# 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 from of guilty ranger
        - casts suggestion for a confession
        - guilty ranger resists
    - Nybarg crits down 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 situatrion 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

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