

session 8 (27/04/2024)

- gloomreach street
 - Duck and Royston catch up with the party
 - they are caught up with what the party did
 - Quick departs for his mission 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 they get out
- 2nd sending

“ sorry for the time, we are in Gloomreach, any information about the place would be 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 disoriented 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 adjacent
 - 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 running 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
 - dissonant whispers the Butcher
 - the Butcher runs out of Royston's space and gets stunned
- 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
 - dissonant 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 missile with a final rhyme quip

Revision #1

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