
Subject: Rise of Tiamat starts at 8th level
Posted by [dkeester](#) on Tue, 05 Jan 2016 21:17:26 GMT
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Please level up to 8 for Saturday.

Subject: Re: Rise of Tiamat starts at 8th level
Posted by [duhwoo](#) on Wed, 06 Jan 2016 01:59:52 GMT
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Sir Rounded is ready (and Rodney didn't change much...) -- see attachments!

File Attachments

- 1) [SirRounded.pdf](#), downloaded 69 times
 - 2) [Rodney.pdf](#), downloaded 27 times
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Subject: In Game Discussion and Ramblings
Posted by [Berwick](#) on Sun, 10 Jan 2016 01:58:26 GMT
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Feel free to post away.

Subject: Re: In Game Discussion and Ramblings
Posted by [Berwick](#) on Sun, 10 Jan 2016 05:59:03 GMT
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Kriv's Views on the Cult of the Dragon:

The Prophet Bankuei has given to us the Ancient Teachings of Tiamat. The current farce called the Cult is but a pale imitation of what it once was.

Hearken unto this scroll of knowledge: <https://bankuei.wordpress.com/2008/05/26/cults-of-tiamat/>

I once sought the Ivory Path of Law, but have recently converted unto the Ebony Path of Fury.

As the great scroll reads:

Ebony Path of Fury Justice does not create itself. Those who have been wronged have the right to take vengeance, to exact retribution. The world is full of wrongs and those who do wrong, and only those who are willing to make their own justice can find it. This path is simple and open to all, for who has not been wronged in this life? The ebony head of Tiamat grants the mercy of vengeance to the suffering.

I recognize my own failings in life and own up to my passions and desires, within the context of

my honor. I am not without my own faults, and do not begrudge others seeking their retribution against me. If they do, and I fall to them, then I have reaped what I sowed.

So mote it be.

Subject: Re: In Game Discussion and Ramblings
Posted by [Berwick](#) on Sun, 10 Jan 2016 06:10:32 GMT
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Now that we have offended our neighboring Dragon, we need to seriously think about what we are going to do if it attacks before we can appease it's monstrous ego.

All thoughts of treasure aside, that dragon represents a clear and present danger to not only us, but the ancestral home of Lord Field.

What do we know of its weaknesses and strengths? It seemed to have a contingent of lizardfolk the last time some of us saw it. Does anyone remember how large a contingent (even in general terms?) [i.e. Do we outnumber them, or do we perhaps need to bring in some mercenaries?] {We have really seen some success in sending in other factions to weaken our true opponents, and I think this could help us again here...we have the dragon itself, and whatever minions it can muster up to contend with}

We could muster a small militia and promise payment out of the black dragon's hoard. With a share going to each survivor or next of kin in the event of death. I am sure many are itching for a chance to get back at the dragons.

What say you, my adventuring companions?

Subject: Re: In Game Discussion and Ramblings
Posted by [like_a_god](#) on Mon, 11 Jan 2016 17:48:21 GMT
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Leven hates you

Subject: Re: In Game Discussion and Ramblings
Posted by [duhwoo](#) on Tue, 12 Jan 2016 04:21:38 GMT
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Rodney is certain plotting against Voraghamanthar is a bad idea -- just leave him alone! Mustering a militia to use against him would certainly come to his attention and draw his ire before any such plan could be executed. (He knew we had come into possession of the Tome of Evil within hours of our gaining it -- he knows what's happening in this swamp!) Taking the fight to his lair is a particularly bad idea -- lair effects are devastating!

There's also something to be said *FOR* having a super-dangerous neighbor: few are gonna mess with Field Castle if we are in league with an ancient black dragon! Since he's been dealing with us rather than destroying us, I think we provide a sufficient modicum of entertainment to keep his boredom at bay -- perhaps he likes having neighbors he can have a half-way intelligent conversation with. As long as we pose no threat to him, I think he'll string us along to see what gain might come of it. He's already gained an artifact through parlay with us, *and* had a potential opportunity to get his claws on Skyreach Castle: something that never would have happened if he had just destroyed us at first sight. Although his hopes were dashed (win some, lose some), it was all very reasonable as to why -- and perhaps he should wait and see if we will bring even more unexpected opportunities his way through the course of our adventuring...

Anyway, we must focus on our quest: finding the Drac-horn. Which means finding McCalf (is that the right name? is she a human?) in the Sea of Crushing Ice, and perhaps dealing with "The Old White Death" (Arathator the white dragon).

During the flight north on our new airship (which we must name, by the way), the party may note Rodney and Sir Will are collaborating on a crafting project: making Sir Will's unicorn shield into a magical +2 shield!

Subject: Re: In Game Discussion and Ramblings
Posted by [Berwick](#) on Fri, 15 Jan 2016 05:09:10 GMT
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Awww... Leven...why so blue? Turn that frown upside down, my delectable little morsel.

And as far as Rodney goes...Well, he is YOUR neighbor. I will follow your lead on this one. Also, I wasn't meaning to delay the expedition to deal with this, only thinking that we should make plans for the future in the event that your current...arraignment...become untenable.

Subject: Re: In Game Discussion and Ramblings
Posted by [duhwoo](#) on Sat, 16 Jan 2016 00:46:46 GMT
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I'm posting the crafting rules -- first from the PHB, then from the DMG -- per Matt's request:

C r a f t i n g - M u n d a n e

You can craft nonmagical objects, including adventuring equipment. You must be proficient with tools related to the object you are trying to create (typically artisan's tools). You might also need access to special materials or locations necessary to create it. For example, someone proficient with smith's tools needs a forge in order to craft a sword or suit of armor.

For every day of downtime you spend crafting, you can craft one or more items with a total market value not exceeding 5 gp, and you must expend raw materials worth half the total market value. If something you want to craft has a market value greater than 5 gp, you make progress every day

in 5-gp increments until you reach the market value of the item. For example, a suit of plate armor (market value 1,500 gp) takes 300 days to craft by yourself. (The Player's Guide for WOTC's current Organized Play campaign allows a common Potion of Healing to be crafted as a mundane item, taking 10 days and 50gp...)

Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have proficiency with the requisite tools and are working together in the same place. Each character contributes 5 gp worth of effort for every day spent helping to craft the item. For example, three characters with the requisite tool proficiency and the proper facilities can craft a suit of plate armor in 100 days, at a total cost of 750 gp.

