent is doing
  - Vincent is outside stressing and chain smoking
  - Calcine steals the one in his hand
  - Calcine starts listening to Vincent as he externalizes

Session 16 (09/11/2024)

- Royston downtime catchup
  - a lot of chilling
  - not a lot else for now

date is 20th Uktar 1519DR

- Hearth and Stone
  - Royston arrives and sees Vincent and Calcine outside
    - Vincent is stressing outrside
    - asks if everything is fine
    - yes don't worry
  - Royston joins the others inside
    - catches up about the messages and all
    - apparently the dinner at the Aressius home
- dinner prep
  - Nybarg wants to go bring some fresh meat for the diner
    - Royston goes and help
    - they manage to hunt a nice dear
  - Calcine and Vincent
    - *fill pep talk later*
    - talking about what to prep
    - maybe bring a couple bottles from the Radko estate
  - Nybarg brings back venison
    - they have a group o cat after licking the drips of blood
    - Calcine preps it with some help (total 30 lol)
    - a couple bottles from the Radko estate might also be brought
  - Vincent sends a sending to Aurora

    > “ Coming for dinner tomorrow, bringing friends and venison

date is 21th Uktar 1519DR

- to the way to the Aressius home
  - venison is in the haversack
  - Jezz takes Royston aside
    - asks him to not fuck around with Vincent's sisters
    - *fill later*
- Aressius home
  - Aurora opens the door
  - Aurora is surprised about the fact that there are so many

    - Calcine apologizes for the intrusion and asks for the kitchen
        - *fill later*
        - Calcine seems awfully nervous
        - Aurora doesn't pick up on why
    - Aurora mentions the open lord summons on the morrow
        - Jezz realizes who the summon was to
            - Vincent asks if the hatred is due to her mother not liking him too
            - Jezz has no answer to it
            - Nybarg approves of Vincent not backing down
        - talking about the ordeals that happened
            - *fill later*
    - talking about how terrible Rolen is at cooking
        - the shrimp catastrophe
    - Jezz is planning to go fight some people in the dockwards after
        - Royston and Nybarg are coming too
        - Aurora doesn't seem to mind
            - Jezz is like her mother
            - Aurora just asks them to not miss the summon in the morrow
        - Calcine and Vincent are not going
            - Vincent promised to show her more of the city at night
            - Calcine is not fond of that free violence
- Calcine and Vincent go out to tour some of the city hand in hand
- trouble group
    - in the dockward
    - there is a group there
        - looking ready to burn buildings
        - they are an up and coming gang
        - named The Ember Drakes
    - Royston asks them to stop burning buildings
    - they don't like that
    - *fighting script*
        - Royton
            - goes to the gang
            - hits the first razerblast
            - patient defense
        - Nybarg
            - hides
            - moves on top of a building
            - shoots the first razerblast
        - first razerblast hits Royston onces with his spear
        - second razerblast
            - runs towards Jezz
            - misses a thrown spears
        - first flamewrath
            - moves closer
            - throws a firebolt at Jezz

- Jezz
  - crit misses an ebonedge throw on the second razerblast
  - moves to the razerblast
  - flurry of blows the second razerblast
  - ebonedge hits the second razerblast on the way back to Jezz's hand
- second flamewrath casts fireshield
- Royston
  - punches twice the first razerblast
  - patient defense
- Nybarg
  - steady aim
  - shoots the first razerblast
- first razerblast hits Royston once with his spear
- second razerblast hits Jezz once with his spear
- first flamewrath shoots Nybarg with a scorching ray
- Jezz
  - hits the second razerblast with ebonedge twice
  - flurry of blows too
- second flamewrath
  - casts color spray
  - first razerblast is blinded
  - Royston is fine
  - moves away
- Royston
  - finishes the first razerblast
  - his amulet explodes damaging Royston
  - moves to the second flamewrath
  - punches him and takes fire shield damage
  - patient defense
- Nybarg
  - drop axes the second razerblast
  - second razerblast's amulet explodes
- first flamewrath
  - casts suggestion on Jezz
  - you should leave
  - Jezz fails
- Jezz
  - moves away
  - misses ebonedge on the way out
- second flamewrath
  - friends Royston
  - moves away promising he'll stop
- Royston
  - stuns the first flamewrath
  - frees Jezz from suggestion
- Nybarg crit kills the second flamewrath

        - Jezz runs back and finishes the stunned first flamewrath
    - Jezz takes the coin purses they had and empty them in the letter boxes that got nearly burnt
- group goes back home
    - Calcine is not home when Nybarg comes

level up to 7 !!!

