Chapter 4: The Revenant Hunt

- session 20 (15-02-2025)
- session 21 (01/03/2025)
- session 22 (15/03/2024)
- session 23 (26/04/2024)
- session 24 (10/05/2025)

session 20 (15-02-2025)

date is 25th Uktar 1519DR

- party finishes to buy stuff for the expedition
  - diamonds
  - potions
  - dynamite
  - holy water
  - 300 sheet of paper
  - basic shit
  - second revivify diamond
- on the road
  - a bit rainy
    - cart leaves tracks in the mud
    - air is chilly
  - Nybarg drives the carriage
  - city watch is coordinating refugee camps around Waterdeep
  - Vincent sends a message to the other 2 groups
    - telling the party is departing for Amphel
    - 2 ACKs
    - all 3 parties will keep in touch on their progress
  - scattered wreckage of carts
    - Nybarg stops the cart
    - blood
    - dead animals
      - large cleaves on them
      - area around the wound is decaying faster
      - maybe 2 weeks old looking
    - it was run off the road
      - no sign of a chase
      - only tracks of this cart and animals
      - it was travelling too fast for the cart
      - weird as all signs point to a chase
    - broken carts
      - large pools of blood where people would have been sitting
      - no bodies left
      - they were most likely impaled
      - Calcine goes to the pool of blood
        - places his hand in it
        - casts crimson bond
        - there is a tug in the direction of Amphel
        - party is in the correct direction

        - Vincent is writing about that event in his papers
    - Nybarg can't manage to get the horse moving
        - Vincent convinces them to get moving after promising more carrots
    - the road continues
        - no incidents
        - road is a bit narrower
        - the crimson bond is stronger now
        - might be before Amphel itself
    - Vincent and Nybarg
        - peptalk
        - trying to understand what happens with the strong reaction of Jezz about the book
    - night is falling
        - thick fog
        - damp
    - party pushes for the last 2hs
    - Nybarg scouts ahead for a camp site
        - hears weird howling out in the forest
            - has a bit of a reverb
            - canine adjacent
        - finds a easy off the path camp site
            - 5mins off the road
            - old abandoned farm
            - long past decay
            - still ample enough shelter
            - goes back to guide the party there
- camp
    - a fire is lit
    - fog is thicker here off the road
    - the howlings can still be heard
        - sound like moving in packs
        - multiple of them
        - hard to tell numbers
        - not in the immediate area
        - they feel like shadowplane noises
    - Vincent and Jezz banter
    - Calcine
        - is a person heater
            - some people gets the in the offered blanket
        - hoping people don't dislike trekking as she plans on getting the party to trek for fun at some point
        - Jezz doesn't dislike it
    - Jezz
        - first watch
        - moves up in a tree
            - hides in it
        - howlings get a bit closer

        - north east
        - west
    - fog is getting disturbed
        - half skin and half muscle dog
            - appears around in the fog
            - blinking to where it wants to go
        - after a moment it stops having sniffed something
    - Jezz shines a mirror on Nybarg waking him up
    - Nybarg joins Jezz in the tree
    - Nybarg sees a few more of these dogs
        - they are joining with the first one
        - even more are joining
    - Nybarg wakes up the rest of the party
    - the hounds close in on the party
- *fighting script*
    - first harrow hound
        - comes out of the bush
        - shadow steps to Vincent
        - bites Vincent
        - Vincent resists getting knocked prone
    - second harrow hound
        - shadow steps to Calcine
        - bites and prones Calcine
    - third harrow hound runs towards the party
    - Nybarg
        - crits down the second harrow hound
        - climbs up a tree
        - hides
    - Jezz
        - jumps down on the third harrow hound
        - handaxe and dagger miss
        - crit punches it
    - fourth harrow hound
        - shadow steps to Royston
        - bites Royston
    - fifth harrow hound runs to Jezz
    - sixth harrow hound
        - shadow steps to Royston
        - bites Royston
    - Calcine
        - gets up
        - hastes Royston
        - telekinetic shoves in the fire the first harrow hound
    - Royston unleashes hastened punches on the fourth harrow hound
    - seventh harrow hound runs to the party
    - eighth harrow hound runs to the party

