

**Campaign/Game:** Dungeon of the Dragon: D&D 5e  
**One Shot:** Dungeon of the Dragon  
**Campaign Date:** Fidelity 9th 932 SC (Winter)

**Date:** November 11th, 2021

## Characters

**Ander Greenbottle**, Tiefling Warlock - 9 (Colin S)  
**Delmirev Arava**, Dragonborn Berserker Barbarian - 9 (Abigail)  
**Bohdan Lubomir**, Human Mastermind Rogue - 9 (Jacob)  
    **Mercurian**, Catfolk Spymaster Lieutenant (NPC)  
**The Judge**, Dragonborn Samurai Fighter-3 Redemption Paladin-6 (Colin B)  
**Sorelia Delanare**, Moon Elf Bladesinger Wizard - 9 (Luke)  
**Reybur Ebonbraid**, Mountain Dwarf Glory Paladin - 9 (Joe)  
**Roland Numan**, Human Fighter - 9 (Paul)  
    **Sir Nestor**, Human Knight Outrider (NPC)

**DM:** Andrew

## Log:

The city-state of 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.

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.

Several months ago, an army of lizardfolk led by a vanguard of dragons attacked the city of Reumix. You and your companions turned the attack aside and emerged victorious, but not before a mysterious dragon known as "The Matron " completed an incantation to raise a mountainous stone monolith with a titanic door fit for a dragon from the desert sands.

Since then, this shadowy gash in the fabric of reality has attracted all sorts of bad actors. Covens of lizardfolk warlocks, infernal cultists, even Plaguelords of the desert leading armies of undead have flocked to this alien structure. It crackles and seethes with dire energy, and all the city's intelligence points to something awful happening soon. Your job is to adventure into the monolith, find out what is going on, and put an end to the threat.



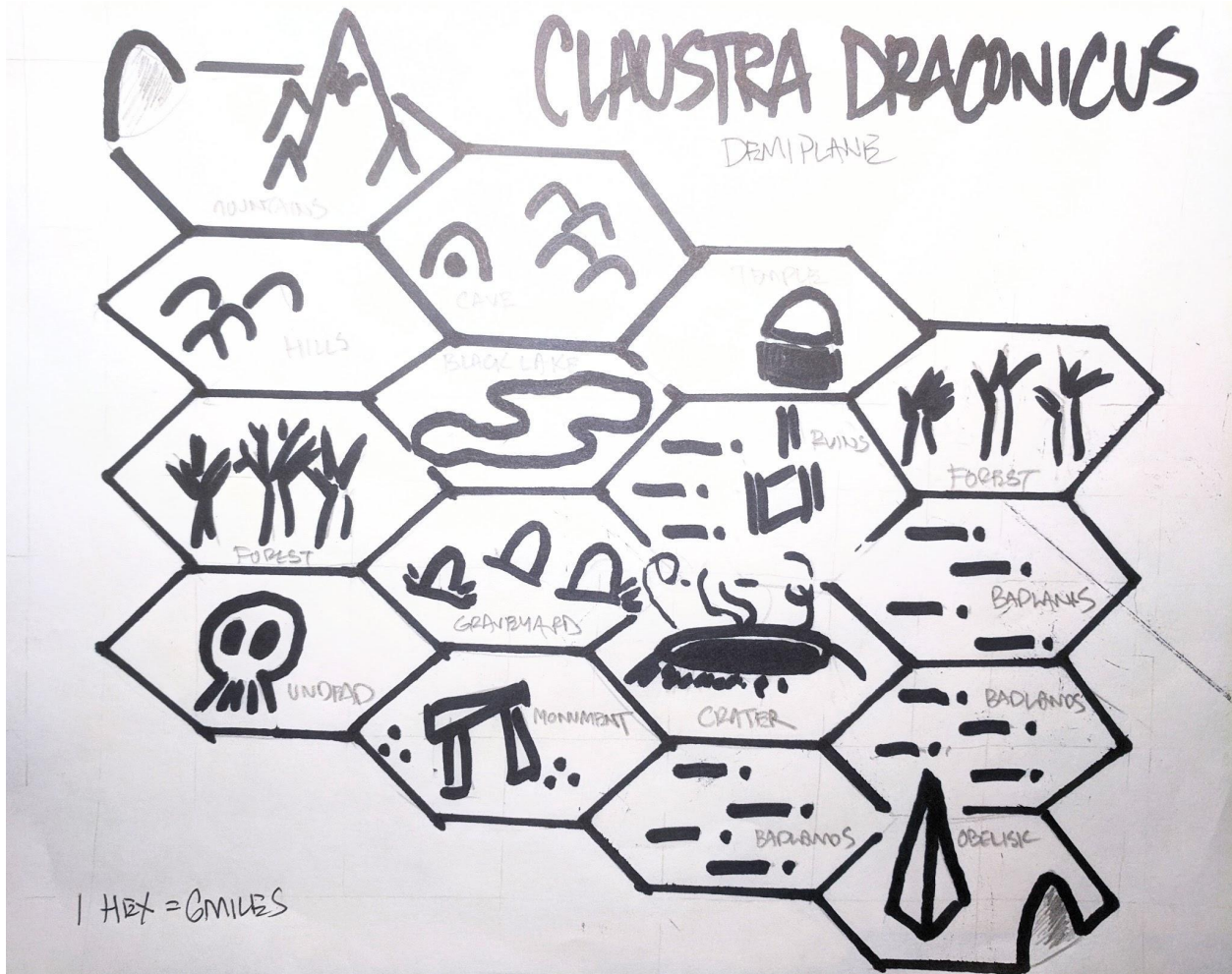
Lord Duthara Atere, High Priest of the Palace of Twilight and advisor to King Raposa presides over a gathering of the lords of Reumix. The city has pulled together a force of the most powerful elements of the city to explore within the portal and put an end to the forces that threaten from within. Atere the Wise leads the assembly in blessing the adventurers.

