

State of the city

- Green dragon circling the city, making supply runs difficult
- We're coming off of a 12 hours shift on the walls
- Carnage of the Devils' arrival - massacred city guards
 - Surviving witnesses tell us of a large ogre-sized devil with yellow skin and horns accompanied by smaller (but still quite large) purple skinned devils with chin tentacles, overall a group that shouldn't be trifled with
 - Devils asked for directions to the Council, town guard attacked instead of answering and were swiftly killed
 - Onlooking tiefling woman pointed them to the Council and was left alive
- We head towards the Council chambers, following a path of death and destruction
- 3 bearded devils standing guard outside the chambers, we don't seem to speak any shared languages and a fight breaks out to keep us from going into the chambers
- After killing the 3 bearded devils, we enter the chamber and are welcomed by the horned devil, Zalcazott
 - Answers to Bel, former leader of Avernus (1st layer of Hell), now under Zariel
 - Tiamat had previously been held on Avernus, and Zariel's power was kept in check by constant clashing with the Dragon Queen
 - Now unchecked, Zariel has grown more powerful, and it is in Bel's political interest for Tiamat to return

- **Zalcazott's plan**

- He shares his knowledge of 6 weapons created for and wielded by 6 dragonborn siblings, the Ironhides, and buried with them in 5 tombs across the region
- Each weapon was infused with a bit of Bahamut's soul (and the souls of their dragonborn owners) and are the best bet to level the playing field against Tiamat
- Zalcazott discretely brands us while talking to the Council, and telepathically lets us know that we can communicate with him (via Sending) by touching our brand
- 6 weapons
 - Battleaxe of Draconic Rage - (Caldurnax)
 - Glaive of the Disappearing Dragon - (Dakkan)
 - Greatsword of Bahamut's Grace - (Sylax)
 - Ring of Draconic Charm - (Caldurnax)
 - Rod of the Flying Serpent - (Baenorn)
 - Rapier of the Vanishing Act - (Merikor)
- Mirt the Moneylender is down, Council at large erupts in chaos
 - Mirt has us over for dinner and lets us know he will work with the Council to give us time to get the weapons
 - He provides us each with a silvered weapon and 500 GP
- We decide to go to Caldurnax first, since it's the tomb of dragonborn twins and we can get two weapons at once
 - Nature lovers, tomb in a giant redwood tree
- Pop through the Underdark using Muut's Zhentarim connections

- Ol' Two-Eyes the one eyed Duergar, our smuggler out of Skullport
- *Along the way we run's into Xanthar's Guild member - Mad Joe aka 100 Eyes who is looking for Hope. Ole Two Eyes is able to get us through.*
- Resurface near the Burning Swamp, see evidence of destroyed settlements and humanoids taken captive
- Rest in a bombed out church for the Raven Queen
 - *While resting in an ruined village, the party hears voices, a familiar voice that being of Mad Joe. Almost everyone goes into hiding except for Muut and Vorn. Muut attempts to deceive Mad Joe but Mad Joe knows that we had Hope and he now has Ole Two Eyes one eye one on his non magical robe of many eyes. Thurien teleports into the middle of the group causing Summer eladrin effect to go off burning Mad Joe and his three thugs . Tahrin misses an invisible Mad Joe on his first swing but then crits on his next hit after Mad Joe taunts him. Hope finishes off Mad Joe*
 - “Ambushed” by some female half-orc thugs and a Xanathar dwarf wizard wearing a robe covered in real eyes, including Two-Eyes’ :(
 - Connected to Hope, followed him out of the city
 - Noise of the fight attracted the attention of some kobold thugs - the Dragontooth Gang with spears made of dragon teeth
 - Result of the fights -
 - Alchemy Jug
 - Ring of Swimming

- Thurlax and Muck - two rowdy kobold boys who are “converts” to Bahamut under Tahrin and Hope’s guidance
 - Local guides with magical stone canoes