- ninth harrow hound runs to the party
- Vincent
  - inspires Calcine
  - vicious mockery the first harrow hound
    - resistant to psychic
- tenth harrow hound runs to the party
- first harrow hound
  - burns from the fire
  - misses Calcine
  - teleports behind a wall
- second harrow hound misses Jezz
- Nybarg
  - shoots seventh harrow hound
  - hides back
- Jezz handaxe, dagger and kicks second harrow hound
- fourth harrow hound misses Royston
- fifth harrow hound
  - shadow step to Jezz
  - bites Jezz
- sixth harrow hound bites Royston
- Calcine
  - produce flame the first harrow hound
  - shoves the sixth harrow hound away from Royston
- Royston
  - casts darkness around Jezz and Royston
  - haste punches the fourth harrow hound
  - teleports into the darkness
- seventh harrow hound
  - fails to see Nybarg
  - blinks on top of the wall
  - hops to the other side
- eighth harrow hound
  - fails to see Nybarg
  - dashes up to Calcine
- ninth harrow hound runs to Nybarg
- Vincent
  - casts hypnotic pattern on the harrow hound around Calcine
  - Calcine barely saves
- tenth harrow hound runs to Vincent
- first harrow hound
  - goes to Vincent
  - bites Vincent
  - hypnotic pattern still is here
- Nybarg
  - shoots first harrow hound
  - hides back

- Jezz
  - pulls out Ebonedge
  - kills the fifth harrow hound
  - action surge
  - attacks the tenth harrow hound
    - knocking it prone
- fourth harrow hound
  - runs out of the darkness through the campfire
  - runs to Calcine
  - misses a bite
- harrow hound
  - goes to Vincent through the fire
  - misses a bite
- Calcine
  - turn undead the harrow hounds
  - shoves a harrow hound near Vinent
- Royston
  - moves the darkness atop Calcine and the harrow hounds
  - cleans up 3 harrow hounds
- Vincent
  - is in the darkness
  - misses a shillalagh
  - moves out of the darkness
- Nybarg
  - goes down from the wall
  - shoots into the darkness missing
- Jezz
  - moves into the darkness
  - slashes a harrow hound down
  - moves deeper
  - punches a harrow hound in the darkness
- Calcine sear undead again
- Royston finishes the last 2

- a hunting horn bellows
  - not sure of its meaning
  - very off in the distance

session 21 (01/03/2025)

date is 26th Uktar 1519DR

- morning
  - mist is still present
  - cold and damp
- party goes on the road
  - there is still a lot of wrecks
  - party decides to do a detour to Rassalantar, a potential hamlet to the south of the road
- Rassalantar
  - desc
    - blood and cries
    - civilians getting abducted into cages
    - cultists are manning the operation
    - giant flying creatures are here
  - party starts prepping to move in to interrupt
    - Vincent casts fly on Jezz
    - Calcine casts
    - Nybarg starts moving stealthily to the side to blow up a distraction dynamite
    - Jezz gets ready to fly in when assault starts
    - Royston gets ready to stealth in with Nybarg
  - *fighting script*
    - Royston infiltrates and teleports to the wall
    - Calcine casts sanctuary on herself
    - Jezz
      - starts flying in
      - kicks a bucket starting to alert people
      - dashes to the fence
      - holds a dash if the fliers try to get away
    - Vincent
      - casts shillalagh on the bandore
      - tells Calcine that he can get both inside
    - Nybarg move to the side
    - dissociated shadow blade ranger
      - moves to see to the other side
      - sees Vincent
      - blows a silent horn
      - all of them are alerted now
    - Royston
      - realizes they are aware now
      - runs to dissociated shadow blade ranger
      - punches them

    - teleports out
- overwhelmed blightborn druid
    - covered in runes and vines
    - moves to the center of the camp
    - casts corrupted growth on the entrance where Royston was
- Calcine
    - casts flame blade
    - tries to help Vincent to land the teleportation perfectly
- Jezz
    - flies in
    - dodge
- Vincent
    - dimension door with Calcine inside
    - asks the cultists to stop
- Nybarg
    - runs to the wall
    - ties a dynamite to an arrow
    - shoots dissociated ranger who resists
- dissociated druid
    - moves towards Calcine and Vincent
    - fails to pass Calcine's sanctuary
    - targets Vincent with infestation who saves
- dissociated ranger
    - misses Nybarg
    - moves back
- surprised shadowblade ranger
    - fires a dread volley at Vincen
    - Vincent looses concentration on fly
- evil ranger
    - goes to civilians
    - puts a knife on their throat
- Royston
    - moves in
    - uses the cube of force to protect the civilians
- overwhelmed druid starts holding a spell
- Calcine
    - casts slow on
        - overwhelmed druid (fail)
        - dissociated druid (success)
        - surprised ranger (fail)
    - loses the flame blade
- Jezz
    - casts armor of agathys
    - moves to numb gloomstalker, one of the fliers
    - slashes at it with Ebonegde
- Vincent

