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

Revision #2
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