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

> oh her...

        - 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

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