

# Tales from the Yawning Portal

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## June 1, 2019 Notes by Sam

Fuckity fuck fuck fuck. Here we fuckin go.



Inside a warm study lit by a cozy fire, perfumed servants dressed in livery tend to our every whim. We're staying at Alethra's home in Waterdeep. She has reasserted her seat in her house and is acting as the family's head. The grounds of the house have fallen into disrepair over the past few years thanks to the feuding in Alethra's family. We've spent the last few 10 days in drunken debauchery. We each received 10,000 gold pieces as a reward from our previous exploits.

WE RICH, MOTHAFUCKAS



Alethra's family home lies in Sea Ward, where the richer nobles live. Dock Ward is more of the slum. Trade Ward is as you'd expect. There's a secret underground city known as Skull Port.

We've received news that Bors has proposed to Alethra in marriage and she has accepted. They are planning for a wedding in the next two ten days, which should take place before the end of summer. The wedding is a huge, lavish event. A dragonborn with a peg leg is Bors' best man uhuhuhu. It's a beautiful wedding or some shit. We drink and are merry and stuff.

There's basically a month of revelry that goes on after the wedding and honeymoon.



Faust buys a ritual scroll for Find Familiar and Tenser's Floating Disk (2000 each)

After the honeymoon period, Bors and Alethra return. They seem to have several moments of heated arguments behind closed doors.

On one of the many evenings following the honeymoon, a court bard bearing a gilded harp - short for a human 5'5" or so - has been hired for the evening's entertainment. He's quite agile and charming, with a handlebar mustache.

He weaves the tale of the dwarf Durgeddin, a talented smith, whose home was ravaged by orcs. He leads his clan through the forests to find a new home and waged a vendetta against the orcs. About a century ago, one of his clan members was captured by the orcs and they were able to use information from him to learn of the stronghold's weaknesses. They raided the "Green Castle", which apparently calls to us according to the Bard. He asks us if we have the bravery and courage to seek it out. Within the ruins of Durgeddin's clan are priceless treasures, forged blades and the like. Something about the land of the tooth.

There are several members of the Order of the Gauntlet present with us. One of them addresses Bors - asking if he will answer the Order's call. Bors answers in the affirmative, followed immediately by Alethra much to Bors' chagrin. Faust goes along for Alethra's sake, Telchur goes for the adventure, Venral just nods in the affirmative. A random dude named Sir Spice stands for some reason uhh okay.

Venral and Faust head out to the seedy underbelly of Waterdeep to find some night night poisons for Venral. Faust shakes 'em down for a discount. Telchur spends the whole evening drinking.

The next morning we arrive in the courtyard next to the manorhouse. Our horses have been readied for the journey. Though its been warm of late, this early in the morning it's a bit cold and foggy.

We embark on our journey and ride through the city to head out. The shopkeepers are just beginning to open their shops and stalls. Bors tells us, mostly Faust that the journey is a 10 day and we will rendezvous at the small village of Blazingdell which isn't far from the smalltooth. There is a small castle there. About 5 miles out we find out what Bors and Alethra are arguing about - that small castle. Which would have been Bors', but

belongs to the Order now. Would have been perfect to get to Kundrakar - the place we're looking for.

Our travel is largely uninterrupted until one night where we are accosted by bandits as we sleep. Venral is on watch and alerts us to their presence. Telchur and Faust are the first to wake up and immediately attack. Faust attacks another Tiefling. Sup bro. Venral leaps out of the tree from where he was keeping watch and lands lightly on his feet; he rushes toward the tiefling Faust just attacked and slashy slashes. The enemies move in, firing at Faust and surrounding Venral. Alethra starts shooting out lightning. Sir Spice is the last to wake up.

The fight continues, Venral is surrounded. A broadhead arrow flies past Faust. Bors takes one to the chest, Alethra continues shooting out lightning like a boss.

Two of the bandits close in on Faust, he starts walloping them with eldritch blasts but they keep on coming. The bandits start firing at Alethra, hitting each time. The two bandits on Faust attack, hitting him with their blades. Angered, he turns and yells in Infernal. One of the bandits lights up like a human torch. It is delightful.

Sir Spice summons his spiritual weapon - it's a mace with a happy face. He moves it to flank one of the baddies that's on Venral. He then reloads his crossbow to attack again.

Telchur is first to take out an enemy, going for a headshot with his bow. Venral goes ham on the crowd all up on him and kills the halfling. His blades are windmillin around and he hits the halbadier mofo.

Alethra is able to duck down and evade some of the arrows being shot her way. Bors is locked in a swordfight with one of the bandits and finally cleaves his shield in two and kills him.

There were 8 enemies, each had 2 gold and 4 silver.

16 gold

32 silver

During downtime, Faust has copied his scrolls and uses one of his rituals. He casts Find Familiar and an hour later he summons a black fiendish cat named Luci (short for Lucifer).

The next morning we have some trail rations and hot oatmeal. Bors tells us that we should reach Blazingdale by the evening. We've traveled from the city into grassy plains, with the sea on one side and the forest on the other. That night we reach Blazingdale, which sits at the foot of the Sword Mountains. For all appearances, it looks like a mining camp. There are settlements and wide open dirt track boulevards. We make our way through a third of the town and reach the largest building in town, presumably an inn or temple. A female human dressed in chainmail and a tunic cautiously approaches us with hand on sword. She inquires as to our reasons for being in Blazingdale so late at night. Alethra explains that we're traveling to the mountains. The woman apologizes and introduces herself as Constable Whitewood. She confirms that we've found the inn but says we'll have to wake up the innkeeper. Now much friendlier, she aids us in unpacking the cart and boarding our horses for the evening.

We enter the inn, a bell above the door rings. We're bustling around in the common room, waking the innkeeper. An older woman walks down the stairs bleary eyed. She has four rooms available, so we double up.

In town, we stock up on tents (3 @ 2gp each) , and cold weather gear. Alethra buys 2 mules. Faust follows along to help negotiate the prices down, using his fiery powers to intimidate the shopkeepers (Grant chimes in with firesale joke --)

After doing business, we continue on following a deer path through the mountains. The trail is steep and there are several switchbacks. The entire day goes on like this and the journey is harrowing, but we all seem up to the task. Though we're all quite tired, sleep is hard won.

The next morning brings us to a prominent edifice - the keep that's been our destination. The sun illuminates the castle. But there are no pennants atop the roofs. The doors appear to be thrown open. Bors rushes forward astride his horse, drawing his sword. Faust sends Luci ahead, who climbs up through an arrow slit and finds that all those inside the keep are dead. There is ash everywhere, bodies strewn about haphazardly. Bors is horrified and begins to cry. Those that aren't burned to ash are bloated. Their clothes have been removed and many of them have had their genitals removed. There is a red eye on a mustard yellow flag left to deface the keep. It's the mark of the One Eye Clan (of orcs obv).

Bors immediately sets to burying the bodies. Most of us help; the task takes all day and goes well into the night. Once we're finished, we gather around a bonfire and have ourselves a somber night.

The next morning, Bors and Telchur are able to discern that the orcs came from a northwesterly direction down the mountain. They must have taken the guards by surprise and began to infiltrate through a combination of force and magic. Once the keep was breached it must have been rushed en masse. Several men were found dead in the barracks; they clearly didn't stand a chance.

We follow the direction of the tracks which appear to go through a path that is well traveled but a possibility of ambush exists.