Tomb of Caldurmax

- Arrive at giant redwood tree, growing out of an acid lake and blighted with black spots
 - Discover a hidden door, opens into a foyer
 - *Muut discover’s the door by detect magic, outlining an illusionary door, while deciding to search for traps. Vorn walks through the door setting off the trap.*
 - Attacking vines in the ceiling, with drooping seedpods hanging from the ceiling
 - One seedpod jingled and had 100GP, another was full of more acid
 - Next room - petrified trees around a statue of a dragonborn holding a greataxe
 - Lilac breeze
 - Transmutation magic on statue
 - Statue animates and speaks draconic, asking that you prove your worth to pray here
 - Tahrin steps forward and has a telepathic conversation about bringing evil (kobolds) into this tomb, convinces the statue to give them a chance but we still leave them in the statue room to pray while we continue deeper
 - Next room - ceiling appears to be the night sky, pool with statue of dragonborn beseeching the sky with a band of rainbow stone marking the ring on her finger

- Evocation magic on statue
 - When we enter, statue rotates and stars shift, showing different worlds on the material plane and scenes of Bahamut worship by various names
 - Tahrin is upset by the scenes and rushes to punch the statue in anger. Shifting forms rise out of the pool to attack, acid blobs that screech like the vines when killed
 - Scenes on the ceiling now showing Tiamat worshippers on different worlds
 - Spot door on the back of the spinning statue, Milakiir climbs up and grabs a bag of 10 black pearls, narrowly avoiding a guillotine trap taking her hand off
- Two rooms from here, left room with mushrooms and right room with altar
 - Mushrooms are stout, green and yellow
 - Go back to the other room, full of woody vines and branches with another black pool, and a small stone altar with 2 eggs (1 black and 1 green)
 - Investigate eggs, determine they're original to the altar and undisturbed, Vorn tries to take them off since they're chromatic eggs but they burn him. He throws them in the pond, which causes acid water to blow up and several of us take a lot of damage - short rest
 - We have Muut cross the mushroom room first to investigate since he's immune to poison, he works to clear a safer path
 - Mushroom spores would lead us to attack our allies

- Room features draconis prayer to the dead on the floor and a locked door, pick lock and go to next room
 - Large cavern with an acid lake, small islands of tree roots breaking the surface
 - Milakiir and Tahrin go to cross ceiling, attacked by large serpent with insectoid red eyes and dripping yellow fangs
 - Serpent almost took out both barbarians, dragging them under the acid lake in his mouth. *The battle goes back and forth with Vorn, Thuriel, and Hope fighting from the shore while Milakiir snipes from the ceiling and Tahrin drops down into the acidic pool to fight the serpent. Tahrin soon finds himself grappled in the serpents mouth and unconscious. Vorn dives into the acid pool with his ancestor spirits and attacks the Serpent. The Serpent spits out Tahrin who is about to sink into acid. (???????????) heals Tahrin. The Serpent finally destroyed by (???????????) . Vorn has to run up to check on Muck and the other kobold (barely avoiding kicking up mushroom spores) to find them praying faithfully because Muut cast (???????????) which broke his concentration on his suggestion spell.*
 - After killing the serpent, attempt to drain the acid lake backfired (*Muut's shatter spell opened up a side to the Lake*) and more acid began rushing in and filling the space, so both barbarians dove in and retrieved the ring (*Vorn*) and greataxe (*Tahrin*) from sunken coffins.
 - *Milakiir takes the ring of Draconic Charm, Vorn takes the Battle Axe of Draconic Rage*

- Before leaving the tree, we check the top and find a giant bird has made a nest on the crown of the redwood, and has a large egg
- Leveled up -> 6
- Muut contacts Zalcazott and sells his soul to turn the roc in the tree into an invisible flying mount for us, turns out roc has been guarding a Brass dragon egg along with this tomb. *When Muut sell his soul, Zalcazott produces' a flesh gimp as a contract to be signed on by a knife!*
- Set out to hatch the egg on the way to the next tomb

Run in with the Red Dragon

- We need to hatch the egg in intense heat, so we find some lava in the Smouldering Peaks
- Find cages of humanoids in Red Dragon land, most of us set about freeing the captives while Thurien sets off with the egg to hatch it accompanied by Muck and Thurlax
 - Successfully empty 3 crates of humanoid prisoners before the dragon returns angry
 - Egg hatches! Named Bartolonax
 - Dragon, not able to see the roc, goes after the egg group
 - Thurien transports away, taking the wyrmling and abandoning the kobolds and dealing them some thunder damage. *The teleport is just off a bit and while falling through the sky Tahrin is able to grab him and bring him and Baby Bart onto the Roc. The Red Dragon does get a blast of its fiery breath off on the Roc who is able to shield the group from its blast.*

