

HOARD OF THE DRAGON QUEEN

Started Spring 2022

List of NPCs

- **Draxdan:** Turtle from the sword coast, spent many years training different sea creatures for his Turtle clan. Eventually his expertise would be noticed by Lady Vasquith and he would be hired on to train her clients unusual pets.
- **Lady Vasquith:** Lady Vasquith is native to the elf homelands **Af Slithein**. She grew up as a princess of a influential magistrate, she learned from a young age the intricacies of court life. After her family fell from grace due to a rival familys meddling, she wandered the sword coast, swindling some, befriending others, and learning all the while. After over 100 years of travel she would make her home in the industrious port town of Baldurs gate. Setting up shop as a owner of a niche lodging business, she caters to individuals looking for privacy and security in Baldurs Gate, a very lucrative business.
- **Brock Greenshrub:** Is a halfling orphan raised in Baldurs gate, realizing at an early age that he would never make it on his own in the streets he joined the thieves guild. Brock regularly steals from the rich and has made a name for himself inside his guild.
- **Sivash Loutald**

Berdusk

Is a remote fishing village situated on the river Chiontar. It occupies both sides of the river and acts as an important stop for travelers looking to cross the river using the town's impressive ferry system. It consists of small lumber and thatch homes, inns, and barns. The town sells the fish to the lumber traders coming from upstream so they can in turn sell it downstream along with their lumber.



Kuotoa Attack

The Kuotoa struck a deal with the Tiamat Cult to cause enough trouble in Berdusk so that the ferry would be inoperable. The cult knows it has made powerful enemies and it wishes to halt anyone that could potentially interrupt their plans at Greenrest. The cult inflamed the Kuo-toa's anger towards the villagers and poisoned their chief **Koorick** and many of their people using poisoned water. The cult blamed it on the villagers and in anger the Kuo-toa attacked the east side of the village, killing indiscriminately. The Mayor of **Berdusk** is **Villam O'Neill**; he comes from a line of mayors who have governed the village. **Villam** is a coward and is unwilling to attempt to rescue the villagers on the east end of the village. He locks down the ferry until the weather abides and forces the Kuo-toa back underground.

Session Notes?

- Starting at the **Muckwater Inn**, the players have just arrived and it's storming outside.
 - **Ferryman Qurt** comes inside from the rain “whooooooy boy it sure is something out there” “anyone trying to take the midday ferry?”
 - **Qurt** sits down with every player, gathers their name and money, and asks them a few questions as to why they are traveling
 - After all this is done **Qurt** takes them to the ferry to cross the river.
- At the ferry **Qurt** hears the bell ringing rapidly from the other side of the dense fog covered river.
 - The Ferry is pulled back quickly to reveal **Squirt**, **Qurt's** brother stabbed through the back by a Kuo-toa spear.

- Mayor **Villam O'Neill** shows up “what is the meaning of all this comruckery?”
- 4 Kuo Toa and a Kuo-toa hydromancer swim out to the ferry to stop the ferry, every turn the hydromancer rocks the boat and attempts to spill it over. The water is swift from the recent rainfall and falling in could be life threatening.
 - When the ferry reaches the far shore there are four more Kuo-toa awaiting, once they see the others are dead they begin to cut the rope and shoot arrows.
- There is evidence of violence all throughout the town, the Kuo-toa are quickly loading loot into wheelbarrows and hauling it back to their caves.
 - They are also protecting one more hydromancer who is casting a powerful spell from a pile of scrolls that causes a terrible storm overhead. The Kuo-toa protect the hydromancer and infinite waves come until she is dead or unconscious
 - When the hydromancer is defeated the Kuo-toa run back to their cave systems.
 - Villagers come out and thank the heroes, asking who every party member is, paying attention to the famous ones.
 - Kuo-toa tracks lead back to the caves.
- The Kuo-toa home is an old Yuanti entrance to the underdark, a vast temple/portal complex that is now home to the Kuo-toa. Only the new chieftess would recognize Lady Bryan, although some respect is given, she is only of a middling class.
 - The chieftess can speak Common and talks about how the village poisoned their water.
 - She brings up their new lizard deity Tehamet and the red priestess who gave them their gifts and knowledge.
 - If the players can resolve the conflict, both parties would be willing to give treasure or other boons.