Venral takes Luci with him to scout up ahead, they perceive lots of booted tracks. They approach the final switchback before it levels out and take note of 2 large dark skinned orcs leaning on their spears. They seem pretty tired and disinterested. But from behind us, orcs approach in an attempt to ambush. Telchur responds quickly and uses an ensnaring strike on one of the two that's ahead of us, Venral rushes forward and takes out the other. The orcs behind us are slow moving and we're able to make short work of them with Faust immediately setting them on fire with a fireball. There are two orcs left standing, one of which is almost immediately killed thereafter by Derek Spice. The last remaining orc rushes in on Bors, striking him. Telchur immediately follows up with an arrow strike and takes the last one out. The battle ends fairly quickly.

Taking Luci with him, Venral scouts ahead up the hill leading to what Bors has referred to as the mountain door. The rest of the party continue on and see the path leading to a bear shoulder of rock and drops away precipitously on the left. Discarded water skins, charred bone and splintered kegs are strewn about. The path opens to a wide ledge and doubles back sharply into the mountain side.

Venral and Luci notice an entrance carved out of the stone with marble steps covered in lichen lead to a door also carved of stone. There are arrow slits from which arrows rain down. Luci immediately bails on him and returns the group, alerting us to what's going on. The rest of the party rushes forwards to aid him.

There are four arrow slits, Venral casts Darkness across the length of one of them. Alethra casts some fog into the center to obscure our approach. Bors rushes into the center of it. Faust sends Luci up through an arrow slit to take stock of what's going on. Faust is then able to shoot an eldritch blast and take out one of the orcs.

Telchur casts hunters mark on one orc that he can see through the arrow slit and shoots an arrow straight through its eye. His next shot doesn't quite make it through. Alethra and Bors inspect the doors to see how they open. Bors wants to pry it open but Alethra is annoyed with how long it takes and hits it squarely with lightning. A man sized hole is made in the door.

## June 15th, 2019 Notes by Sam

Hey hey hey

Enna, Telchur and Faust are the first to enter through the hole in the door. They enter into a large hall lit by two brazers with a dull glow, illuminating the western half of the room.

Water gurgles and rushes below. There's a rope bridge leading to the other side of a chasm before us. As soon as the three go through, they're shot at from the darkness on the other side. Faust, able to see well in the dark, makes out about a dozen or so orcs hiding behind stalagmites. Telchur and Faust are struck but Enna is able to catch an arrow headed toward her. One of the orcs hacks the rope suspending the bridge and it falls into the chasm below.

The air is musty and gross. The byproduct of being underground I suppose.

The rest of the group filters in through the hole in the door. Alethra sends forth the drift globe to light our way. Telchur fires at one of the orcs, striking him and causing him to fall into the chasm below. He lets loose another arrow and it strikes another orc. Faust tries to topple one of the stalagmites but it's too thick and simply cracks, presumably weakend.

A random dude shows up from behind us, asking if we're friends of the Order of the Gauntlet. Faust is like "uhhhhh yeah" while Bors shouts a vibrato affirmative. The rando rushes forward upon seeing the orcs, the rest of us forgotten as far as he is concerned.

Alethra keeps moving forward, right behind Bors and issues forward a wide path of lightning. It takes out a couple of orcs and topples the stalagmite that Faust struck

earlier. With a great cracking sound it breaks free from the base and falls. "I HELPED" is heard from behind Alethra

Telchur continues firing his arrows with great success. Spice is lighting up the orcish mofos with radiant damage. Enna, too far to rely on her monkly ways uses her shortbow, also with much success. The orcs are firing arrows in return, missing most of us except for Faust. He's about to get seriously fucked up by an oncoming arrow and is surprised when the arrow comes directly toward his face only to stop suddenly, seeming to have hit an invisible forcefield.

Alethra is a beast in this fight, she goes from flinging lightning bolts to fire bolts. She isn't able to strike this time though. Faust keeps it up with the finger guns, hitting hard but not quite hard enough to kill any of the enemies. Enna is catching arrows like a badass.

Bashir, our newest rando addition, fires his crossbow. Ranged weapon battles are kinda boring.

Telchur, in his element, takes out the last two foes. It is suddenly silent, save for the sound of the rushing water below.

Rando dude introduces himself to us, apparently he was part of the Order stronghold that was ransacked and has been fighting orcs by himself for a ten day. He and Bors have a bro moment as they exchange Order of the Gauntlet greetings. He inquires about Alethra's abilities, it seems that he doesn't like magic users. There's a tense moment between him, Bors and Alethra. Alethra decides "we don't like him."

While most of us are examining the chasm, now bereft of a way across, Alethra notices an inconsistency on one of the cavern walls. She investigates further, and is able to reveal a hidden opening in the wall. Smug, Bors asserts that Alethra is useful, Faust chimes in with a "Unlike *some* people," whiel he side eyes Bashir.

Alethra takes the lead and we come across what appear to be barracks - it stinks to high heaven. There are arrow slits and it appears that this is where the orcs that were attacking us near the entry were holed up here. There's a second pressure plate near the chasm, we examine that and go through to the other side of the barracks, but its more of the same.



From here it's clear that we need to cross the chasm. Bors drags down one of the orc corpses from the archer's gallery and Telchur levitates it, using it as a vehicle to cross. Before he crosses to the other side, he ties off one end of rope to a stalagmite in case the spell fails. We all use the corpse and cross one by one lol

On the other side of the chasm is another set of double doors. Bashir and Enna approach first. Neither door has a keyhole. They're just simple wood and iron. It seems to be locked from the other side.

Spice uses sacred flame on the door but to no avail. Bors, Spice and Bash try to bash it but that doesn't do the trick either, only succeeding in opening it a just a crack - perhaps enough to fit an arm through. With a sigh, Faust rolls up his sleeves so to speak, and asks that everyone moves out of the way. He moves forward to peek through the crack and sees a field of arrows coming his way. He gets hit by one but not before launching a fireball into the center of the room. It pretty much torches the entire room, killing about 10 orcs. Two remain. They're still firing away.

Bashir, Bors, and Spice force their way through the door and widen the doorway for us to make it easier for everyone else to make it through.

We're able to duck and dodge our way through yet another archer's gallery. Telchur puts up some return fire and succeeds in hitting one of the two or three remaining orcs. Enna disappears into the shadows and reappears behind the orcs and starts wailing on them.

Alethra and Bors are quick to assist Enna and their combined efforts dispatch them quickly.

The room is covered in soot, there appear to be orc shadows burned into the wall. Faust chortles to himself. "I did that."

As we inspect the room, all of a sudden a warcry sounds as another orcish horde encircles us. Bashir is the quickest to react and nearly one hit KOs a bitch. Guy is still alive but prone on the floor.

Telchur fires away as rangers are wont to do. Enna, abandoning all sense of caution, and does a leaping sidekick into this random asshole. She breaks his leg. Savage! He goes down.

The orcs move in, several surround Enna. She is just getting the shit beaten out of her. Our other meat shields are in similar situations, all getting fucked up. Faust offers some support, pew pewing with more eldritch blasts. He succeeds in felling one.

Bors wails on the orc immediately in front of him and finishes off his attack with a smite. Omae wa mou shindeiru or some shit. Alethra, by her hubby's side, throws a firebolt to help but her shot flies wide.

Bash is using his morningstar and his shield to fuck shit up. He could be hitting a lot harder. Ha

Telchur stays back with Faust, also providing some long ranged cover. He's dropping orcs like they're bad habits. Helpful!

Spice reaches toward Enna and with his touch a flow of radiant energy travels through her arm and her wounds close up. As she is healed, so is Spice. That's some cool shit.

Enna shadow steps away and just disappears into the darkness. Uhhh, thanks Enna.

The remaining orcs gang up on Bors relentlessly. Faust is quick with the assist and kills one of the orcs, enabling Bors to kill the last remaining orc.

It seems quiet again. Upon further inspection, the room that we're in leads into five different passageways.

There are lots of crates full of run of the mill household goods, mundane everyday things. Many of the crates bear marks of merchant houses belonging to members of the Lords Alliance.