- While resting after this in some trees, a pixie (named Melba) brings news to Thurien that Tiamat is now invading the Feywild
 - His patron Oberon is dying and Tiamat is still invading new worlds
 - Pixie intended to kill Thurien, but is convinced that defeating Tiamat here is Oberon's best chance, instead gives Thurien the purple worm poison she intended to use on him

Tomb of Mericor

- A massive dwarven dam
 - Ballista on the walls of the dam pointed at the lake below
 - Large tentacled thing in the water, not very active
 - Dragonborn ghosts and skeletons patrolling the walls and manning the ballista
 - Hidden staircase from the bottom of the waterfall to the top of the dam
- Kraken introduces himself telepathically to certain members
 - Volto
 - A temptor, he offers power to be free of the ghosts that keep him in check
- Attempt to talk to the dragonborn undead and get in without a fight. *(Milakiir does the talking, flanked by Vorn and Tahrud. Rest of the Party ready to strike from the Roc.)*
 - Call themselves the Talons of Bahamut
 - Remaining honor guard of the tomb, forced onto the surface by the evil presence of Tiamat below
 - Happy to let us in, as long as we rid the tomb of the evil so they can return to their guard in peace

- Joined by 2 guest imps, courtesy of Bel
 - Simon and Garfunkel
- Descend into dam
 - Chamber of criss-crossing metal walkways going down into the dam, aqueducts carrying water through at different levels
 - In some places, water is being splashed onto the walkway, turns out to be water weirds that attack. *(A Water elemental engulfs Vorn and Milakiir into a whirlpool for a round!!!!)*
- Next room - red-lit forge room with moving gears spinning through the space
 - Vorn is able to grapple a gear and hold it in place, locking up the machinery and allowing us to get through safely
 - Milakiir spots a lever on the wall and the imps are able to flip it, turning the mechanism off entirely
 - *The room powers down including the lights, in order to see Hope casts Light on Vorn's shield, illuminating the room and convincing him it's his ancestor's work.*
- Next room - 2 crazy-looking geared doors
 - The gears are actually sharpened to points and rigged to fly out at tampering people
 - One imp turns into a spider and crawls through the keyhole of the left door, discovers armory, opens door for us
 - Tahrin goes to grab a sword emblazoned with Bahamut, only for it to shift to Tiamat's symbol and animate and attack - room of flying swords! *Tahrin runs*

out of the room and attempts to hold the door shut but is meeting resistance.

Muut shatters them, leaving a room of dust

- Imp goes into the right room, back in spider form. Discovers giant zombified silver dragon asleep in front of dragonborn tomb showing rapier, climbs into his nose and is KO'd when he snorts necrotic energy
 - Thurien briefly charms zombie dragon, but we have to kill it so the undead honor guard can return. *While charmed, Thurien is able to get the zombie dragon to go back to sleep. Vorn runs to the stone coffin, pushes it open and gets blasted by a lightning bolt trap. Tahrn enters and reminds everyone we promised to clear out the Tomb of its Evil and delivers an opening salvo on the zombie dragon.*
(?????????) finishes off the dragon.
 - Find Rapier, potions, and a celestial candle (*candle of invocation*) in the tomb
 - *Muut takes the Rapier of the Vanishing Act*
- Level up -> 7

Cross paths with White Dragon

- While flying to the next tomb (Dakkan), we cross paths with an adult white dragon flying West, away from White Dragon territory
- This is the White Dragon *Glazhael the Cloud Chaser* that killed Vorn's family and clan
- *Vorn and Tahrn while enlarged taunt Glazhael into coming in for an attack. The invisible Roc and everyone else on it get an opening round attack that devastates Glazhael. Grappled and going to the ground. Vorn delivers an attack that unleashes his ancestral spirits onto Glazhael, Tahrn finishes Glazhael off!*

- Attack it and kill it, thanks to the great assistance of the roc. Do not learn where it was headed
- Vorn is visited by the spirit of his father *Vort* who names him the new chief of the tribe and blesses his shield (improving it to+2). *Vorn's name is now etched on the inside with rest of the chieftain's of the Vul-Karatiki.* Vorn is able to bury his father (*who was swallowed by the Glazhael* when he builds a cairn for the dragon's body. *Vort mentions to Vorn about finding a Goliath woman and continuing the lineage of the Vul-Karatiki*