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CRAFTING A MAGIC ITEM

The creation of a magic item is a lengthy, expensive task. To start, a character must have a formula that describes the construction of the item. The character must also be a spellcaster with spell slots and must be able to cast any spells that the item can produce. Moreover, the character must meet a level minimum determined by the item's rarity, as shown in the Crafting Magic Items table.

Common magic item: 100 gp, minimum level: 3rd

Uncommon magic item: 500 gp, minimum level: 3rd

Rare magic item: 5,000 gp, minimum level: 6th

For example, a 3rd-level character could create a wand of magic missiles (an uncommon item), as long as the character has spell slots and can cast magic missile. That same character could make a +1 weapon (another uncommon item), no particular spell required.

An item has a creation cost specified in the Crafting Magic Items table. A character engaged in the crafting of a magic item makes progress in 25 gp increments, spending that amount for each day of work until the total cost is paid. The character is assumed to work for 8 hours each of those days. Thus, creating an uncommon magic item takes 20 days and 500 gp. (A common Potion of Healing would take 4 days and 100gp to craft as a magic item...)

If a spell will be produced by the item being created, the creator must expend one spell slot of the spell's level for each day of the creation process. The spell's material components must also be at hand throughout the process. If the spell normally consumes those components, they are consumed by the creation process. If the item will be able to produce the spell only once, as with a spell scroll, the components are consumed only once by the process. Otherwise, the components are consumed once each day of the item's creation. Multiple characters can combine their efforts to create a magic item if each of them meets the level prerequisite. Each character can contribute spells, spell slots, and components, as long as everyone participates during the entire crafting process. Each character can contribute 25 gp worth of effort for each day spent helping to craft the item.

GENERALLY SPEAKING, CRAFTING MUNDANE ITEMS IS CHEAPER -- BUT TAKES LONGER PER UNIT COST THAN CRAFTING MAGIC ITEMS (5gp progress per day vs 25gp progress per

day)...

Subject: Re: In Game Discussion and Ramblings
Posted by [duhwoo](#) on Sat, 16 Jan 2016 08:40:53 GMT
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Rodney wants Olaf and Rawl to name their airship The Good Year...

Subject: session log
Posted by [duhwoo](#) on Sat, 27 Feb 2016 05:46:15 GMT
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SESSION #1 (January 23rd)

Having captured SkyReach Castle for our own, we flew it to the Mere of Dead Men, and moored it over Field Keep - then transferred all the treasure into Rodney's dungeon! It wasn't long before an emissary from the Giants came to claim the castle as their property: Rodney noted the party's claim through right-of-combat, but the party decided they could honor the giant's cultural claim if the giants could come up with a suitable replacement: an airship! Meanwhile, our evil neighbor Voraghamanthar decided to show up and make a bid to own SkyReach himself. Rodney explained the castle is an important cultural icon of the giant community, and a dragon getting hold of it risked re-kindling the ancient war between giants and dragons. The dragon put on a show of feeling scorned, and departed in a huff. A couple of weeks later, the giants delivered the airship, and took their castle away.

During those two weeks, the party was able to find a variety of magic items for sale in Waterdeep, and spent most of the hoard. Sir Will purchased a Belt of Dwarvenkind, *and* Heward's Handy Haversack! Rodney picked up a Pearl of Power. The two also began collaborating on crafting Sir Will's shield into a magical +2 shield!

During one of our later shopping trips, the party received orders to report to a council of several powerful faction leaders in Neverwinter. They asked us to track down an artifact known as the Drac-horn, before the cult uses it to summon all dragons. The only clue to its location may be known to a tiefling druid named McCalf, last known to be operating in the Sea of Floating Ice -- perhaps in the vicinity of a white dragon there named Arauthator, the Old White Death.

Thus, upon taking delivery of our airship, we promptly set "sail" north along the coast, in search of the druid, McCalf. First, we visited the wizards in Luskan, seeking tips on how to locate McCalf. The wizards provided us with special Sending Stones, that allow the party to communicate amongst ourselves once per day.

From Luskan we flew to Icewind Dale, then over the ice floes to the island where Arauthator lives. During the journey, Rodney and Sir Will completed the enchantment on Will's +2 shield. The next project is +1 plate armor for Sir Will, with all casters collaborating in the crafting...

Upon arrival at Arauthator's island, we contacted a village there. The inhabitants serve the dragon, and did not trust us. We quickly discovered there are two passages leading into the dragon's lair, one in the village's main tent, and one hidden in the shaman's tent. We cleverly chose to split the party -- most going down the main passage, while Rodney wound up using Dimension Door to get himself and Kriv into the shaman's tent, where they used the smaller passage. The main passage lead to a cavern with a sick villager, and from there the main party moved down a hall into a training facility for guard drakes. Luckily, Rodney and Kriv happened to move the correct way from the exit of the smaller passage, and met up with the rest of the party fairly quickly. We disguised ourselves as cultists, and wandered through the lair looking for the druid. After saluting a few patrols -- who never caught on that we didn't belong there -- we found McCalf studying in a tent: it took some convincing, but in the end we used Teleportation Circle to beam her and most of her research materials out and straight to Luskan! We never did encounter Arauthator...

The wizards of Luskan were pleased with our success: they installed a Teleportation Circle on our airship! This is likely to come in VERY handy...

Returning to Field Keep, Rodney was disturbed to learn the perfidious Voraghamanther had attacked Field Keep, destroying the northwest tower. He sent a letter to Harshnag, emissary of the giants, explaining that the black dragon is responsible for the explosion that occurred in their sky castle -- attempting to draw the ire of others onto his bad neighbor.

I imagine there's a lot of XP to be awarded -- tens of thousands even -- reflecting our successful use of guile and clever planning to accomplish a variety of important missions:

- restored SkyReach to it's rightful owners;
 - in a fair and reasonable way!
- prevented a destructive Dragons vs Giants war;
- rescued the druid from a dragon's lair;
 - basically defeated the dragon, by not even encountering it!
- got the information we needed from the druid;
 - main mission accomplished!