One of the passageways is cordoned off. There are moans coming from this direction. We investigate, discovering what appear to be two humans, a man and woman.

They beg for food and water. Bors bashes open the cage. The man grovels. His name is Jeradyl, hers is Kurana. Alethra gives them a waterskin. They're from Cromwel a small village a few miles from Blazingdale.

The woman mentions that other prisoners had been ransomed away. Telchur notices that the woman has oversized canines and accuses her of vampirism. The couple backs away from us fearfully.

Bors puts himself between us and the freed prisoners, stating that he has fought vampires before and these guys definitely aren't it. The couple seems kinda shifty, though they are prisoners so...

We escort them back to the entrance (because that would be the proper thing to do as a member of the Order of the Gauntlet).

There's a single rope that they can use to climb across. Telchur and Bashir tie off the rope and a fail safe, but Bash is pretty shitty at tying knots. The fail safes fail, but they manage to climb across with a little bit of difficulty.

From there we return to the archer's gallery to check out the unexplored pathways. We go left. There are more crates and barrels. Fortunately, there are no living orcs to impede our progress. To the north, 2 passageways open to the east and west. The narrow passage that we're coming from is south. In the corner is an old well full of murky water. There is plunder aplenty in here as well. Swag.

Telchur trips over a loose flagstone. He pulls it free and discovers a hidden strongbox made of steel. Gee, would be nice if we had someone proficient with thief's tools right about now. \*breaks the third wall with pointed stare\* Enna kicks it, but only dents it. Alethra tries to locate a key but as she searches, a voice shouts and an orog jumps out from his hiding spot, releasing two wolfhounds as he does so.

One of the wolves (wolfhounds) latches itself onto Alethra and bitse down on her arm. Faust, thinking quickly rushes forward and lets two eldritch blasts fly, though only one hits. It distracts the wolf enough to release her. Spice uses sacred flame to kill the other wolf. Bashir dispatches the second wolf quickly thereafter. All that's left is the orog.

Enna immediately rushes up on it and starts peppering it with punches before disenganging and moving out of the way.

Alethra tries to firebolt again, but only succeeds to set a rack of scrolls on fire.

Though she bravely ran away, Enna is still within reach of the orog. He rushes her and tries to cleave her with his axe. His first strike misses, but he slashes her with the second strike. It looks pretty gnarly.

Faust keeps pew pewing, hitting the orog hard with one blast but then misses horribly - hitting Bashir who is directly in front of him. Bash turns and glares - this only reinforces his hatred for magic. Faust shrugs "Don't be so big and in the way next time >:("

Telchur fires an arrow through the orog's plate armor and it pierces through his shoulder. The orog seems only inconvenienced though. Enna, invigorated by the assist, roundhouse kicks the big ugly before disengaging and shadowstepping away.

Alethra switches up her tactics and tries coldtouch, but misses yet again. Faust shoots from the hip, only hits once. The orog is hit squarely but is still standing, though just barely. Spice summons his spiritual weapon but fails to land a hit, he follows up with sacred flame. The radiant damage doesn't do the trick, orog is still on his feet.

Bashir bashes. The orog stutter steps, it shouldn't take much more...

Telchur fires two arrows in quick succession just as the orog is trying to cleave with his weapon. The arrows strike him through the throat and he falls. Fuckin finally.

The orog doesn't have anything but a key. Alethra takes it and tries it on the lockbox. Inside is a broken flask, the contents of which coat all the gold coins inside. There is a big sack of gold, 180 coins in total. We each get 30 gold.

A passageway lies to the north and one to the south east. The passage to the north appears to go for a ways before splitting off into two directions. We decide to take the passage to the southeast.

Other than a blank wall marked with hexes in another language there's nothing of note. Spice is able to discern that they're in the orcish language, but none of us speak it.

Alethra takes her chalk and crosses all the hexes out. Bors kinda cheers her on in the background like a good husband.

We go back up north. Some of the doorways appear to be blockaded. Alethra sends Bors up to remove some of the furniture stacked. He begrudgingly relents. Faust has Luci climb up with him so Bors can remove enough of the barricade to let the cat

through. On the other side, Luci spies four flying figures flying at him. Faust wargs into Luci's mind and is able to relay the information back; Luci narrowly evades attacks from the flying pests, escaping into a pocket dimension and returning to Faust's shoulder. One almost manages to get through the gap to attack Bors. Alethra sets it on fire and we're able to close up the barricade again.

We go to the northeast this time. There is a locked door. Bashir tries to open it, but its locked so he bashes into it and bursts through. There's an anxious panting sound. Bash rushes forward to attack. An orc cries "No, wait! I have no weapons."

Bash stops at a distance, but Bors keeps urging him on. So Bash kills it. It looks like he was in the process of barricading the door but clearly that didn't work out well. Bors urges us to search the room. Under an old iron cauldron we find a small pouch containing no coin but has gemstones - one topaz and two onyx stones to be precise. This room appears to be another set of barracks. But its pretty empty and ransacked.

We back track and go the other way. At the end of one passage is a large statue on a pedestal. It depicts Doomathoan, the keeper of secrets. A dwarven god. Alethra walks up and speaks a secret in his ear. The dwarve's face slides open and a cloud of green gas wafts out. We all hold our breath waiting for it to pass. Only Derek Spice seems to be affected by it. Bors lays a hand on his shoulder and seems to neutralize the poison.

Disappointed, we return to the stairs. Luci follows the stairs to a pair of ironclad doors emblazoned with a bloody skull. He returns to Faust's shoulders and Faust reports the information back to the rest of the group. After some deliberation we decide to bust through the door. Bashir and Bors take turns bashing themselves into the doors. They clamor through it. A huge ogre stands and points at Bash and Bors. "So you've killed my boys and now you come bashing down my door... So, let's dance..."

The dude is wielding a huge polearm - like a naginata. Enna tries to fire her shortbow at him but comes up short - she shoots Bors in the ass.

Telchur fires at big ogre man as well, with more success. He strikes at Bash and Bors with his polearm, hitting them both. He wades through their attacks and bashes one against the wall and spears the other.

Faust shoots his eldritch blasts at him, hitting him a single time. The hit stuns him for a second but he shakes it off - even seems to enjoy the fight.

Spice heals a bunch of us - thanks dude!

Bashir knocks him prone and beats him down with his morningstar. Telchur tries to hit the ogre and LMAO (Andy rolls two 1s in a row lkjasdlfkja hahaha) he hits Alethra once in the back and once in the tit. Ahhaahahaha

The ogre rights himself and attacks Bash and Bors. Alethra looks back forlornly at Telchur. She moves behind him and Faust lol

Faust finally able to strike with both Eldritch Blasts, teeters the ogre man but he's still standing. He calls out for his boys... Maybe he should crack open a cold one or something.

Bors rushes in and slashes at the ogre's leg. As it falls to a knee he stabs it through the throat and it falls over dead.

With the danger abated, we contemplate on making camp in this room since its the most defensible.

Why is Andy making motorboating sounds at the ogre belly?

After a quick search of the room Telchur discovers a loose stone on the southern half of the room. He shifts it and it falls heavily at his feet. Revealed is a sack, hidden in a niche. He pokes it with an arrow to see if its trapped. Inside the sack is a vial of red liquid, 250 silver, and 40 gold. We get 42 silver and 4 gold each.

Finally, we barricade the door and are able to take a long rest.

## **June 29th, 2019 Notes by Sam**

Lol here we go killin' again

We awaken from our rest and have breakfast. After a small bit of discussion we resolve to reinvestigate the area that was barricaded against the sturges.

Traversing through the network of passageways, we finally reach the stony barricade. The vicinity is distinctly bereft of any signs of orcs.