First, Marshall Reybur is welcomed to the party. The leader of all the armed forces of Reumix sits atop his mighty war eagle, and pledges his life for the king of Reumix. Next, Bohdan and Roland join the party, both thanking the king for the opportunity to serve him in this regard. Warden Arava, leader of the city guard and proud member of the dragonborn clan Delmirev pledges her life for the honor of her clan. The newly arrived and mysterious Ander Greenbottle joins the endeavor, pledging to close the portal for “his grandmother” and the safety of all the innocents of Reumix.

Finally, Sorelia Delanare, Magister of Reumix and Chairperson of the Arcano steps up to lead the adventure in hopes of neutralizing this strange threat. She shares that she believes that the portal leads to a demiplane. Within that plane, something is powering the portal - something big that is alive only because of the spores of the dragon that attacked known as “The Matron.” If the party can destroy whatever it is that powers the portal, the demiplane will be closed off from the mortal realm of Kyor.

Atere introduces one final member of the party. When the High Priest ventured to the reliquary in the Palace of Twilight to retrieve the Judgeblade, he found the vault hanging open. Inside, a celestial dragonborn emerged, wearing the powerful artifact weapon as though it had been made just for him. He introduced himself as simply, “The Judge” and asked to join this important mission.

High Priest Atere, eldest of the Duthara clan hands over an artifact of his own design. The Amulet of Recall will pull all creatures within 30' of the one who breaks this pendant back to the mortal plane of Kyor. Thus, the adventure begins, and the seven enter the mysterious, antediluvian portal.



The adventurers emerge in a demiplane located somewhere in the astral sea. It is a colossal natural cavern miles long with spacious ceiling dappled with twinkling fungus light leaving the space in an eternal twilight. Far in the distance is the glow of an active volcanic crater, and an ancient grey obelisk standing at least two-hundred feet tall from the floor of the space. There are crags and hills, along with strange, ruined forests and a lake of black, oily ichor. A monument along with some ruins and a graveyard are vaguely visible in the distance. This place is immediately identified as Claustra Draconicus by Ander and Sorellia - an ancient demiplane meant to be an eternal prison for something sinister and powerful.

As they get their bearings, the party is immediately attacked by a cadre of lizardfolk led by the gangster and death cultist Arava identifies as Zarda. This lizardfolk villain hisses in defiance, crowing that she will surely “break the party” as Arava broke Zarda’s arm in the past. The party is victorious, and learn much about the demiplane from a captured lizardfolk. There is a ruined temple held by the forces of the Cult of the Nursemaid of Horrors led by a cultist named Yarmathor as well as an army of undead empowered by the Plaguelord Slitherius.



