

Campaign/Game: Desert of the Dragon: D&D 5e
One Shot: Desert of the Dragon
Campaign Date: Highsun 18th 931 (Summer)

Date: July 8th, 2021

Characters

Bohdan Lubomir, Human Mastermind Rogue - 9 (Jacob)
Mercurian, Human Spymaster Lieutenant (NPC)
Duthara Atere, Dragonborn Twilight Cleric - 9 (Ryan)
Ravina, Eladrin Monk of Mercy - 9 (Casey)
Shemp, Firbolg Moon Druid - 9 (John)
Sorelia Delanare, Moon Elf Bladesinger Wizard - 9 (Luke)
Reybur Ebonbraid, Mountain Dwarf Glory Paladin - 9 (Joseph)

Co-DMs: Andrew and Jamin

Log:

In the pre-dawn twilight the lord of the city-state of Reumix, young King Raposa assembles his closest advisors. A week ago, a pale dragon was spotted by patrols into the Plaguelands to the North. Since then, several farming and mining settlements have been razed and an army of lizardfolk marches toward the walls of Reumix.



Now an army of lizardfolk marches out of the Plaguelands toward the walls of the city of Reumix. The city is on high alert, expecting anything. It could be a siege or an assault. One by one, the advisors arrive in the great public hall of Reumix. They are:

- **Duthara Atere**, High Priest of the Palace of Twilight and advisor to the king. This ancient dragonborn carries the scars of years and is nearly a fossil himself. While he counsels peace at first, he calls for the ancient sword of the realm, the Judgeblade. He pledges to serve the king and defend the city with what remains of his storied life of service.
- **Magister Sorelia Delanare**, Magister of Reumix and Chairperson of the Arcano. While Sorelia joined the high council just after Atere the Wise, her elven magic keeps her youthful appearance. Some say it is her former attunement to the Feywild before she and her people the Moon Elves fled Albion in excommunication for not properly worshiping the Nine. Others point at rumors of her appetites for certain magical intoxicants. In either case, her position as chair to the Arcano, an association of antiquarians and artificers dedicated to the study and re-creation of forgotten relics, makes her an important advisor.

- Marshall Reybur Ebonbraid, Commander of the armed forces of Reumix. This solidly built dwarf paladin worked up the ranks of the elite armed forces to take his rightful place leading the city-state's military. He is credited for single-handedly building the Reumix Air Cavalry, a force of holy knights who have learned to call on the giant fey carnivorous birds of the Stony Mountains directly to the North as mounts. Marshall Reybur reports that he has sent out an expeditionary force to meet the lizardfolk threat but that stopping the dragons themselves is a greater priority.
- His honor Bohdan Lubomir, Grand Diplomat of the city-state of Reumix. Despite hosting foreign ambassadors and staying in the know about relationships with other nearby city-states, his honor Bohdan always seems to know much more about the goings-on in the less reputable marketplaces of contraband and gossip. His methods suggest a wide net of informants fueled by a thriving business exporting some of the treasures found near the city without reporting discoveries to the Arcano for taxation. He shares his estimation for how long the city can withstand a siege as well as a curious interaction he had with the envoy from the city-state of Vice.
- Captain Ravnica, commander of the Royal Guard of Reumix. This high elven monk stands ready to defend the king and his subjects. She is a high elf who has dedicated her study to the vitality that flows through all creatures of Kyor. She mentions the fact that there has been some suspicious killings, and compares notes with Magister Delanare about the magical spores that perhaps caused the Plaguelands to form, burning away all the healthy foliage millennia ago when the Verdant Empire crumbled.
- Shemp is there too. He is an old friend to the king and his mother, the fallen queen. His particular brand of wisdom is quirky and perhaps drug-addled. However, he has made many fruitful predictions in the past. The king asks Shemp in confidence to help keep the other advisors alive on their mission to identify and neutralize any dragon threats to Reumix.





A messenger arrives. The white dragon described before has been spotted destroying a village to the north. The king's council moves out to intercept. There they find Snowflake, a small-minded but dogmatic white dragon. She insists that the entire city of Reumix leave to allow "The Matron" to reclaim the lands for "The Five." The council refuses the offer, and engages the dragon.

Captain Ravinia charges in immediately, aided by Marshall Raybur's magic. Shemp takes cover and casts a mighty magical blight on the monster. Many were hit by a blast of ice from the monster, only to be healed by High Priest Duthara.

Snowflake takes to the air, knocking Captain Ravinia away to tear one of Atere's honor guards to death. Bohdan and his protege Mercurian land several well-placed blows on the monster as Marshall Raybur engages the white dragon in one-on-one mounted combat. After a quick engagement, the dragon is slain.