Our first instinct, naturally, is to blow up the stone barricade. Everyone backs up behind Faust as he hadoukens a fireball at wall of stone. There is an awesome explosion. Most of the stone remains, there is only a human sized hole up at the top. Faust sends Luci through the hole and wargs into him. The cat notices several burned stirges, and those that have suffocated in the back. There are also a few skeletons. There is a staircase and the sound of rushing water. Luci senses something evil and stops in fear, backing away to return to the group.

Bash goes through first. There is a grand chamber. There lies a door to the north and a door to the south. A gate of wrought iron stands on the western wall. At the center is a natural rift that descends sharply. A curious buzzing sound comes far from down below.

Alethra and Bashir investigate the bodies, they appear charred. The door has grab rings and we hear nothing but silence. Bashir tries to open it, failing to notice the ducts above that blast fire onto the area in front of the door. Enna hops out of the way, Bash uses his shield but Faust takes the brunt of the blast. Bash and Alethra are able together to deduce that the grab rings trigger the blast.

Bash, who for some reason has thieves tools, is able to unlock the door without triggering the trap.

Bash opens the door and is greeted by a musty smell. The room shows the innerworkings of the trap. There are two large kegs containing the combustible substance that is utilized by the trap.

We exit and continue into the chamber we were in previously and head to the doors at the southern entrance. Bash does a shoddy investigation of the door and assumes it's safe so he confidently opens the door and breezes in. He finds the disemboweled shaman lady that he killed previously. It would appear that we have come full circle. All that remains now are the stairs.

All of a sudden an immense earth shattering sound rends through the air as a creature that none of us recognizes erupts from the ground below. It immediately tramples Telchur. In response, Telchur moves away and levitates himself to stay out of harm's way.

Enna, being Enna, runs up and starts punching it. It feels like she's punching a wall of rock.

Bors follows up with his magical blade and slices through its carapace. Alethra casts haste on Bashir. Bash also converges on the beast and attempts to bash it with his shield, but the bulette remains standing so he resorts to smashing it with his morningstar instead.

Spice, a most useful cleric, presents his holy symbol. As it shines, it heals Telchur. He then summons his spiritual weapon to flank the beast and brings the hammer down on the creature's side.

The bulette rushes away from the group surrounding it and mows down Faust before turning and through some gravity defying feat, leaps on top of Bors and Enna. Badly injured, Faust hobbles behind a nearby boulder and downs a healing potion. Telchur fires an arrow just right, hitting it through the eye. Annnnd it dies. Whelp, that was rather anticlimactic.

And suddenly McDonald's

The area where the bulette erupted from indicates that it had burrowed straight through solid rock. Pretty fuckin crazy, right?

We decide to descend down the stairs. And emerge into a small tunnel with a subterranean stream. The stream is only 2 or 3 feet wide, though it is moving quite fast. It is impenetrably dark. Bashir, intrigued by the steam, throws a rock into the stream to gauge its speed. Nothing remarkable happens. We continue down the rocky path. The stairs lead down, winding, winding, and winding. There's a fluttering sound in the distance... more stirges perhaps? We reach an open chamber that extends out to the left and the right as far as the eye can see, even for Faust who can see crazy far in the dark.

Faust looks up and sees the stirges overhead, wrapped up like bats. Alethra decides to cast daylight. To the northeast and southeast are corridors extending out of our field of vision. There's a pile of detritus, and an interesting corpse. The trash pile doesn't seem particularly interesting upon initial inspection. While a few of us inspect the trash pile, Alethra sets one of the stirges on fire. The stirges are disturbed at first but settle down after a beat.



Bashir and Faust investigate the corpse, finding two potions and a purse which Bashir immediately tosses aside. Faust catches the purse and counts the silver coins inside - there are 120. We each get 20.

In the eastern portion of the room are the corridors that split into opposing directions. As we cross the stream, Telchur notices large claw like tracks along the bank. He points them out to us. Bashir identifies the creature as being reptilian in nature. It's big - though perhaps not as big as the bulette we just fought. The tracks go into the water though, so we decide against chasing after it. We take the passageway on the left.

A gate of rough hewn timber blocks off the passage to the northeast. We hear a roar in the distance as a large brown bear - perhaps the largest grizzly we've ever seen lumbers toward us. He strikes Enna and Bors right off the bat. It goes in to strike Enna again but she cartwheels out of its way. Bors stabs the bear in the chest and it rears back in pain.

Out of nowhere, two more creatures appear behind us, they're fishy/reptilian looking. One slashes at Alethra with its claws. Spice swings around to attack one of the newcomers, hitting it over the head. Alethra also turns to attack the one that slashed at her and she channels electricity through her hand, grabbing his wrist. He goes down.

On the other side of the party, Enna roundhouse kicks the bear and knocks it out.

At Brett's request: insert bad pun here. It's unbearable.

Bashir, disappointed that his opponent is gone, circles back to attack one of the troglodytes. He knocks it down but its still alive. Telchur walks up to it and rapes it in the face with his rapier \*facepalm\* He kills it. They are suuuuper stanky. Telchur is poisoned by their stink. Faust just kinda stands there in a stupor an is like "Oh, fighting happened. Cool."

The bear appears to have been released from a cage by the troglodytes. There are some humanoid half eaten corpses from where the bear came from. Spice informs us that according to myth, the troglodytes were among the races that predate man. Alongside the bullywogs and aarakocra, they ruled the lands of Faerun.

The passage splits again. We take the passage on the left. The tunnel that we take leads us to a great cavern. It glimmers with a faint phosphorescence. The ceiling is 50 feet overhead. There are large stalks of fungus and glowing puffballs. High ledges rise

15-20 feet above. There's stairs leading down the western side. A cool breeze rushes through the cavern. Immense stalactites and stalagmites stretch toward one another. It's kind of beautiful in its own way.

The area is immense, extending beyond Faust's line of sight. Occasionally we feel undulations in the ground, almost as if there is geological activity going on underfoot. Suddenly, a creature - a large purple looking worm - lurches from below in front of us. Faust immediately reacts, shooting two Eldritch blasts at it but only landing one solid hit. Enna, with her magic hands, punches the worm. Spice moves away from the group and casts guiding bolt, shooting it from his hand directly at the worm. It attacks Bors, striking hard and leaving Bors seriously injured and poisoned.

Bashir swings at it with his mace and hits the worm squarely. Alethra rushes to her hubby's side to aid him. Telchur moves further back in the cavern and shoots a couple of arrows. One of the arrows tries to entangle it but the worm is able to wrestle out of it. Enna kickpunches the worm like a badass mofo - causing it to flinch.

The creature bears down on Enna and Bashir, it clangs hard against Bash but hits his armor. Enna takes a solid hit and gets knocked down. The worm looks like its trying to eat her but is saved by Bash, who stabs the worm. It recoils, giving him enough time to shove the contents of one of the vials he found earlier down her throat. She is revived.

Enraged, Alethra attacks. Telchur tries an ensnaring strike, it hits but fails to ensnare the creature. He fires again, trying once again to ensnare it but the tethers don't seem to anchor.

Bors, healed by Spice, smites the purple worm. Faust shoots off a couple more Eldritch Blasts but still seems able to only land one. Enna tries to pull a few more punches but her aim is a bit off. She disappears into the shadows.

Spice swings with his spiritual weapon at the worm and also heals Alethra. So handy. What a useful cleric.

The worm attacks Bash and strikes with tail pincer, it lands a blow on Bors' shield. Bashir swings at the worm again, hitting twice though they seem like glancing blows at best.

Alethra shoots off a flamebolt but the shot flies wide. Telchur fires two more arrows. No ensnaring strike unfortunately. It's covered in tethers but to no avail. Bors smites it once again.