Subject: Re: session log
Posted by [duhwoo](#) on Tue, 08 Mar 2016 04:19:46 GMT
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SESSION #2 (February 27th)

(AFTER WE REMINDED THE DM WE RECEIVED NO XP FROM THE LAST SESSION, HE AWARDED EACH CHARACTER 1,000XP FOR SESSION #1)

The Council of Waterdeep's spies reported that "Varum" (spelling?), the holder of the white dragon mask, has lost it (maybe it was stolen), and he has left the Well of Dragons. The party was told he headed to the Serpent Hills -- hoping to peer into some kind of special divination pool in some ruins there ("Diderius' Scrying Pool") -- and if we used our airship, we could probably pick up his trail at the Boareskyr Bridge.

When we arrived at the bridge, we found a little permanent camp/waystation -- the tavern owner ("Bolo") affirmed that Varum passed through camp a few days ago. Apparently Varum killed a scaly blue guy that was spying on the camp, and was treated as a hero for a day. Then he headed north, with a bunch of goons.

We had to leave the airship for some reason, and track him on foot: several days and 65 miles later, we finally came upon the ruins -- stone figures announced our arrival, and it's apparent that we should be polite and honor knowledge and wisdom around this place. We climbed some stairs, found an entrance to a dungeon. Six statues of cowed figures in the entry room proclaimed that "A visage can cause madness". We found it best not to mess with the statues...

The next room -- north -- had metallic double doors (a trap), an archway, a regular door, and a mosaic on the floor -- which came alive, as a two-dimensional construct attacked us! There was also a door marked 'safe': within was a well, a bucket, a basin with a lever (to drain it), and some mushrooms. We filled the basin, then drained it -- nothing happened. We also noted a trap door in the mosaic on the floor: a boulder made of bones shoots out to crush folks that proceed through the archway and down the hallway. We smashed the bones to disarm the trap -- then Sir Rounded got hurt anyway, playing around with it by sending someone down the hallway whilst he stood on the boulder-launching mechanism. Party took a short rest here.

Continuing down the hallway, we discovered a secret door leading to a broken dumb waiter. Climbing down, we wound up in a sloped corridor, with a door at either end. We heard voices behind the door at the upper end -- so we busted in! Five bearded devils paused their card game to discuss etiquette with us...

to be continued in session #3...

Subject: Re: session log

Posted by [duhwoo](#) on Mon, 04 Apr 2016 04:51:44 GMT

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SESSION #3 (March 12th)

We slaughtered all the bearded devils that we had barged in on at the end of last session; they had no treasure. A short hallway from the devil's dining room took us to a large room with a pool; the body of a dead cultist lay in here, apparently one of Varum's pals. A pair of double doors on one side of the room open to a rockfall trap -- the same rockfall trap we got hit by in the room with the animated tile monster we fought when we first entered this place (so this one trap hit us twice). We are sure the rockfall room goes through to that tile mosaic room, but it's too filled with rocks and boulders to use as a shortcut back to the entrance/exit.

We entered Diderius' tomb, and the sage's ghost appeared before us. We learned that some Yaun-Ti had taken Varum out through the doors on the other side of his tomb. The dead guy further warned us not to disturb anything in his tomb: we tried to be respectful but six lizardmen attacked! We couldn't help but knock one of the badguys into one of the walls, which apparently was all it took to activate Diderius and four of his best pals -- so on top of the lizard men, we had to fight *FOUR* MUMMIES *and* a MUMMY-LORD! Above and beyond that, Rodney summoned an air elemental: nothing could be more certain and inevitable than loss-of-control of that elemental, so naturally Rodney was incapacitated by one of the mummy-lord's fear attacks...

This fight was really rough (and long, taking most of the session), and Kriv fell during battle. Somehow we destroyed all the lizardmen, 4 mummies, the mummy-lord, *and* the air elemental with only the one casualty, and were left in a small room on the other side of Diderius' crypt, with a passage leading out where the Yaun-ti took our quarry.

When Rodney went to heal Kriv, he learned the dragonborn had mummy-rot from the mummy's blows -- and cannot be healed. Believing this to be fatal (and not being particularly inclined to expend a lot of resources on the troublesome cultist), the bard didn't take long to start looting Kriv's equipment! Rodney donned the Mask of the Black Dragon, and replaced his armor with the Bracers of Defense that Kriv won't be needing anymore. In addition, Rodney took the Ring of Mind Shielding, since this should go with the wearer of the mask -- it may prevent undesirable tracking of the mask. Kriv's Wand o' da Warmage went to the hobbit. Kriv's disease-wracked corpse will be left behind...

The session ended here.

The DM awarded 4,643XP at the end of the session!

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Subject: Re: session log
Posted by [duhwoo](#) on Sun, 10 Apr 2016 03:34:11 GMT
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SESSION #4 (April 9th)

As the party prepared to take a badly needed short rest, a rather surprised sorcerer -- a human named "TIM" -- appeared next to Kriv's body. It seems some kind of ritual being conducted as part of the man's research into wild magic had been disrupted by some powerful event in this tomb (perhaps the destruction of the Mummy Lord a few moments before, or Kriv's dying state, or some combination), causing Tim to be magically transported to Diderius' resting place! (this introduces William's new character...) Seeing a new caster joining the party -- one who can cast 3rd level spells -- Rodney gave the man his Pearl of Power (since one cannot be attuned to more than 3 items, and Rodney now having the Mask, Ring, and Bracers of Defense can no longer be attuned to the pearl), and Levin figured Tim might be better able to use the Staff of Fire and the Wand of the War Mage. We then activated a secret door mechanism in the room just past Diderius' tomb, sequestering ourselves away, and completed our short rest.

Following the corridor that the Yuan-Ti reportedly took Varum down, we descended stairs for

some distance: this underground passage was mostly natural cave, rather than the finished stone we had seen up to Diderius' tomb. The stairs led to a cylindrical space some 40' in diameter -- a casting of Dancing Lights revealed the floor of this room is 120' down! Some things were crawling around down there...

There was a bridge to take us across the 40' gap, but the opening it led to was 40' lower on the other side, and the bridge was set at a steep slope to get down to that level. It was also covered with slippery cave goo, making the crossing likely to be quite perilous. As Sir Will prepared for roped travel, Rodney cast Fly on himself and flew across with the other end of the rope. But the hobbit and the new guy decided to just run down the bridge, and when they made it safely to the other side, Olaf tried to follow -- and slipped and fell! Luckily, the bard cast Feather Fall as the half-orc fighter fell past him. Unfortunately, nearly a dozen juvenile Yuan-Ti Abominations awaited him at the bottom!

