

Moria Game Notes

These are your game notes as provided by players during our sessions.

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2025

Game Notes From 2025

2025

Moria - 09/30/2025 - Blind Fury

Notetaker:

- ☒ Brad (Ravrokk) [Ozymandias107]
- ☐ Nate (Taelith) [Nate He/They (Taelith)]
- ☐ Mick (Harodie) [ImaGrippli]
- ☐ Simon (Jasper) [Simon]
- ☐ Guest

Players Present:

- ☒ Brad
- ☒ Nate
- ☒ Mick
- ☒ Simon
- ☒ Zöe
- ☐ Guest

NPCs:

Raven (Green Dragonkin of Genessa)

Ba'al Dracar Noir's (Black Dragon)

Random Ass Guy (Azrael Ghost)

Asheed the Cat (with magical collar)

Goat (with Barding and a Ring of Featherfall)

Roland Winterborn (Licensed Dragonkin Mercenary from Silver Pine Village)

Roselyn Winterborn (Licensed Dragonkin Mercenary from Silver Pine Village)

Curtis (Unlicensed Lionfolk Mercenary from Silver Pine Village)

Steve (Unlicensed Lionfolk Mercenary from Silver Pine Village)

What Happened:

Ba'al Dracar Noir's Castle. The surgery was completed successfully and the Gri'Zelda: A Lich to the Past's Phylactery was removed. Jasper was Blinded by the light, revved up like a deuce, another runner in the night when he touched the Phylactery. The party was still reeling from discovering the Ba'al was the thin, black line standing between the world and Azrael's divine destruction.

We met back up with Random Ass Guy, the ghost with the most, when we went outside. Roland, Roslyn, Curtis, and Steve are back working on the bridge situation. Harodie let off a noxious undead fart that spread out and flowed down into the basement of the castle where the party had seen the corpses. As Harodie got further from the Phylactery, his intestinal distress lessened; he left it with Random Ass Guy, who soon enough let out a green ghost fart. Taelith went outside and saw the ghost fart heading towards the door.

Curtis headed inside to talk to the rest of the party- the short guy started farting the green gas and some of it went downstairs, and that's not good, if it is the same as the dragon. Taelith is taking it away from the dragon to the bridge. Do with that as you will.

Ravrok sent Curtis into the basement to get another barrel of wine and went with him. Herodie continued shitting. Roland, Roselyn, and Steve are at the bridge with Taelith. Jasper is alone with Raven, blind in the upstairs of the castle. RAG is near the castle, taking a ghost shit.

When R/C got into the basement, 5 human zombies were just getting up and headed towards them. There were five of them- Ravrok killed two of them initially. Curtis cut off both of his zombie's arms, Rav, "Well done disarming your foe!" Curtis took some hits. Ravrok moved up and killed two more zombies. Plenty of Zombie Guts on his scythe, Curtis starts singing:

*It's not that easy bein' green
Having to spend each day
The color of the leaves
When I think it could be nicer
Bein' red or yellow or gold
Or something much more colorful like that*

Ravrok stepped up and killed the last zombie. Working together, taking a couple of trips, R/C managed to haul up three barrels of wine.

Curtis vomited and passed out, foaming at the mouth. Raven asked Jasper if he has anything- he gave her a healing potion. When poured in Curtis's mouth it seems to heal his wounds but he was still foaming at the mouth.

Jasper wasn't sure if he wanted to use his antitoxin for Curtis- if so, he might not be able to make a cherry icee. Or rather, he might not be able to see without it. Ravrok guilted Jasper into saving Curtis, reminding him about our magic hearthstone to take us immediately back to civilization.

Jasper selflessly offered up his last antitoxin to help Curtis survive his bites. Raven delivers it to Curtis- the foam clears away, he wipes it off, and wipes his eyes. "Thanks- this isn't the first time

this has happened, but it might be the last."

Taelith has been farting pretty much non-stop- aiming at the canyon- that canyon is full.

The dragon gave us a painting earlier- he also isn't going to try to kill us, so a double reward. Raven had convinced Ba'al that the proper order was wine first, so the goat survived for Jasper to ride on. Raven helped Jasper on the goat. After putting Jasper on the goat and took the lead.

Herodie called out to Curtis- "Hey! Let's grab some candelabra!"

Dragon Painting

3 barrel of vintage Elven Lyrian wine

Curtis and Herodie both got 3 golden dragon candelabra each.

The entire party gathered at the bridge. The bridge is looking better- a decent rope system going, can climb across without much trouble. They managed to retrieve some boards that had not fallen- it can pull one person at a time across.

Our magical hearthstone is set to Draconis Imperium.

Ravrok suggested that we help our mercenaries get home. Jasper suggested we magic them with us to Draconis Imperium and let them head back to town from there, its safer that way. Everybody except Curtis and the cat fart a green cloud.

Jasper tied the rope around his waist and asked someone to tie the Phylactery bag to the other end of the bag. Jasper flies up into the air. At about 30 feet in the air, the party stops farting. Jasper is 60 feet up, the Phylactery is hanging 30 feet below him, and 30 feet above the party- that seems to be the magical distance.

We all touched the magical hearthstone. It wasn't working with RAS- he said he's take the long way around. Reminded us to check out his house and try to resurrect him.

I wish, I wish, with all my heart- to fly with dragons in a land apart.

We all appeared in the dining room of the bar room/tavern. Several drunk people are startled by our appearance. It is the evening now.

Everyone in the tavern is farting green gas- it clears the building. Hilarity and panic.

Anything Else / Player Highlights / Insights / Feedback:

Rav, "Well done disarming your foe!"

I wish, I wish, with all my heart- to fly with dragons in a land apart. - activation phrase for the magical hearthstone.

MVP Brownie Point Winner:

- ☐ Brad (Ravrok) [Ozymandias107]
- ☐ Nate (Taelith) [Nate He/They (Taelith)]
- ☐ Mick (Harodie) [ImaGrippli]
- ☒ Simon (Jasper) [Simon]
- ☐ Guest
- ☐ NPC: [Name Here]

2025

Moria - 09/16/2025 - CANCELED 50% Players Unavailable

Notetaker:

- ☐ Brad
- ☐ Nate
- ☐ Mick
- ☐ Simon
- ☐ Guest

Players Present:

- ☐ Brad
- ☐ Nate
- ☐ Mick
- ☐ Simon
- ☐ Zöe
- ☐ Guest

What Happened:

Muffin caramels jelly beans liquorice candy croissant icing. Sesame snaps pie donut cupcake shortbread. Dragée fruitcake dessert chocolate cake tart macaroon lemon drops cake fruitcake. Powder jelly chocolate sesame snaps wafer jujubes bonbon pastry. Cake icing gummi bears chocolate bar sugar plum ice cream. Candy cupcake carrot cake gummies jujubes jelly beans pastry brownie danish. Donut gummies caramels brownie gingerbread topping chupa chups cookie dragée. Bonbon sweet jelly-o tootsie roll fruitcake apple pie. Shortbread pudding fruitcake topping pudding topping. Oat cake lollipop dessert cake candy canes carrot cake. Jujubes jujubes biscuit dragée cupcake cupcake chocolate bar. Halvah dragée pudding sweet tiramisu gummi bears chocolate fruitcake dessert.

