

Chapter 5: Yggdrasil's plea

- [session 25 \(07/06/2025\)](#)
- [session 26 \(19/07/2025\)](#)
- [session 27 \(16/08/2025\)](#)
- [session 28 \(13/09/2025\)](#)

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 night
 - 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 misremember
 - 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

session 26 (19/07/2025)

date is 27th Uktar 1519DR

- Jezz and Royston depart from the party
 - Jezz to Little Tartarus
 - Royston to chase future conquests
- Council chambers
 - Laeral Silverhand is talking with someone in the chamber
 - *desc*
 - explorer outfit
 - cravate
 - fedora
 - 6ft tall
 - 190lb of muscle
 - glasses
 - copper hair and fine mustache
 - potted plant on his belt
 - seems like a big conversation
 - Lady Silverhand notices the party's presence who will wait
 - conversation was about a tree older than gods
 - asks about the other 2
 - had other obligations and wont be joining us
 - Nybarg asks if Laeral noticed the time loop
 - yes she is aware
 - not too affected by it
 - Laeral calls the mission still a partial success
 - not what the party believes
 - they were still able to delay them
 - Laeral presents the gentleman
 - Adam's character
 - name is Nash Adair
 - scholar of the world tree in Candlekeep
 - sent here to search for some corruption within the walls of Waterdeep
 - requires some assistance in it
 - Nash asks for presentations
 - Nybarg
 - gives a handshake
 - not the firmest
 - Vincent
 - presents himself
 - mentions he has a sister in Candlekeep

- hard to miss apparently
- Calcine
 - Nash bows
 - Calcine goes closer
 - presents herself
 - hands him a chef snack
- Nash mention his plant is a future awakened plant
- Nash and the party bows out to Laeral
- Nash mentions that the next stop is the necropolis
 - it is in the city of the grave
 - the goal is to find a grove beneath it
- City of the dead
 - Vincent does a bit of a tour guide description of it
 - need to find the necropolis and the grove bellow it
 - when entering the noises of the city seem to disappear
 - Nash tries to look for it
 - guidance and bardic inspiration
 - Nash tries to follows vibrations he feels
 - shadows seem to cling to surfaces wrong with shadow tendrils
 - party looks around for clues
 - Nash uses his ring of x-ray vision
 - to check inside crypts
 - the dead are normally dead
 - Vincent continues his descriptions
 - victim of a great fire
 - Nash mentions he dislike fire
 - Calcine extinguishes her hair
 - Nash says it is ok for her to keep it
 - Calcine asks about the produce flame attack
 - throws it up flare style
 - some fungus start a deafening shriek
 - after the moment of surprise they are recognized as weird here
 - Nash did not like the cantrip with the plant on his side
 - party feels something
 - Vincent has a weird feeling
 - similar to the wild magic zone
 - Nash sees something weird on the plants
 - the shadows pushing and expanding through the ground
 - roots are exposed
 - ground looks unnatural
 - large broken statue
 - similar to a smaller scale guardian
 - broken weapon

- toppled over
- party see something
 - daylight
 - ethereal individuals
 - doing prayers
 - some basic stuff
 - no big rituals
- pulse was getting weaker
- party turns back
 - the growth from before has accelerated
 - the path seems blocked now
 - brushes piling up
 - earth and grass moving to prevent passage
 - bramble appearing
 - Nash proposes to split it open and for the party to follow
 - Calcine offers to blight it open
 - Nash doesn't want it to be don't in front of the pot of awakening
 - the shadows are also pulled in the same direction as the plants
- party experiments with how to get through
 - *fill later*
 - they taste a bit of blood from Vincent
 - the plants uproot and go for the party
 - *fighting script*
 - Calcine
 - guiding bolt hits the first shambling mound
 - pulls Vincent back
 - first shambling mound
 - moves to Nybarg
 - slams and grapples Nybarg
 - Nash
 - whips second shambling
 - moves back
 - Nybarg escapes the shambling mound
 - Vincent
 - pulls the other instrument
 - hidden ace confusion first shambling mound
 - moves behind Calcine
 - second shambling mound
 - moves towards Nash
 - Calcine
 - toll the dead second shambling mound
 - pushes back second shambling mound back
 - first shambling mound is confused
 - Nash
 - whips second shambling mound
 - moves back

- Nybarg
 - shoots second shambling mound
 - hides
- Vincent
 - starry wisps second shambling mound
- second shambling mound
 - moves to Nash
 - slams Nash
- Calcine
 - toll the dead second shambling mound
 - moves in front of Vincent
- first shambling mound is confused
- Nash
 - moves away
 - get slamed
 - rages
 - reckless attacks second shambling mound
- Nybarg
 - shoots second shambling mound nearly dead
- second shambling mound
 - moves to Nash
 - slams twice and grapples Nash
- Vincent
 - mocks to death second shambling mound
- Calcine
 - toll the dead first shambling mound
 - pushes first shambling mound back
- first shambling mound
 - acts while confused
 - slams Nash
 - Vincent silvery barbs a crit
 - still confused
- Nash whips first shambling mound
- Nybarg
 - shoots first shambling mound
 - hides
- Vincent starry wisp first shambling mound
- Calcine
 - toll the dead first shambling mound
 - pushes back first shambling mound
- first shambling mound is confused
- Nash whips first shambling mound
- Nybarg
 - shoots first shambling mound
 - hides
- Calcine toll the dead first shambling mound