    - casts hypnotic pattern on the gloomstalkers
    - trusting gloomstalker fails
  - Nybarg
    - peeks out
    - shoots overwhelmed druid
    - looses concentration on his ability
    - trips it prone
    - moves behind a building and hide
  - dissociated druid
    - form starts shifting into a shadow lupine form
    - attacks Calcine
    - light helps reduce damage
  - dissociated ranger
    - smoke bombs Vincent
    - moves back in a building
  - numb gloomstalker
    - bites Jezz
    - takes the armor of agathys damage
  - surprised ranger
    - is slowed
    - kills a commoner in retaliation
    - is no longer slowed
  - eager ranger
    - enters a house
    - becomes invisible
  - evil ranger
    - doesn't realize about the wall of force
    - fails to attack the commoner through it
  - silly druid
    - climbs on trusting gloomstalker
    - doesn't realized it is hypnotized
  - Royston
    - moves to surprised ranger
    - punches
    - they resists the stunning strike
    - punches again
    - showed them away from the commoners
  - overwhelmed druid
    - prone and slowed
    - stands up
    - fails an infestation on Royston
    - is still slowed
  - Calcine
    - burning hands dissociated druid
    - they are vulnerable to fire
  - Jezz

    - places the dynamite on the chain holding numb gloomstalker to the cage
    - kills it along with its empty cage
  - Vincent
    - dissonent whispers dissociated druid
    - Calcine hits an opportunity attack
    - unsettling word overwhelmed druid
  - Nybarg
    - moves to evil ranger
    - chucks a dynamite under him
    - it is blown away and on deaths door
    - hide back
  - dissociated druid
    - casts insect plague between him and Calcine
    - moves back
  - dissociated ranger turns invisible
  - surprised ranger misses Royston
  - evil ranger is in pain on the ground
  - trusting gloomstalker is still hypnotize
  - silly druid shakes out trusting gloomstalker
  - Royston
    - punches surprised ranger into the insect plague
    - flurry of blows them
    - saves the sunning strike
  - overwhelmed druid
    - is slowed
    - casts blight at Vincent
    - moves back
    - no longer slowed
  - Calcine
    - healing word Vincent and 2nd level
    - produce flame dissociated druid
  - Jezz
    - goes to trusting gloomstalker
    - breaks the cage door entirely
    - commoners get out
    - throws Ebonedge at silly druid
  - Vincent
    - dissonent whispers dissociated druid
    - inspire Calcine
  - Nybarg
    - moves towards overwhelmed druid
    - shanks him twice with daggers
  - dissociated druid
    - moves in the building
    - turns invisible
  - surprised ranger

    - moves away from the bees and Royston
    - Royston kicks him back in the bees
    - dies
- trusting gloomstalker
    - flies off
    - silly druid tries to wrangle it
    - Vincent silvery barbs into a nat 1
    - silly druid is shredded as it goes though a broken house
- Royston
    - breaks the chains between some of the commoners
    - keeps an eye out for invisibles
- overwhelmed druid
    - chill touch Nybarg who uncanny dodges
    - moves away
- Calcine
    - moves towards overwhelmed druid
    - produce flame
    - it resists a telekinetic shove
- Jezz
    - moves to another group of civilians
    - destroys the chains holding them
- Vincent
    - moves to evil ranger
    - starts telling him his rights
- Nybarg misses overwhelmed druid
- dissociated druid
    - moves away
    - Royston sees him and misses him
- Royston
    - runs to dissociated druid
    - slams him
- overwhelmed druid
    - runs away
    - infestation Calcine closer to him
- Calcine
    - moves to overwhelmed druid
    - 3rd lvl flame blade
    - it is barely standing
- Jezz
    - moves to overwhelmed druid
    - finishes it
    - it is destroyed even trying to do non lethal
- Royston punches down dissociated druid