session 17 (23/11/2024)

date is 22nd Uktar 1519DR

- citadel of the open lord
  - entry
    - 8 to 10 well armed individuals can be seen
      - kind of standoff-ish
      - Quick is one of the groups
    - party is asked to surrender weapons and spellcasting focus
      - party passes through a screening
      - party gets their item back
      - 2 guards per members of the group escort the party
        - the guards are anonymised
    - there are cats
      - *Calcine is alergic to cats (thx nat 1 :D)*
      - on second thought these don't trigger it
      - they are familiars
      - the open lord, Laeral Silverhand, is an old cat lady
  - the room is empty appart from us an the group outside
  - after a few minutes the guards open the back door
    - revealing the open lord of waterdeep
    - 13 figures follow
      - long purple robes
      - expressionless masks
      - they are the masked lords of waterdeep
      - magics masks their true forms making them looking identical
      - their identities are not meant to be known
    - Nybarg bows
    - chairs are brought for everyone to sit into
  - Laeral Silverhand acknowledges the assembly before starting
    - thanks people to be present
    - mentions that there is a large threat looming
    - strange happenings
    - actions of a long forgotten cult
    - Calcine notices she is fidgeting with something before continuing
    - mentions they seek to bring about a second sundering
    - it would have catastrophic consequences
      - melding magic and darkness with the world
      - kinda corroborates with the vision Calcine had in the temple
    - called before her as everyone entered the shadowfell here
      - by choice or order
      - survived and came back

        - better call than using the guards
    - people here are free to leave now
        - they are simply seeking the least destructive option at hand
        - the group without Quick
            - all in red, similar to Jezz
            - looked disrepectful
            - they accept after deliberation
            - the group is the Crimson Accord
            - Quick's group agrees
        - party is staying
            - Vincent talks and accept
        - Laeral asks if the group has a name
        - *about that...*
- Laeral mentions that some secrets will be revealed here now
    - bound by an oath for secrecy
    - asks to be given something of them to be able to be tracked
    - everyone is presented with a vial
        - Crimson Accord leader cut his hand and spill it around the vial
        - Quick's group do it
        - Nybarg asks for security with the blood after we are done
            - Laeral swears she'll personally seal it away
            - no one will be able to tamper with it period
        - Vincent cuts open his finger
            - before it falls around the vial Calcine makes it in a line to it
            - people acknowledge hemocraft but not that much
        - Calcine fills the vial
        - Nybarg allows the vial to be filled
        - after a moment Jezz agrees to it
    - Laeral asks the masked lords to ñlearve
    - Laeral asks to follow her
- side chamber
    - 2 people
        - cleric of Sune
        - cleric of Ilmater
            - Alaric Damaris
            - the one that helped Calcine in the temple of Ilmater
    - staff brings some food
    - Nybarg sees that Jezz doesn't look good
        - only her
        - it just started when entering the room
        - Nybarg shields Jezz a bit
    - Laeral asks if people here are familiar with a certain old ass mage myth
        - no one is
        - a long time ago the planes were one thanks to a dirge
        - 3 gods separated it for the benefit of mortals
            - Sune

        - Ilmater
        - Mystra
- everyone sits at the table
- Laeral puts a book on the table
    - it is what she was fidgeting with earlier

> Thank you all for answering the call. The weight of these times is heavy, but we do not carry it alone. The city of Waterdeep, the heart of the Sword Coast, stands at the precipice of a threat that, if allowed to grow unchecked, could unravel not just the fabric of our city but the very world itself. You've all heard whispers, no doubt. Whispers of strange happenings, of unseen hands moving within the shadows of our streets. But this threat is far more insidious than mere rumors—it is the resurgence of a cult whose intentions were believed to be long buried in history.
> *She pauses, her fingers briefly brushing the tome that sits before her on the table—the very book that Xanathar once feared. Its presence seems to add weight to the air around them.*
> The cult, as we have learned, is not only working to open portals to the Shadowfell, a plane of eternal twilight and despair, but they seek a far more disastrous end: another Sundering. If they succeed, if they manage to bridge the divide between Toril and Aebir, the consequences will be catastrophic. The worlds will collide, their forces becoming intertwined in a collision of magic and madness, one that we may not survive.
> For some of you, this may sound like the ravings of the most desperate of scholars, but I assure you, the evidence is irrefutable. The tome before me—an artifact tied to the cult's efforts—was brought into my possession under strange and disturbing circumstances. It was given to me by none other than Xanathar, the Beholder, who found himself so terrorized by it that he sought my counsel. That creature does not fear easily. Yet, here we stand, facing something that fills even the most powerful of us with dread.
> But we are not here simply to speak of fear—we are here to act. The cult is not only operating within the shadows of Waterdeep but has gained footholds across the Sword Coast, perhaps even beyond. Their influence is subtle, their reach wide, and they will not hesitate to strike when we least expect it.I have called you here not as allies of convenience, but as guardians of this city, of this world. I know that each of you has been chosen for your unique skills and strengths. Together, we will fight this threat on every front, be it through covert sabotage, magical investigation, or open battle. We will unearth their secrets and stop their

