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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