As Dusk Falls

Night arrives in **Berdusk**, the Kuo-Toa stay on the west side of the river, **Mush-Mush the Starry eyed** made a blood promise with Lady _____ and intends to keep it, for she knows the price. The townsfolk have either shut themselves inside to out last the invaders or have taken matters into their own hands and are attempting to receive help from **Mayor Villam O'Neill** or to bring him to justice for his lack of protection. What they don't know is that Mayor Villam has been replaced by a homunculus, an intelligent lifeform capable of integrating the minds of others and mimicking them perfectly.

- The Mayors manor has 10 foot high walls around its front courtyard, and no windows or other entrances on the first floor. The second floor has a balcony and many sets of windows. Guards patrol the balcony (although the one on the balcony is an illusion) and the front gate.
- The second floor mostly contains the Mayor's bedroom, the room is full of rich art, carvings and inlaid ornaments. Oddly the room has been partially destroyed, and dried blood is plastered around much of the chamber. The Mayors journal can be found hidden in a secret compartment, the entries show a man who was deeply distrustful and proud of his own lineage. The town used to make fun of his Father for his drunkenness, so he grew up resentful and mistrustful. He was especially suspicious of the traveling sorcerer and his masked companion. The journal ends with an entry about the two coming over for dinner, and the Mayor unsure as to how to poison their drinks.
- The Mayor will fight once back into a corner, and is extremely loyal to the sorcerer. He has two smaller homunculi with him who will run in once a fight starts. The mayor and the two homunculi drop red teardrop shaped rubies when they die.

Varan Yulann

Is a 24 year old Elf monk and a member of the secret order the Harpers. He is thin and is average height. He is adorned by gold and tan robes with a forest green cloak. He speaks in a meek tone, reserved but also inquisitive. (He is secretly a Drow), his family was blamed for a series of political assassinations in the Talvanni Principality and as such the then ruling Prince (Faes Father) had to exile the family, but he had rings crafted for them that could alter their appearances in order to hide in the general population.

- He and his other monks are injured but he asks to accompany the party to find Leosin.
- He recognizes Montee's name and gives her Leosin's Necklace.
- He recognizes Fae and gives her a deep bow to the Heir apparent of the Talvanni Principality. (Current ruler is Lady Radelia).

He helps Montee to pray by showing her how to use the Necklace to pray to Eilistraee (Eye-lys-trayee)

Phyrra and Aymon

Phyrra is a young woman with long auburn hair and piercing attentive eyes. Aymon is her old, blind, nearly deaf and mute Grandfather. He used to be an insatiable youth who used his deal with an archfey to possess unnatural sewing abilities, even the ability to infuse magic into his work. He became obsessed with his own work, covering himself and everything he owned in his carpets, cloaks, capes, and anything else that could be sewn or loomed from yarn. Together they own a cart pulled by a large pony that contains a loom.

- Phyrra approaches Asalyx and Montee, and anyone else who has taken an active role in being selfless and wants to make them each a special cape.
- Aymon needs to touch anyone to get an accurate image of their body.

Ambush In the Badlands

- The cultists betray **Clan Ulbee** in a short skirmish that leaves most of their warriors dead, wounded, and scattered.
- **War Band Chief Ugogug (A tall, brawny, female Goliath with short hair and a massive axe)** recovers with the rest of her war band by a fire.

