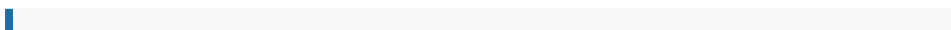


session 26 (19/07/2025)

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 slammed
 - 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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Revision #1

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