Tomb of Dakkan

- Obelisk suspended in a volcano's crater by heavy chains, surrounded by 4 statues of metallic dragons
 - Little magma mephits all about, taking bets on what happens
 - Imps go to check out the obelisk, can't see how to open it and can't read the draconic inside
 - Milakiir shimmied across the chains holding the obelisk in the air, reads an inscription that gives us the idea to feed a coin to each of the 4 dragon statues according to their color (copper, silver, gold, platinum) and paying this tax causes a bridge to extend out from the obelisk
 - Mephits are paying out the bets in a frenzy
- Enter chamber inside the obelisk, 3 new dragon statues (bronze, brass, copper) ring the room and purple crystals hang from the ceiling
 - Inscription in the room says that belief and touch will get you what you seek

- Hope touches brass dragon, poofs into another space with floating orbs of lights that are the size of human skulls, each a different color of the rainbow, all surrounding a tomb showing a glaive
 - Vorn follows, then Thurien, both end up with Hope
 - Muut touched the status and poofs, but appears in a room with empty prison cells and an undead beholder floats up
 - Imp, in parting act of assistance, sacrifices itself by rushing at the beholder, getting chomped, and coating the beholder in ichor that blinds some of the eyes (giving Muut advantage)
 - Tahrin goes next, and poofs into room with the group
 - Milakiir, last in the foyer with Bart, takes the baby bronze dragon and poofs into a different space, empty armory with an animated armor ready to attack
 - Thurien manages to run up to the tomb, dodging laser attacks from the orbs, and grab the glaive. This initiates a self-destruct and we all are poofed back into the entry chamber
 - All able to escape out of the tomb, with Thurien being rescued from a fall into the lava pit by baby Bart
- Level up -> 8

Intercepted by the Pit Fiend

- Flying to the Tomb of Baenorn, see another horned devil that seems to be on an intercept course despite our invisibility

- Call Zalcazott using our brands, he says to avoid at all costs, that there's been trouble, and cuts the call
- Imithleez - Female fiend, second hand of Zariel
 - Does not want Tiamat defeated on Faerun and returned to Avernus
 - Proposes a solution where we all leave Faerun to Tiamat and instead come to live on Avernus, newly dragon-free
 - As counter to Zalcazott's offer, we could instead kill Bel and be granted General-ships in Zariel's army, offers +1 Rapier and magic arrows
 - We don't bite
 - She says she'll have to warn Tiamat of our plans

Tomb of Baenorn

- Set in the Chillgrave glacier, very cold. We drop off the prisoners in a natural igloo
 - Discover deep crevasses with large yurts built next to them. Smoke rising out of the yurts, and small openings in the tents
 - Land near the crevasse, spot 2 amber gems hidden in the snow
 - Gems are actually goggles being worn by 2 kobolds who jump out as we land - Muck and Thurlax, our old abandoned friends (goggles of "truesight", actually just gems that they pretended let them see the invisible roc)
 - They raise the alarm and more kobolds come, a bunch are hypnotized, some get squished by the roc

- We learn that Frigidax, the ancient white dragon, was warned by Tiamat that we would try to get into the tomb, so he has already taken the rod back to his lair and left kobolds to take us alive and bring to him
- Learns about the secret knock the kobolds use to get into his lair (shave and a haircut) from Gauntlenax, a kobold sorcerer who also had some small treasures he had withheld from Frigidax (rope of climbing, potions)
- We decide to check the last tomb, Sylax, just in case it hasn't been raided yet

Tomb of Sylax & Zalcazott's visit

- En route, we fly past the Wyrms Pits where we suspect Tiamat can be found
 - Notice humanoid constructions ringing the pit, a with towers and walls surrounding it
- Ancient fortification in the desert, recently burned and turned to smoldering ruins, surrounded by sand that has been turned to glass (evidence of blue dragon's lightning)
- Zalcazott pings us and asks to meet
 - Turns out, word got out that Bel and company were making deals, things got bad
 - Muut's soul trade got noticed and connected to our tomb raids
 - Tiamat is informed, last 2 artifacts are now being guarded by the ancient dragons
 - Bel can give us the power we need (advance to level 20) as a former archdevil, but it would cost all our souls
 - Soul contract search - Lexus Nessus TM
 - Vorn consults ancestor shield, father is uncertain, wouldn't do it, but points out that he died and Vorn is still alive, so his choice might not be the right one

- Overall, this is seriously considered by the group, but fails to get a majority to agree and we ultimately turn it down
- We will continue on the original plan, and we're off to Yazamalix's lair to see a blue dragon about a greatsword