Anything Else / Player Highlights / Insights / Feedback:

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MVP Brownie Point Winner:

- ☐ Brad
- ☐ Nate
- ☐ Mick
- ☐ Simon
- ☐ Guest
- ☐ NPC: [Name Here]

2025

Moria - 09/02/2025 - CANCELED 50% Players Unavailable (Vacation)

Notetaker:

- ☐ Brad
- ☐ Nate
- ☐ Mick
- ☐ Simon
- ☐ Guest

Players Present:

- ☐ Brad
- ☐ Nate
- ☐ Mick
- ☐ Simon
- ☐ Zöe
- ☐ Guest

What Happened:

Muffin caramels jelly beans liquorice candy croissant icing. Sesame snaps pie donut cupcake shortbread. Dragée fruitcake dessert chocolate cake tart macaroon lemon drops cake fruitcake. Powder jelly chocolate sesame snaps wafer jujubes bonbon pastry. Cake icing gummi bears chocolate bar sugar plum ice cream. Candy cupcake carrot cake gummies jujubes jelly beans pastry brownie danish. Donut gummies caramels brownie gingerbread topping chupa chups cookie dragée. Bonbon sweet jelly-o tootsie roll fruitcake apple pie. Shortbread pudding fruitcake topping pudding topping. Oat cake lollipop dessert cake candy canes carrot cake. Jujubes jujubes biscuit dragée cupcake cupcake chocolate bar. Halvah dragée pudding sweet tiramisu gummi bears chocolate fruitcake dessert.

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- ☐ Brad
- ☐ Nate
- ☐ Mick
- ☐ Simon
- ☐ Guest
- ☐ NPC: [Name Here]

2025

Moria - 08/19/2025 - Taking Out The Thing

Notetaker:

- ☐ Brad
- ☒ Nate
- ☐ Mick
- ☐ Simon
- ☐ Guest

Players Present:

- ☒ Brad
- ☒ Nate
- ☒ Mick
- ☒ Simon
- ☒ Zöe
- ☐ Guest

What Happened:

No one knows what to do to get in. Ravrokk wants a wizard but we don't have one. People say the goat is a wizard. Harodie implores the goat to be a wizard. RAG teases Harodie and makes the goat talk. The party pretends they can't hear the goat and gaslight Harodie.

Jasper just walks up to the door to knock. Dragon says who there? Jasper says confidently that they were there for religious services. Dragon asks if its already the day of the dead. Jasper says yes sir. They are welcomed inside.

Noxious gas is a dark army green, the light in the lantern chandelier is a neon green. There are no decorations for the festival. Dragon didn't even know it was the festival. RAG got kicked out of the goat drops by some kind anti-magic barrier. Taelith is still disguised.

Large open main room. Dragon is painting on a canvas.

Jasper says oh great and mighty Baal, we bring gifts, but first we want to do a ceremony.

Dragon says oh? I do love a good ceremony.

Jasper says don't we all. And he turns around and tells everyone to stand in a half circle.

We all overcome together in this circle. United in our cause in bringing you the dignitary of Farook, this wine.

Dragon says oh, I do love a good wine

Jasper says and this goat

Dragon says ohhh

Jasper may death a celebration of life and life bring us back to death, amen.

Dragon claps his tiny hands together and says oh yes!!

Jasper is the brave one and brings the goat with some wise words.

Jasper continues, may death bring us back to life and life back to death. Would you like to start with the wine or the goat?

Dragon wants to eat the goat first and then get drunk. Or I can get drunk first then I'll enjoy the goat more.

Jasper, sir are you asking for thoughts on this matter or debating out loud?

Dragon is particular about who to get advice from. Jasper says who? Dragon points at Raven, his own kin.

Raven is like me???? Um.

The party whispers wine first wine first.

Raven says she has so many voices in her head...

Raven says you says the goat first then a little death of the toxicity from the wine.

Dragon says very wise indeed, I see you too like to party.

Raven is like, I like to get down, yeah! Today is day of the dead, cheers to you!

Dragon pours himself the tiniest cup.

Harodie didn't know he was lightweight – but then the Dragon has tiny hands.

Dragon takes a sip, WOW this uh, certainly has improved the last time I had village wine.

Jasper says, only the best for you.

Dragon leans in really closely to Jasper. Looks right in Jasper's eyes (one of his eyes). He is looking at Jasper, an inch from his face. You can hear the deep base-y sounds of his breathing. He draws in a bunch of air. His mouth starts to open and he raises his head back. And as his head comes down, his mouth lands on the keg and he bites it the fuck open.

Now, says the dragon, it would be much more efficient if some of you helped me get this barrel tipped over into my mouth.

Dragon leans over to Jasper and opens his mouth wide. He says I'll come down to your level.

Harodie says we need to pour it in! The barrel is on the ground under jasper. Everyone jumps in to help since Ravrokk can't do it alone.

Baal slurps it down thirstily then he burps.

Harodie tries to hide.

Reflex save.

Taelith, Harodie, Jasper and Raven are all able to dodge out of the way of stray bites of bright green acid that came shooting out of the dragon's mouth like spittle. Ravrokk takes 4 points of damage.

Dragon gave the painting to Ravrokk. Dragon says the fine dragonkin over there is beautiful. Harodie says wait until you see her wings. Dragon says no way dragonkin do that. Raven spreads her wing, Harodie says see? Dragon goes crosseyed and falls to the floor.

Dragon falls just short of Raven's feet and his neck and body was going to miss Harodie, but Harodie towards it instead of away from it, and smacked into the side of the dragon and landed on the ground, then the dragon rolled over on his leg.

The party moves it off his leg, but it crushes his foot. Even after healing he has a limp. -2 agility checks.

Dragon is laying on his stomach and chest face down/resting on his jaw. The party manages to get him to expose his chest slightly. The jewel in his chest matches the toxic farts green.

Jasper inspects to see if there's a way to pry it off, or if we need heavy duty tools. Jasper's vision goes black from touching it, then he backs up. We see the pixie touch the thing then there's a flash of light then Jasper steps back and he still can't see.

Baal starts to dry heave. Jasper says to everyone to stay out of his face. Harodie runs for an archway. Taelith jumps back. Some of the wine hits Ravrokk face. Ravrokk is wibbly wobbly but is not going down with one hell of a wine.

Taelith divines to cover his hands, and cut around the thing. When he cuts too deep he tries to go faster. Taelith jumps back out of the way and not get whacked by the body. Jasper jumps out of the way. The others don't do as well.

Jasper tries to use diplomacy. Convinces the dragon to stay still so the surgeon can extract the poison from the dragon. Dragon asks for more wine and kind of says where more wine is, Ravrokk and Taelith and Raven go to try and find it. Jasper keeps talking to the dragon but the dragon doesn't respond.

Until Jasper says something about all the old gods mattering in a speech the dragon says not all the old gods, only the chosen – only those who ascend who are of great legend and nothing stops their ascension but another of great legacy. So sometimes Gods don't make it.

Jasper wants to ask a question – new god Azreal. What's his deal? Dragon says false god. Has he finished his ascension? Dragon says Azreal is godlike because of his strengths and powers and infernal magic. Azreal knows the path to godhood is renown and worship. Jasper asked that he's trying to ascend but hasn't yet. Dragon says Azreal prefers to imprison his enemies and sets his sights on the old gods, many of whom are probably in his cells. Jasper says well fuck. Azreal wants the old gods to admire him not just people. Jasper talks up Baal's god Farruk. Baal brought Farruk renown and worshipers. Farruk didn't have ambition for godhood, one reason Baal worships him.

Jasper says the more he learns about Farruk, the more he feels the right gods should be worshiped. Dragon says you're all here to celebrate... but you're hurting me? Jasper says they only want to take the thing out of his chest. Baal says to get it out and he will let them all live.

HArodie shoots an arrow to help extract the thing. The arrow lands but nothing happens.

The three go down to where there's more green lights and tunnel and all rocks on all sides. Taelith finds more sigils on the wall but not wine. Ravrokk infer from the sigils that they are similar but not the same spell or ability as the sigil on the front door.

As you get to the end of the hall, you walk to the front of the building and rows of dead bodies. Then at the end there is a couple of different barrels. Corpse wine?

They all get back to the main room with the barrels.

Jasper asked what the thing does – dragon says it has cursed him to be alone. He says my farts make the undead rise. Jasper says they will do everything in their power to remove the thing.

The party pours in the additional wine, dragon gets it all done, minus some that ran down his mouth. Jasper tells the dragon to shut his eyes. Raven is going to walk over and stroke his head. She says shhh, that's okay now dear, just you rest, it's time to know you are safe. We are going to take good care of you, my sleepy boy. Go on, go to sleep. Dragon's eyes close.