> machinations before the worlds collide and all is lost.
> We are at a crossroads. And it is up to us, to all of us, to choose the path of light, even in the deepest shadows. This book and the fragments of knowledge it contains are only the beginning. We must work together, act swiftly, and strike at the heart of the cult. This will not be an easy fight, but it is one we cannot afford to lose. I trust you understand the gravity of this task. And I trust that you will do everything in your power to see it through. We begin now, and we do so together. The future of Waterdeep, the Sword Coast, and perhaps all of Faerûn rests in our hands.

- Laeral points at the book on the table before continuing

> “Some years ago, long before the cult's schemes began to unravel, I had an encounter that still chills me. You all know of Kureiskai, the so-called Eye, a beholder who controls much of the city’s underbelly. For all his ambitions, Xanathar is not a creature prone to fear; indeed, I have seen him laugh in the face of death itself. Yet one night, one of his agents approached me, trembling and pale. He bore a message from his master, one so strange that I dismissed it as another of Kureiska’s manipulations. But then came the tome.
> According to this agent, this book had manifested in Kureiskai’s lair, summoned forth in the midst of a dream—or perhaps a nightmare. Xanathar saw it first as a vision: an endless tide of shadows consuming his treasure vault, drowning his greatest desires in darkness. He awoke to find the book in his grasp, and for the first time in his life, he was terrified. He sought to rid himself of it, yet every time he discarded it, the tome would reappear. He knew it held power, yet he dared not open it, for fear of the madness it might unleash.
> Kureiska’s fear drove him to an act of desperation: to seek my aid. I immediatly felt its power—a tether to the Shadowfell, whispering of a convergence between realms.Yet when I opened the book it pages were blank.
> Overtime we found that the book itself would only show its text when it was absorbed energy from object that held the latent energy of the shadowfell, however that was fleeting as these objects were quickly consumed.

- Laeral asks what everyone saw in the shadowfell
  - Vincent mentions the adventures the party had in the shadowfell
    - bodaks and undeads
    - rift to the fiend demiplane
  - Calcine mentions the vision

- Quick mentions what happened on his side
  - captured by cultists
  - they babbled thinking he was a harmless dumb bird
    - looking for rifts
    - seeking eternal dust
  - they want portals in more than Waterdeep
  - they are using the city as a key to open the veil
  - the seek a sundering like the one that happened in Elthurel
  - grow bolder every day
- Jezz feels her axe pulling her to the book Laeral showed
  - Jezz removes her the axe from her back and places it on the table
  - it starts moving suddenly towards the book
  - Jezz catches it before it flies away
  - the shards only worked temporarily

    > “ you owe me a new axe

  - Jezz lets it go
  - the axe floats above the book
    - shadowy tendrils of ichors are pulled from the axe
    - the pages start to flicker with stiff written in it
  - Jezz hears in her mind

    > “ When the veil between planes shatters, the echoes of woe shall resound. Three worlds, once severed, shall sing as one, Bound by grief, shadow, and longing.
    > In the shadow of the Weave’s unmaking, The sundering hymn shall rise again, A lament to weave the dying stars together.
    > To call forth the union of realms, Seek the triad of lost sorrows: The Wound, the Heart, the Mirror.
    > One must bleed. One must yearn. One must reflect.
    > Through pain and passion, the path shall open. Through despair and devotion, the Shadowborn shall rise.

