

# 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 dranked
    - 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 looks at the paper closer
    - weird markings on the paper
      - Jezz doesn't recognise 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 another one
- she has a producer 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 strong smell
  - Duck points a bootlegger'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 delicately
    - 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 heard

“ 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 makeshift 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 crystals and shattered obsidian start lighting up the area
  - it smells like sulphur
  - crystals 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 recognise 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 starting 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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