Flanked by Spice's spiritual weapon, Spice lays down the final blow. The worm retreats into its tunnel in its death throes. There's some poison left on Bash's shield. Spice, possessing an alchemist's background, improvises a manner of collecting the poison. He succeeds in filling an old potion vial to the cork but has no interest in carrying it so he hands it off to Faust.

With the danger abated for the moment, we have an opportunity to investigate the immense cavern that we're in. Faust is unable to see the walls so it's apparently very wide. Moving toward the leftside wall, we hug it and follow the edge to explore the cavern. We discover a rocky ledge that sits atop a steep irregular rockfall. It extends back into the darkness.

Enna is curious and wants to investigate. She steps back into a shadow and she emerges within the shadows on the ledge above. It appears to be the lair of some sort of creature. Fortunately, no one is home.... So it appears. In the back, are the grizzly remains of some unfortunate humanoid creature. Enna pokes around in the remains and finds some scalemail and 200 copper, 180 silver and 60 gold. It's covered in some nastiness. (she does not share this information). She reports back that it's a lair but there is nothing, but Faust and Spice see through the lie. Enna slyly slides Faust a gold piece. Kekeke

We continue our investigation and we find another long staircase that leads up to a small dais to a set of double doors. They bear Durgedn's smith mark. The doors are iron and sturdy. Together, Bash and Enna shoulder the door but naturally it fails to do anything.

The wall face leads us in a southerly fashion now, but we've only covered about ¼ of the cavern. There's a slippery slope and the sound of rushing water from down below. Some rough hewn steps lead down toward the sound of the water. We elect to check out the steps. The sound of water falling greets our ears. As we descend, Enna takes a misstep and we all proceed to do the same. She starts to fall, as does Spice. Between them, Bash catches his Gauntlet buddy and lets Enna fall. But she manages, through a feat of concentration, to shadow step midfall and reaches safety.

As we reach the bottom of the steps the sound of falling water has grown louder and another path extends further into the darkness.

In the room is a rushing stream. Its much smaller than the other caverns we have seen. A giant white lizard lunges at us but its chained so it doesn't reach us. Faust, able to speak to animals thanks to his Patron, asks the lizard who he serves. The lizard only responds with "Angry! Hungry" Faust makes a deal with the lizard - if I feed you will you let me pass? The lizard seems intrigued. Faust commissions Enna to retrieve an arm from a body encountered earlier in the cavern. After a few minutes she returns and they feed the arm to the lizard, and are able to retrieve the two chests through their combined effort. The lizard lets them pass.

The chests are filled with ancient coins, so ancient that we don't know their origin. But Spice and Alethra seem to know their origin after a moment to think - they're over 2000 years old. There's an embossed elven face on one side, and a crown on the other. We find 2200 silver coins and two potions - one blue, and one black.

## **July 14th, 2019 Notes by Sam**

Sup kids, let's go kill things.

We awaken from a short rest in the little cavern guarded by the white lizard. There is no other entrance or exit from this cavern so we collectively decide to go back the way we came and continue our exploration of the cavern system. Bash and Alethra lead the way, with Bash's shield lit by Spice's spell. Faust and Spice occupy the squishy center while Alethra and Bors take up the rear.

The darkness envelopes us, threatening to extinguish Alethra's drift globe and the light of Bashir's shield. We cross a quick moving, brackish stream (about waist deep) and emerge into a large cavern. A foul stench assaults our nostrils. The remnants of butchered game and orc corpses is spread across the floors. A crude plug made of mud blocks off another part of the passageways.

Bashir immediately takes a moment to investigate the room, casting horrible shadows from the stalagmites and stalactites among us. Alethra is curious as to the nature of the darkness as it's all encompassing nature seems to swallow light but she isn't able to draw anything conclusive. Breaking from the large body of water, Bash approaches one

of the hung corpses. Just as he moves out of the water, a gang of troglodytes erupts from the darkness and encircles us.

They get the jump on us and attack as they converge on the party. We take a few hits, only Telchur is quick enough on the uptake to return fire as he jumps atop a nearby boulder. He manages to get a few more shots in and takes down one of the enemy troglodytes. Undeterred, the amphibious fuckwits continue moving forward. At a distance from the rest of the crowd, a troglodyte with a staff . We're getting walloped from all sides. Faust nearly goes down, Telchur is hit by fire from the mage. Spice, noticing that his comrades are injured reaches out a palm and casts a healing touch on Faust.

Alethra summons 4 doppelgangers that disperse among the group.

Having had his bell rung, Faust tries to shoot off a couple of eldritch blasts but still seems to be staggering. Both blasts fly off into nothingness. Finding himself in a tough spot, Telchur evades, firing off shots all the while. As he runs, four beams of energy hit him in the back.

Bash has been tangling with an immense lizard. It gets a few good shots in, but Bash eventually succeeds in grappling it to the floor and bludgeons it to ensure it stays down. Though badly beaten, it's still alive.

Taking notice of the spellcaster, Spice makes a few hand gestures yet to be seen by the rest of the party, and casts silence on the spellcaster who is just barely within his range of vision.

Alethra shoots lightning from her hands, injuring a couple of the troglodytes.

Faust is getting fucked up left and right, in a fit of desperation he shoots a cone of fire in front of him but his abilities seem dampened somehow. Unbeknownst to the rest of the party, a slippery, feline voice whispers into his ear. "You fail because you don't kill....." He shakes off the voice, looking for Luci but unable to detect him anywhere.

Telchur continues his retreat, creating as much distance as he can between himself and the brunt of the melee combat.

In the onslaught Spice loses concentration on his silence spell. As soon as the spell is broken, the mage hits Bash several times. He goes HAM on the giant lizard and

surrounding troglodytes, bashing them to pieces and then rushes into the darkness to seek out the spellcaster.

Encumbered by enemies, Spice chooses to go on the offensive and drops one troglodyte and injures the big ugly fucking up Faust.

Bors cleaves through one ugly fish-lizard man and then moves onto the next. Alethra tries to shoot some more lightning but the electricity fizzles out.

Finally able to shake himself alert once more, Faust launches two finger guns and hits the big bastard that's been spearing him. Seemingly surprised, he staggers to his knees and goes down.

Telchur fires off a hail mary into the darkness and succeeds in hitting the spellcaster. From the darkness he hears a pained grunt. Emboldened, he fires again but he hears it clatter against the stone wall.

Despite their shrinking numbers, the troglodytes continue their attack. All save for the mage who flees upon realizing his plan has gone pear shaped. Bashir charges in pursuit.

We're all fighting desperately, tooth and nail. Spice attempts to bash with his spiritual weapon but fails to hit. Bors takes out one one more Trog, Alethra follows up by dropping yet another, and Faust does the same.

Facing off against one last trog, Telchur fires two arrows and takes him out.

Finally able to take stock of our location, we find ourselves in a large cavern - far too large to be defensible.

From one of the passageways, Telchur hears the distant rumblings of what sound like young troglodytes.

Weary from the battle, we decide to return to the lizard room, hauling 3 bodies with us with the knowledge that the lizard likes to eat.

Through Faust and Bors' combined efforts, they are able to coax the lizard into a calmer state. Bash unstakes the lizard to move him to the entry passage into the cavern, there

replacing the stake. Faust promises the lizard the rest of the bodies after their slumber is over.

Thankfully we are able to complete a long rest. Occasionally the lizard bork borks at us.

After our rest we return to the site of our last major battle. There are still some troglodyte remains from yesterday's battle. The long corridor to the west still houses the chattering sounds of troglodytes. Curious, we seek out the source. The passage is narrow, only allowing us to travel through single file.