Taelith heals the dragon with Ravrokk and finishes taking out the thing. Harodie gets a net to secure the thing and take it outside. Ravrokk holds the two pieces of dragon hide together and Taelith sews it together.

Jasper explores the castle.

Anything Else / Player Highlights / Insights / Feedback:

We will miss next session due to several players on vacation.

MVP Brownie Point Winner:

☐ Brad

☐ Nate

☐ Mick

☒ Simon

☐ Guest

☐ NPC: [Name Here]

2025

Moria - 08/05/2025 - Crossing That Bridge

Notetaker:

- ☐ Brad
- ☐ Nate
- ☒ Mick
- ☐ Simon
- ☐ Guest

Players Present:

- ☒ Brad
- ☒ Nate
- ☒ Mick
- ☒ Simon
- ☒ Zöe
- ☐ Guest

What Happened:

Breakfast

The castle is just on the other side of the mountain ridge, but only accessible by a rope bridge.

The party arrives at the bridge. Ravrokk wants to send the mercs first. Taelith and Jasper check the bridge for traps

Taelith and Jasper see that the ropes are frayed and that there is a 10 ft gap in the boards.

The group slowly works their way across the broken bridge.

The group tries to figure out how to get the goat across. They decide to tie a rope to the goat and give it a ring of feather fall. Ravrokk throws the goat and Raven runs behind.

The party successfully crosses with Raven getting gliding wings through a brownie point.

Upon arriving at the castle, the party sees the dragon fly across the forest and hear the moaning of the undead. We send the mercs to rebuild the bridge.

There is a specific rune on the door for banishing a specific target.

Jasper goes invisible and scopes out above the castle. He sees a glass ceiling and that the front door has the best way in.

It's mid afternoon. The dragon is a hobbyist cartographer.

Anything Else / Player Highlights / Insights / Feedback:

MVP Brownie Point Winner:

- ☐ Brad
- ☐ Nate
- ☐ Mick
- ☐ Simon
- ☐ Guest
- ☐ NPC: [Name Here]

2025

Moria - 07/29/30 - Rescheduled 08/05/2025

Notetaker:

- ☐ Brad
- ☐ Nate
- ☐ Mick
- ☐ Simon
- ☐ Guest

Players Present:

- ☐ Brad
- ☐ Nate
- ☐ Mick
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What Happened:

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MVP Brownie Point Winner:

- ☐ Brad
- ☐ Nate
- ☐ Mick
- ☐ Simon
- ☐ Guest
- ☐ NPC: [Name Here]

2025

Moria - 07/15/2025 - CANCELLED 50% Players Unavailable (Vacation)

Notetaker:

- ☐ Brad
- ☐ Nate
- ☐ Mick
- ☐ Simon
- ☐ Guest

Players Present:

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- ☐ Nate
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MVP Brownie Point Winner:

- ☐ Brad
- ☐ Nate
- ☐ Mick
- ☐ Simon
- ☐ Guest
- ☐ NPC: [Name Here]

2025

Moria - 07/01/2025 - Tripping on Shrooms and Seeing Jasper's Grandpa

Notetaker:

- ☐ Brad
- ☐ Nate
- ☒ Mick
- ☐ Simon
- ☐ Guest

Players Present:

- ☒ Brad
- ☒ Nate
- ☒ Mick
- ☒ Simon
- ☒ Zöe
- ☐ Guest

What Happened:

Entering the cave during combat.

Facing undead and cave dwellers.

Raven is up top in combat.

After finishing off the zombies, the party investigates the cave system.

The party argues while exploring. Jasper and Harodie find a key. Harodie inspects it while Jasper flies off to another section of the cave. Jasper finds a web covered hole/ well.

There is a rope ladder and Ravrokk climbs down but needs the key.

Harodie climbs down and out to give Ravrokk the key.

Ravrokk finds an alcove with shelves and a hidden room.

As Ravrokk is digging and trying to harvest mushrooms, spores are released into the air.

Luckily Ravrokk is wearing a Gas Mask found in the alcove.

Ravrokk warns of the black spores.

Most of the crew is by the opening when the spores are released. Everyone except for Curtis, Steve, and the goat, have ingested spores.

Ravrokk has used multiple brownie points and continues to fail. He manages to contain the last explosion of spores.

Ravrokk has 6/10 mushrooms cultivated. He explores more and fights the walls to find hidden caves. Everyone else starts tripping on shrooms.

Roland is hornier than Jasper as he thinks everyone is sexy. His sister thinks everyone is terrifying.

Jasper hallucinates his grandfather, Elijah. Raven, Taelith, and the other party member see it too.

Ravrokk finds another hidden room. It has shelves filled with "globes" that contain miniatures of every major city in Moria.

Ravrokk finds a 3rd and final chamber. It has the last of the mushrooms needed.

Ravrokk cultivates the mushrooms, but continues to get everyone super fucked up.

Everyone specifically sees Jasper's grandfather. But once everyone acknowledges that, everyone begins to look like zombies. We look normal to ourselves, but words have become mumbles and zombie jargon.

The twins are startled by each other but can't understand what the others are saying.

Jasper went invisible and is shouting at everyone to calm down. The only thing heard is zombie growls and hysteria.

Ravrokk failed another save. The spores get more dense.

Zombies are now Puppies.

The party, minus Ravrokk, are now getting lightheaded.

Ravrokk saves the party from the explosions of spores.

He has the opportunity to collect more mushrooms, and calls up to the group.

They cannot communicate so he continues to dig for more mushrooms.

Ravrokk climbs the ladder and needs a spot check and rolls a 2.

Ravrokk finds a book called "The Many Herbs and Fungus of Mt. Noir".

He looks for a guide to the mushrooms. He finds the scientific guide to the specific mushrooms.

He found the warning label. WE have "48 hours of hallucinations and then death." Unless we take the cure. Only Ravrokk isn't tripping. He must make the cure.

Ravrokk climbs up and sees everyone high as a kite.

Ravrokk used the keyword to return the kitty with his blink black collar.

Ravrokk rifles through Harodie's belongings to find Hops, Barely, and Water to help make the cure. He then reviews the book to figure out the rest of the ingredients. One from the oil of Raven's hair. Leaves from a local fern, and Aloe leaves. Ravrokk pokes through Curtis and Steve's kits. Curtis has some wild drugs and toys, but not the ingredients. Steve, does have the Aloe necessary though.

Ravrokk makes the antigen and wakes up Curtis first. Curtis wakes up with a hard hangover and vomiting foam. Same with Steve. Seems like the normal reaction. Steve vomited on the goat and the goat is upset.

Roland is next. Everyone has a similar experience.

Random ass Guy does not need a dose as he is dead. He mimicked everyone to not feel lonely.

RAG helps locate Jasper for his medicine as he is invisible.

Hopefully Ravrokk put the meds in the right Hole.

Jasper feels just fine with no side effects.

Harodie makes it out to the other side of the cave with the Party. Harodie jumps into the water and travels downstream a little before catching themselves and standing in the shallows feeling refreshed.

Jasper, Talieth, and Ravrokk investigate the area.

Jasper disarms a trap, allowing Them to pick the lock on a chest.

It opens up to house a Bright Green Gem with a faint glow.

Jasper examines and then picks up the Gem.

Jasper has dejavu of memories that aren't his.

Memories of Gargantuan dragons fighting in the skies. There are dragon kin troupes on the ground fighting as well.

Japser panics, puts it down. Then tries to grab it while covered. Nothing happens.

Ravrokk tries to pick it up and experiences the same vision.

Both the Black Dragon God and the Green Dragon, Vanessa (Jenessa?) the one who raven is connected to, were present during the battle in the visions. The battle was viewed from the sky but also as a Green Dragonborn.

There are 5 Massive dragons in the vision, but only 3 dragons are continued to be worshipped.

