

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
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