Yazamalix's Lair

- Inverted pyramid swallowed by the desert sand, only the wide base is visible
- Around the pyramid, moving sinkholes and dust devils point to elementals and other beasts guarding the base
- Notice that the sand around the pyramid is frequently disturbed, probably a hidden entrance for a burrowing dragon
- A crack on the underside of the base is big enough for a medium humanoid to walk into the structure
- Split the party
 - Milakiir and Hope stealth in to the pyramid to retrieve the sword
 - Others stay outside to keep watch
 - Sandstorm starts up
- Inside
 - 20 ft drop to floor of chamber
 - Giant orb kaleidoscoping patterns, 3 doors, 2 have piles of ash in front of them
 - Inspect door with no ash, small lightning trap rune, all doors have same rune
 - Hope's detect magic shows evocation on orb and doors

- Casting dispel magic on orb disables all traps
- 1st door, mosaics on the walls and a bloodstained bath with large statue, second door
- Outside
 - Surprised by blue dragon, breathes lightning on them dealing 88 damage, Muut is down, roc is uncontrolled
 - Roc grapples the dragon and they get some good hits
 - Muut is healed *by Tahrún who pours a potion of healing down his throat* and polymorphs into a giant T-Rex, and then turns invisible thanks to his rapier
- Inside
 - Mosaics show scenes of the 7 deadly sins, statue shows transmutation magic, probably a golem
 - Back out, check the next (middle) door, opens into a grand hall with a spiral staircase winding down into the pyramid
 - Landing on the staircase opens into a room, stairs continue down on other side. Room features 3 stone sarcophagi and 3 glass coffins
 - Stone sarcophagi show draconic figures on the lids
 - Recall ancient practice of dragon mummies guarding tombs
 - Hope rushes through to continue down stairs, and 3 mummified wyrmlings rise out to attack. They hit hard
- Outside
 - Dragon wing attack downs Tahrún and Thurién

- Invisible T-Rex and invisible roc plague this dragon
- Inside
 - Disengage from dragon mummies, Hope casts radiant attack [*i think it was hunger of hadar, no?*] to block the path down, we run downstairs
- Outside
 - Ancient dragon tries to escape, fails, provokes opportunity attacks, Vorn crits
 - Roc, in final attack, rips dragon in half and begins to feast while downed party members are revived
- Inside
 - Descend stairs to find sarcophagus showing dragonborn clutching a greatsword
 - Discover it is rigged with a crossbow trap (original) and magic lightning rune (new)
 - Hope grabs sword, dimension doors us out to the grisly results of the fight above
- Level up -> 9 (creation of song)

Frigidax's Lair

- Heading back north to Frigidax
 - Leave prisoners, Bart, in the same igloo as last time
- Thurien casts Speak with Dead on the Blue Dragon head we kept
 - Goal- to learn more about Tiamat and the construction in the Wyrms Pits
 - Dragon's eyes pop open and attempts breath weapon
 - Q: Is Tiamat in the Wyrms Pits
 - A: She's wherever she wants to be, but generally yes

- Q: Why the humanoid city?
 - A: Fodder for those who would attack
- Q: Who's in the city?
 - A: Those who have pledged their souls to her, Dragon Cultists
- Q: How would you kill Frigidax?
 - A: Easily, and then bash his corpse with that dumb black stone
 - Muut's Night Stone - It seems that Frigidax took the stone that Muut had been tasked with protecting by the Zhentarim
- Thuriel goes about thanking each of Vorn's ancestors for their protection against the Blue Dragon
- Learn some things from Muck
 - Frigidax is grumpy, he serves Tiamat but isn't happy about it and often eats the messengers she sends
 - The kobolds have only been in one room, but there's a cool statue. Muck has never even seen Frigidax, they just get in and out quickly
 - Dragons are the most amazing, especially Bahamut
- Elaborate plan
 - Propping Blue Dragon head by entrance, Thuriel hiding inside, we light it on fire?
 - Someone does the secret knock and we ambush him when he comes out to investigate
- Lair's entrance