Gold, Silver, Black, White, and Green were the three main colors, but only Gold, Black and Green are worshipped in modern day.

Ravrokk calls Jasper over to give him the other Leather mask with Canister (gas mask).
Random ass Guy goes down to make sure nothing happened to Harodie.
Harodie was safe in a shallow down the creek, but terrified of the ghost that appeared over him.

Jasper is spiking some wine? (I missed it.)
Jasper goes to talk to the hired help to discuss the plan. Dressing up for the Day of the Dead celebration.
There is a discussion about getting in costumes for the plan.
Harodie gets out of the river.

We discuss using the goat's parts as the costumes. (Jokingly)
The party decides on "Dia De Los Muertos" style makeup.
Harodie cuts holes in his blanket for Random Ass Guy and he wears it as a ghost costume.

The Party reviews the book that was picked up regarding the Black dragon God.
"All Hail the Great Black Dragon, Hurray, Hurray, Hurray." Do not look him directly in the eyes. Bow and do a dirty dance.

Ravrokk takes Jasper to the side to discuss the Hired Help. Ravrokk wants to understand the plan to know how to get rid of them if they don't like what we are doing, or to leave them behind while we go in. Do we want to save the hired help or use them as sacrifices? Or fend for themselves. Like using our Hearthstone and ditching them when we have our way with the dragon. Discussion of diplomacy. We agree to give them letters of recommendation and the money. Then we use our Hearthstone and leave them on the mountain.

Up next we have a narrow path along a steep ledge. The party sets up camp just before the pass where there is a nice open space. In the morning we will hike to the Gate and then relieve and release the Help.

Anything Else / Player Highlights / Insights / Feedback:

"We are not just a party, we are a party of influencers."- Ravrokk

MVP Brownie Point Winner:

- ☐ Brad
- ☐ Nate
- ☐ Mick
- ☐ Simon
- ☐ Guest
- ☐ NPC: [Name Here]

2025

Moria - 06/17/2025 - Lizards to the Left of me, Zombies to the Right, Here I Am, Stuck in a Cave With You

Notetaker:

- ☐ Brad
- ☒ Nate
- ☐ Mick
- ☐ Simon
- ☐ Guest

Players Present:

- ☒ Brad
- ☒ Nate
- ☒ Mick
- ☒ Simon
- ☒ Zöe
- ☐ Guest

What Happened:

Stayed in town, went on the road, part way up the mountain. Glipse of tower noir.

Came across 3 dragon who are on the same road as us, heading towards us.

"You look like you're doing all right. We provide travel insurance!"

"Should something happen to you, you don't want anything to happen to you, so you should pay us."

Harodie thinks they're high.

"Our insurance is only for the woods."

Ravrokk offered the mercenary's pay if they want to help.

Mercenaries said they're good boss.

Traveling along uphill and starts getting steeper. You're climbing and you get to a plateau area that looks like the path you've been on. Make camp here for the night.

Shift 1: Taelith, Roland and Raven

Shift 2: Harodie, Random Ass Guy Ghostie in the Goat, Curtis

Shift 3: Ravrokk, Jasper, Steve

Taelith makes small talk with Raven who needs moisturizer, and Roland who has tips on what to watch out for and listen to. Roland and Taelith walk to the perimeter. Raven stays back to watch the main camp.

Nothing happens on shift #1. Taelith puts his armpit over Harodie's face to wake him up for his shift. Harodie slaps his front cheeks and back cheeks then he's up.

Harodie goes over to Curtis and wakes him up by tapping his face. Then he calls out for Ghostie to join him too for his shift. Curtis gives Harodie a coffee-alcohol, first dazed then wide awake. Harodie is invigorated and excited about the drink. Harodie watches around, paranoid about everything, "I'm watching... I'm watching Curtis! ARE YOU WATCHING?"

Harodie rolls a 19 for listening. Random Ass Guy Ghostie in Goat doesn't have listening skills. Curtis got a 16 for listening.

Harodie and Curtis hear something small toward the campsite – it sounds like quite a number of them from different directions. Represented on screen as tiny wolf icons, but they are lizards.

Big Ass Lizards 3-5 foot long.

- Harodie pulls out his bow and knocks his arrow and doesn't wake people up. Curtis comes over to wake up Steve and Steve Only.
- Harodie shoots the closest one to him. He hits him and says "You scaley freak!" Everyone wakes up with Harodie yelling.
- Raven attacks first and misses. Ravrokk says don't go easy on it because they're your cousins!! Raven ducks out of the way when the Lizard tries to bite her. Roland attacks and hits and does a little bit of damage.
- Harodie strikes Raven's lizard and that lizard doesn't look good.
- Ravrokk strikes the lizard next to Roland's lizard.
- Roland's lizard takes a bite out of him. Harodie tells him to wake up! What are you doing over there?
- Curtis goes for the easy kill of Ravrokk's lizard. Curtis swings and beheads Ravrokk's lizard.
- Steve attacks the lizard next to Ravrokk's lizard. Ravrokk reminds Steve to keep the goat safe. Steve hits the lizard and takes out a good chunk out of it.
- Taelith attacks Steve's lizard and takes another chunk out – it is almost dead.
- Lizard next to Roland's Lizard takes a bite out of Rosalie and she doesn't feel too good after it.
- The Lizard next to Rosalie's lizard goes after Ravrokk (underneath Jasper who is flying) and misses.

- Jasper whips out his handy-dandy gun and shoots at Steve's lizard and it got shot in the face and dies.
- Raven, Rosalie and Roland are hurt. Random Ass Guy comes out of the goat and reaches out to touch Rosalie on the back and her wounds close up.
- Roland slices into the lizard, who hangs onto life by a thread (very blood lizard!)
- Harodie attacks Roland's lizard and it hits. The lizard dies.
- Ravrokk uses his scythe almost slices all the way through the lizard – its guts are hanging out but the lizard is still wringing.
- Ravrokk's lizard bites back but misses.
- Curtis goes to Rosalie to help her kill her lizard, but misses.
- Steve does a follow-up attack to Rosalie's lizard and damages it, but it still lives.
- Taelith attacks Ravrokk's lizard and misses. He was totally grossed out by the guts sticking out and the wringing.
- Rosalie's lizard attacks Rosalie, thankfully she had been healed by Random Ass Guy because she survives.
- Jasper shoots Rosalie's lizard and hits! That lizard is DEAD. "Yay! I killed something!"
- Random Ass Guy completely heals Rosalie completely.
- Roland attacks Ravrokk's lizard with its guts out and wringing and kills it.

Ravrokk works on all the lizards – clean them up and Harodie helps get the good bits together for Ravrokk.

Ravrokk is able to take his time to skin 5 of the 6 lizards, and 6 out of 6 lizards for meat. The 6th's skin is deep fried for Ravrokk to eat because Harodie isn't too sure about it. Harodie says next time he'll try it. Ravrokk renders the fat to get oil for frying the skin.

Ravrokk convinces Harodie to eat it and supposedly it changes his life because it's so good.

Ravrokk and Jasper and Steve take the last watch while everyone else catches up on sleep. Jasper explores invisible and one path goes to the ocean, the other goes to mount noir, and the third goes to the cave. It is clear of monsters from the edge of the forest to the mountain and the edge of the forest to the cave entrance.

Ravrokk has lizard bacon for everyone to eat in the morning. But for Harodie, he gets an extra layer of goat cheese, Harodie tells Ravrokk he's his hero.

Jasper says he's scouted ahead and it's clear sailing!

Ravrokk says you found an airship?!

Jasper says no airships, that was a metaphor.

Taelith face palms and shakes his head.

Jasper says he's not carrying anyone. Except the cat.

Jasper leads the way for the caves! He flies towards the cave and everyone follows him.

Harodie asks about elevensies and Ravrokk has a special snack for him.

Taelith backs up Jasper while everyone argues whether to go to the caves or the beach.

They eventually get to the caves after Taelith promises they can go to the beach after this is all over.