The fight that ensued was a chaotic mess, colored heavily by the constant wild magic surges that come with having TWO purveyors of wild magic chaos in the party. Some highlights include: the unicorn we keep summoning made another appearance -- and took a strong dislike to the new guy; everybody (including all the Yuan-Ti) were invisible for a round; each caster grew a brief, feathery beard at least once; several flumphs arrived, only to be snuffed out by an unplanned fireball; and Levin became a potted plant *twice*. Also, many of the party simply jumped from the bridge -- a 120' or 80' fall, depending on which side of the bridge they were on -- to get to the fight below, relying on Rodney to cast Feather Fall: we all now qualify for Airborne Ranger jump badges!

Nearly FOUR hours of play time later (but only 12 combat rounds of game time), the Yuan-Ti Abomination-ettes were finally destroyed. I think we all really enjoyed the battle!

Despite concern that we could lose the trail of our quarry, after the major battle we had just fought we had no choice but to take a long rest. We chose to remain quietly at the bottom of the cylinder, piling the Yuan-Ti bodies so they look like they are just sleeping, and setting up a Leomund's Tiny Hut to obscure our presence. Hopefully, the parents won't check up on their young 'uns too soon...

the DM awarded 4,238XP

(this brings us to 9,872XP awarded since start of Rise of Tiamat:
Olaf, Tim, and Sir Will are each at 43,872 -- needing just over 4,000XP to go to next level...;
Rawl is at 48,872 -- making him 9th level, with 872XP to spare!;
Rodney is at 83,872 -- a mere 1,128XP away from leveling...)

Subject: Re: session log
Posted by [duhwoo](#) on Sun, 08 May 2016 00:16:52 GMT
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SESSION #5 (April 30th)

Having completed our long rest, we climbed up 80' to the lower passage, finding stairs going down 30' to a landing. Across the landing were some stairs going up; there's also a passage leading off to the left. At the top of the stairs was a trapezoid-shaped shrine to some kind of snake cult -- stepping in animated several suits of armor, which we enthusiastically destroyed. Several statues had rubies for eyes (which we took, of course). From the angled southwest wall of the trapezoid, a passage led to a door: sleeping chambers, with a few lizardfolk and a "Pureblood" yaun-ti all quickly dispatched.

From the bunkroom, a passage to a dead end -- and a dart trap. The dead end's secret door lead to a jailroom with several empty cells. Stepping from the jail into a hallway, we discovered a ritual in progress in a very large (50' x 80') room, with numerous yuan-ti of various types; a few more malisons showed up after we attacked. Varum was here, evidently being used as a sacrifice in the ritual we interrupted. This was a tough fight!

We came away with quite a lot of gems and cash, plus two spell scrolls: Levitate, and Call Lightning.

The session ended with the party considering a Teleportation Circle to take Varum to the council in Waterdeep...but that would leave our airship behind, near Boareskyr Bridge! We might need our airship, so we need to formulate a plan...

DM awarded 3,350XP

...Rodney D. Field is now an 11th level bard!

File Attachments

1) [RODNEY-D-FIELD-PRINT.pdf](#), downloaded 261 times

Subject: Re: session log

Posted by [duhwoo](#) on Mon, 06 Jun 2016 04:03:32 GMT

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SESSION #6 (May 14th)

I forgot the wizards in Luskan had set up a Teleportation Circle right on The Good Year (our airship): so we just teleported to Waterdeep, arranged to meet with the council, and handed over Varum. After meeting with the council, we just beamed back to the ship and flew it to Field Castle.

Whilst in Waterdeep, Rodney was surprised to learn that Lord Neverember has been replaced on the council by Lady Laeral Silverhand. Politics.

He also managed to swing a deal to have the emissary from the Giants (the one that bargained for Skyreach and got us the airship) return to Field Castle for another round of bargaining. The plan was a ruse to get Voraghamanthar to show up like he did before -- and attack him when he's away from of his lair! The Lord's Alliance even provided half-a-dozen mercenaries to help with the attack.

After flying The Good Year back to the Mere of Dead Men, the giant emissary arrived, and an outdoor banquet was set up. Voraghamanthar appeared as expected. Rodney engaged the dragon in debate -- knowing it wouldn't be long before the half-orcs got antsy and started the attack. But once the first blows were landed on the dragon, ANOTHER black dragon showed up! There are TWO of them! (It turns out Kriv's rumors were true: we later found out Voraghamanthar's twin was called Waervaerendor.)

The battle was a lot tougher with *two* dragons! But in the hands of Rowl, Haziwran proved lethal to Voraghamanthar, and the rest of the party managed to take down Waervaerendor -- the giant helped a bit, and the goons sent by the Lord's Alliance even got a few of lucky crossbow shots in (and they all survived!).

The "Black Death" is no more...

We marched straight to the black dragon's lair, freed their slaves, and got back the Book of Vile Deeds. There was only 10,000gp in the hoard, and no magic items -- apparently the rest already went to the dragon cult. We all got dragontooth daggers out of the deal, though -- and Field Castle is safe from the dragon's scourge.

Lord Rodney and Sir Will, and the other party casters, are continuing to collaborate on crafting a set of magic plate armor for Sir Real, and now they are integrating black dragon scales into the construction; advantage on saves vs dragon fear may be important some day!

The DM awarded 3,833XP each!

Olaf, Tim, and Sir Will are all 9th level now...

File Attachments

1) [SirWill-PRINT.pdf](#), downloaded 98 times

Subject: Re: session log

Posted by [duhwoo](#) on Mon, 20 Jun 2016 03:28:58 GMT

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SESSION #7 (June 11th)

Whilst pondering what to do with the Book of Vile Darkness, some stupid ½-orc tore a page out and the book disappeared! We have no idea where it is now...

The party attended another Council of Waterdeep (having the whole party there is a big mistake -- chaos reigned). The Emerald Enclave expressed some displeasure that we spared Varum, although other factions seemed pleased. The Enclave also reported some dragon attacks in the Misty Forest. The king of the elves of that region insisted that the elves have the situation under control, but there seemed to be some tension between the Enclave representative and the elf king.

At that point, a woman named ELYA arrived (she is a polymorphed silver dragon). She asked us to recruit metallic dragons to the cause against the cult of Tiamat; in particular, she asked us to attend a conclave of metallic dragons, meeting in the Nether Mountains a few weeks hence. She strongly advised we arrive a day or two early...