- Large ice maze with roving yeti and kobolds, at the center there's a 5ft diameter circle of smooth ice where the secret knock is used
- Outside of the maze, another bank of snow that looks disturbed, suggesting another burrowing entrance for the dragon itself
- While we're debating, a dragon head pops out of the snow bank and, speaking Common and showing the rod, says we have much to discuss and welcomes us inside via the kobold service entrance
- Polymorph roc into a small snake that Muut can wear in
- Entering the Lair
 - Kobold service chamber, giant gold statue
 - Statue taken from Alkadeen, far off land, depicts Patil Swiftwind, queen warrior - evidence of the spread of Tiamat's dragons
 - Giant ice lined pit going down from this room, and the dragon calls us down
 - Descend into chamber of rough ice and crags, treasure hoard frozen in ice including several humanoid bodies
 - Among the hoard, black stone with glowing runes and a human noblewoman with look of horror frozen on her face
- Frigidax is casually clinging to the chamber ceiling waiting for us to descend
 - He wants to know if we can kill Tiamat, dislikes the constant work required of him in her new world

- Muut loses his cool, challenges Ice dragon to release woman (Lady Nandar) and the rod
- We convince the dragon to hand over Lady Nandar's body (not the Night Stone) but he will only give us the rod if we leave Thurien in trade
- Thurien's into the idea of staying and deciphering this Night Stone, but bargains to come back after killing Tiamat
- Frigidax agrees to keep up the ruse of having the rod in his possession to help us surprise Tiamat and her followers
- Won't hand over rod while we're all present, Hope and Vorn *[based on shared history is willing to stay with Hope]* stay behind while the rest of us leave, Frigidax gives Hope the rod as well as magic arrows for Milakiir
- Learn more from Muut -
 - Lady Nandar was the daughter of the Castellan of Night Stone (the town), and the only person Muut feels has treated him with compassion

Return to Waterdeep

- Leave Muck and Bart at a Zhentarim safe house outside the city due to the wards
- Land the roc at the Blackstaff Tower, things are obviously bad in the city
- City guards on patrol
 - Only people walking around at all
 - We see one civilian out and the guards immediately stab and kill them
 - Muut reads their thoughts, discovers the city has been cannibalizing the dead on the Council's orders

- *One guard makes the mistake of calling Lady Nandar a resource to be used. Muut poison sprays the guard, scaring the other guards away who leave the newly deceased guard's body because he is now spoiled meat.*
 - Nobles and guards are the only ones allowed to walk around the city
 - *[not noted above, but the party had debated frequently whether we should keep the civilians rescued from the red dragon with us on the Roc (even though they were a massive pain in the ass and as a result of subsisting on mayo and water kept shitting on our bird) or take the time to go out of our way to return them to Waterdeep. Despite the fact that this whole cannibalism thing is a transparent game mechanic by the cynical god of the game to punish our indecision, Hope continuous to be feel remorse that we let the poor citizenry of Waterdeep suffer so as a result of our sneaking out of Waterdeep in chapter 1 via the underdark rather than taking out the green dragon, and then not going back for so long. Which serves Hope (indeterminate pronoun alert, some of the party insisted on referring to Hope as she while others used he) right for being so silly as to be Lawful Good]*
- Arrive at Council
 - “Nobles Only” sign on door, Milakiir gets allowed in but they don't want to allow the rest
 - We get in and find the Council all friendly and eating big bowls of stew
 - Omin and Mirt conspicuously not eating the stew

- Council and nobles are still unwilling to hear us out or support our plan, but we threaten them into compliance
- They agree to cut out these new policies, prepare resources for the people, resurrect Lady Nandar, while we go and kill the green dragon that is still circling and has made resources so tight
- Mirt gives Milakiir a robe, mask, and scepter and offers her a place on the Council when everything is over
- Green Dragon
 - Engage green dragon in mid-air
 - He detects us and breathes poison, frightens us
 - Still dies very fast
- Return to Council
 - Dragonborn Masked Lord (Burnie) introduces himself to Tahrún, reveals himself to have been another Talon of Justice, welcomes Tahrún as a true member of the order and gives him +1 half plate with the Talon of Justice imagery and carvings of Bahamut
 - Hope *[who has the racial ability to turn invisible]* receives dust of disappearance *[wtf, cynical god of the game!]*, Thurien gets +1 breastplate, Muut gets lantern of revealing, Milakiir gets +1 Rapier
- Resurrection of Lady Nandar
 - She's led into the room by a priest of Lathandar

- Muut kneels, but she draws him up into a hug and thanks him for his help, she still has work to do here
- We set out towards the Wyrms Pits, and as we approach we all fall asleep supernaturally and awaken in an arena with an audience full of devils and demons
- Level up -> 10