session 22 (15/03/2024)

date is 26th Uktar 1519DR

- Rassalantar
  - Calcine gentle repose the dead commoner
  - Vincent speak with dead the commoner
    - how many were taken ? doesn't know, came here last night
    - where were they taken ? to the cages
    - where were the cages taken ? doesn't know
    - when did they arrive ? in the morning
    - how many cages ? doesn't know, was hidden
  - party tends to the commoners
  - Calcine uses sanguine recall
  - party takes a short rest
  - captured ranger
    - Calcine adds the blood of the ranger to the book
    - Nybarg places dimensional shackles on him
    - Vincent disarms him
      - the armor can't be removed
      - Nybargs holds onto the bow
        - shortbow
        - extra 1d8 necrotic when not in magical light
        - no attunement
      - 5 umbral arrows
    - Nybarg throws a bucket of water on the ranger
  - Vincent starts interrogating
    - banter back and forth
    - here to bring bodies to the Revenant
    - Revenant name is Davrok
    - worked with him for more than 20 years
    - when he dies he comes back to the Shadowfell
    - offers a game, one question on each side at a time
    - asks what the party thinks they are doing
      - share the Shadowfell with everyone
    - setting up an anchor to the realm
    - name is Garrick
    - calls the commoners are kindling for the anchor
    - Garrick taunt Vincent for asking the wrong questions
    - stuff started about 1492

> 1. "When rot and ruin claim flesh and stone, the first veil falls, the seed is sown." -- verse 1

        - they are the ones that caused the Saprophytic plague
            - Calcine reacts to it and is the one realizing it

> "A spell unmade, a path laid bare, through shattered light, the darkened prayer." - 2nd verse

        - a blue flame/shard of the weave escaping
        - gen 1 ending
    - goal is
        - have only one life lived
        - freed from the gods
        - wants pure oblivion after death instead of judged and serving
        - ready to end existence for it
    - serving entropy itself for it
    - Varus is the one that showed them that path and truth
    - Vincent goads him into telling more verses

> "Where death falters and souls take flight, the third veil cracks, drowned in blight." - 3rd verse

- party decide to gentle repose Garrick and send the corpse to Waterdeep
    - last words he said are "safe word is Ophelia"
    - Calcine casts gentle repose
    - Vincent panics at the mention of it and sends a sending to his Father
    - Jezz removes the axe and finds a half destroyed journal
        - mentions a shadar kai
        - in relation with a centaur woman named Ophelia
    - Calcine calms down Vincent, not the same Ophelia
    - Calcine sends a sending to Rolen about the qui-pro-quo and to expect a spare the dying body
        - Rolen answers and thanks for the care
- Party sends the corspes with an explanation note to Rolen with the commoners to Waterdeep ***date is 26th Uktar 1519DR***

- party goes back on the road
    - on foot
    - arriving to the edge of Amphail
    - fog is even thicker
        - it is aggressive
        - Royston and Calcine gets a point of corruption
        - Nybarg crit fails and get 4 point of corruption

session 23 (26/04/2024)

- Amphail outskirts
  - *desc*
    - *welcome to silent hill*
    - agricultural town
    - about the same size as Greenest
    - wooden palisade
    - horses not crops
    - no horses seen in the fields
  - Calcine uses her crimson bond
    - link is closer
    - pull is to the town center
    - alive
    - not well
    - feeling hot
  - no bodies can be seen
  - signs of struggles
  - eerily quiet
  - unseasonably cold
  - Nybarg sees swarms of carrions in the distance
    - in the direction of the fumes
  - party goes in the town
- Amphail
  - Nybarg will scout ahead first
    - Vincent buffs him with bardic inspiration and invisibility
    - lot of tracks and drag marks in the south road
    - a building has all the bardings stored
    - a building have a lot of bones
      - snapped in half
      - bleached
      - rended of flesh
    - a chanting can be heard
      - closer towards the center of the town
      - shadows in the fog
    - no towns folks
    - revelry in a tavern in the middle of the town
    - middle of the town square
      - pile of corpses
      - mix of equine and human
      - in front of an effigy of stone
      - singing is louder here
      - no figure seen singing