Elya seemed to particularly hit it off with Leven: she gave him a silver dragon scale, which was readily made into a hobbit-sized +2 shield by the skilled craftsman of Waterdeep. Only a few days were required for this crafting. During this time off, collaboration progress was made on Sir Will's +1 plate armor -- with integrated black dragon scales -- getting the project close to halfway complete...

Meanwhile, Rodney spent some time working with the lizardfolk of the swamp around his castle, who are flourishing in the vacuum left from the demise of the black dragons. Rodney is genuinely interested in promoting their welfare and prosperity. He learned there are statues in his honor in some lizardfolk villages!

Once Leven's +2 dragon scale shield was ready, the party decided to investigate the reports of dragons in Misty Forest. (the elf king did seem to protest a bit too much, after all.) After announcing we were going to take some time off at Field Keep, we disguised ourselves and beamed into Daggerford via a Teleportation Circle. From there, we trekked a day down the Tradeway, camping a few hours west of the northeast corner of the Misty Forest. In the morning, after making sure we weren't being watched, we took off east from the road and bushwhacked to the forest.

Within a few hours of entering the forest, we arrived at the badly-damaged elven village of Altand: survivors report a green dragon swooped in the day before, followed by a large band of cultists. An evil guy was riding the dragon -- most think it was an elf. The headman of the village, Galin, said the cultists appeared to be bent only on killing and destroying -- nothing of note was taken. (A little elven girl gave Leven a doll -- and Leven rewarded her with his Ring of Protection!) We took a LONG REST here.

In the morning, we followed the back-trail of cultists, which lead northwest: after 4 hours, we came across a completely destroyed village. It appears to have been trashed a few days before the attack on Altand: perhaps a nearby enemy base of operations is clearing the closest threats first, and the troops are working their way outward. We continued Northwest.

We got lost, but a druid she-elf came to our aid: she gave us enchanted garlands to wear, and pointed us in the right direction. However, we wandered into a spider web trap, fighting several ettercaps and giant spiders (Rodney wound up getting Fireballed TWICE)! We did manage to prevail, but a few spells have been used up (Rodney has already used his highest-level slot on True Seeing)...

Game paused here.

XP is pending

Subject: Re: session log
Posted by [duhwoo](#) on Sun, 21 Aug 2016 00:32:52 GMT
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SESSION #8 (July 9th)

The party tracked some cultists through the forest, leading us to a large pool near at the base of an escarpment barely a mile from the north edge of the woods. A lovely waterfall had a grotto behind it, and Lord Rodney cast Invisibility on himself and Sir Will so they could go through the waterfall unseen. There were just a few cultists in the cave, relaxing and praying or something.

Meanwhile, a huge green dragon erupted out of the pool! An elf was riding the beast, and he immediately started casting spells while the dragon attacked the rest of the party. Behind the waterfall, Rodney used his censer to summon an air elemental commanding it to kill the rider on the dragon's back. Around this time, several cultists appeared atop the escarpment above the grotto, and started firing their bows at the party. Lord Rodney remained in the cave, concentrating on the elemental and discouraging the cultists there from participating in the battle (he also Counterspelled one of the Elf's attacks). Rawl got a couple of good hits on the dragon with Hazirawn, and Tim's spells took a pretty good toll on both dragon and elf. With the elemental smashing the elf in the face repeatedly, dragon and rider chose to flee from the superior combat power of our mighty team!

Disappointed that we failed to kill another dragon, we looted the remaining cultists, and found a secret passage in the grotto that led a hidden lair but the dragon's horde was gone (presumably sent to the Well of Dragons)! We shook down the remaining cultists, finding a journal and a Belt of Giant Strength (which Rawl wears now).

We summoned our airship to take us back to Waterdeep the next day but as we traveled, a pair of dragon assassins struck! The red dragon damaged the Good Year's envelope, forcing our craft down, whilst the blue dragon tried to freeze us to death. Lord Rodney cast FLY on Rawl and Sir Will; between the spellcasters and the flying melee attackers, the assassins were assassinated with no casualties on our side. Lord Rodney was particularly pleased to got the final kill -- Viciously Mocking a dragon to death!

SESSION ENDED HERE; 7,666XP awarded for the last TWO sessions

Subject: Re: session log
Posted by [duhwoo](#) on Sun, 21 Aug 2016 00:56:34 GMT
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SESSION #9 (August 13th)

Having some time off before the metallic dragon convention, we decided to take the airship up to Arauthator's island -- since on our previous visit we just grabbed the druid and beamed out, we never really did properly loot the place...

We figured the white dragon would be at the Well of Dragons: we were wrong! When we ventured to the bottom of the lair, it was lying in wait for us! Arauthator put up a hell of a fight, breathing near-lethal blasts of cold over and over -- we barely managed to put the big creep down. In the end, fierce fighting, magic, and many castings of Healing Word prevailed, and we made up for our previous failure to kill the great white.

SESSION ENDED; 4,083XP awarded -- bringing Rodney to 102,804 XP -- he's 12th level now! (took the TOUGH feat...he has 99 hit points now! plus another 11 temporary hit points when properly inspired by Sir Will...)

Subject: Tim's Odds & Ends
Posted by [Berwick](#) on Sun, 28 Aug 2016 03:15:11 GMT
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8/27/2016

Having managed to not screw up the meeting with the metallic dragons, the crew returns to Waterdeep to inform the Council about the demands set forth by the Dragons to be met before they lent their aid.

With his share of the hoard of Arauthator, Tim (now a Drow) bought a component and reagent shop in town.

For the low price of 2500 GP, Tim bought the establishment lock, stock, and barrel. He immediately changed the name to Odds & Ends, and spent 100 GP to renovate (new paint, new uniforms, more stock, etc.) and reopened. He helped to run the store for 20 days while waiting to return to the Metallic Dragon council.

For it's first month (-ish) of operations, Tim worked hard to build a customer base, and set up the business to run smoothly while he was away.

Maintenance costs:

Daily Operational Costs: 60 gp [(2gp/day)*30 days]
Employee Salaries: 60 GP [1 skilled hireling * 2 GP/day * 30 days]
Total Costs: 120 GP

Bank Account:

Initial Deposit: 3,633 GP
Less Business Purchase: (2,500 GP)
Current Balance: 1,133 GP
Less Renovation costs: (100 GP)
Current Balance: 1,033 GP
Less 1st month's maintenance costs: (60 GP)

Current Balance: 973 GP

Running the Business:

First Month's Roll: 34 [1d100+20 (days Tim worked this month)]

Results: You must pay half the business's maintenance costs for each of the days. Profits cover the other half.