PvP Showdown

- Gates on the other side of the arena open and 5 shadowy figures emerge
 - An imp introduces us to the audience: Force Grey vs Team Tanaka
 - Rules of the game, 1 point per hit, 2 points per KO, 3 points per kill
- 5 rounds of play, at the end of each round something happens
 - 1- field shrinks
 - 2- earthquake
 - 3- beholder descends and removes standing magic effects
 - 4- roots erupt from the ground and ensnare
 - Players are routinely resurrected to keep the fun going
 - Game closes out with a huge lightning attack, one final prank from the imp
 - Points didn't matter, this was all in good fun - this is good for us since they wiped the floor with us

The Wyrms Pits & Zalcazott's final offer

- Wake up on the roc, who is also asleep and plummeting
 - Tahrin punches it awake and it pulls out of the nose dive towards the city

- The city
 - We can see humanoid figures on the walls, look like chromatic dragonborn/devil hybrids
 - A purple field that seems to be a barrier to land
- Vorn reaches out to Zalcazott to reopen negotiations
 - The 2 warlocks are still not interested in/not at liberty to sell their souls, but Milakiir changes her position
 - Zalcazott looks much worse than last time, and more desperate
 - Milakiir sells her soul, joined by Tahrin and Vorn, and Muut remortgages
- The deal
 - Our 4 souls to raise all 6 of us in power (to level 20)
 - The barbarians' addendum - if we kill Zariel next, we get our souls back, but Thurien would have to do a 25 year stint in the 9 Hells
- Thurien checks with Oberon, confirms that 25 years isn't significant
- A pile of glistening beetles with red, glowing infernal symbols on their backs appears, we have to eat them all to close the contract
 - Tahrin thinks to use the Alchemy Jug to make mayonnaise, helps the beetles go down
- Level up -> 20
- We each have a more demonic appearance to reflect the bargain
 - Vorn - *brilliant blue eye turn brilliant red , stone like eyebrow ridges become more pointy, and closer to horns.*

- Muut - even more snake
- Thuriën - a new pointy tail
- Tahrûn - one demon eye
- Milakiir - cold white eyes and hot skin
- Zalcazott takes pleasure in torturing the roc to death in front of us :(, :*(
- Says he can teleport us in, but since they can't see into her protective barrier, it will be a random location
 - We land in her chamber

Tiamat's Chamber & Avernus

- Tiamat - "It's about time"
- Tahrûn is the first to expend the Soul of Bahamut, taking away her fire immunity
- She does a fire attack, Muut makes her dance (*Ottos*) , *Hope casts Eyebite* , *Thuriën drops hexes on her*
- Lightning breath, fear, ice breath
- Vorn expends his Soul of Bahamut, which mingles with his ancestors, and removes her cold immunity
- *Muut gives three key Bardic Inspirations to Vorn - One first round gets Ancestors on Tiamat, 2nd allows Vorn to pass a key save and uses his reaction to take no damage, 3rd allows Vorn to hit Tiamat again keeping Ancestor spirits on Tiamat. Spirits on her all fight!!!!!! After taking much damage being bloodied, Vorn is brought back up by Hope's healing spell and Muut casting Heal on him!*

- Lightning, she finally stops dancing, fire, she tries to disengage but is blocked by Vorn
(via sentinel feat)
- Thurién encases himself in ice, Tahrún lands a good hit while on her back
- A gate opens beneath her and she (and Tahrún) fall through into a hellscape
- Zariel rises up to attack Tahrún, bringing the fight to Avernus
- Muut dimension doors down to the surface, pulling Thurién with him out of the ice
- We see Zalcazott's dead body below, appears to have been run through by Zariel
- Milakiir leaps down onto Zariel and crits *(80 something points of damage!!!!)*
- Tiamat hits Muut and Thurién with fire breath, Thurién goes down
- Hope uses Power Word Kill on Tiamat, and all 5 heads explode (Hope also heals Thurién)
- We find out that cantrips work on Zariel
- Vorn also leaps down onto Zariel, and sends her prone with a shield bash
 - Milakiir and Vorn fall down too
- Muut tells Zariel she's losing because she's alone, and not a part of a team - he attacks and uses Wish to restore all of our health
- Thurién hits her with necrotic energy, Vorn knocks her prone again
- Tahrún beheads Zariel
- We are all teleported from Avernus back to Waterdeep where angels have heralded our victory and the people are cheering

