

# Chapter 4: The Revenant Hunt

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# 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 Vincent
- 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 Jazz
    - Calcine casts
    - Nybarg starts moving stealthily to the side to blow up a distraction dynamite
    - Jazz 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
    - Jazz
      - 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 loses 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
  - loses 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 through 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 gently 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 Rolan about the qui-pro-quo and to expect a spare the dying body
    - Rolan answers and thanks for the care
- Party sends the corpses with an explanation note to Rolan 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 and shoves her
  - stuns and crits her
- Nybarg
  - kills distracted dryad spirit
  - hides
- people fail to climb the wall
- Vincent
  - casts dissonant 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 down the 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 moulder
- 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 ground
- 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