Notes:

Last Will left with bank indicating turning the business and all accounts over to the employees in the event of Tim's death.

Current Months Operating Costs in account: 8 months, 3 days

All dice rolls can be viewed here (@PBE Games Online Dice Roller)

Subject: Re: session log

Posted by [duhwoo](#) on Wed, 31 Aug 2016 03:51:23 GMT

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SESSION #10 (August 27th)

We flew our airship from Arauthator's island to Luskan, where we reported the extermination of the ancient white dragon, renewed our ties with the Arcane Brotherhood there (thanking them again for their gift of a Teleportation Circle on The Good Year, and those "comm badges" (special sending stones just for us)), and checked on the status of the druid we rescued for them on our first visit to Arauthator's island.

Next we traveled to Mithral Hall, for a shopping spree -- the gold from Arauthator's hoard was burning a hole in our pockets! Rawl was able to get dwarven craftsmen to give his axe a magical +1 -- same day service! Olaf purchased a +1 longbow (and some arrows); Lord Rodney procured a set of mithral rapier, mithral goblet, and mithral codpiece; Sir Will just got a dagger with electrum-plated handle, and a nice heavy crossbow (mithral spring & string). Leven got some kinda gay music box for his new love, Elya (the silver dragon we met in Waterdeep).

We proceeded to the Netheril Mountains, and attended the council with 5 major and important metallic dragons. Leven's presentation of the dwarven-made music box reminded Elya of past Dragonmoots (dwarves viciously hunting and killing dragons) -- so it didn't go over as well as Leven had hoped it would. The council was a drawn-out affair -- and when Lord Rodney finally got a chance to speak, he (naturally) opened with a stand-up routine -- this was poorly received (rolled a nat '1')! (dragons have no sense of humor!)

We were still able to recruit the metallic dragons to our cause (rather, gain permission to join their cause), but we had to make some unpleasant concessions. Rawl had to turn Hazirawn over for destruction, and Lord Rodney had to return the Censer of Controlling Air Elementals to its rightful

owner (the copper dragon). We also had to convince the elves and dwarves to apologize for some slights made against metallic dragons in the distant past, and prove we were goody-goody enough to fight in the cause of Bahamut. This last proved particularly difficult for Olaf!

Crafting of Sir Will's suit of dragon plate armor (with integrated black scales) was completed during the trip from the dragon council to Waterdeep!

We reported to the council, and the elves and dwarves (with much political scrip spent) made the required apologies. Olaf was arrested a few times trying to do deeds that would demonstrate his goody-ness to Bahamut...but in the end, we are officially allied with the metallic dragons against the evil cult.

SESSION ENDED HERE; 1,500XP awarded -- bringing Leven, Olaf, Sir Will, and Tim to 64,304 each...they are now 10th level!!

Subject: Re: session log
Posted by [duhwoo](#) on Thu, 10 Nov 2016 13:45:24 GMT
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SESSION #11 (September 10th)

Lord Rodney's Black Dragon Mask was STOLEN! Whilst left in Sir Will's care, Red Wizard's beamed in, snatched the thing, and poofed out.

There's a new member on Waterdeep's council: Rian Nightshade, a tiefling wearing a signet ring bearing the mark of the Zhentarim. He gave a letter to Lord Rodney, from a mage named Iskander -- requesting rescue from the famous Xonthal's Tower. He claims to hold the Blue Dragon Mask...

We traveled to the village surrounding Xonthal's tower, and researched the hedge maze that blocks entry to the tower -- then we went in. The maze is actually a pocket dimension, isolating us from outside help. A central sundial with 8 passages, each leading to a separate test of sorts. We did passage 'E' first, battled chuuls from a pool of water, and gained some magic items: 6 Healing Potions (one for everybody!); a Potion of Growth (Leven); a Potion of Fire Breath (Lord Rodney); a Driftglobe (Lord Rodney); an Air Elemental Gem (Leven); a Wand of Fear (Sir Will); and 3 +1 daggers (Sir Will finally has a magic weapon!). Also, a large, important-looking garnet was found here.

Winding up back at the sundial, we proceeded to passage 'A': took us to another sundial. We doubled back, and tried passage 'F'. A pair of cyclops were having a boulder-throwing contest -- as giant ape (with Bardic Inspiration), Olaf won the contest handily! The ape also swallowed the big topaz gem that we found here...

Again back at the sundial, we went to 'A' again, but this time we arrived at a garden. The giant ape picked a flower...

Session ended here...no XP awarded...

Subject: Re: session log

Posted by [duhwoo](#) on Thu, 10 Nov 2016 13:55:48 GMT

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SESSION #12 (September 24th)

a protracted battle with plants in the garden ensued after Olaf (in giant ape form) picked a flower. Tim, the enchanter, was thoroughly killed! We took a short rest (long rests are not possible in the maze)...

I believe we found another large gem here.

session ended here...still no XP awarded (still in the maze)...

Subject: Re: session log

Posted by [duhwoo](#) on Tue, 06 Dec 2016 10:45:45 GMT

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Since we decided to leave the maze, DM awarded 1,000XP for previous two sessions!

SESSION #13 (November 12th)

With the loss of a party member (Tim), we decided we should exit the maze that leads to Xonthal's Tower, and recruit a replacement. As soon as we committed to the idea, a portal opened taking us right into the village of Xonthal's Tower! The gems we had acquired disappeared as we left.

We promptly met Grondar the Disposable -- a warlock who was looking for us because he specifically wanted to join us for our sortie into the maze. We took a nice long overnight rest, and re-entered the maze bright and early the next morning.

Winding up back at the sundial, we proceeded to passage 'F': once again we encountered a pool with a bunch of chuul, which we wiped out again. We took the big garnet from here.

Next we tried passage 'B': as expected, a pair of cyclops were having a boulder-throwing contest -- and Olaf the giant ape won the contest again! The ape didn't get a chance to swallow the big topaz gem this time...

Back at the sundial again, we went to 'E', and we arrived at the long garden. This time we stayed at one end of the garden, wiped out the plants at that end with melee, and took out the other half with cantrips and ranged attacks. We didn't get too badly damaged (although Grondar fell in battle -- of course), and only a few spell slots were used up. We have the big emerald from here.