The Camp

- A group of noble cultists from Baldurs gate sit around in a lavish tent playing board games and betting on the winners. They are served by a couple servants. In order to get in someone must appear as a noble. (**Dasar Dyrandon (Dark Hair, lots of tattoos)**, **Nyx Willtenberg (Balding and a smile of silver false teeth)**, and **Sythen Blackfield (Covered in Jewlery)**)
- One group has organized a kobold fighting ring, they bet on the winners. A few kobolds are looking for a sponsor. (**Captain Kiswick (Large, huge jacket, big beard, one eye)**)
- Around a campfire a group of academics sit silent, Greenrest was their first experience on a raid with the cult and most are still shocked. They come from the Waterdeep Mage Academy, recently recruited by Uldoneth. He appeared as many different people for them, now a cruel cultist (**Radan**) taunts them for being so weak. (**Jane, Torbold, Knut**)
- One of the hunting parties is butchering their latest kill, after they are done they bring it to the hatchery.
- Prisoners from Greenrest can be seen doing work parties around the camp)

The Mine

- The old silver mine is guarded by several Dragon Claws, the guards require good reason to let people in but it is not as tight as the dragon hatchery.
- The prison is an absylmal large cavern that is dimly lit. There are several dragonclaws inside protecting it. A group of hunters with meat for the lizards will eventually enter to feed them. Multiple cages are arrganged on the sides of the walls with a small larbratory in the middle. Old blood covers the ground. Four large lizards guard are kept in a pit in the ground with the corpses of older prisoners, **Leosin Erlanthar** is in a cage above them.
- There is a kitchen, dining area, looping mine (that exits on the outside of the camp), storage area, prison (solitary confinement room), and a bunkhouse.

Inner Sanctum

- Guarded by the Half-Dragon **Silgar the Elclipse** at a shrine of Tiamat (**A black half dragon, black robes gold fringes, silver sword, carved dragon staff, gold dragon armbands**).
 - His wand, **Deaths Embrace (+1 Staff)**, can cast the spell darkness and summons two **Zombie Knights** once per a day. But the knights can only exist in the magical

darkness and disappear if they ever leave it. The wand is cursed though, those who use it constantly seek out darkness and avoid sunlight. They also cannot remove the wand, and will eventually be weak to sunlight but gain the ability to see even in magical darkness.

- His Gold dragon armaments are magical and increase AC by 1.
- **Nyx Willtenberg** takes the opportunity to accuse the nobles of betraying **Tiamat** and exposing the party's intentions beginning the fight. The other nobles will try to run and alert guards.
- There is also a human/dragon abomination that Silgar sicks on them first, created by combining the spinal fluid of an alive being and dragon blood at the altar of Tiamat.
- Between the temple of Tiamat and the rest of the inner sanctum is a large polished metal door depicting a multiple headed dragon, there is a small basin in which the blood of a believer must be poured in order to open the door.
- A intricately carved stone room containing three black dragon eggs (**pulsing and glimmering golden veins**) on pedestals surrounded by a steady blue flame. The dragon eggs will go cold and somewhat lifeless if removed from the pedestal but can be given life again in a similar environment.
- **Frulam Mondaths** study and bedroom, containing maps of the greenfields with a large arrow heading to the coast and north through **Baldurs Gate**. There are written correspondences but they are written in code and seem ordinary and plain to the untrained eye. The room is furnished lavishly with paintings, jewellery, statues, rugs, and exquisite furniture. She is currently outside the mines in the large tent with her commanders discussing the cult's plans. There is seemingly no way out of this room, eventually guards will amass at the entrance to the Inner Sanctum, there is a trap door (DC 12) that leads back into the tunnels.

Underneath the mine

- Underneath the prison is a large cavern with a small stream running through it. The cultists use the cavern as a dumping ground for trash and corpses. Leosin hangs above the pit. The cavern is home to a massive female constrictor snake and her nest which contains multiple large eggs. There are multiple ways out of the cavern and a survival check is necessary to not get lost.