Steve and Random Ass Guy and the Goat stay behind to stay safe, at the mouth of the cave.

Jasper and Roland run into a zombie.

Raven rushes ahead and kills it instantly.

There's more growling so more zombies are coming.

- Jasper is invisible, but Raven and Roland are in clear sight of two zombies and something big around the corner.
- Jasper gets a hit in, but not very much damage.
- Zombie missed Raven.
- Ravrokk attacks the ogre zombie hard, ogre zombie is pissed and he is hurt. He has an arrow sticking out of his junk!
- Rosalie goes to attack the zombie and hits it hard.
- The zombie goes to attack Rosalie and took its turn moving.
- Curtis attacks the zombie and hits!
- Roland attacks the ogre zombie, that's what we are paying him for after all!
- Roland hits the ogre zombie! The ogre zombie's junk is now laying on the ground.
- Harodie rushes into the cave.
- Taelith takes the powder (last in the initiative). He then charges in and attacks the ogre zombie! Taelith is so high that he missed. He takes a potion to regain 3 hit points.
- Raven gets a few hits in to a human zombie.
- Jasper shoots his gun at a zombie. He hit him in the head! Should have killed him but it didn't....
- Ravrokk uses his short bow to shoot at the big ogre and gets him big time! He's DEAD!
- Rosalie attacks the human zombie and hits! The zombie is hanging by a thread!
- Random Ass Guy touches Taelith (who desperately cries like a baby for help/super high) and Taelith is healed.
- 2nd human zombie slams Rosalie.
- Curtis goes around the corner and says it's CLEAR!
- Roland tries to kill 1st human zombie and SUCCEEDS!
- Harodie turns the corner to see what happened to Curtis.
- Taelith zoomies across to Curtis and attacks the ogre and succeeds! Gets small damage into the ogre zombie.
- Raven charges in, FOR GENESEA! And attacks the ogre zombie. She hits it a LOT!
- Jasper shoots the ogre zombie and MISSES! Taelith says, HOW COULD YOU MISS? HE WAS RIGHT IN FRONT OF YOU! Jasper says Hey! I'm new to this weapon!
- Ravrokk attacks hits the ogre zombie's junk! (big arrow)
- Harodie attacks and hits the ogre zombie's junk! (small arrow)
- Taelith attacks the ogre zombie and the rapier missed and the punching dagger hit the ogre zombie!
- The ogre stumbles backward and hits its head on a rock and dies.

Anything Else / Player Highlights / Insights / Feedback:

MVP Brownie Point Winner:

- ☐ Brad
- ☐ Nate
- ☐ Mick
- ☐ Simon
- ☐ Guest
- ☐ NPC: [Name Here]

2025

Moria - 06/03/2025 - Return of Random Ass Guy / Meet the Lionfolk

Notetaker:

- ☐ Brad
- ☐ Nate
- ☐ Mick
- ☒ Simon
- ☐ Guest

Players Present:

- ☒ Brad
- ☒ Nate
- ☒ Mick
- ☒ Simon
- ☒ Zöe
- ☐ Guest

What Happened:

ON THE ROAD AGAIN! I CAN'T WAIT TO BE ON THE ROAD AGAIN!!

We're walking up to the place with the mercenaries to woo the dragon collect the phylactery from the dragon. I think it's Silver Pine.

We start to hear the faint whispering sounds and we think it's saying "go back" and "stop" which of course we can't do. I mean, we could. But we're not going to.

We discuss whether we think we should listen to the voices and continue on despite it. Ravrokk points out a figure in the bushes up ahead and I go invisible and scout ahead. I see Random Ass Guy (or RAG) who appears to be ethereal. I try and gently shoot him with a sling shot. RAG looks at me and says "I see you." My bullet went through him and did not injure him.

Ravrokk, Taelith, Raven and Harodie go check out RAG .I stay with the Goat and do a spot check. RAG says “Stop. Go back. You’re way off track.”

Taelith asks if he knows their names and he knows everyone’s names, including the goat’s name. HOW DOES HE KNOW THE GOAT IS NAMED GOAT???

RAG tells Ravrokk that some Hell Beasts ate him and that Azrael conscripted him to be an Avatar for him.

We discuss whether we should listen to Azrael or continue up the mountain because Azrael sent him to get us to turn back. We don’t want to. He’s a dick. At least that’s my hot take. Azrael does seem to want us to survive. RAG says he wants us to become gods so we can be his little lackeys. RAG offers to accompany us and heal us.

Harodie doesn’t want us to bring RAG, Ravrokk does. Harodie tried to shoot him but it didn’t do anything. He healed immediately. I suggest we bring him because Azrael obviously is tracking us and we can’t stop him from tracking us. If he comes with us, he’s visible.

RAG tries to possess the goat. He successfully possesses the goat. He talks through the Goat.

We discuss how to get RAG’s special things that would allow us to resurrect him.

We run into two mercenaries named Gary and Shiela who are engaged. They’re getting married next Summer at Throat of the Dragon. They love Throat Cut Weapons and Armory. We show them our branded armor. “Tell them Ravrokk sent you”

We part ways after chatting about random airship and dragon fighting things.

We set up watch and spend the night in the forest before hitting the road again. AGAIN. We walk the rest of the way to Silver Pines. It’s snowy there and there’s an Inn/General Store. We made an influencer deal at the store, the oasis in the woods.

I stand on a table and announce our plan.
Harodie tries to pick a fight. I smooth it over.

Roland Winterborn and Rosalie Winterborn are two dragonkin who are mercenaries who agree to go with us. I express disappointment for only having two and two Lion folk interrupt. Steve says he’s not licensed yet but he and Curtis will accompany us if the dragonkin are okay with it.

Roland points out that Steve is trying to get licensed and this can be their trial run. We pay 250 gold for Roland and Rosalie and 100 gold for Steve and Curtis.

Anything Else / Player Highlights / Insights / Feedback:

MVP Brownie Point Winner:

☐ Brad

☐ Nate

☐ Mick

☐ Simon

☐ Guest

☐ NPC: [Name Here]

2025

Moria - 05/20/2025 - Heist

Planning Montage: Introducing GOAT

Notetaker:

- ☒ Brad
- ☐ Nate
- ☐ Mick
- ☐ Simon
- ☐ Guest

Players Present:

- ☒ Brad
- ☒ Nate
- ☒ Mick
- ☒ Simon
- ☒ Zöe
- ☐ Guest

What Happened:

Draconis Imperium

Genessa - Dragon goddess who brought Raven back

Brotherhood of Thieves

Baal Dracar Noir - Black Dragon who worships the Death Dragon

We need to pick up Black Mushrooms on the way up the mountain for the dragon anesthesia.

Surgical tools from the Doctor.

Town partway up the mountain for mercenaries. Silver Pine Village.

Love Potion #9 from the Lich Which - Grandfather Fairy with her.

Everyone has several dime bags of magical speed. White Stuff.

In Draconis Imperium

Other traders who go back and forth between town.

Hit up a trader in the inn – Jasper chatted him up.
Trader is some sort of half-human and half-halfling.
I come from Lyria by way of Shelton
Trade goods bring me out here- decent minerals mined up in Lyria- bring crystals down for the magicians.
Trade in magic? Mystical supplies, metaphysical things.
Do deals with the dragons?
Main one I know is Baal up on Mount Noir- everyone else is wyrmlings in the area.
I've been up there, like, one time- a lot of protection come with me, but I was invited.
Wanted some ornamental crystals installed in his throne room.
He went out for a flight while I worked- he's very solitary.
So much protection for? The way there is kinda haunted.
Some of the death magic that floats around his general aura- along his route he likes to fly- there is often the undead. Thieves and rough sorts that want to cause trouble.
I took 4 mercenaries from Silver Pine to go up the mountain.
He's a big badass dragon, doesn't need a lot of protection from anyone.
Temple of Minos – It's really old. A perk of being a Pixie- see gods come and go. Azriel wasn't even a god when I was a kid.
I thought your kind disappeared.
I'm the last one that I know of left.
I'm sure you're someone special.

