

**Campaign/Game:** Shadow of the Dragon: D&D 5e  
**One Shot:** Shadow of the Dragon  
**Campaign Date:** Verdance 25th 932 SC (Spring)

**Date:** January 27th, 2022

## Characters

**Duthara Atere**, Dragonborn Twilight Cleric-9 (Ryan)

**Cahir Logarius**, Human Ranger-3 Samurai Fighter-6 (Brandon)

**Devon Pugh**, Human Rogue-9 Inquisitive (Kaleigh)

**Owain MacDiarmat**, Human Rune Knight Fighter-7 / Star Druid-2 (Luke D)

**Reybur Ebonbraid**, Mountain Dwarf Glory Paladin - 9 (Joe)

**Sorelia Delanare**, Moon Elf Bladesinger Wizard - 9 (Luke)

**DM:** Tim and 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.

The most powerful heroes of Reumix have defended their city in the past, fighting off dragons, cultists, and arch liches. Now, an ancient evil, uncovered in careless haste to recover magical items and treasure hidden in the undercity, unexpectedly threatens all the subjects of King Raposa. Dark, shadowy eldritch monsters are emerging from the five levels of ancient forgotten galleries, laboratories, and workshops that once were the foundation of the Verdant Empire. While the sun is still in the sky, they are able to be stopped, but Marshall Reybur worries that the army won't be able to hold the tide once the sun sets.

The dragonborn Captain Skrinn approaches Reybur, explaining the situation. He blames a member of an expedition by the name of Fitzwood who had emerged just as the eldritch shadows were seen. Once questioned, Fitzwood said that he just ran and ran and ran once he saw a tomb thief steal a gemstone from a long-forgotten vault. Once the rumbling started, he fled immediately and doesn't know what happened to the gemstone or what happened next.

The leaders of the city have a quick conference. Reybur believes that his forces can hold until the source of the monsters is located. Atere who rushed to meet the source of the disturbance, realized that the weapon he carries is not his usual armament, but instead the mighty Judgeblade. The elder dragonborn wonders if the weapon magically made its way to him or if he somehow forgot you retrieved it from the reliquary vault the night before.

Sorellia introduces Owain, a champion from the druidic shrine of Star's Vale who came in response to a vision described by the augur of his circle. Cahir arrives, bearing news from Delmirev Arava, the captain of the guard. He is an expert monster hunter and has been quickly conscripted by the King.

Finally, the group is joined by Devon, a clever and insightful archeologist who has worked the undercity for years. Devon is fairly sure that they know exactly the vault Fitzwood was talking about. Rufio Dunn is the name of the sloppy and lazy archeologist and arcanist who was in charge of just such a site beneath the city. The walls in that area include iconography indicating that it is the prison of something or someone named Morlag.

Just then, a host of the black shadowy undead assault the party. These spawn of night pour out of the entrance to the undercity. The heroes of Reumix hold the line, and then proceed into the undercity to put an end to the source. They hear another wave of shadow creatures approaching, this time with larger, beefier monsters that resemble hill giants that have taken an inky, rubbery form. Rather than hide from this assault the heroes of Reumix meet the challenge head on and are easily victorious.



As the champions descend they encounter several of the larger creeps trying to get into a secret room. After dispatching the host, Devon manages to open the chamber with a secret lever. Inside, they meet some more porters and diggers for Rufio Dunn. One says that a thief took an expensive-looking large amethyst from a cold iron plate covering a well or pit, and that started the process. One crewman fingers the thief as Alpip Togglestomp and tells the heroes where to find him.

On their way toward the site of the excavation, the champions locate the huge amethyst that may theoretically be used to re-seal the vault that all the monsters are emerging from. Sorelia pockets the gem. They head toward the eastern quadrant of the fifth level of the undercity.

The heroes encounter the chambers of the excavation; they see it is filled with archeological tools, crates, a boom and winch, and the gem-less stone. A great battle breaks out between all the creepers and shadows, and the ground quakes as the broken seal made out of cold iron and covered in arcane runes starts to crack.

As the champions near victory, the seal cracks irrevocably and Morlag, the legendary nightwalker emerges from the pit. More of the smaller spawn poured over it like black parasites wiggling and writhing. The champions of Reumix redouble their efforts. Cahir finishes up the last of the dark spawn, finally locking up with Morlag toe to toe. Devon launches barrages of arrow fire, picking and choosing openings for maximum effect. Owain's magic creates opportunities and blunts Morlag's attacks while launching his own radiant assault and healing when necessary. Sorelia transforms into a blue dragon, launching lightning bolts and closing with the nightmarish Morlag. Reybur supports Atere, speeding him up and enhancing his attacks. For his part, Atere swings the Judgeblade like a scythe, cutting the inky shadow monsters down like grain.

For all this, Morlag proves to be nearly unstoppable. He resists many of the party's elemental attacks. He manages to wound Reybur enough to force the paladin's support spell to fail, exhausting Atere's assault. The undead monstrosity directs curses with its fingers, inflicting necrotic damage and causing fear even in these powerful champions.

While the heroes never have the opportunity to learn the monster's true nature, they realize that this beast was once in fact mortal, but in taking the power of the abyss for himself he did not hold up his part of the devil's bargain. When he managed to double-cross all the hells, he was forced to live eternally in deathly isolation.

Was it luck, or fate that kept Morlag from slaying all the champions of Reumix that evening? As things looked grim for the heroes, they managed to finally wound the beast. With a shake, the monster took advantage of the situation and fled. With a puff of black, inky smoke Morlag teleports away and is not seen again. The champions of Reumix were not able to stop it, but they did manage to drive it away from the city into the Plaguelands where it can take advantage of the nascent necromantic energies of the desert. The city is safe...at least for the time being.