Baldurs Gate

- Fees and questioning are required at the front gate, the guards are apathetic and lethargic. A cleric of the god of Veritas, (long robes and a veil) uses a circle of truth to get the truth out of visitors. Though it easy to tell half-truths in order to avoid being turned away. I.E. criminals would typically say their trip to Baldurs Gate is for business.
- **Taverns:**
 - **Durin's Hold:** A dwarf inspired Inn run by **Golran Urick** a dwarven miner and stone chisler who dug out the inn from the cliffside.
 - **Temple to Ninkasi:** A brewery run by halflings who are priests of Ninkasi the goddess of brewing and beer. The brewery doubles as an Inn and is run by head priestess **Sara Quickfoot**. Visitors think the priests are strange but the beer is exquisite.
 - The **Porters Mug:** A tavern and Inn that is home for many of the porters of Baldurs gate, run by a Tiefling named **Oran (light blue, curled horns, fancy jacket, goatee, jovial, was in love with Sems sister)**. He used to run schemes with **Sem**.
 - The **Three Barell Inn:** The inn used to be the home of a noble man, it is a large squat keep with three large cylindrical towers, it is expensive but quite comfortable. The middle is a large hall with a massive fire pit.
- **The Painted Keep Academy:**
 - Nested in the rich upper district of **Baldurs Gate**, is the massive **Painted Keep Academy** is fashioned from an old nobles castle and keep. The keep was purchased by the ruling council and gifted to the clerics of **Veritas**. Many gates have been added to increase accessibility. The stones have been painted many different colors of the rainbow that shine elegantly in the sunlight. Large blue and aconverted into a extravagant garden, the aspects of truth and knowledge have led the clerics into a love of nature and many of them double as gardeners. The clerics teach and study many topics within the halls of the keep, the academy also functions as the worlds most important mail system.
 - **Headmistress Wilda Gladiren** runs the academy, and keeps a tight ship. Academics are only accepted from amongst the best and only the extremely wealthy and elite are allowed to use teleportation system.
- **Sas Zenekar:** The Eagle Band, is a group of ork mercenaries that act as an elite fighting force for the city of Baldurs gate. They own and live in an encampment outside the town in the lawless outer district. They are not however the city watch and only perform certain tasks within city limits while mostly staying to themselves.

The Undercellar

GENERAL DESCRIPTION: A large system of interconnected tunnels, basements, cellars, and old shelters below the city of Baldur's Gate. Some say that even the noble elites have direct access from their homes to the underground, but these are believed to be heavily guarded and impenetrable. The UnderCellar is considered a city of its own to some, home to those that wish to be underground and unseen. This is where many go to find more difficult items to procure as it has a bustling black market full of lenders, sellers, and those in desperate need for money.

AREAS OF NOTE:

- The Black Market:
 - This takes up a good chunk of the undercellar, spanning nearly a third of the entire system. Most known for their forges/smithies, forgers of art/documents/expensive items, as well as the knowledge of blasphemous or, less accepted, forms of magic and sorcery.
 - Some parts likely have a strong connection to the cult, though this is up to the DM! I think it would be cool to have like, half of the black market be bought out by the cult and the other half (maybe run by a major gang/mafia group) that is actively against that and wants the cult OUT of baldur's gate. Mafia info below!
 - Gang/Mafia (**The FogStep Mafia**): Run by a family of halflings! Very smart, very mischievous, and very very persuasive. They have strong connections to muscle in the city (such as hiring many orcs, loxodon, big bois) to handle the more physical things that they can't.
 - Head Honcho: **Rosna FogStep** - Dark wavy hair, monolid eyes (so dark almost black), and rounded lips. Likes to wear deep colors like maroon, navy, forest green etc. Has powerful family above ground that work with the nobles/elite (under different names), so she is very good at procuring information. All she wants is to maintain control of the underground and keep tabs on what's going on above ground. Very smart, only dislikes people that are not useful to her or threaten her (not bigoted or anything like that).
- The Entertainment District:

This is the other main part of the UnderCellar. There are many taverns here where people can enjoy the more distasteful and less socially accepted entertainment. There's lots of gambling, bordellos, and performances too raunchy or offensive against the elite up above.

Taverns!

 - **The Snap Card Inn:** Gambling! Games! Cards! Drinks! Very popular spot where the rich go to get poor and the poor go to get rich. Head of the Inn is a bubbly Half-Orc woman named **Rohini** that makes a mean meat pie and has yet to be

beaten in a drinking contest. She has two full orc brothers (Oretir and Doridur- or Ori and Dori as she likes to call them) that keep the peace and make sure that those trying to play the house are promptly removed from the premises. Many many different people come through this Inn.