- first shambling mound moves confusedly
- Nash whips first shambling mound
- Nybarg shoots first shambling mound
- brambles stopped growing but is still large and covering the area

session 27 (16/08/2025)

- City of the dead
 - the vines are still here
 - not growing as much anymore
 - Nash asks Calcine if she could try to burn it a bit
 - Calcine
 - mutters an apologies for doing that in a cemetery
 - casts burning hands on the vines
 - quite a bit burn away
 - Nybarg
 - see the trees and plant creak menacingly
 - swings a torch
 - some plants burn
 - the creaking continues
 - Nybarg asks if Nash had any tips on how to impede the growth
 - Nash just grabs some by the roots and uproot them
 - Nash gets sprayed by black ichor
 - party now has a path between burning and pulling
 - some trees seem to move in the distance
 - party advances
 - Nash gets a stronger pull
 - from a noble looking crypt in the wall
 - interior looks destroyed
 - dug earthen tunnel in it
 - party goes in
- earthen tunnel
 - marching order
 - Nybarg
 - Vincent
 - Nash & Calcine
 - Calcine lights up for the party with her hair
 - Nash offers an arm to Calcine
 - not a moment for that at all
 - kinda need arms free here, danger is near
 - Vincent did not like it
 - party proceeds
 - same feel as near the broken key
 - ozone smell
 - buzz in the air
 - magic items pulsing
 - 5 to 10 mins slow, 1000ish ft away from the entrance
 - Nash feels this is the proper direction

- tunnel is more damp now
- an underground tunnel network here
- Nash hears a conversation
 - picks up a few words
 - roots
 - tendrils
 - shadows
- party preps to go forward
 - Calcine extinguishes the hair
 - Vincent casts invisibility on Calcine with a kiss on the forehead
 - Vincent gives a bardic inspiration to Nash with a warning in infernal
- Nybarg scouts ahead with invisible Calcine in toe
 - there is a symbol carved into the wall
 - Calcine recognized that as a glyph of warding
 - stops Nybarg from touching it
 - didn't seem to trigger from proximity alone
- Nybarg crosses to test first
 - doesn't blow up
 - rest of the party crosses
- forward
 - blue light creeping at the end of the tunnel
 - tunnel opens up more
 - more and stone a metal is present
 - voices still can be heard
 - sounds like a lot of ppl yelling
 - giving instructions left and right
 - feels like a lunch room brouhaha
- underground grove
 - *desc*
 - large amount of cultists are digging
 - massive quarry in the center of the grotto
 - source of the yelling
 - look like they are keeping the bushes at bay
 - the druids are using magic to hold them back
 - party prepares an ambush
 - *fighting scripts*
 - Calcine fails to puppet evil ranger
 - Nybarg shoots evil ranger
 - Nash
 - runs in the middle
 - uses daylight from the driftglobe illuminating the hole grove
 - rages
 - Vincent casts entangle on guilty ranger and satisfied druid
 - surprise round ends
 - Nybarg shoots evil ranger again
 - evil ranger

- resists the branch pull
- runs to Nash
- hits Nash
- shy druid
 - casts corrupted growth
 - runs back
- Calcine
 - moves to apathetic druid
 - summons her flame blade
 - misses apathetic druid
- satisfied druid fails to break out of the entangle
- guilty ranger
 - is restrained by the entangle
 - misses Vincent with his bow
- apathetic druid
 - claws Calcine
 - she can't regain hp for the turn
 - moves away
 - Calcine misses the opportunity attack
- Nash
 - reckless attack
 - whips evil ranger
- Vincent
 - psychic lance shy blightborn druid
 - unsettling words satisfied druid
- Nybarg shoots shy druid
- evil ranger misses Nash
- shy druid
 - still concentrating
 - gets pulled in melee with Nash with 0 speed
 - concentration on the growth is dropped
 - claws Nash
 - pulses a dark harmony bu it is saved
- Calcine
 - pulls apathetic druid and moves to him
 - swings the flame blade for vulnerable damage
- satisfied druid fails to break out of the entangle
- guilty ranger
 - is restrained by the entangle
 - misses Calcine with his bow
- apathetic druid
 - casts harm on vincent who saves
 - moves away from Calcine
- Nash misses evil ranger
- Vincent
 - misses a starry wisp on evil ranger