After a brief meeting, the council receives a magical message. More dragons are spotted further south, near one of many deserted monoliths. As the heroes approach, they see a small lizardfolk force moving into position to take the monolith. They are led by two young dragons - one black named "Blackadder" and one red named "Broyl." They are all supported by a pair of shelled turtle-folk sorcerers.

Captain Ravina once again engaged the enemy first, this time climbing on the back of the red dragon to take the fight to him. Marshall Reybur dogfights with the dragons from the back of his hold eagle mount, landing several blows with his mighty warhammer. More careful this time, Bohdan and Mercurian take the right flank, stabbing dinosaurs, lizard folk, and giant lizards on their way toward the black dragon. Meanwhile, Shemp takes the left side summoning a mighty fire elemental to draw the lizardfolks' ire and dropping more blighting magic. High Priest Atere teamed up with Magister Sorelia to launch spell after spell, protected from the enemy spellcasters by the powerful will of the Judgeblade. The three remaining honor guards continued to fire crossbows at the enemies.

The dragons counter-attack. "Broyl" breathes a huge gout of fire, catching Shemp and Reybur, but most importantly burning a squad of elite lizard folk to death. The black dragon slashes and bites as it fights for a way to tear Bohdan and Mercurian to bits. The dinosaurs on the right flank and finally defeated by magic from Atere and Sorelia.

The councilors begin to work in tandem to defeat the threat. A lizardfolk witch doctor managed to get past Atere's magic resistance. Luckily, Bohdan manages to stab the lizardfolk while his back is turned, killing him instantly. Shemp moves to engage the turtles, only to be turned away by a lizardfolk bard's magic. After transforming into a monstrous wolf, Shemp tears apart the

spellcaster and moves on to engage the dragons. Marshall Reybur and Bohdan team-up on the vulnerable black dragon. Reybur's warhammer knocked the beast from the sky flat onto the ground where Bohdan's careful but deadly attacks slay it!

Moments later, after punching the red dragon repeatedly and stabbing it with a magical vampire's tooth, Captain Ravina kills the red dragon, falling as it tumbles from the sky. She is healed by Shemp, and she downs healing potions to stay in the fight. Nearly all the lizardfolk are slain along with the giant lizards and the dinosaur allies.

The final form of the mushroom-covered turtle is revealed as that of a fungus dragon. Its poisonous breath injects deadly spores that earth their way out from the inside of their targets. Its first strike is formidable, along with a giant magical fist which the dragon magically controls. The dragon speaks of itself as being "The Matron of Mold," the controller of the entire coordinated attack. Atere's attempt to move invisibly across the battlefield was cut short when the Matron pointed out that she could see him, which caused the dragonborn priest to rethink his strategy. He cast healing magic to bolster the entire party for the final push.

The strange monolith grew a little out of the ground, shaking everything like an earthquake. It features the distinctive crescent design found on many of the artifacts from the Verdant Empire. Led by Bohdan, the heroes attack it, forcing strange, green, greasy blood from the "wounds" in the living stone. After several explosions and spells to rupture the very earth, the strange monolithic stone grows to the size of a cathedral, exposing a titanic door fit for a dragon only to list to one side pulling itself out of the earth partially.



The councilors move to end the engagement, as they all concentrate their attacks on this new dragon spellcaster threat. Atere lands powerful magical attacks of radiant energy. Shemp continues to tear into the Matron in animal form, and would be slain if it weren't for Reybur's protective magic. Thunder rolls as the Marshall lands a titanic blow with his hammer guided by the energy of the divine, shaking the very ground as the dragon is hit. Sorelia strikes with lightning and steel, then magically counters the dragon's attempts to teleport away. Captain Ravina dumps her last firebomb into the monster's mouth and kicks it shut as she cartwheels off the monster's back. The creature's titanic skull explodes in midair dropping the fungus dragon's corpse to the desert floor.

Attempts to read the stone indicate that "The Matron" was in the process of opening a portal to Taxisis, the dead goddess of all dragons. While the initial defense was successful, now that the portal has been excavated and touched there are concerns that other marauders may emerge from the titanic magical door in it. While Shemp, Ravina, and Reybur decide to take time after the battle to review the progress the army made against the lizardfolk force and perhaps partake of some relaxing intoxicants, Sorelia, Bohdan, and Atere take the time to research its purpose and potential methods to shut down the portal permanently.

Plot:

These entries comprised the brief plot bits given to particular player characters before the game.