Everyone is at a table. The pixie rejoined the party.
No guards, no special traps, undead.
Ravrokk asked about fighting undead and wondered if the mercenaries would be cool with attacking Baal.
Raven suggested we get our story straight as to why we are going there.
Ravrokk suggested we were drug runners.
Raven suggested that perhaps Jasper could forge something.
Farukh – Black Dragon god of death
Decided to check the Temple of Farukh for more details for our forgery.
Jasper checked with the bartender about when the temple was open.
Jasper suggested we eat and have one drink, then head over to the temple.
Party headed over to the Temple of Farukh
Most places are cold- a few late-night partiers.
Temple Square- the three temples.
Farukh's looks the most goth. Folks heading inside the front door- cloaks with hoods.
Pass a general store that has late hours. Clerk is Dragonborn.
I am the newest devotee of Farukh- any old cloak will do, just come in with your head covered.
Jasper and Raven got cloaks to cover their heads- the rest of us already had them.
Package of some parchment. Gonna have you write down your prayers to Farukh- put that into a small urn- and light it on fire.
Ravrokk suggested enhancing the Brassieres
Headed to the temple with parchment.
Laid like a pretty traditional church- pews and an aisle down the middle. Found seats and sat down.
Some hymns- words there.

Speaker is speaking in Draconic- Raven translated.

Praises to Farukh, deep respect and reverence for death and the afterlife, and saying a prayer over enemies defeated in battle.

About an hour of worship- they wrap up and get social. People are doing that individually and being social.

Leaflet- stack of fliers- over near the vestibule. Ravrokk grabbed a few of them. List of some important dates- names of the prominent church clerics- the head caretaker of this temple.

Any important holidays in the near future- coming up next week is their version of the Day of the Dead. Ravrokk pointed this out to Jasper to find out more. Maybe more about what treats or offerings there.

Jasper learns:

Usually send one cleric with a goat and a keg and they do a personalized ceremony for Baal- usually they hire some outside protection to get them up the mountain. Traditional to wear masks to make you visage look like the dead. Skulls or deeply sunken- as long as you look dead, basically. Makeup or a mask. The gorier looking, the better. Just normal clothes- wear your cloak.

We're going to send someone up to take care of that responsibility to get there about a day before the Day of the Dead.

Jasper- we would like to donate our arms to make the procession successful. We'll pay for mercenaries to help as well.

Got a book that talked about the ceremony. Jasper offered to go instead of the Cleric.

That's cool- one less thing we have to do. Keg in the storeroom, goat tied up out back.

Jasper rejoined the party.

The ceremony is in Common.

She shifted through it- a couple of parts in Draconic, but I've got it.

It says things about honoring the dead, ancestors, past enemies, being respectful of Farukh

Jasper checked out the Clerics - are they wearing anything special and noteworthy.

Jasper wrote a prayer to travel freely with his grandfather and burned it- it sparkled strangely.

Ravrokk - cleansing the world with fire. Sparkles a little bit, turns into embers, and the embers float away.

Used the hearthstone back to the inn.

Bartender offered to watch the keg, Jasper took the goat out back and tied it up with the horses.

The next morning.

Meet downstairs, have a good breakfast.

Back at Bernie's Cutthroat weapons and armor- gave us our enhanced gear- the logos all over them.

We don't often make armor for goats- this armor for donkeys is leather armor.

Sew in some plate- little pockets for the plates to sit in. 30 minutes later we have an armored goat.

Jasper asked Bernie if he could come up with some cat armor in two weeks.

Barding for the donkey includes a saddle. Asheed the cat. Offer the Goat.

Magic shot to get a cat collar for Asheed- something with a returning spell.

Magic shop does a bit of hand waving- glow bits the collar. When the cat gets scared, it's going to be able to teleport about 1000 feet away. When you say the command phrase, he'll come back to you- just call his name. 250 gold for the collar.

Jasper and Harodie paid for it.

Party hit the road, heading to Silver Pine Village.

Ravrok – lace the booze with the anesthesia

Party headed onward.

If the mushrooms are between here and the town? No one will steal from the dragon.

If mushrooms are between Pineview and the dragon- the caves are on the way.

Mushrooms are in the caves on the mountain after the Silver Pine Village

Anything Else / Player Highlights / Insights / Feedback:

MVP Brownie Point Winner:

- ☐ Brad
- ☐ Nate
- ☐ Mick
- ☐ Simon
- ☐ Guest
- ☐ NPC: [Name Here]

2025

Moria - 05/06/2025 - The Afterlife, and Chasing Ratlith

Notetaker:

- ☐ Brad
- ☐ Nate
- ☒ Mick
- ☐ Simon
- ☐ Guest

Players Present:

- ☒ Brad
- ☒ Nate
- ☒ Mick
- ☒ Simon
- ☒ Zöe
- ☐ Guest

What Happened:

The Crew is currently at the tavern, getting ready.

Plan was to try to get the Philter of Love into the Dragon via Pixie.

Try to find Maliek, the catfolk.

Ravrok asks Raven about being dead.

Raven responds that her dad was there and was with Arzrael, leading an army against monsters. There was a portal opening to a peaceful green world. Anushka said that the old gods faded. Not because they died but because their people lost faith and were banished to the infernal planes. I feel her now. I feel her in me. I can't believe I saw my father hurting so many people. He was my hero, now I don't know what he is.

Taelith comforts Raven.

First order of business is to find Maliek to find resources within the city for our journey.

Crew is currently near the temple district.

Harodie asked the barkeep for information on catfolk in the area. Sent to the East merchant district and provided map.

We plan to use Jasper as a decoy. He takes 200 copper and makes an obvious pouch. He slips a knife up his sleeve.

Going to go to a bar in that area, find a pick pocket and follow them back to the thieves guild.

We settle at the Rusty Mare to set our trap.

Jasper gets a big stein of water and moseys on up to a half full table to "make friends"

Spot check of 13.

There is a hooded figure in the corner.

Jasper approaches and does a bluff check to show they are "drunk".

Succeeds. Introduces themselves as Ratlith?

Ratlith offers to take Jasper outside and show them "how to hide their money."

Jasper follows and shines the light at the crew.

The group follows.

Ratlith has Jasper put the coin purse in his pants and does a pickpocket lesson.

Jasper gives Ratlith the coin purse. Says that there are 200 gold is in the bag. Ratlith gives Jasper a "receipt".

The receipt says "200 gold. See you next Tuesday."

Jasper lets Ratlith go and he walks off.

Jasper goes invisible and signals the team periodically.

They follow for several blocks and Ratlith eventually goes down a sewer grate.

Jasper waits for the party.

We convene and head down. The party hears noise to the west and decide to head that way.

Jasper catches up and sees Ratlith find a door and he does a special knock. Then he says the phrase "move in silence brother."

The party catches up with Jasper.

They decide to let Jasper go ahead and try to negotiate. Jasper has 5 minutes before the party goes in.

The party steps back 10 yards to not be seen.

Jasper is let in.

Ratlith is looking at buying things from the fences.

Jasper confronts Ratlith.

Ratlith identifies Maliek.

Jasper walks up to Maliek and correctly identifies him.

Jasper is able to convince Maliek to help.

The party must be sent away.

Jasper informs Maliek of their plan.

Maliek asks if the dragon is Baal Drakar Noir?

Jasper confirms and Maliek is excited.

Jasper shares the details of the plan.

Maliek sends them to draconic urgent care to meet Dr. Alphias Dova. Must use knock/handshake/phrase.

Head to Silver Pine Village. Hire mercenaries at the tavern there.

Maliek states that he no longer owes Ashra a favor.

The party leaves the sewers and head to a bathhouse.

Jasper pays for the baths. Jasper gets a lot of looks for being a pixie.

The party tries to focus on their baths as the locals continue to shoot glances.

The party uses the Hearthstone to return to the Labored Mare.