Now we took passage 'G' from the sundial, and came across a large park with a pagoda in the center, raised some 40' up on a towering monolithic stone about 100' in diameter: a bridge provided passage over a moat surrounding the stone island, slanted up to climb the 40' to the edge. A mage beckoned us, so we ascended the bridge and entered the pagoda, taking seats on cushions around a charcoal pit. The mage put what appeared to be tea leaves into a kettle, but then the pagoda sealed up with stone walls, and noxious gas started percolating out of the kettle! The mage sank into the stone of the island he's some kind of earth elemental-slash-mage. Olaf dumped the kettle onto the ground, and Sir Will hit it with Sleet Storm (from the Wand of Winter) to suppress the fumes. The hobbit and the barbarian started to work smashing through a stone wall, while the rest battled the mage. Lord Rodney managed to successfully counterspell a casting of StoneShape, and a casting of Wall of Stone, plus he used Dispel Magic on Phantasmal Killer. The earth-mage also cast some kind of Raise Earth spell to lift the pagoda up another 20' (it is now 60' above the moat) -- breaking the bridge.

The battle was just entering round 6 when we had to end the session: one wall is breached, and everyone is outside the pagoda.

SESSION ENDED HERE; XP pending the conclusion of the battle

Subject: Re: session log

Posted by [duhwoo](#) on Wed, 28 Dec 2016 04:16:21 GMT

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SESSION #14 (December 10th)

we defeated the Dao (after it finally lost concentration, and its elemental turned on it and crit-hit!)...

back at the sundial, we tried 'E' -- went back to the sundial. Pulling out the book of past maze experiences, an entry sez gems may not matter...

the shadows on the dial spun, then disappeared -- then touching the sundial teleported us to another sundial. Scattered armor and weapons suggest a battle (or perhaps several battles) -- then the armor animated...we destroyed the animated suits easily enough...

next up was a gorgon, but we killed it before it used its breath weapon...

now, all paths lead to the chuul's pool -- so we ignored the sun-dial and walked into the hedge: we wound up at base of the tower! FINALLY! A cultist lay dead here (with no items); Olaf put on the cultist's robes...

a door into the tower lead to room with interesting geometric designs; another dead cultist (no items). Sir Will put on her cultist robe...

there's a platform in the middle -- with a panel, 12 symbols an the panel: one for each floor of the tower:

1 chair (main hall)
2 chairs (balcony over main room)
a flame (fireplace room)
an upside-down 'L' (barracks)
a star (wiz-lab)
a square (cult leader's bunk)
a rectangle (shrine)
a triangle (out to sundial)
an hourglass (final area)

while Rawl stood on elevator platform, Leven pushed flame symbol: a big fireplace room, with dead black dragon skeleton, and 6 cultists. They all managed to Inflict Wounds on Rodney before they died...so he cast Invisibility to avoid being targetted for a bit...

we also killed a bunch of cultists in the barracks...

pressing the star symbol leads to some kinda wiz-lab -- with telescope, two large books, a balcony outside, crystline ceiling -- and a bunch of cultists, lead by a leader-type. combat to ensue on December 31st...

(Rodney remains invisible, most others are wearing cultist attire)

Subject: Re: session log
Posted by [duhwoo](#) on Tue, 10 Jan 2017 15:41:51 GMT
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DM awarded XP for previous 2 sessions: 2,500XP per character (puts Lord Rodney at 107,804XP, and Sir Will at 67,804XP)

SESSION #15 (December 31st)

We killed the cultists in the wizard's lab pretty easily, although their leader (a caster) gave us some trouble...

Then we took a SHORT REST.

Next we tried the square: evidently the cult leader's bunk, but it was empty.

The rectangle took us to a shrine -- with more cultists -- including TWO leader-type casters! Many spells and Counterspells were used in this fight!

When we pressed the triangle, we wound up back at the sundial! We went from there to the village, and took a LONG REST (we had used up quite a lot of resources battling the two casters).

The next day, we went beck to the maze, rushed through the invisible gate in the hedge wall, entered the tower without incident, and pressed the hourglass button on the portal platform: a

bloody mess on the floor of the teleportation room here suggests something died here an the last day or two. A single passage from the portal room leads to larger room containing two earth elementals and a fire elemental: they verified Iskander had come through this way, then they casually mentioned that they are guardians, and demanded we depart immediately. We complied, only to return a minute later -- after Rodney had time to conjure an earth elemental of his own!

With the aid of our own elemental, we biffed the elemental blockage without too much difficulty...

session ended here (XP pending...)

Subject: Re: session log
Posted by [duhwoo](#) on Mon, 23 Jan 2017 19:35:50 GMT
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SESSION #16 (January 14th)

The desk in the elemental room had some papers, and a locked chest. We just grabbed everything and headed toward the hall (2 scrolls of protection from fire elementals, and a scroll of protection from earth elementals!).

The other passage from the elemental room went some distance, but there was a door down a short hallway immediately on left. A room with a whirlwind hovering in the middle, gems swirling in its midst: Olaf plinked it with an arrow -- knocking a gem out, which promptly turned into an elemental! From the back of the party, Sir Rounded saw Olaf fire an arrow into the room, and saw the front line readying for a fight: he pulled out his Wand of Winter, and cast Ice Storm into the room. The pounding hailstones knocked quite a lot of swirling gems out of the whirlwind -- the Ice Storm created TWENTY-THREE elementals!

Lord Rodney immediately realized the situation was dire, and ordered everyone back to the portal room; Grondar lingered behind just enough to snap his Staff of Fire in a retributive strike -- and run for the portal! All the fire power in the staff went off at once as the teleport circle closed: Rodney had selected the sundial in the maze, and as we arrived we could see the tower being destroyed by Grondar's retributive strike -- blooms of multiple fireballs jetting out various windows all up and down the tower. Within a minute, the entire tower collapsed on itself -- everything within wiped out, except for one efreet we saw rise from the rubble and depart (freed from his imprisonment by the devastation).

We marveled for a few moments at the power of the staff's retribution, then proceeded back to the village of Xonthal's Tower. Upon arrival, we discovered the village under attack by an ancient blue dragon! We had to slay the dragon, just so we could have a nice place for a beer...we didn't linger, however, as the townsfolk were realizing the main draw to their little hamlet was now gone, and their economy would likely suffer...

Rawl used his Vizier power to determine where all the lairs of the various dragons we have killed

are -- but the raiding of those abandoned lairs will have to wait...