- **The Fiddler's Fig:** A bordello/brothel well known in the underground. The outside is painted a lovely lavender with a painted fig on the windows. Let's just say they don't yuck anyone's yum. If you pay for it they'll do it.
- **The Spicy Whistler:** Many famous bards and jesters have been born here. Each week bears a new performer hoping to sing, play, or jest their way above ground into the hands of some poor noble. It's rumored that the king's own fool started in this very tavern, plucking away at their lute and scathing customers with their sharp lyrics. The owner is a tiefling with violet skin and red tipped horns/tail. He's heard every joke in the book, catalog, AND library and talks smoother than fresh pressed butter. The tavern contains a large rounded bar, opposite of a stage where performers can do their thing. There's a second story balcony that lines all of the room entrances that patrons can walk up to, to watch if the bar is too rowdy below. They say this used to be the secret underground entertainment center of some famous noble a hundred years ago, hence the fine stone lining the walls.

Baldurs Gate Story:

- **Onthar Frumme** is the leader of the **Order of the Gauntlet** and his men have a headquarters in Baldurs gate called the **Black Antlers Tavern**. Onthar has just returned to Baldurs Gate from a mission with his men to rid a local town of a vampire problem, some are injured but the rest are recuperating and celebrating. The Black Antlers Tavern is a three story building in the Upper District with a large courtyard in the back used for brawling, jousting, archery, and axe throwing. Onthar does not show himself and is busy planning the orders next moves upstairs, he only calls on the party to talk if they have shown themselves worthy. Leosin offers to speak to Onthar for the party but not even he is able to convince him. Onthar listens to the players tale and can be convinced to help, he will need time to gather his strength though. He agrees that in the meantime they should wait for the cult to arrive and try to smuggle aboard the caravan if they continue along the road.
 - Both Leosin and Onthar offer the party to join their ranks.
 - Harpers: Goldcrest rank, granted a cloak pin that resembles a small goldcrest bird, grants +1 stealth and +1 diplomacy
 - Order of the Gauntlet: Initiate rank, granted a set of armor with the insignia, and a blue cape, +5 maximum hit points.
 - **Harald Skov "QuickHammer"** (Tall, long dark hair, injuries, soft spoken, only one hand) is a member of the order and the only follower of Bahamut among the

order. He has lived a dark and dreary life fighting the enemies of Bahamut and has many sorrows but is often seen smiling. He was bitten by a vampire whilst saving the life of one of his comrades.

- Sems father **Akemon (Muscular, tall, scars)** does not show up for dinner the night of Sems return. Instead a neighbor **Ms. Abigail** watches over Sems mother, and there are plenty of provisions left for her. A private investigation team has taken all of their money as Akemon was attempting to hire them to find his daughter. Akemon obtained large loans in order to pay for their services knowing he would not be able to pay them back and offered himself as collateral. The debtors then sold Akemon to one of the **FogStep** brothers, **Harwyn FogStep (Bald, Braided Beard, 2 meat cleavers, face tattoos)**. Harwyn has forced Akemon to become a gladiator and fight in the **Halfhome Pit**.
- **Reginald Harwood** a butler who was in the service of **Dasar Dryandon**, in the confusion of the attack on the cults camp Reginald slipped out and evaded the cult as best he could. He followed the party to Greenrest but was too late and picked up their trail to **Baldurs Gate**. He never liked his involvement with **Dyandon** or the cult and hopes that Lady Bryan in her opposition to the cult will prove to be a better master. He has sold much of his belongings and fine clothing and has let his beard grow out, he is sickly and worn when he finally arrives to **Baldurs Gate**.
- In two days there will be a grand ball at the **Elentree Manor House** hosted by the **Golbric** family. They invite peoples of notice.
- Npc's follow the characters through the town, there are several groups interested in their comings and goings, the cult, general thieves, the Sas Zenekar and the nobles.
- Three Sas Zenekar raid a lower district pottery business pulling out the owner and his wife. They carry their red war banner, if asked they claim that the owner (**Rikkard**) has committed perjury when he was witness to a crime in a senate trial.
- **Coal Alley** is home to the coal fired industry of **Baldurs Gate**, there is a blacksmith/weapon smith red dragonborn named **Druhaus**, he lives in a little apartment above his shop. He used to have a partner that he shared a smithy with in the rich quarters but his partner cheated him after they became successful and known for their magical enchantments. His partner still has his magical tools.