The party gets a private dining space.

We get drinks and charcuterie.

The group discusses the plan.

We decide to go out and ask 3 people about the dragon. The group as a combined success.

Baal Drakar Noir follows the Dragon God of Death, Faruk.

The group goes back to the tavern to drink the night away.

Jasper recruits Raven to help infiltrate the hospital.

They fake Raven being sick to get her in, as Raven is disguised as a dragon kin.

Jasper is able to meet Dr. Dova and get the appropriate tools for cutting out the Phylactery.

Jasper also gets the recipe for the anesthesia and all of the ingredients except for one.

We need 10 or more Black Caps from the hills of Mount Noir.

The group reconvenes at the tavern to discuss what to do next. Dragon lingerie?

Anything Else / Player Highlights / Insights / Feedback:

MVP Brownie Point Winner:

- ☐ Brad
- ☐ Nate
- ☐ Mick
- ☐ Simon
- ☐ Guest
- ☐ NPC: [Name Here]

2025

Moria - 04/22/2025 - UPGRAYYED and Baby's First Resurrection

Notetaker:

- ☐ Brad
- ☒ Nate
- ☐ Mick
- ☐ Simon
- ☐ Guest

Players Present:

- ☒ Brad
- ☒ Nate
- ☒ Mick
- ☒ Simon
- ☒ Zöe
- ☐ Guest

What Happened:

Captain was maybe to pay us a few hundred gold for a dragon corpse to put in front of the ship to intimidate other dragons / pipe fire through it to blow fire.

On an airship, captain said he'd refund us our fares, and comes back to tell you he's spoken to Ravrokk. "Thank you for saving our asses, I'd like to pay you for one of these dragon corpses." He gives Ravrokk 100 gold. "When you get off the boat here in Draconis Imperium, stop by Bernie's at Cutthroat Weapons & Armory. You can get a weapon from this letter with my seal on it."

Jasper's got a gun. Jasper has pipe and herb.

The fee that got refunded 50 gold each or 250 gold total. Between the refund and the dragon, everyone gets 75 gold. 3 dragons to start, 1 fell to the ground, Ravrokk pulled up the other corpse before it could fall, 1 fell on the ship. Captain gets 1 carcass and Ravrokk gets the other one. The

chef on board helped Ravrokk skin it and trim it out, jerky and pickled dragon parts and dragon skin. Scales and bones.

Reminder: Everyone's number on the airship was changed to 25.

Group regroups about what to do. They need to save Raven. They decide to get their stuff upgraded so Raven has something nice to wake up to.

City map picked up – businesses that paid to sponsor the map, the temples marked (temple district – green building north east of the center). 3 temples – Anushka – great gold dragon that won many battles, Genessa – great green dragon who championed peace and understanding, reveled in knowledge and wisdom. Farukh – Great black dragon, revering death and the after life, blessing over defeated enemies.

The group has remains bundled up of Raven with sail cloth. Heading to Bernie's first to drop off supplies. Leave it for a week to get it upgraded. 15-20 minutes to get to Cutthroat Weapons and Armory. Awesome metal sign out front with the business name on it. Iron arrows sticking through it.

Some things are on display – mannequins have helms and helmets bracers, etc. on. Discussion of hot dog (connies?) bracers and condiments ensues. There's a set of full plated armor and appears to have some runes carved into it. As you get closer to inspect up close the runes start to shine. Harodie asks shopkeep what it does, shop keep says it's armor. Harodie asks about runes. +5 full plate with some runes for peace. Projects an aura and anyone within 5 feet of the armor has to overcome the urge to be peaceful. Harodie wants to know if we can shrink it teeny tiny for Jasper. Harodie asks Jasper if Jasper can even wear it. Jasper says, we will find out!

That particular armor set can be made in sizes for smaller lads. Not really a problem – lads, lasses and non-binary persons. We can do that and work on that with the weight to make it easier. +4 if it is lighter/smaller. Harodie asks how much it costs. Ravrokk says 100 gold easy. The shopkeep says more like 5500. Harodie laughs, Jasper doesn't have that kind of cash. Shopkeep says we can do the enchantment with runes on existing armor, improving the armor with the effect only. Ravrokk remembers the letters they have to cover upgrades.

Harodie intimidates (rolls 20) the shopkeep to giving them 12,000 gold worth of upgrades for the group. +1 increase on armor and weapon for each person. For 2,000 the shopkeep can put an enchantment for one person, either armor or weapon.

Ravrokk would like to get the upgrade to his full-plate armor, and since it's so awesome, he wanted the upgrade to his composite long-bow.

Harodie does it for his studded leather armor (+1) and composite bow (+4).

The gun/glock is a blowgun with no damage. It will not get upgrades.

Jasper puts it on the short bow. Jasper's leather armor.

Raven's armor and kukrie are upgraded.

Taelith's leather armor, and rapier.

Shop keep would give either 500 gold for Ravrokk's greatsword, or 750 store credit. Ravrokk bought bracers of armor +1 selling the greatsword and giving an additional 25 platinum.

Jasper has a heavy crossbow because it's too heavy for him to wield. Shopkeep would give 25 in store credit. Jasper pulls out the gun and asks about that – shopkeep says you need to keep that under your cloak/robe. We don't pull out illegal weapons here. Jasper puts it back away. Jasper says, you saw nothing.

Ravrokk asks what's for sale in 2,000 gold range. Gloves of dexterity +2 for all of the credit (2400). Belt of giant strength for 16,000. Shop keep has something in the 500 range called the hearthstone – you can set your hearthstone to right besides an innkeeper's hearthstone to touch it, and

whenever you're out and about, once a day you can teleport back to the inn with as many people that can touch the hearthstone in your possession.

Ravrokk - bought 3 total bracers of AC+1, bought a hearthstone. Ravrokk gifts the bracers to Taelith and Harodie and says if you die less it'll be better for everyone.

Ravrokk asks if there's a magical shop around that would buy ring of feather falling. Bernie (Shopkeep) offers their card to go to Arties' metaphysical supply shop. He's two blocks over and one block up.

Ravrokk says it was an interesting experience and that their group will brag to everyone about how good this shop. Our party has a lot of influence - we are influencers. But I'll let the pixie talk about that.

Bernie asks about their exploits. Jasper said they killed dragons which is hard to do. Only one of us has died. We have completely turned around a couple of towns. Bernie asks how. Jasper said they conquered hell, no one stood against them in the field of battle against all of hell.

Bernie said they saved the town of ___? Jasper said yes that's us.

Ravrokk asks Bernie if he's interested in buying dragon parts. Bernie is an elven shopkeeper and is the only one to buy. Ravrokk sells 100 gold worth of dragon meat. Harodie warns Ravrokk not to show that dragon goods around in a draconic town.

Bernie asks if there's a name for their band of folks.

Calico Crew is the team name - and the branding of the store on their right breasts for 500 gold.

Ravrokk paid 750 for the baggie of drugs. Harodie tests it - it warms like a whiskey burn. He feels very very chill, then all the sounds and everything around him slows the fuck down. Harodie has super hearing now. Harodie is talking super fast thinking he's talking normal.

Ravrokk decides that the herbalist of the group will be happy with this and buys it. Harodie realizes no one can keep up with him and he starts pacing and there is visible damage to the carpet he's carving up - he's moving incredibly fast.

It's a really big bag - there's 30 doses. Ravrokk gives 10 doses to each person (Jasper, Harodie, and Taelith). +2 to initiative and move of 100 feet per move. Bonus to listen checks. It lasts for six rounds - 36 seconds. Level of exhaustion -1 to everything until rest.

Jasper asks if the magic store is on the way to the temple, they should go there. Artie is dragonkin. Ravrokk wants to sell items and Artie is interested. Hat of disguise? 1,000 gold. Jasper and Ravrokk sell theirs. Ring of feather falling - 500 gold. Artie sees the business card and Ravrokk hands them the business card. Friend of Bernie is a friend of Artie's. Ravrokk asks for the gloves of dexterity - Artie says 2,000 gold. Harodie spots the extra 500. Harodie asks for potions on the cheap. Jasper asks like alchemist fire? Harodie wants cure wounds - 25 gold each potion. Harodie buys 10 cure wounds and passes it out to Taelith (2) and Harodie keeps 8.

