# 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

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