The heroes carefully move into the demiplane. The huge empty space is fraught with danger, and many times there are glimpses of something big flying around in the darkness of the space. The heroes skirt the black lake and sneak past the cultists. They come on a series of dragonborn-style ruins.

The Judge feels a sense of nostalgia about this place. It was once theirs for a time while they were mortal. The celestial goes right to a loose stone. Hidden behind it is a journal written during a time they were alive. In it, The Judge recalls leaving a legacy for a mate and two children. The Judgeblade was the weapon forged in his honor. Millenia ago, Duartha Torinn died to protect all that he loved, only to be re-spun in the cloth of a celestial calling himself The Judge in the present day to complete the task.

The heroes are interrupted by a giant flying maggot ridden by a halfling-sized zombie who calls himself Ashlum. He identifies himself as a servant of the great lich Kalbassian. Bohdan engages this monster in conversation, and makes out that the plan is to build up an overwhelming force of zombies, cultists, orcs, and ogres conjured through demonic magic. The Grand Diplomat of Reumix cleverly convinces Ashlum that the party is there to help the lich with his upcoming assault. However, the party is surprised to learn that the attack won’t head toward Reumix, but instead is directed toward the planes of hell itself. Sorellia’s scrying was true! There is in fact an upheaval in the bowels of the planes, but it is a struggle between the masters of evil themselves and not necessarily a design on the mortal planes of Kyor. Bohdan asks the demented, cursed halfling zombie to lead them on to his master.

The expedition continues past the badlands toward the titanic obelisk. They see another gigantic portal, not unlike that they entered from. They surmise that it leads to hell. The portal flanks a cadre of skeletons led by a lich who sits on a tiny bone throne.



Several of the heroes recognize this being as Kalbassian. He was a mage of superior power who served the villains Vecna and Acererak in an early age, before even the continent of Radavan was discovered. The current scholarship on the subject was that Kalbassian was destroyed by the dragonborn honor-knight Torinn in his final act as a mortal in the service of The Judge - one of the old gods.

Kalbassian curses his servant Ashlum and calls him a dolt. The maggot rider and his mount are immediately turned to ash. He calls out The Judge, telling him how long he has felt overwhelming hate toward him and describing how he had planned the slow deaths of all his clan. Fireballs rip through the party, slaying many of the scouts and Sir Nestor.

The party jumps into action. Roland tears through the skeleton warriors acting as the lich's bodyguards. Ander flings a fireball back at the lich, exploding and incinerating many of the more powerful skeletal soldiers including a massive zombie with grinding jaws the size of an ogre. Arava and Reybur charge the lich. The throne that the lich Kalbassian sits on is the Throne of Osteonos, a powerful magic item that has the power to keep out any living matter, but at the cost that the lich inside may not move from the seat. This magic item is in fact a horcrux - the storage place of his soul. Sorellia polymorphs into a giant white dragon, then flings the body of an ogre-sized skeletal champion at the lich, knocking him physically from his throne.

"I am free!" the undead master screams! Freed of his eternal throne, the lich seems to gain new life. He casts more deadly spells and conjures more skeletons. However, the heroes of Reumix continue to press the attack. With the power of the throne ended, the melee fighters begin taking their toll on the lich.

Kalbassian casts another spell to hedge out all living matter. He calls out to "The Emerald" to help him. From the shadows above the floor of the demiplane, a gargantuan zombie dragon swoops to attack. Sorellia immediately recognizes this being as the key to holding the portals to the demiplane open.

Reybur flies on his eagle to meet the corpse of the dragon. He recognizes it as the Radiant Emerald, an ancient wyrm that was destroyed three decades ago. Its body still bears the disfigurement from the trophies that were taken from it, and missing chunks are covered in fungus that animates this undead horror. A cloud of spores pollute the air as it lands and attacks Roland, Arava, and The Judge. The monster vomits the remnants of its organs at the bulk of the party. Ander goes down temporarily from damage, and The Judge nearly meets his maker once more. However, through teamwork and good luck the heroes manage to destroy the dragon.

“Noooo!” the lich bellows. He tries to flee for one of the portals looking to escape his prison but his physical form is destroyed. His soul is trapped once again in the small bone stool that was his throne. With the threats neutralized, the heroes take some of the valuable magic items they find near the obelisk and escape the demiplane with the throne trapping the armies that were mustered there before.