All

You serve as a minister or advisor to the young and inexperienced King Raposa. It has been a quick year since his mother died unexpectedly, leaving him as the heir at eighteen. With danger threatening, he can use all the help he can get to keep the city-state of Reumix from falling.

A week ago, a pale dragon was spotted by patrols into the Plaguelands to the North. Since then, several farming and mining settlements have been razed and an army of lizardfolk marches toward the walls of Reumix.

All

Reumix was built in the shadow left by the Verdant Empire, a powerful ancient civilization of lizardfolk that ruled much of southwest Radavan for hundreds of years before the arrival of the heritages of elves, dwarves, and men. It sits at the confluence of the Silt and Bitter rivers, starting as a humble outpost in the middle of the desert and growing in importance as vaults full of ancient artifacts are located in the nearby wastes and plundered for wealth and power.

All

The Verdant Empire once stretched across southwest Radavan. This powerful ancient civilization ruled for hundreds of years before the arrival of the civilizations of elves, dwarves, and men. It was made up of generations of lizardfolk warlords who ruled over an advanced civilization of humanoids and undead raised by cold-blooded sorcerers of the time. Their civilization's heart was centered on the area between the Silt and Bitter rivers now occupied by the city-state of Reumix.

Eventually, this civilization grew corrupt and the warlords began to turn on one another, creating the barbaric and splintered society that exists in the present day within the Plaguelands.

Reybur

As a minister or advisor to the young and inexperienced King Raposa, you are concerned with the accounting of the royal exchequer. Someone in a position of power has been draining the city-state's resources, which could prove deadly in case of a prolonged siege.

Reybur

You have sent an advance force to intercept and track the lizardfolk army. The leaders of this army simply demand that everyone leave the city of Reumix they want to live.

While the force of lizardfolk warlords and necromancers is significant, you aren't fooled. You believe that their appearance is simply to draw focus away from the real assault. With that in mind, you've left your trusted generals in charge of engaging the army while you join the others in search of the real threats.

Atere

As a minister or advisor to the young and inexperienced King Raposa, you have been asked to share your magical divinations. Your recent visions have been inconclusive about the threat of the lizardfolk army and the beings that lead it. All you can glean is the name of a being from the early days of the Verdant Empire - Takhisis.

Atere

The majority of the citizens of Reumix are the lizardfolk descendants of the Verdant Empire. While there have been advances in equality over the centuries, Reumix suffers from a history of racism and oppression of these folk. Indigenous lizardfolk were once used as slave labor by the dragonborn who led the effort to settle this area.

Bohdan

As a minister of Reumix, you are aware that all of the diplomats of nearby city-states in the city. All have fled in the face of the oncoming onslaught. As he left, Kalburin Rex - the dragonborn diplomat from the city-state of Vice told you creepily, "Come not between the dragon, and her wrath."

Sorelia

From your research, you've learned that there was once an order of dragonborn who made the Reumix area their home in prehistoric days - long before the Verdant Empire when the Old Gods were new. They followed a being of pure light and justice. From the few artifacts left you understand that they had aspirations of nobility and justice for all.

Sorelia

In ancient days, even before the rule of the Verdant Empire the Plaguelands were as lush and green as any jungle or forest. It was under the mismanagement and magical rot of the Verdant Empire that the desert was created as it was eaten from within by a deadly magical fungus that left nothing but desolation.

While the spores are long gone, the devastation still exists. Even today, undead shamblers conjured in the Plaguelands by the necromancer warlords are well-preserved and last longer than they would elsewhere.

Shemp

While much of the iconography within the ruins of the Verdant Empire features the symbol of a dark inverted crescent, recently uncovered artifacts (including a large, ornately worked magic bowl made of platinum) feature a silver triangle.

Shemp

An offshoot of the lizardfolk race that looks more tortoise-like is known colloquially as tortles. Like the lizard folk, they are also believed to be distantly related to the dragonborn. Unlike the lizard folk, there are very few of them on the continent of Radavan.

Ravina

There have been a string of unexplained murders within the lizardfolk community recently. At first, they seemed like common muggings or circumstances where someone was in the wrong place at the wrong time. However, you've investigated! You realize that each of these lizardfolk had some connection with the research and cataloguing of the various stone monoliths that dot the desert around Reumix. Before he disappeared, you understand one lizardfolk laborer was obsessed with "The Fungus" and "The Five." Could this be what connected the deaths?

Ravina

You serve as the leader of the personal guard of young and inexperienced King Raposa. You believe that the lizardfolk army has been deployed simply to draw focus away from the real assault. With that in mind, you've seen to it that your trusted lieutenants are in charge of protecting the king while you and the other ministers root out the source of the real threat.