- Nybarg recites the chanting to the party
  - no one recognizes it here
- the connection with the blood cuts off
  - the person died
- party goes into town
- town center
  - massive figure standing in the center of town
    - blue crackling energy
    - emaciated
    - giant scythe
    - standing on a pillar above the bone pile
  - on the pillars ghostly females
  - angry human bodies
  - they are throwing themselves into the pile
  - *combat script*
    - tense dryad spirit
      - chants
      - townsfolk bodies run in the bone pile
    - Royston
      - moves out of Calcines light
      - teleports above distracted dryad spirit in the south east corner
      - punches it twice
      - pushes it out of the pillar
    - Nybarg
      - throws ball bearings
      - climbs the tree
      - hides
    - more people run in the pile
    - Vincent casts entangle on the north west corner
    - more people run in the pile
    - Jezz
      - runs to the south west pillar
      - climbs it
      - swings and pushes back the XXX dryad spirit
      - action surge
      - *do it again*
      - spirit was blended
      - the masses bellow the pillar stops
      - patient defense
    - Davrok
      - asks why Jezz did that
      - Jezz ignore him
      - psychically blasts and stuns Jezz
    - Calcine
      - moves forward
      - calm emotion the north east group

    - steps back
- distracted dryad spirit wails at Royston who saves
- more people run in the pile
- pile starts taking form
- gibbering mouther 1 moves towards Jezz
- tense dryad uses its wail to override the calm emotion
- Royston
    - uses the cube of force
    - encircles the central pillar
    - shadow steps very far away
- Nybarg
    - shoots distracted dryad
    - hides
- calmed townsfolk ignores the run order and moves up
- Vincent
    - moves forward
    - inspires Jezz
    - vicious mockery distracted dryad
- Jezz snaps out of the stun
- Davrok
    - recharged the blast
    - blasts Jezz and Vincent
    - Jezz failed and is stunned
- Calcine
    - steps forward
    - tries to blood puppet Davrok
    - doesn't work
    - retaliates on Calcine
    - ***REDACTED***
    - casts sanctuary on Jezz
- more people run into the pile
    - the thing crawling out of the pile is almost formed
- Royston
    - move up
    - shadow steps to relieved dryad spirit
    - punches an shoves her
    - stuns and crits her
- Nybarg
    - kills distracted dryad spirit
    - hides
- people fail to climb the wall
- Vincent
    - casts dissonent whispers on tense dryad spirit
    - she is affected and flees
    - inspires Calcine
- Jezz is still stunned

- Davrok
  - glides to Royston
  - swipes with his scythe thrice
- Calcine
  - slows
  - Davrok uses a legendary resistance
  - relieved dryad spirit saves
  - townsfolk fail
- the last needed group of people gets in
- a huge zombie t-rex gets out
- relieved dryad spirit is stunned
- tense dryad spirit continues to move away
- Royston
  - shadow steps to Jezz
  - grabs Jezz from the pillar
  - starts running away
- Nybarg hold an arrow for the retreat

- party retreats
- Davrok doesn't give chase

session 24 (10/05/2025)

- Amphail square
  - *fighting script*
    - Davrok summons a gloomstalker as a mount
    - Nybarg
      - fires an umbral arrow at Davrok
      - hides
    - Vincent
      - moves forward
      - unsettling words the gloomstalker
      - irresistible dance the gloomstalker to dance moves back
    - Jezz is still stunned
    - Davrok
      - orders his mount to fly down
      - mount doesn't listen because of irresistible dance
    - Calcine
      - sanctuary Vincent
      - runs to Royston
      - hands Royston a chef snack
      - dodge action
    - T-Rex slams against the wall of force taking 10 dmg
    - gloomstalker
      - flies around in a circle
      - saves the dance
    - Royston
      - eats the snack
      - continue to push Jezz forward
    - Nybarg
      - shoots the gloomstalker
      - hides
    - Vincent
      - universal speech to tell to retreat
      - dashes away
    - Jezz is no longer stunned
    - Davrok
      - recharges the mind twist
      - is wrestling for control over the gloomstaker
    - Calcine
      - crushes the yellow diamond
      - an earth elemental is summoned near Davrok
      - casts sanctuary on Royston
      - earth elemental
        - stone throw knocks down the gloomstalker and Davrok

