session 8 (27/04/2024)

- gloomreach street
  - Duck and Royston catch up with the party
  - they are caugth up with what the party did
  - Quick departs for his misson with the Unkind
- to the safehouse
  - party buys some stuff for the trip
- at the safehouse
  - Calcine proposes to cast a sending to Aurora
    - vincent panicks a bit
    - message

      > Aurora, we have pursued the terrorists into the Shadowfell, they work for Orcus, we are doing what we can here. some assistance would be appreciated

    - response

      > oh dear, where in the Shadowfell, it's a huge plane, if you let me know do what i can

    - Calcine informs the party about it
    - Calcine asks if Vincent knows people that could planshift
      - there is a few uncles
      - his sister Victoria knows someone in Candlekeep ~~(Léon)~~
      - he'd rather have us pull ourselves out of the mess
    - Vincent is still freaking out
      - Calcine does a calming hug
      - Calcine offers a do a dinner if the get out
    - 2nd sending

      > sorry for the time, we are in Gloomreach, any information about the place would appreciated, Vincent is fine, i'm taking care of him

    - response

      > Gloomreach ? Could be worse, don't go into the Barrens. I'm glad Vincent is fine, Null is fickle, the mist is deadly, don't trust shadows

    - party hears a clicking sound of talons on the roof
        - from a small window a kunku is seen
        - Quick comes through the window
        - has good and bad news
            - bad news
                - it is most likely the work of Orcus
                - they don't care about sending the party back
                    - we are stuck here ?
            - good news
                - quick heard about a potential Vistani trade route
                - leaving maybe next week or so
                - going to another plane, not sure which
                - settlement accross the Barrens
        - need to be careful about shadowquakes when crossing the Barrens
        - Vincent informs Quick about the sendings

date is Uktar 4th 1519DR ?

- next day
    - inspiring leader
    - planning to go through the Barrens to the Vistani
- through the Barrens
    - march order
        - Nybarg
        - Royston
        - Jezz
        - Vincent and Calcine holding hands
        - Duck
    - as leaving the city
        - there is a wall of shadow now behind instead of Gloomreach
        - no sun, no light
        - mayb 1h of travel, hard to tell
    - dust storm coming at the party from nowhere
        - 2 hands on the rope now to hold onto it
        - Vincent is assailed by visions and lets go of the rope
        - Vincent is dissoriented and moving away
        - Jezz and Royston feel Vincent going away
        - Jezz runs after Vincent
            - finds him
            - grabs him but the poney tail
            - and runs him back to the party
    - the storm subsides
        - grey landscape
        - mountains and mist
        - no colors
    - everyone hears the crying of a child
        - can't pinpoint the source

    - even heard when plugging our ears
    - can feel the sadness and cold of it
    - Calcine and Nybarg take a point of exhaustion
    - Duck hears a name in the cries

> “ don't fear the butcher, don't let him get you, he will eat you, HE WILL EAT YOU

        - little bit of color in the shadow
        - beckoning sound coming near the song
        - Duck tells the rest of the party about it
    - Calcine is having a *slight* panic attack
    - Duck sings back at the child
        - the party only hears his part of the song
        - after a singing back and forth a red portal opens
            - claws tearing space-time
            - it's a planar rift
        - Duck beckons the party to come inside after him and follow to play
- inside the rift
    - looks waterdeep adjascent
    - bassy laughter

> “ fresh meat

    - Duck continues to rhyme at the Butcher
    - the Butcher rhymes back at Duck
    - very hot place
        - cooking meat
        - boiling blood
    - Duck casts Protection from Evil and Good
    - party advances runing after Duck
    - at the end of the alleyway sits a huge figure
        - large figure with horns
        - big cleaver in hand
        - *very* red
    - Duck asks the party to help him this one time
    - Butcher starts moving towards the party
    - *fighting script*
        - Duck
            - *rolled a 34 initiative with a nat 20*
            - runs towards the Butcher
            - chromatic orb misses the Butcher
            - casts Blink
            - doesn't blink out
        - Vincent
            - moves towards the Butcher

    - unsettling words

      > “ only one person can be red in this world of black and white

    - hypnotic pattern fails as the Butcher is immune to charm
- the Butcher
    - walk past Duck
    - summons 4 floating chains
    - Duck deflects a gore
- Royston
    - runs towards the Butcher
    - punches the Butcher
    - stunning strike
    - Vincent silvery barbs the save
    - the Butcher is stunned
- Calcine casts haste on Nybarg
- Nybarg
    - rushes to the Butcher
    - unleashes a flurry of 4 attacks with haste
- Jezz
    - runs up to the chains
    - misses the chains
- Duck
    - moves away from the Butcher
    - misses a chill touch
    - blinks away
- Vincent
    - casts spray of cards on the Butcher blinding him
    - unsettling words the Butcher
- the Butcher
    - is stunned and can't do anything
    - *the chains still move apparently ???*
        - holds until Duck is back
        - hits Royston knocking him prone and grapple restrain
        - hits Vincent for a shit ton of damage and grapple restrain
        - hits Jezz for a shit ton of damage and grapple restrain
- Royston
    - escapes the chain
    - patient defense
- Calcine
    - heals Vincent
    - misses the Butcher with a produce flame
- Nybarg attacks butcher and a chain
- Jezz
    - is free from the chain

        - patient defense
    - Vincent
        - unsettling words
        - dissonent whispers the Butcher
        - the Butcher runs out of Royston's space and gets stun
    - the Butcher
        - is stunned
        - chains still move
            - Vincent gets downed
            - Jezz gets hit *with advantage through patient defense...*
    - Royston
        - bites and punches the Butcher
        - stuns the Butcher
    - Calcine
        - extends her arm toward Vincent
        - casts life transference (-20/+40)
        - concentration on haste is lost
    - Nybarg lost turn due to haste lost
    - Jezz
        - runs towards the Butcher
        - gets downed by the chains
    - Duck
        - misses chromatic orb
        - doesn't blink
    - Vincent
        - unsettling words
        - dissonent whispers the Butcher
    - the Butcher
        - still stunned
        - the chains still go
            - Duck shields
            - Vincent gets downed and 2 death saves
    - Royston punches the butcher near death
    - Calcine
        - hits a produce flame to no effect
        - heals Vincent
    - Nybarg claws the Butcher
    - Duck blasts down the Butcher with magic missle with a final rhyme quip

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