- inspire Calcine
- Nybarg
 - shoots shy druid
 - moves and hides
- evil ranger
 - is teleported by Nash
 - hits Nash
- shy druid
 - moves away from Nash
 - casts Blight on Nash who saves
- Calcine
 - 2nd lvl healing word Nash
 - moves to apathetic druid
 - slashes with the flame blade
- satisfied druid
 - blight Calcine
 - flame blade drops
- guilty ranger shoots Vincent
- apathetic druid
 - misses Calcine
 - moves away from Calcine
 - warcaster inflict wounds
- Nash
 - finishes evil ranger
 - moves close to the entangle
- Vincent
 - misses shy druid
 - moves to Calcine
 - 3rd lvl healing word on Calcine
- Nybarg
 - shoots shy druid
 - moves in the open
- shy druid
 - resists the pull from Nash
 - Nash is not affected by the infestation
- Calcine
 - moves to apathetic druid
 - 4th lvl flame blade hits
- satisfied druid
 - infestation Vincent
 - entangle concentration drops
 - moves away
- guilty ranger
 - moves to Vincent
 - stabs Vincent with a vengeance
- apathetic druid misses Calcine

- Nash
 - moves to shy druid
 - attacks him twice
- Vincent
 - unsettling words guilty ranger
 - psychic lance him

session 28 (13/09/2025)

- underground grove
 - *fighting scripts*
 - Nybarg
 - shoots down shy druid
 - moves to guilty ranger
 - Calcine misses apathetic druid
 - satisfied druid
 - moves to Nash
 - swipes to Nash
 - apathetic druid misses Calcine
 - Nash
 - reckless attack
 - crits satisfied druid
 - Vincent
 - moves to Nybarg
 - takes the dimensional shackles
 - locks them on the incapacitated guilty ranger
 - drinks a potion of healing
 - Nybarg
 - moves forward
 - misses satisfied druid
 - Calcine
 - burns apathetic druid down
 - moves forward
 - satisfied druid
 - claws Nash
 - Nash and Calcine resist dark harmony
 - guilty ranger
 - is manacled and restrained
 - stabs Vincent
 - Nash
 - shoves satisfied druid back
 - whips satisfied druid
 - moves back behind Calcine
 - Vincent
 - disengages
 - moves away from guilty ranger
 - healing word second level on self
 - Nybarg steady aims satisfied druid
 - Calcine
 - moves to satisfied druid
 - attacks satisfied druid

- satisfied druid misses Calcine
- guilty ranger
 - throws his dagger at Vincent
 - misses
 - no longer has any weapons
- Nash
 - moves towards satisfied druid
 - whips him good
- Vincent
 - sits in front of guilty ranger
 - casts suggestion for a confession
 - guilty ranger resists
- Nybarg criticizes satisfied druid for 56
- Calcine starts a prayer of healing
- Vincent tries to talk to guilty ranger
 - doesn't speak a lot
 - refuses to give a lot of information
- Nash
 - inspects the rift
 - looks like an artery covered in energy
 - root of the world tree itself
 - mixing with energy from the weave itself
 - waterdeep was founded on the ruins of an old mage tower
 - was very connected to the weave
 - this should not be happening here
 - this situation may explain some stuff Nash and his master noticed
 - should be fixed asap
- Vincent sends a message to Laeral Silverhand

“ Lady Silverhand, we are in a tunnel beneath one of the founding houses mausoleums, there is an exposed root of the world tree mixing with the weave here and needs to be contained. awaiting further orders.

- she'll search for records of it and come back to us later
- world tree root shenanigans
 - Vincent asks Nash what would happen if someone touched the tree
 - Nash wants to try to touch it to have more info
 - Calcine asks if Nash is sure and he wants something for backup
 - Nybarg attaches a rope to Nash
 - Nash jumps down
 - the density goes up the further down he goes
 - it is akin to water down there
 - parts of the tree seem to use small roots to create a cushion for Nash
 - party feels a message resonate

Child of the Branch, The Dirge stirs my heartwood, and the sky weeps shadow where sun should reign.

The anchors bleed upon me. One broken, one waiting, five yet to cry. The song is not yet whole — its chorus can still be silenced.

Seek where roots are cut and grafted into stone. Sever the song before the seventh verse is sung, or the tree shall fall — and with it, all that stands upon it.

The second root rots where water remembers death. Find it before the tide takes all.

- party has a vision
 - A swamp choked in mist, its waters stagnant and dark.
 - Black crystals growing like jagged teeth from the muck, pulsing faintly with shadow.
 - A ruined altar half-sunken, where hooded cultists chant beneath a bleeding moon.
 - A drowned city bell, tolling soundlessly from beneath the water, as if calling the dead to rise.
 - Nash is lifted back up by the roots out of the hole
- the room glows with a warmer energy
 - party feels somewhat refreshed
- Nash recognizes the vision place
 - mere of dead men
 - between neverwinter and waterdeep
 - bad place
- party knocks out guilty ranger
- party goes back with him to waterdeep
- back on the surface
 - sun has shifted
 - city is awakening
 - time seems to flow again as it should
 - Calcine warns Laeral Silverhand that they are coming with a prisoner