The Tournament:

Jousting Rules:

Melee attack roll against targets AC, if the opponet is hit they must make a strength or dexterity saving throw to remain on the horse. The hit target must also roll an dc 12 animal handling role, or suffer a increase in DC for the strength or dexterity saving throw. Failure to make the saving throw means the creature falls off their mount.

- Many nobles, wealthy merchants and senate officials pack the lists to see the tourney of at the **Black Antlers Tavern**. Some individuals near the seats are taking bets on participants in the lists. **Lyonel Timothy** is the partiarch of the Timothy family. He has

come with his wife, **Elen Timothy** to compete in the tourney. He and his wife are always flanked by guards wearing Timothy liverly, these are actually members of the cult sent to make sure Lyonel and Elen behave as the cult wants. The cult members are here to spy on the **Order of the Gauntlet** in order to decipher what their future plans are.

O'Chedda in Da Sewers

- O'Chedda the moneylender and his associates have gone underground. They know that fighting the adventures means death, but so does selling out the Fog Step clan. O'chedda and his hired goons abandon their small store leaving it completely empty besides a spell that is triggered by a creature attempting to open the door, the spell mimics O'Chedda's voice and says "Ay! Don't come in here! I know its you goons, attempt to open the door and I'll level this whole building!".
- There are several witness's to O'cheddas flight, though some were paid to provide misinformation.
 - O'chedda would prefer to either die by the adventurer's hand or work together to take down the fog stop clan.
 - "Little guys like me don't make it when when the big fishes start moving"
 - O'Chedda will only sell out the clan if the party swears to look after him and his goons. If not O'chedda will fight, and eventually try to flee.
- After the party talks to O'Chedda they will be followed by Fog Step thugs, if the party continues to use the underground they have a high chance of being ambushed.
- **Loxodon fight, (Vrindoom, foregin loxodon warrior) "Good work Hanlan, (gnome druid) kill the outsiders!"** originally fought for his sisters life but simply grew into the lifestyle. He is accompanied by 3-4 thugs. 1 is a gnome druid that hangs back during the fight and attempts to flee later on.
 - Vrindoom has a note written in Fog Step code, only lieutenants know it. The note is a dead drop, telling Vrindoom and his crew to track and kill O'Chedda and anyone who talks to him.

The Elentree Ball & The Half-Home Pit

- **Elentree Manor** was once the home of the wife of **Baldur, Lady Elentree**. It is a 6 story stone manor surrounded by 10 foot stone walls, it houses a guest house, gardens, maze, and servant house. It is also close by to the **Half-Home & Pit**.
- **Lyonel and Elen Timothy** are surrounded by 5 masked guards, they sit at a table with an elf in dark robes (**Qoros**) Qoros is a Lietuneant of the cult of the dragon and has been put in charge of the family.
 - Many affluent BDeers are presenting themselves to the **Timothy** family, merchants want to be the cults primary clients, some nobles seek an alliance with the cult in order to further their position in BD.
 - The Timothy family is looking for a way out of the cult, but they only feel safe doing so after their son is no longer a hostage. They are willing to give up much to get him back.
- Around 8:00 PM **Adam Golbric** (Stout, richly dressed, handlebar mustache) announces that it is time to go the arena and watch the nights entertainment.
- Mr. Akemmon is a prisoner in the Pit's dungeons, he has already had several small time fights and won, his next fight will take place during the **Elentree ball** held by the **Golbric family**, held in celebration of the **Golbric** family heir on his 16th birthday.

