

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

Revision #1

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