

session 25 (07/06/2025)

- Amphail square
 - light beacon is still here
 - party decides to leave
 - Calcine tries to gather some blood
 - the blood on the axe was burn away
 - there is a little bit of blood on the ground where
 - enough for 1 use
 - in the next 24h
 - party moves away
- Amphail outskirts
 - the wall of force drops
 - big smell of ozone
 - hair standing up on the head
 - magic items almost vibrate
 - this is now a zone of wild magic
 - Vincent experiments with the bandore
 - still there after 3 miles
 - party goes to Rassalanter
- Rassalanter
 - Nybarg scouts ahead
 - still fucked
 - but safe to go
 - party goes in to take shelter for the night
 - Calcine sends a message to Lorelei Silverhand

“ Lady Silverhand, The Revenant Davrok escaped very hurt. We sabotaged a ritual, but a wild magic zone erupted because of the fight. apologies, Calcine

- Lorelei Silverhand responds

“ Your actions bought us time, but the cost is great. Wild magic is spreading. Return swiftly—before the Weave frays beyond mending. Davrok must not regroup.

- party goes to rest
 - Lorelei sends a message through the stone

“ Two lieutenants slain. Dirge is prophetic—more than ritual. One verse plate recovered. Waterdeep is target.

- watches
 - Nybarg
 - sees embers in the distance
 - there are reflexions in the embers
 - the embers fade away
 - Nybarg doesn't manage get a better look
 - wakes up Calcine because fire
 - not her turn goes back to sleep
 - Vincent
 - nothing to note
 - peaceful might
 - starts writing some stuff
 - Calcine
 - nothing special
 - starts preparing for breakfast
- party levels up to 8 !
- road to Waterdeep
 - looks like an eternal twilight
 - unaccompanied beast of burden
 - oxen let cries out
 - circle of buzzards flying above before falling down to exhaustion
 - light doesn't improve from twilight
 - party caught up to the cart they sent first
 - back of the cart young sea elf bobbing his head
 - eyes all black
 - whispering to himself in abyssal
 - Jez asks whose kid is he
 - the villagers asks who the child is
 - looking back there is no child there
 - party is starting to missremember
 - not sure what was that kid
 - memory is fading away
- Waterdeep doors
 - guards look tired as hell
 - night shift yet to be relieved
 - the clock still marks the early morning
 - the guards look exhausted, missing about 8 to 16 hours of rest
 - party leaves the refugees here
- Waterdeep proper
 - traversing through the high road
 - people are not setting up shop in the morning
 - the city is not coming up to life in the morning
 - the city doesn't seem to be aware of the passage of time
 - party goes to the castle to speak with Lorelei Silverhand

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