Session 10/22 Saturday Quick Notes

- Sas Zenekar guard the tavern, smell of sulfur permeates the air. **Golran Urick** is under the effect of the calm emotions spell.
 - The evidence of dragon fire is all over the room, and one burnt corpse lies on the floor. A bucket of paint is tipped over spilling red paint across the floor.
 - **Investigate Check** : Used scroll of expeditious retreat, small jar of honey near **Golran**. Dragon eggshell pieces lie scattered across the room, but not the whole eggs.
- Thieving group is struggling to contain the dragon in their hideout, an abandoned warehouse. They are up in a loft that was the home of the owner. Overlooking the harbor, they attempt to calm the dragons. One has been successfully calmed and is in a cage still in its egg, the other is clinging to the rafters screeching.
 - The commotion of the thieves has alerted many passerbys.
 - **Half elf Wizard, Halfling fighter (Moss), Hall (DEAD), and a Dragonborn Rogue.**
 - **Glyph of warding on stairs.**
 - The group had recently also stolen several large paintings worth 1,500 gp, though they need a fence.

- O'Chedda finds out where they are keeping her father, at the half home pit, big fight the following night.

Session 11/4/2022 Saturday Quick Notes

Cult of the Dragon hired the thieving party to steal the dragon eggs. They will meet at the warehouse.

- The Cult approaches carefully due to the commotion and wait for a perfect strike. They are sent by “t” to kill the dragonnappers and take the egg

HALF-RED DRAGON						
VETERAN						
Medium Humanoid (Human), Any Alignment						
Armor Class 18 (plate)						
Hit Points 65 (10d8 + 20)						
Speed 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)	
Skills Athletics +5, Perception +2						
Damage Resistances Fire						
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 12						
Languages Common, Draconic						
Challenge 5 (1,800 XP) Proficiency Bonus +3						
Actions						
Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.						
Longsword. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.						
Shortsword. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d6 + 3) piercing damage.						
Heavy Crossbow. <i>Ranged Weapon Attack:</i> +3 to hit, range 100/400 ft., one target. <i>Hit:</i> 6 (1d10 + 1) piercing damage.						
Fire Breath (Recharge 5–6). The veteran exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.						

GIANT SCORPION						
Large Beast, Unaligned						
Armor Class 15 (natural armor)						
Hit Points 52 (7d10 + 14)						
Speed 40 ft.						
STR	DEX	CON	INT	WIS	CHA	
15 (+2)	13 (+1)	15 (+2)	1 (-5)	9 (-1)	3 (-4)	
Senses Blindsight 60 ft., Passive Perception 9						
Languages --						
Challenge 3 (700 XP) Proficiency Bonus +2						
Actions						
Multiattack. The scorpion makes three attacks: two with its claws and one with its sting.						
Claw. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple only one target.						
Sting. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one creature. <i>Hit:</i> 7 (1d10 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.						

BLACK DRAGON WYRMLING						
Medium Dragon, Chaotic Evil						
Armor Class 17 (natural armor)						
Hit Points 33 (6d8 + 6)						
Speed 30 ft., fly 60 ft., swim 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
15 (+2)	14 (+2)	13 (+1)	10 (+0)	11 (+0)	13 (+1)	
Saving Throws DEX +4, CON +3, WIS +2, CHA +3						
Skills Perception +4, Stealth +4						
Damage Immunities Acid						
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14						
Languages Draconic						
Challenge 2 (450 XP) Proficiency Bonus +2						
Amphibious. The dragon can breathe air and water.						
Actions						
Bite. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d10 + 2) piercing damage plus 2 (1d4) acid damage.						
Acid Breath (Recharge 5–6). The dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.						

- Those who want to enter the ball will need good Disguises, a forged invitation, and proof of nobility. Weapons are checked at the doors.

- **Harywn Fogstep** Is the only Fogstep in charge of the games, he sits in lavish booth above the stadium with stone golem guards. In order to approach stealthfully they must not be detected and have a valid reason to meet him.

Saturday 11/25/2022 Session Quick Notes 😊

- Gladiators walk out in groups to fight ravid animals, sabre cats, bears, giant spiders. Eventually a small group of noblemen take the field and reveal their draconic powers. If they die they deteriorate quickly and explode in a small ball of fire. Each has their own elemental affinity.

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