## Epilog:

Following the struggle to end the threat to Reumix, the cursed portal in the unnatural obelisk in the desert closes. Bohdan makes sure that the Throne of Osteonos that holds the soul of the lich Kalbassian is dealt with appropriately. The Judge returns to the reliquary of the Palace of Twilight and disappears forever within its vault leaving only his sword. At least for now, the city-state is safe. The heroes of Reumix who returned from the demiplane receive a choice of a single magic item as a reward for their efforts chosen from the list below:

- Animated Shield
- Belt of Dwarvenkind
- Belt of Frost Giant Strength
- Berserker Axe
- Boots of Speed
- Flame Tongue Sword
- Frost Brand Sword
- Gem of Seeing
- Ioun Stone, Agility
- Ioun Stone, Fortitude
- Ioun Stone, Insight
- Robe of Stars
- Rod of the Pact Keeper +2
- Wand of the War Mage +2



## Plot:

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

Bohdan,

As a minister of Reumix, you are aware that all of the diplomats of nearby city-states in the city. Kalburin Rex - the dragonborn diplomat from the city-state of Vice tells you that the titanic portal in the monolith has unlocked a pocket dimension named the Claustra Draconicus. He would pay handsomely in exchange for a magic item found there known as the Throne of Osteonos.

Judge,

While you did have a past life on Kyor, you realize that you are more than just a mortal reborn. You are tied to the Judgeblade. You cannot be disarmed unless you wish it. The words you say are not necessarily yours, but rather the proclamations of the Old Gods themselves. The memories you have of an earlier age are faint at best. You have been called by the gods for a task greater than any mortal.

Ander,

Your patron, Sheoldregoth whispers to you from the green bottle. He needs you to do something for him. He needs you to enter the demiplane of Claustra Draconicus through the portal that was opened a few months ago, and seal it shut again. Your patron whispers that the plane is actually a prison for a powerful lich. He is trapped on his throne. To close the prison, the bottle whispers only, "Destroy the Emerald."

Araba,

Following the dragon war, your job keeping the peace in Reumix has been difficult. The native lizardfolk are anxious, often accused of siding with the dragons that attacked. You have learned that a death cult led by lizardfolk named Zarda has entered the portal seeking the "enlightenment of heaven" from a being she calls Takhsis. You have a history with Zarda. She is maniacal and selfish. You detained her for stealing from her own people. After she tore a clump of your hair out you broke her arm.

Sorelia,

From your research, you believe that the portal leads to a demiplane located somewhere in the astral sea. Your scrying indicates it is a colossal natural cavern miles long with spacious ceiling dappled with twinkling fungus lights. Something in there is powering the portal - something big that is alive only because of the spores of the dragon that attacked known as "The Matron." Kill whatever it is that powers the portal, and the demiplane will be closed off once more.

Reybur,

The Steel Guild holds archives about famous dragon battles. You would know that a few decades back, an ancient green dragon known as the Radiant Emerald was fought and slain on a far-off continent of Kyor. This beast was harvested for organs, but most of the corpse was spirited away by powerful magic. If such a beast was raised as undead, it would lose its natural poisonous breath weapon but retain all its physical attacks.

Roland,

Your spies have identified some of the forces that have ventured through the portal. The Cult of the Nursemaid of Horrors has traveled to Reumix from Bizancio in the south just to pass through the portal. They were led by a charismatic but ineffectual scholar named Yarmathor. You are most worried about the undead horrors that marched from the Plaguelands led by Plaguelord Slitherus - a powerful dragonborn necromancer who thirsts for the power clearly contained within the titanic portal.

Ander,

You realize that this is in fact a plane built just to imprison someone or something. If you had to guess, the prisoner or prisoners are held fast near the obelisk that stands on the far end of the demiplane.

Sorellia,

The universe is in an uproar! You have learned that the armies of the Nine Hells are amassing. The threat of a planar war is imminent, as unspeakably biblical sized forces are on the move.



Judge,

You recognize this being from a former life as an honor-knight in the service of The Judge. Kalbassian was a mage of superior power who served the great liches Vecna and Acererak. You gave your mortal life destroying his plans and locking him away in Claustra Draconicus. He was able to open the portal using the dragon spores that now animate the Radiant Emerald. Destroy the zombie dragon, and your ancient enemy will once again be trapped!