session 5 (16/03/2024)

date is 2nd Uktar 119DR

- werebeast hideout
  - elder Lycan speaks
    - asks how Nybarg feels
    - Nybarg needs a moment to focus *(player is out)*
    - asks if the rest of the party is ok
      - Royston says yes
      - Calcine says she has even more control over her powers
        - manipulates a blob of blood easily above her hand
        - the werewolf warns her very intently about showing blood powers around
        - looking at him he is old
          - like 600 years old
          - talks from a place of a lot of experience
          - a tip given as someone close to Nybarg
  - Nybarg is feeling the new found control
  - Royston asks for effects from the First Wolf blood that was drinked
    - no adverse effect
    - maybe a boon was left
      - everyone gained a feat at the end of last session
  - elder Lycan asks the party to not talk about what happened here
    - worried about werecreatures being scapegoats for what happened
    - Vincent asks if they saw what happened in the market
      - they have many eyes on the city
      - the terrorist attack was against the city
      - Vincent asks if they saw where the terrorists fled
      - the elder doesn't want to be involved with that
      - the elder goes to consult some other smaller were-kin
      - they might be somewhere between where the fish and the docks meat
  - Calcine asks if she can contact him if she needs couceling for hemocraft
    - he can't
    - warns Calcine again about showing her powers
  - wererats escort the party back out near the Yawnig Portal
- surface near the Yawning Portal
  - it is lively
  - party is considering what to do tonight
    - Royston wants to bar crawl
    - Calcine not up to it
    - Vincent wonders if Vrok is still open
      - it is not
  - passing in fromn of the Yawning Portal

    - a kobold hails the party
        - he is handing flyers for the next event
    - *he knows Jezz*
        - (37 on the ex table)
        - from her mother Lucy ?
            - Jezz was fighting about someone with her mother
        - he asks her to take the flyer
    - the flyer is to an aftershow made by bards
        - they are the Twin Horns
        - Vincent and Jezz know them
        - their parents used to know them
  - the party thinks of going to the event
    - Jezz loks at the paper closer
        - weird markings on the paper
            - Jezz doesn't recognises the hidden bar from it
            - there might be more from this invitation
        - Royston and Duck look at it too
            - nothing weirder is seen
- towards the event in Selûne's Smile
  - Jezz still feels iron in her mouth
    - Calcine proposes her an orange

      > “ where do you even get them ? are they even in season ?

    - Calcine starts eating anotherone
    - she has a producter at home
    - Jezz takes the orange
  - the set list is weird
- at Selûne's Smile
  - door is closed
  - there are Symbols on the door
    - looking like musical notes
    - Vincent starts moving down the street
      - Vincent recognises the music symbols
      - the timing in that music is guidance to a place

        > “ doors down, 1 street up

      - the real place is the Soaring Pegasus
      - between sail street and dock street

        > “ where the fish meets the docks

- Soaring Pegasus
  - empty but open
  - party enters

    - no one is seen inside
    - Vincent says a code word but no one answers
    - Vincent sees a glint somewhere in the room
      - ***REDACTED***
      - Vincent goes in and picks it up
        - it's a coin
        - Vincent asks the party to search for more
          - Royston snags some fresh crisp fries
          - Vincent asks insistently Duck to help
            - Duck negotiates for a favor
        - Royston uses his Lute
          - it sounds weirdly flat
          - like the walls don't reverberate like they should
        - Duck smells ozone and ash
          - like 2 days ago in the Market
          - Duck points it out to the rest
          - the rest of the party has issues smelling it
  - Duck goes down towards the basement
    - party follows
    - Duck looks very driven
      - like he is following a very string smell
    - Duck points a bootleger's door to Jezz
      - with the help of Nybarg and Calcine Jezz manages to open it
      - not enough dust for how stuck it was
    - party goes down the hole
      - every one jumps but Vincent who does it delicatly
      - Vincent feels cold when going down slowly and slightly more gravity
- down the hole
  - the hole above is not anymore
    - Vincent, Jezz and Duck see something close the door
  - Duck has trouble seeing
    - ***REDACTED***
  - Calcine's hair doesn't light as much as it should
    - light up like twice less
  - the atmosphere is very oppressive
  - Duck is panicking a lot
    - slithering sounds can be her

      > “ we need to get out of here ! we are stuck in the shadowfell !

    - Calcine casts Calm emotions
    - Duck calms down
    - Jezz looks around
      - it looks like a copy of the normal stuff
      - all the wood and stone is now bone and obsidian
      - Jezz locates the mirror of the hole

        - 20ft up
        - Jezz create a makshift pile
        - Jezz climbs through it
        - Jezz ends back in the starting location
    - Vincent asks Duck where and how you escape planar magic
        - Duck rambles about it a bit
        - if you don't have the object linked to the portal it is a one way ticket
- blue cristals and shattered obsidian start lighting up the area
    - it smells like sulphur
    - cristals are the same kind used on the attack
    - everywhere starts growling
    - all but the eyes on every one are muted and grey
- going out the door
    - Jezz looks out
        - sees the guardians of Waterdeep stand in Obsidian statues of tyranny
        - Jezz doesn't recognises the place
        - it was what Jezz saw "that night" in a dream
    - everyone feels cold
    - this is not the Waterdeep that the party recognises
    - everything is obsidian and bone
    - Jezz point out something to Calcine
        - we should be able to see the castle from here
        - there is a spire of obsidian wrapped in a blue glowing veiny gem instead
        - flying overhead there is a massive dragon
            - 200 to 300 ft of wingspan
            - obsidian scales
        - Duck recognises the dragon
            - Duck looks very scared
            - starts stuttering a word startin with N
        - the dragon flies a bit closer
            - one of Calcine's memory is being pulled away
            - Calcine's barely resists it and keeps it
    - what should be Castle Waterdeep is a dragon's nest

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