The air is thick with troglodyte stench. Across the floor are strewn the remains and bones of meals of yore. We reach a confluence and take the leftmost passage. The stench is overpowering. There's about 4-5 inches of water. In the center of the room is a large clutch of eggs, about 3 dozen of them.

A quick discussion yields an agreement - we need to destroy the clutch. Spice keeps a lookout while Alethra firebolts the entire clutch.

We follow the sound of chittering and come across a tavern of small troglodyte children. After some deliberation, we massacre them all. Another nearby cavern contains the infirm and pregnant women. Those go too, our reasoning being that we are dealing with creatures with no moral compass so why quibble? Bors and Bashir are horrified. Alethra aggressively grabs Bors by the balls. Oooookay. Damn Alethra.

Another branch off this passageway is a room that has been closed with bones, refuse and shit. There's a hearth and a shrine in this room in addition to the usual stench as well as skulls, bones, hides, and totems. Spice investigates the shrine, ultimately determining that it's a profane shrine to the troglodyte god. Spice decides to purify the area. As he begins his ritual blessing, the rest of us participate in breaking stuff.

Whilst everyone is destroying shit, Faust notices a little nook in the wall covered in shit and mud. He reaches forward and pulls out, with great difficulty, a small chest. Bash opens it. Within we find 1500 of those old elven silver coins and a fist sized ruby worth about 300 gold pieces. (Faust wipes off the shit discreetly on Telchur)

Faust pockets it all, with the intention of assisting Spice in trading the ruby for a diamond back in town.

With little else to explore in this area, we return to the passageway and track back to the area where we heard the sound of falling water. We move away from the stream and hug the sides of the cavern. It's slick and sludgy but seemingly safer. As we follow the stream, we notice a rough winding path to the east of the stream. Nearer to the edge, we see that the water definitely goes over a drop off into the abyss. Cunningly hidden next to the overspout of water are stairs cut into the rock, leading deeper down into the darkness.

A large waterfall cascades down, the rocky walls glisten with its spray. A fast moving stream runs south at the base of the falls. A nearby narrow passage edges in the same direction. Two old wooden doors stand in the wall to the east. The pool of water is black as af. It's too murky to discern anything below. Spice illuminates a rock and throws it into the pool. The water's true color is a brackish green brown. But there's nothing noteworthy within.

We approach the door, which Bash investigates for traps. The doors have wooden handles. Spice looks for any spell inscriptions. It's pretty mundane. Bash tries to open it but the door appears to be swollen and difficult to open. Bashir frustratedly shoulders it open, knocking it off its hinges. We find a mostly empty storeroom. Empty boxes mostly. There is another door across the room. Bash shoulder slams it with Spice's assistance. Their combined effort knocks it over. A low chamber is revealed, filled with rotted food. Two open archways in the east wall lead to a similar room. Two more openings are dimly visible beyond. The floor gleams wetly. We search the rooms for good measure. He steps into a puddle and as soon as he does, it rises up off the floor and encases him in its goop. Nooooooooooooo.

Telchur, thinking quickly, levitates him out of the ooze. The ooze approaches Spice and engulfs him. Bashir activates the immovable rod and pushes off of it, levitating him 20 feet away from it.

Spice attempts to break free but the ooze holds fast. Bors rushes forward to slash, hitting successfully but the tendrils grab a hold of him in an attempt to draw him in. Alethra shoots a firebolt into the ooze and it immediately dissolves. Bashir decides to light a torch and drops it in the puddle to ensure that the creature stays down.

With the danger abated, Spice mends his armor as well as Bash's. The area seems relatively defensible so we elect to hunker down for a short rest.



## July 28th, 2019 Notes by Sam

After our short rest, we venture out from the empty storage room. The passage to the south that we skipped in favor of exploring the storage room remains unexplored. We walk through a long meandering natural corridor. The driftglobe lights our way. The sound of water grows louder and the moisture in the air thickens. Eventually the corridor opens to a long narrow cavern, half filled by an underground river that flows at a rapid pace. This must be the outlet of the water fall.

A bridge of stone spans the river, leading to a larger ledge on the south side that follows the course of the river to the east. Spice inspects the bridge carefully, it appears to be dwarven. As we walk across the bridge we note that the water flows swiftly east to west. Enna and Bash cross first, followed by the others with Bors in the rear.

The path meanders along for a while. Eventually there is a set of stairs that branches away to our right, to the south. They appear to descend. The path continues forward. We elect to continue forward before descending. We continue to a shorter set of stairs that lead to a set of doors that are half open. In the doorway, and presumably filling the room as well, the area reeks of fetid flotsam and jetsam. Enna and Bash carry on through. It's simply a flooded room - the water brackish and stanky. There's some old furniture but other than that it seems relatively empty. For good measure, Bash investigates the room. Enna notices some shiny things in the middle of the room. Distracted by shiny things, Enna moves toward it and finds two vials - one that is transparent like water and another that is sky blue. She pockets them without sharing her discovery with the group. Alethra deduces that it was probably another store room or a guard room.

We exit the room and continue along to find a set of stairs that ascend upward. We follow them up. A cave fish flops along the water bank. Bash and Enna approach, as soon as they do something whips out from the darkness and grapples them both, knocking them to the ground.

Grant determines the creature is a tentacle monster. He sounds... hopeful...? IT'S NOT A HENTAI, GRANT, CALM DOWN D:

Bors, quickest to react, leaps into action and hacks and slashes the hentai monster kekekeke. It doesn't make any sound in response. Alethra blasts it with a firebolt but it still seems pretty stoic.

Enna tries to escape from the clutches of the tentacle monster. She gets one arm free but is quickly restrained by yet another tentacle. In frustration, she strikes it with her fist; the tentacle monster feels like stone. Ouch. Bors also attempts to break free, and also fails. Following Enna's example, he strikes it with his mace.

The roper draws its prey towards its gaping, toothy maw. It chomps down on Enna, its thousands of sharp teeth gnawing into her boots and succeeding in drawing blood. It extends two more tentacles to grapple Spice and Bors.

Faust keeps a good distance and casts Shatter. The space behind the monster roars with the sounds of an eruption and chunks of rock fly off the monster.

Bors, not bothering to break free, simply tries to attack it instead. He smites it! With one final shrill, the creature falls over. The tentacles fall limp and slide off its prey. We take a moment to take stock of our situation. Alethra investigates the corpse of the fallen monster. Cutting open the roper's gizzard, she finds a ring and six gem stones.

A sturdy door lies to the north. To the west are 3 more steel doors. It may have been a jail at one point. Bash notices an old jailers key on the ground and picks it up. Its' a bit rusty but none worse for wear.

The first two cells are empty. In the third there appears to be a dwarven skeleton in plate armor. Bors unlocks that cell with the key to investigate. He looks over the remains. The plate armor is too corroded to be of any use, but he does find a silk purse containing 8 platinum (we each get 10 gold) and an ornate key. He is willing to part with the key but doesn't want to give it to the women. A bit irritated, Enna snatches it from his grasp.

We trek back through seemingly endless layers of cavern passageways and stairs and reach the marble door bearing the mark of Durgedd'n. Enna approaches and inserts the keys. The ornate door opens silently, as if on greased hinges.

The door opens to a landing that leads to a set of stone stairs that descend sharply into the darkness. We walk into what once would have been a great hall. The drift globe floats ahead of us, illuminating the hall. Faust begins to feel a cold sweat. Bors also as well.

There are 10 ceremonial pillars supporting the ceiling are carved into the shapes of dragons.

At the opposite end, on a dais, is a massive throne. The walls are smashed and covered in graffiti. There are five other exits leading from this room. The room itself is massive 100 by 50 feet.

