

Session 2 RECAP

Session one ended as you defeated the foul beast in the grove in Nightwood

Scholar Renn wanted you to stay and investigate the grove as there were cracks and shakes in the ground and he said you won't be able to save the Warden (captain Stryke)

You chose to ignore him and save Stryke

You took him back to the Warden's quarters and with the help of Eldric, the Warden Physician, you managed to stabilise Cpt Stryke, saving his life.

You spoke to Eldric and learned the following:

This isn't the first time he's seen wounds like this. A warden returned from a patrol with similar injuries a few weeks ago but died before he could be questioned about what had done this to him.

Eldric also mentioned that after he had died, he saw what appeared to be roots growing inside his wounds during the autopsy.

You then went to the Clan Quarters and were granted an audience with Alric Blackstone, the Chief's son.

From Alric Blackstone you learned:

His father is away fighting raiding parties on the northern coast. Alric sent word to him of the strange happenings and asked him to come back to Nightwood but he hasn't yet had a response. He should be back soon either way, he just doesn't know when.

Alric is seemingly more concerned about what the strange happenings in Nightwood are doing for his reputation as a leader whilst his father is away, rather than actually looking after the safety of his people. He was quite self-centred in this regard.

He told you that in the Blackstone archives, there is mention of the Tellurian glyph stones being here for hundreds of years, possibly pre-dating the Clan's arrival, but there is no information on what they are actually doing or why they're there.

He rewarded each of you with 10GP for saving Captain Stryke, and gave the group a Clan Writ (+1 on next checks with Blackstone Wardens or Clan Members)

You then headed to the Temple of Telluria. Priestess Alwen greeted you, and thanked you for saving the Captain's life - this pleased the Green Goddess.

From Priestess Alwen you learned:

Despite the city being more affected by the humming vibrations and roots protruding through pavements etc, the temple was still immune. This is because the temple is laden with Tellurian glyphs.

Alwen said that she is more concerned about what the Temple of Aurush might be doing in regard to the happenings in Nightwood, rather than what is actually going on beneath the earth. She told you she felt a change in the energy a few weeks ago - felt some sort of Aurushi presence, perhaps some sort of rite was performed. (think of the priests and priestesses connection to the temples and gods as similar to the force from Star Wars - she felt a disturbance that she believes to be Aurushi in nature). She believes this to be the reason why the glyph stone in the grove was cracked.

She told you that Glyph stones are not used to 'bind' things, but to stabilise and calm things. Whatever has happened has not released anything, but merely disturbed it.

She granted each of you a Tellurian Salve (1d6 HP recovery, 1 use, consumable), and Kaelen was gifted a small stone talisman (1 day advantage on STR save)

After the temple, you returned to the clearing/grove in the Nightwood forest where you were before, accompanied by **Scholar Renn** to resume his investigations.

You noticed him fiddling with a glowing object in his pack and discovered it was an **Aurushi Seeing-Stone** (Seeing-stones are very-rare and exclusive to Aurushi acolytes - it is a great offence to worshippers if these precious gifts are found in the hands of those not dedicated to the Sun God.)

He said it was a gift from the Aurushi temple last time he visited Western Province. You decided to take the stone from him, **now in Kaelen's possession.**

Where the cracked glyph and saplings stood at the centre of the grove, there was a great wide crack in the ground. **You jumped down into the darkness and entered a series of tunnels and chambers, lined with pulsing, glowing roots.** Here you learned:

The Aurushi seeing-stone's glow is fading down here.

You held your torch/light up to the root covered walls. The roots seem to flinch away from the flames revealing what looks to be moss covered stone behind them.

The hum and vibration is almost rhythmic down here, like a heartbeat.

Some of you had hallucinations - a sun burning underground / a city swallowed by a forest

You then encountered the 'Root-Woken' - long dead reanimated corpses covered in living roots. They were not hostile. You learned:

When you brushed the roots on the walls, they seemed to notice, turning their heads to look - almost like a hive mind

They spoke - 'it was quiet here before the fire prayers'

You chose to leave them be and continue through the tunnels and chambers. Charles Vect discovered 'The Girdle of Root & Stone' A heavy belt of braided bark and granite beads, humming faintly when touching soil.

You came to a much larger stone chamber with a large stone platform at the centre. It had Tellurian Glyphs carved into it, but was cracked in half for some reason. It looked deliberate. Scholar Renn said that this confirmed his suspicions that there has been outside influence in this disturbance, stating that the feud between the 3 Temples has reached new heights.

Here you learned:

Examining the cracked glyph platform, you confirm through Arcana that this breaking hasn't released anything yet, merely disturbed it.

There were recent bootprints here.

Scholar Renn became nervous and shifty when he saw them and started frantically scribbling down notes whilst looking shiftily around the chamber. You pressed him on why he was acting strange. He tried to lie and say it was just because he wanted to finish his work and get back to the guild, but under intimidation he revealed that he actually stole the Aurushi Seeing-Stone and he feared that they were after him, which was the real reason he wanted an escort party, not because he was worried what was in the forest.

From an unseen tunnel, light burst into the room and 3 white cloaked warriors bearing the Sigil of The House of The Sun strode in - **Agents of Aurush**.

Their leader demanded you leave this place at once, and to also hand over the stone else face blood. You tried negotiation but battle ensued. **A fierce fight in the cracked stone chamber ended in bloody victory.**

The following loot was gained:

Kaelen: 20GP, Sunblade, Chain shirt, Pendant of The House of The Sun - *Bonus: Constitution Saving Throws, Wearing this pendant publicly will affect interactions with Clan members and members of the Triarchy.*

Elara: 20GP, Half plate armour, Sunblade

Magnus: 20GPSunblade

Umbrys: 20GP

Charles: 20GP

As calm fell after the battle, you noticed blood on the cracked glyph platform. It trickled down the stone and as it touched the Glyphs, the earth began to rumble, the roots began to writhe and scream.

The ground splits beneath your feet and you fell into darkness, hitting the ground somewhere below. Then you hear it. Somewhere before you.

Deep. Powerful. Rhythmic.

A thrumming heartbeat.

ALL PLAYERS LEVEL UP

ALL PLAYERS ADD RELEVANT LOOT ITEMS & GP

ALL PLAYERS TAKE SHORT REST