Epilogue

- Milakiir becomes a Masked Lord, taking Mirt up on his offer to her own surprise. She works from within the Council to rebuild Waterdeep, and eventually becomes the Open Lord
- Thuriel first returns to the Feywild to check in on Oberon's recovery, before beginning his 25 years in service to Asmodeus. He negotiates for the most academically interesting service possible. After, he returns to study the Night Stone in Frigidax's possession, only to find Frigidax slain and the stone returned to a recovering town of Night Stone by Muut
- Muut works with Lady Nandar to rebuild the town of Night Stone after slaying Frigidax, completing his original task. Eventually, he worked his way back to Waterdeep and joined Milakiir as a Masked Lord of the city
- Vorn keeps his word to his father. He finds more goliaths and settles down with a goliath woman to begin rebuilding the Vul-Karitiki clan, but still stays in contact with his friends in the city. *Vorn says to Milakiir the Open Lord of Waterdeep "When your diplomacy fails you can call on the Vul-Karatiki!!!!!!)*
- Tahrin founds a fighter order of the Talons of Bahamut, extending their glory to all who are able to dedicate themselves to the cause. Working with Milakiir, the order serves as Waterdeep's new city guard, since the old guard failed to protect their people in their time of need.
- Hope, his destiny *as a Warlock as a tool of Bahamut fulfilled when he landed the killing blow on Tiamat, and always cognizant of his origins as an orphan on the streets and debt to his mentor Ma Grimmoll who took him under her wing, founds the Ma Grimmoll Charity*

Hospital and School for Wayward Youth in Waterdeep in her memory and to pay it forward

- Bartolonax followed his adoptive father, Thurien, to the Feywild. Once Thurien was able to secure more favorable terms of service to Asmodeus, Bart followed him on his 25 year term of service. Combined with his next few centuries of development at Thurien's side gave him the wealth of planar knowledge he needed to get started on his life's goal - travelling the Planes in search of metallic dragons of every color; Dragons he could bring back to Toril to repopulate its metallic dragon population in the wake of Tiamat's devastation of his kind.

Waterdeep, Tiamat's Reign-Forced into Grey

(Chorus)

I was forced into Grey under Tiamat's Reign Underneath a cold Faerun moon

I don't complain about the wards today, the end will be coming soon

The five headed Hydra, the devil Visor, well she's Hard, she's Cold and she's Mean

But nobody taught her, it takes a lot of water to wash away Waterdeep

Ten day from some safety

we're going to set the city right,

Ain't much left of Force Grey

Green Dragons fly thru the night

Horned devil in the council,

says we can align our goals

Devils have the answers If Faerun has the souls

Got to get out of the City

Find the weapons that will bring her down

headed down thru skull port

with one hundred eyes around

Two eyes on the corner

going to get us to this fight

*no matter how eyes you have we're going to make it thru this night **(Chorus)***

Five weapons later

only Muut has sold his soul

speeding towards old Frigidax

on a roc that no one knows

kobolds on the mountain

know the knock to break the ice

you may think we're force grey but we're really not that nice

White Dragons heard stories

Blue Brothers on Dying Sands

I'd rather not fight you he said

And put the weapon in our hand

Said you better kill her

Cause us Dragons know we Can't

*Icy eyes grew hopeful as we set out for our final stand (**Chorus**)*

(bridge)

Zalcalzott came and said that we're brave to be free

You have the courage but power you will need from me

Give Bel your souls, he has the strength that you need

Your the last hope so Hurry and let's make a deal , Deal DEAL!!!!

So we give up our souls for all five of her heads

Could you give back our lives for a 6th one instead

If Zariel lives then we make our own bed

But if Zariel dies you promise our lives are our own

(end bridge)

He said Deal , He said DEAL....

Straight into the Wyrn Pit

To the lair of the ten eyed queen

The battle raged on fiercely

Souls fought while swords gleamed

Zariel below us

Opened pits to infernal homes

Tiamat died to hope's word

And Zariel's Head did role

Chorus (change forced to Born)

Music (Capo 1)

(Verse and Chorus)

Am,C,D,Am Am,C, D,E Am C,D,Am Am ,C,D,Am

Bridge

F,E F,E repeated for Zalcazott's words

Am,Dm,G,F(3X) Am,Dm,G,F, E the heroes words back