Along the floor of the dais are six pallets surrounded by packs. The sound of hammers clanging erupts from behind the dais. Enna detects the source of the sound coming from the middle of the room. Enna decides to shadow travel to the source of the sound. We see her blip over to the center of the room, hear the sound of fighting and she disappears.

A voice rings out "Come out fools and face us, we warned you!" "Come into the light where we can see you!"

Enna gets knocked the fuck out and when she comes to, is surrounded by some evil looking dwarves. One of them asks her who she is and how many people are with her. Another says they don't plan on killing her yet. The first duergar tries to smash her head in again, but she rolls away into the shadows and shadow travels back toward us.

We all advance into the room in an attempt to get closer to Enna. Meanwhile, she continues to put distance between herself and the duergars.

The duergars also advance; when they find themselves within Bors eyelines they blip out of his vision, as if they teleported away.

Spice catches up with the rest of us and reaches a healing hand towards Enna.

Faust continues moving forward towards the duergars, spying one hiding around a corner. He lobs two eldritch blasts at the one hiding; two eldritch blasts slam him square in the chest.

Three more duergar gang up on Bors, all of them striking heavily at him with their swords and axes. Enna is also struck by an enemy duergar while Faust manages to dodge out of the way.

Bash smashes at the duergar facing off with Faust. He knocks the duergar down. But he gets up again? But he's really supposed to be knocked down.

Spice wails on one of the wounded duergars, hitting hard with sacred flame followed by a solid punch. That duergar dead.

Alethra uses her signature move - shooting lightning bolts from her hands and lights up two duergars.

One duergar lies prone before Faust, he cordially asks about what they were working in the forge but the duergar seems offended and dismisses the question. "Well, fuck you too then. Eldritch Blast to the face" Enna proceeds to beat the shit out of him.

Another oversized duergar rushes up toe to toe with Bashir. They meet in battle with a thunderous clang of sword and shield. Facing off with his own enemy, Bors takes a war pick to the chest and is nearly knocked off his perch.

Bash manages to plough his duergar opponent down and just clobbers him while he's down.

Desiring to provide her hubby with support, Alethra runs up on the duergar he's facing and grabs his arm in a restraint hold.

Scabies intermission.

Enna takes out the final duergar. Enna searches the bodies and finds loots - a vial of red liquid.

In the distance we hear the sound of an alarm. Bors puts on one of the helmets, asking us if its growing. We all answer sarcastically.

The sound of steel boots on stone floor greets us, there appear to be more duergars and they're moving closer.

After some quick deliberation we agree to make a hasty tactical retreat and come back to fight another day.

## **August 11th, 2019 Notes by Sam**

WHOO.

Alethra identifies the potions we have after we've retreated to the orc boss' chambers and barricaded the door using the immovable rod.

Water breathing potion  
Flying for five minutes  
Health

She also identifies the yellow potion of Bash's - it's a potion of haste.

We hunker down for a long rest. Alethra stays up to complete her rituals. The night passes by uneventfully, but she faintly hears someone shuffling near the doorway.

The next morning, Bash moves the furniture we used to barricade the door and opens the door. The pathway is empty. Faust volunteers Bash and Bors to pass through first. Nothing jumps out. It seems safe. We navigate our way back to the throne room. The doors we unlocked remain thrown open.

Surveying the throne room more closely, we find that it is incredibly ornate. From somewhere in the distance we can hear the faint ringing of hammer on anvil. The only signs of our battle from yesterday are scuff marks in the dirt. There are four passageways leading to the room.

Telchur and Enna notice some scour marks on the saltstone floor and point it out to us. Alethra and Bash investigate further. Alethra realizes that the marks are from the statues on either side of the doorway bearing axes. A pressure plate on the floor is the trigger. Alethra outlines it in chalk so that we can easily step over it without triggering the traps.

As we pass through the hallway though, a deep voice in a foreign tongue starts shouting - we must have triggered some kind of magical alarm. We hastily continue along, finding ourselves in what once was a greathall. This is where we first encountered the duergars. The torches that were previously lit in the sconces are put out.

There are five other exits out of the great hall/throne room. The fire and the sleeping pallets that Enna saw yesterday are gone as well.

A disembodied voice that seems to come from all around us greets us once more "WE KNOW YOU'RE HERE."

As we continue along the pathway, Telchur and Enna pause and prod us to get our attention. "Uh.. guys..?"

Yeaaaah, and now we're surrounded. Yay...

Spice with the quickness, tries to deal some radiant damage but he's just not quite quick enough. Telchur, arrows at the ready, shoots at one of the duergars and easily dispatches him. Enna runs up on another duergar and launches a series of punches and kicks. Faust, Bash, and Alethra are all taken by surprise.

The duergars, undeterred by the loss of one of their own, advance upon us. They gang up on Bors and Bash. They're also hassling Spice and Enna, but those two are faring a little better.

Spice retaliates by swinging his mace but is just shy of hitting the duergar in the face. Faust, finally regaining his bearings, opts to provide an assist to Bors and fire off a couple of Eldritch Blasts at the duergar at his back.

Telchur is on fire - but not literally because that would be bad - and takes out another duergar before striking another with the few arrows he has left.

Enna is just a whirlwind of punches and kicks. She's just knocking skulls like a mothafucka.

Bors is still fighting off the two duergars that just won't leave him alone. It's like they're obsessed with him or something. Ugh. He strikes the one that Faust had already injured, but 'tis merely a flesh wound.

Bash flings his morning star around, successfully finding his mark on one of those duergar pieces of shit.

Alethra kills the duergar boner that makes them all huge and grizzly like. This act of deflation prompts all the duergars to blip out of sight.

Everyone takes turn readying themselves to defend, or attacking empty air. Faust kicks up some dust in an attempt to reveal one of the duergars but comes up short. Enna shadow steps away from the group, inadvertently putting herself in the path of what we assume are some oncoming duergar reinforcements.

As we prepare ourselves, Bash barricades one of the passages, Enna gives Telchur her quiver of 18 arrows as his numbers are dwindling. Faust preps a fireball for the forces that are about to join us.

The duergars served up quite a few reinforcements. Faust launches a fireball at one squad. Just as he does so, several duergars - presumably the ones we fought earlier - reappear before us.

Spice summons his spiritual weapon and starts fucking shit up before following up with an attack with his mace which isn't as successful. Bors smites a ginger duergar. Telchur levitates higher and casts his hunters mark on a duergar of his choice and fires away. He hits that little shit with two consecutive arrows and drops him.

Duergars are closing in from all around us but they seem to be playing idiots in a comedy of errors and miss all of us except Alethra. Does that make Alethra a bigger idiot? Sorry, inside voice.

Bash tries to grapple one of the ugly evil dwarves but just can't quite knock him to his feet. He says fuck it and just starts swinging his morning star. Enna does what she does best and starts throwing punches at random 'cause why the fuck not, right? But uh.. Yeah she misses all of her attacks.

Spice heals himself - such a good cleric since we really can't afford to lose our healer. He moves his spiritual weapon and takes out a duergar. Bors is slashing and bashing like the big ol' savage that he is. Faust fire off a couple more eldritch blasts, but is struggling to hit his mark with the chaos of all these evil dwarves in his grill. One finds purchase but that's it.

Telchur, still on point, takes out the very same dwarf that's all up in Faust's business. Alethra grabs the dwarf in front of her and shocks him with a wave of electricity channeled through her palms.

Another group of duergars arrives with the intention of fucking us up. As they charge in, Enna is straight up wailing on one of the duergars surrounding us. She knock him the fuck out.

Spices attempts to follow suit but his opponent is quick and nimble. Faust keeps it up with the bad vibes, but only one of his attacks hits its mark.

Telchur nocks two arrows and hits two separate marks, taking out one of the duergars.