DM simply bumped all characters up to the bottom of next level: so Grondar , Olaf, Rawl, and Sir Will are all 11th level now, with 85,000XP each -- and Lord Rodney is 13th (120,000XP)!

After we informed the council in Waterdeep of our latest exploits, Leosin took us to see a Nyh Ilmychh (a red wizard of thay); he serves the lichlord Saz Tam, who requests we visit Thay for an audience.

Official credentials were provided by the officer of the Thay, and a guarantee of safe passage (as long as we behave ourselves).

Rodney procured a dozen healing potions before setting out on a new adventure.

Thay is a dark and gloomy place, with perpetual dark clouds and red glow from volcanoes all around.

Nyh cast Teleport, took us to Nethwatch keep (an entire palace made of brimstone!). A necromancer named Eseldra Yath commands here. Luxurious accomodations, nice clothing provided, a nice bath (*not* with fat from grandpa's nutsack...)

At the meeting, we were on our best behavior. We agreed to a secret alliance against the Dragon Cult. A fabulous banquet ensued. A fine time was had by all. The alliance appears to be cemented...we were invited to stay and enjoy the luxury for a few days. It would clearly be impolitic to refuse...

Rawl chatted at length with some of the slaves about their slavery...

Session ended here (XP pending...)

Subject: Re: session log
Posted by [duhwoo](#) on Wed, 15 Feb 2017 15:39:24 GMT
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SESSION #17 (February 11th)

We all had very bad dreams the first night in Thay, about being horribly and extensively tortured by evil biengs; most of the party awoke with blood on their sheets, although no actual wounds on their bodies. In the morning, Nyh Ilmychh announced that she, as part of the alliance agreement, has been detailed to accompany us to Waterdeep where she will become an official ambassador to the council.

After 3 wonderful days (no more bad dreams...) of being treated like royalty in Thay (Rawl purchased a couple of the pleasure slaves detailed to him; they are now his personal consorts), we returned to council in Waterdeep. Many on the council are still carrying on about the destruction of Xonthal's Tower (whatever...). Also, some on the council are disturbed about

having Thay as new allies: in fact, the elves, the dwarves, and the Order of the Gauntlet left the alliance.

After the meeting, the sound of the draakhorn -- which has been audible throughout the land for some weeks now -- changed on timber. Messengers promptly reported that the ritual to summon Tiamat has started!

Upon hearing the news, we all leveled up! (we are all 12th level, except Rodney is 14th)

We found a mage to teleport us all to a hidden location a quarter-mile from the Well of Dragons. When we arrived, there were zillions of dragons circling above the extinct volcano that is the Well. The spy who teleported here reports the ritual changed when some kind of earthquake or great upheaval occurred.

Rodney cast Invisibility, using a 5th-level slot to get 4 of the party, and Sir Will cast Invisibility on himself. With Olaf looking like a lone cultist out on patrol, we snuck over to an unused entrance south of the caldera. Following the empty lava-tube, we came upon a cave-in blocking further passage (probably why this way is not used): Leven's Ring of The Ram made short work of the blockage, with a Silence spell cast to prevent drawing unwanted attention. At the end of the tunnel, an area well-lit by torches was obviously a living area for cultists and prisoners. We took the first left, found some posh quarters -- probably Rath Modar's room. We took a couple of his robes, and left a few insults for ole' Rath...

The door on the other side of Rath's room leads to apprentice's quarters -- very nice bunk beds. A door from there leads to a busy hallway: whilst peering out the barely-open door, Leven spotted some wizards shepherding prisoners to be sacrificed, and we had to restrain him from attacking immediately...

Sir Will decided to cast See Invisibility...

Going east from the intersection, we encountered a band of thugs at an intersection...we didn't know the password, so we had to kill them all...one of the cultists had an Orb of Dragonkind, which Rodney grabbed.

We headed south, but the passage just looped around back north after 100' or so: we entered some cultist's barracks...they also asked us for the password -- This time we answered with "Fireball!"...Sir Will also slept a couple for interrogation, but that did not net us any passwords. Across the hall was a storeroom with nothing of note, followed by a large prisoner holding cell.

We came across a drake kennel: hobbit promptly blasted the guard drakes closest to the door with Thunderwave. Sir Will tried out his Wand of Fear, but only 4 out of 11 missed their saves...we killed 'em all anyway...

PAUSE HERE HOPEFULLY WE'LL RESUME ON MARCH 11th!

Subject: Re: session log
Posted by [duhwoo](#) on Mon, 20 Mar 2017 00:37:33 GMT
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SESSION #18 (March 11th)

Between Lord Rodney and Sir Will each using higher level spell slots to cast Invisibilty, the whole party went invisible and snuck into the main chamber (via the temple, which takes up most of the place); it's a huge cavern with tons of chaotic activity. Sacrificial victims are being escorted through and outside.

We happened to spot Rath Modar leading victims out, and Severin (leader of the cult) running around wearing the chromatic dragon mask and directing preparations for the ritual...

We teleported back to Waterdeep, reported our intel, and took a LONG REST. (we also leveled to 13thl -- Rodney is 15th...)

In the morning, we woke up early, reported in -- and found out the ritual was already underway! We promptly beamed into Rath's quarters, wiped out numerous troublesome red wizards that were waiting to ambush us, turned invisible, and ran for the temple.

Grondar created a pretty cool magic gate/tunnel thing so we could bypass a line of defenders, and we zipped our way to the main chamber, where numerous red wizards were carrying out various machinations of the ritual, and Severin was flying overhead orchestrating...

Whilst the melee-types engaged red wizard on the floor, Lord Rodney cast FLY on himself and Sir Will; the pair flew up and double-teamed Severin, usng a combination of Sir Will's Expertise in Athletics skill, double Bardic Inspiration, and a good Cutting Words roll to wrest the dragon mask off the half-dragon's head!

With the mask in his bag of holding, Lord Rodney promptly cast Teleport, beaming himself and Sir Will to the council in Waterdeep: the ritual was disrupted just as Tiamat was peering through the portal! I imagine the bard presented a splendid gesture to the dragon-god as he beamed out -- sending the wide-eyed bitch-queen back to the Nine Hells forever...

(40 sessions over the course of 29 months since the first session of Hoard of the Dragon Queen (October 2014)...at least 7 character deaths...a few (arguably) botched missions...a few disruptions of the council's meetings...and some chuckles along the way...)