  - this is also what is transcribed in the book
  - this is a prescription of what the cultists want to do
  - *fill interactions later*
  - Jezz tries to pull the axe back after a while
    - the axe recoils
    - Jezz gets her maximum hp reduced by 24
  - more text is written
    - it is in netherese
    - even Laeral is having issue reading it
    - this book resonated with shadow and pain

    - proof that the threat is real
    - if the world is sundered again it will not survivie
    - they know that this book is the mirror and will seek it
- Laeral closes the book
- the axe still hovers over it
- Vincent with Calcine help try to remove the axe
    - using mage hand
    - did not work, failed con save
    - discordant note is heard
- someone from the Crimson Accord tries but fails
- Nybarg tries by just doing it gently gently and silently
    - *it works*
    - Nybarg hands it to Jezz

session 18 (07/12/2024)

***date is 22nd Uktar 1519DR**

- citadel of the open lord
- meeting room
  - party discussing how to proceed
    - Jezz at first doesn't like it
    - Jezz mentions the group that tried to light up the dockward
    - after a moment Jezz agrees it is the thing to do
    - Calcine thanks Jezz for preventing that ward fire near her house
  - party goes to goes back to the group and ad says they are in
  - one group left
  - Royston asks about it being part of the force grey
    - no
    - but she can give him a letter of introduction
    - party will still be given leniency to be bale to act at the limits of the law
  - Laeral hands everyone a silver pin
    - the pin will be to show the watch the authority given for the mission
    - allows easier access to stuff
    - watch will be more lenient
    - do not abuse it though
    - allows casting of sending between holder
  - Calcine stutters for a bit
    - she thanks Laeral for the information and hopes the vision she had doesn't happen
  - Vincent shares the location of wher the party went into the Shadowfell
    - Laeral thanks for the information
    - Laeral will send a team to investigate to know more
  - at some point Laeral will send an investigator to the party
    - to determine what it is good at
    - Nybarg mention the party is good at blitzing
  - Calccine approaches nervously Laeral
    - the guards and Laeral lets her do it
    - Calcine hands a jar of ham to Laeral
    - house warming gift
    - hair is sizzling nervously
    - Laeral thanks Calcine warmly for the gift
    - Laeral compliments Calcines hair before showing off hers with a smile
- quartermaster room
  - 5 chests and 5 scrolls
  - with the crest of the open lord
  - chests contain 1000pp (200pp per person)
    - Calcine offers gloves of thievery to Nybarg

- scrolls redeemable for 1 rare item to be built by the city of waterdeep
  - party chooses items for the rest of the session

session 19 (18/01/2025)

***date is 24th Uktar 1519DR**

- day of the meeting
- party meets up for breakfast at Nybarg's and Calcine's
  - Jezz has a brilliant idea
  - weed infused jam
  - Calcine thinks about it
  - to be worked on together later
- after a moment there is a know on the door
- Rolen is waiting outside
- Calcine invites him in after removing his shoes
  - Vincent is hiding in the kitchen to no avail
  - Rolen enters and Vincent is nervous
  - Rolen declines breakfast invitation and sits down
- Rolen tells the party to ask away
  - Jez asks if there is a way to mitigate the Shadowfell effects
  - the party is not to go back there
    - the cult has activity in the city
    - need to deal with them here
    - party will act to avoid martial law
    - cult seem to want the unrest cause by it
  - Jezz asks if the cult might not be stir the gangs in the city
    - no answer
- Calcine serves Rolen coffee
- Rolen is spreading out scrolls on the table
  - Calcine closes the windows
  - notes written in Harper code
  - there are locations on the map circled out widespread on all the map
  - tracking movements of groups in the city
  - leader is Malacor
    - known as the whisperer of the void
    - suspected of trying to conduct dark ritual
    - constructed a temple beneath the dockwards
      - 40 or so cultists at any given time
    - believed to be the one coordinated the efforts
    - may have key waterdeep figures in his pocket
      - possibly a masked lord
    - has summoned an umbral stalker in it
  - 3 lieutenants in the city
    - Alara Nightveil
      - roguish type
      - might be the one stirring the gangs

        - rumored to be working in the castle ward
        - might have ressources in warehouses
    - the Revenant
        - the enforcer
        - large gentleman
        - leading raids outside of waterdeep
        - reports of people missing
        - recently seen near Amphail
        - between Waterdeep and Redlark
        - camp might be in the forest or the ruins
        - planning operations attacking outside the city
        - to draw away
    - Syvindran
        - spy master
        - false identities to infiltrate the nobles and council
        - nobles claim to have seen a shadow dragon at night ?
        - tries to get inside the blackstaff tower
        - appearance unknown
        - 2 suspected aliases
            - Aloran Darke
            - Rendril Sarven
- Rolen says the party can get out but Waterdeep needs the party
    - party doesn't back out
    - after some discussion the party decides to go after the Revenant