Alethra dashes away, drawing two attacks of opp. She's hurt pretty badly but she positions herself perfectly to shoot a lightning bolt, striking six dwarves. They're all illuminated briefly and four of them go down immediately. Two stay on their feet though they're badly injured.

In spite of their dwindling numbers, the dwarves don't lose heart and keep up their attacks.

Bash knocks down one of the duergars and saddles him down with the immovable rod. He then turns to strike the other duergar flanking Spice, killing him.

Enna shotguns her healing potions and then goes with the punchy kinky shit.

Spice moves his spiritual weapon over and kills the duergar attacking Faust. Faust provides another assist to Bors and kills the second to last duergar. Telchur nocks an arrow in the face of the last remaining duergar, implying that he won't kill him if he doesn't give him reason to. He wriggles out from under the immovable rod to make a stand. Bash doesn't give him the chance and bum rushes him. The duergar doesn't last very long.

We're surrounded by about two dozen grey, small dwarf bodies. Faust has an itch to drag them into formation to spell fuck off. He does so.

## MAXIMUM DISRESPECT

Meanwhile, Bash starts to investigate the passages for traps. He doesn't find any but does locate a trap door behind the throne. We all inspect it further and manage to open the door. Enna and Bash descend first with the rest of us following after.

The door leads to a small audience chamber. Rolled tapestries cling to the walls. The door bears the face of the dwarf we've seen depicted in statues and artwork all over the ruins. There's double doors on the opposite end. The room appears to have once been a bed chamber. There's a large bedframe and elsewhere in the room there's another smaller pallet on the other side. Additionally there are a few satchels. There's red, pleasant smelling fruit within as well as some kind of root like vegetable. There's bread in one of the statues. Alethra and Spice inspect the food items and deem them safe. Alethra immediately bites into one of the fruits. It tastes like strawberries. Was kinda hoping that they tasted like snozzberries. A little disappointed.

Door number one leads to a bathroom. Door number two is a closet. There appears to be a secret hidden door in the right side of the closet. It opens easily and leads to a long passage. Enna hops in first. The passage goes on for a while before stopping at a T junction. We go left. It leads to a dead end. Bash inspects the walls but isn't able to find any indication that there's another trap door. We backtrack to the junction and go this time to the right. This path also dead ends but this time we find another secret door. This door easily clicks and slides open as well.

This door opens to a chasm. All that lies before us is a wooden platform and a void. Spice casts light on a rock for Bash who throws the rock but we don't hear it fall. A chain link ladder leads from the platform down into the darkness.

Enna is first to descend, we follow after her. We climb and climb and climb. About twenty minutes pass before Faust is able to make out the bottom of the chasm. We arrive down onto a platform. There is a long narrow bridge that arcs across the chasm.

Below us a dull roar from a fast moving underground river echoes as it rushes below us. A passage continues on the other side of the bridge to the east. We take a breather for Spice who is an old man.

Enna leads the way across the bridge and notices a weird, bubbled stone. She recognizes it as acid burns and just as she notifies us the bridge crumbles under our weight. We all scramble desperately and jump to the ledge. Everyone but Spice and Bash make it. Those two plummet into the fast moving current. Spice is able to catch himself on some rocks. Enna quickly brings



out her rope, Alethra follows suit. Alethra manages to secure Spice but Enna's toss lands just short of the pair. Thinking quickly, Bash activates his immovable rod but his fingers are slippery and his grip is starting to fail. We manage to lasso them both through great effort.

Bors and Alethra try to pull the pair in but succeed only in being pulled in by their combined weight.

Faust lunges for the rope as the couple falls into the water. He manages to hold tight, digging in his heels to prevent losing the rest of the crew. Telchur and Enna rush to assist him. Through their combined efforts the drenched party members are saved.

We take a breather to collect ourselves and start to set up camp to rest. Faust dries everyone off with prestidigitation. Bored, he looks out in the distance across the water and spies what looks like a dirt mound. On closer inspection it looks like its made out of something else... something like gold...? He squints to get a better look and then hears the sound of bubbling and hissing, just before something launches out of the water before us, revealing a young black dragon.

We're all hit with a blast of water. Enna rushes to a hiding spot. Faust retreats towards a passage behind us as an exit route and downs a potion of superior healing. Bors rushes to the water's edge, readying himself to attack. Telchur gambles a couple of shots but the dragon retreated into the water, rendering his attacks useless.

After a beat, the dragon rushes up out of the water and attacks Bors with all that he's got. Bors goes down, totally unconscious. He slumps in the water and the dragon grabs him with a great clawed foot.

Alethra finds her own hiding place and casts daylight. Enna tries to talk to the dragon as she speaks draconic. It responds in common that if we leave Bors, we can leave in peace. Alethra isn't willing to leave her husband, putting the rest of us in a tight spot.

The dragon descends under water with Bors in tow. We all launch attacks at the dragon where we can but they barely seem to leave a scratch.

The dragon leaps out of the water again to spew another acid attack, hitting several of us again.

We're all fighting desperately at this point, trying to retrieve Bors without getting ourselves killed. Alethra casts invisibility on herself as she moves closer to the water's edge while the rest of us keep attacking.

Alethra manages to reach Bors who has stabilised. She starts pulling him to the bank so that he's no longer drowning. Bashir rushes forward as she does so to distract the dragon. The

dragon lunges for him but fails to land a hit. With a triumphant "ORDER OF THE GAUNTLET" cry, he jams a potion down Bors' throats.

Bors is up and immediately wades back into the water to attack the dragon. Faust is hurling eldritch blasts from his hiding spot and is exasperated by the fact that all of his companions are rushing to the water's edge.

Enna dashes and shadow steps to the treasure trove on the other side of the water's surface before taking refuge within the treasure itself in an attempt to draw its attention away, but it doesn't seem to take any effect.

Telchur manages to hit it with hail of thorns and entangles it in a mess of thorny vines. Bash wades into the water after Bors... Guess he's following his Order of the Gauntlet brother. He hacks and slashes but does no damage total.

Spice attempts to hit with his spiritual weapon but isn't able land a strike. He rushes over to Faust and lays a healing hand on him.

Telchur uses his last two arrows but they merely hit the water. Alethra moves back and hits the dragon with some necrotic energy, but doesn't succeed in distracting it from Bors, who he bites hard. Bors goes back into dreamland.

Enna starts throwing treasure out into the water. Annoyed, the dragon moves towards her, breaking the thorn entanglement as he moves. As he moves towards Enna, she leaps out to meet him and lays a flurry of blows. Her hits knock the dragon cold. WHAT THE FUCK

We cleared the ruins and contact the Order of the Gauntlet. Through our combined efforts, we cleanse the ruins and we seal off the ruins so that they won't see travelers ever again. The keep above ground is fortified and restored. It is of course, left to Bors, who is pleased to have his own holdings.

It takes a ten day and a half to haul out all of the treasure.

Soooo.. In the treasure trove we find:

6200 silver

1430 gold

2 garnets worth 20 gp each

A black pearl worth 50 gp

A wand of magic of missiles

A +2 greataxe bearing durgeddn's mark

+1 shield

Potion of healing

Potion of flying

In recognition of our service, we have a ceremony in the castle of Waterdeep.

Alethra is given a finely made brooch of her family's crest - a brooch of shielding.

Bashir is given a ring - it looks like a brain. It's an arcane symbol for freedom of the mind. Its a ring of mind shielding.

Bors is awarded a shield with his family's emblem (+1)

Enna is given gauntlets that bear the mark of Kartur - they're Gauntlets of Ogre Power

Faust is given a blackened stick - wand of the war mage.

Spice is given a full set of plate mail made of mithril, engraved with the symbol of the order of the gauntlet.

Telchur is given a set of bracers bearing his family's house sigil. They're bracers of archery