        - slams the gloom stalker
        - melds into the ground
    - T-Rex slams into the wall of force
    - gloomstalker
        - teleports up 40ft
        - leaves Davrok behind
    - Royston moves away
    - Nybarg
        - moves in range
        - shoots the gloomstalker
        - hides behind the pillar
    - Vincent moves away
    - Jezz
        - second wind
        - moves away
    - Davrok
        - moves towards the fleeing party
        - speaks some under common
        - places his hand on the ground
        - earth rumbles
        - orders the T-Rex to climb over the wall
    - Calcine
        - moves away
        - earth elemental
            - erupts near Davrok
            - grapples Davrok
    - T-Rex
        - slams in the pillar near him
        - pillar nearly topples to make a bridge
    - Royston runs away
    - Nybarg
        - moves closer to Davrok
        - shoots Davrok
        - dashes back
    - Vincent moves away
    - Jezz moves away
    - Davrok misses the elemental with his scythe
    - Calcine
        - sees a bulette emerge
        - panics
        - blood puppet takes hold on the bulette
        - earth elemental
            - pummels Davrok
            - drags Davrok to the bulette
    - T-Rex
        - fails to knock downthe pillar
        - is still trapped in the wall of force

- Royston
  - drinks a potion
  - runs away
- Nybarg
  - shoots Davrok
  - hides in the tree
- Vincent
  - stops
  - asks Nybarg to shoot Davrok down
- Jezz
  - stops
  - pulls the dynamite sticks from the haversack
  - starts putting them together
- Davrok fails to leave the grapple
- Calcine
  - dodges
  - earth elemental slams twice Davrok
- T-Rex
  - slams down the pillar
  - a massive shockwave erupts from the pillar
    - forced into the sky by the wall of force
    - the sky has a bright blue hue
    - air is electrical
    - fog was blasted away
    - wall of force protected the party
    - T-Rex gets hurt
  - gets out of the wall of force
- arrogant bulette moves towards teh T-Rex
- Royston helps Jezz with the pipe bomb
- Nybarg
  - shoots Davrok
  - hides
- Vincent
  - looks at the energy in the sky
  - hard to know
  - unknown to him
  - magic items seem full of energy
- Jezz
  - prepares the bomb
  - ties it to her axe
- mad bulette
  - is a blood puppet
  - fails to bite Davrok
  - fails the save
- Davrok
  - mind twist
    - elemental saves (nat 20)

        - mad bulette is stunned
    - misty step away
- Calcine
    - dashes back to the action
    - elemental
        - glides to Davrok
        - misses 2 grapples
- T-Rex
    - pukes a zombie
    - runs to Calcine
- arrogant bulette
    - leaps to Nybarg
    - Nybarg is prone on the ground
    - Nybarg rolls away with skirmisher
- Royston helps Jezz with the bomb axe
- Nybarg
    - stands up from prone
    - moves forward
    - shoots Davrok
    - cunning action dashes even more forward
    - ends up close to the gibbering mouther
- Vincent
    - dashes back to the action
    - casts shilelagh
- tense zombie shambles forward
- Jezz
    - turns back
    - lights the wick
    - throws it
        - lands on the T-Rex
        - explodes also Calcine
            - saves the puppet concentration
        - obliterates tense zombie
        - explodes arrogant bulette
- mad bulette
    - savesthe puppet
    - still stunned
- Davrok
    - recharges mind twist
    - stuns earth elemental, Nybarg and mad bulette
    - moves away
- Calcine
    - channel divinity sear undead on T-Rex and arrogant bulette
    - T-Rex is on 1hp
    - casts sanctuary
    - wild magic surge
        - Calcine blasts the T-Rex and arrogant bulette with necrotic damage

        - T-rex dies
        - sanctuary falls
    - arrogant bulette
        - leaps on Calcine
        - Calcine is on the groun
    - Royston
        - runs to arrogant bulette
        - punches it
    - Nybarg is stunned
    - Vincent
        - runs to arrogant bulette
        - true strike it down
    - Jezz runs full speed after
    - Calcine
        - stands up
        - barely graze Davrok
    - Jezz
        - runs under him
        - throws her axe one last time
        - Davrok escapes at 1hp