Harodie and Taelith each buy 10 scry kits for 200 gold each. Jasper buys alchemists fire (5).

They decided to talk to the green dragon god. Calico Crew walks 15 minutes a few blocks over to get to the religious district. Temple of Genessa - green temple easy to figure out. Acolytes at the door.

It costs 2,000 gold and an item of great value to the person. The crew deliberate between journal and boots that belonged to Raven. They decide on the journal means more - no time to transcribe or anything, it has to be done now.

Raven is resurrected - but with green scales. She faints, Taelith catches her, Ravrokk carries Raven and they grab Harodie to go to the Inn a few blocks away. It is called The Old Mare. There's service maids, bartender, guests mingling, for the evening we will leave it.

Anything Else / Player Highlights / Insights / Feedback:

MVP Brownie Point Winner:

- ☐ Brad
- ☐ Nate
- ☐ Mick
- ☐ Simon
- ☐ Guest
- ☐ NPC: [Name Here]

2025

Moria - 04/8/2025 - Dragons and Airships but IRL Part II

Notetaker:

- ☐ Brad
- ☐ Nate
- ☒ Mick
- ☐ Simon
- ☐ Guest

Players Present:

- ☒ Brad
- ☒ Nate
- ☒ Mick
- ☒ Simon
- ☒ Zöe
- ☐ Guest

What Happened:

Ravrokk, Raven, and Jasper have fixed the engine with Alchemist Fire.
Taelith and Harodie are on the deck dealing with Dragons.

Fight with dragons

Raven Died.

Sky Captain killed the Prisoner for two gifts from "Azrael", a Dragon Taser and Winged Boots.

Ravrokk takes the boots and equips them.

Ravrokk uses the taser to kill the first silver dragon before passing it to Taelith.

Ravrokk killed the second silver dragon.

Taelith lands the final blow with the Dragon Taser.

Harodie Acknowledges Raven's death.

Harodie inspects the prisoner's body.

Jasper interrogates the Captain.

Everything appears to be above board except that the prisoner was also a devout follower of Azrael.

Anything Else / Player Highlights / Insights / Feedback:

MVP Brownie Point Winner:

- ☐ Brad
- ☐ Nate
- ☐ Mick
- ☐ Simon
- ☐ Guest
- ☐ NPC: [Name Here]

2024

Moria Game Notes from 2024

2024

Moria - 11/19/2024 - Dragons and Airships but IRL Part I

Notetaker:

- ☐ Brad
- ☐ Nate
- ☐ Mick
- ☐ Simon
- ☒ Guest

Players Present:

- ☒ Brad
- ☒ Nate
- ☐ Mick
- ☒ Simon
- ☒ Zöe
- ☐ Guest

What Happened:

DM Note: I can't find notes for this session, so I'm filling in the blanks from memory. Feel free to update as you see fit.

On board the airship, the party grows weary of well, partying, and seek various forms of keeping busy on the ride to Throat of the Dragon from Airlani Parrish.

There is an alert: dragons spotted on the horizon on the last day of the trip. The dragons threaten the ship and demand a huge tribute to provide safe passage. It is refused, but the ship only has a gnome crew with a few cannons to fend them off.

Saboteur! Jasper invisibly follows a shady character down to the engine room and thwarts an attempt to break the engine. He is jailed in with the cargo. The party decides to spare him so they can interrogate him after dealing with the dragons.

During the dragon attacks, the crystal engine core is fractured, leaving the ship plummeting towards the ground from a great height.

Anything Else / Player Highlights / Insights / Feedback:

MVP Brownie Point Winner:

- ☐ Brad
- ☐ Nate
- ☐ Mick
- ☐ Simon
- ☐ Guest
- ☐ NPC: [Name Here]

2024

Moria - 11/05/2024 - Ain't No Party Like an Airship Party

Notetaker:

- ☒ Brad
- ☐ Nate
- ☐ Mick
- ☐ Simon
- ☐ Guest

Players Present:

- ☒ Brad
- ☒ Nate
- ☒ Mick
- ☒ Simon
- ☒ Zöe
- ☐ Guest

What Happened:

Headed to Throat of the Dragon via Airship

Two teams of 3 a peace- 6d6

1 team is dragons, 1 team is airships.

Played some Airships and Dragons- came out ahead.

Everyone is partying.

Electric loots are back.

4's, 6's, an 9's seem to be behaving

Jasper spotted secret handshakes. Cat people and a gnome.

Jasper talked to the gnome.

Herody passed out.

Me and my friends were looking to fly to the dragon's throat.

We have contacts there...

300 years? Welcome back!

What would it take to gain your confidence and introduce me to your business associates?

Challenge!

Acquire 3 precious items off of celebrants in this room- if you get caught, I have no idea what happened.

Jasper robbed herody...

Pipes and herbs stolen.

Strange lizard like creature- slamming drinks at the bar

Took a couple of tries but succeeded.

Jasper spotted a human in disguise.

Jasper pulled a gun out of his pocket.

Keep that on the down low

Jasper pulled the 6 bullets out of the gun.

I will put you in the list of people that I do not want to kill

Write you a sealed letter- find me some parchment, some ink, and a pen.

Wrote a letter and sealed it.

His name is Ma leek

Jasper went back to give the potion back to the lizard

Jasper has the pipe and herb

Tae carried Herody upstairs.

We all called it a night.

Weird dreams.

Tasty breakfast downstairs – meats, pastries, eggs, fresh fruit, coffee, and more ale.

Pitcher or liquor with fruit soaking in it while we eat.

Waitress said the airships will be up today- gnomes are happy to be back to work.

Order of the Red Dawn guards were getting restless and belligerent at night- glad they are going to be moving on.

Tickets for the first voyage back- goods to move and things like that.

Passage will be a hot commodity.

Raven went to get the tickets with Tae and Jasper.

Rest of us stayed back and played some airships and dragons.

They went to see a cat person.

Five people – tickets – 50 gold each or 250 gold total.

Five tickets/papers

What time does the ship leave?

On the ship by noon- ship will leave by 2PM

We all made it to the platform, and they are taking tickets.

Order of the Red Dawn – holding out a green amulet. Insisting that each person touch it before getting on the boat.

Tae touched the amulet and his number changed to 15.

Jasper tried to sneak by invisible.

Guard's eyes glowed.

Argued with the guard.
Low number of jovial gnome crew.
In about 3 days travel.
Galley is downstairs- dining area.
Feed you and lots and lots of drinking- included in the ticket.
Indulge within reason- we will gently cut you off if you are over served.
If drunk, keep away from the edges. No parachutes or safety nets.
The electric lute quartet is heading back- they are entitled to some recreation.
We did hire a local bard to come on the trip- storyteller and jokester. Some comedy, funny songs, good time.
Gnome Bowling – set up a small bowling alley. Cast a bet on how well the gnome will bowl himself down the deck and into the pins.
Bard – Jeffrey – of the Foxworthy estate.
Ship – the orchid. Named after my wife’s favorite flower.
I had this ship built about 20 years ago- retrofit to the latest and greatest standards.
Ofreious winfried- you can call me Winny.
With inclement weather- assign passengers to the lower decks.
Various airmen working on stations- cannons on the top deck. Second level with captain’s cockpit area for steering the ship. Back exit down into the engine room.
Next level – gallery and sleeping accommodations. Then storage.

Jasper is looking at our fellow passengers.
Many of the shifty types- somehow involved with the business exchanges that go on there- a couple of more regal, well to do, upscale passengers. A few merchants and then some common folks. Two dragonkin.

No red dawn on the boat- just the gnomes.

Tae – lowest level- cage door is ship storage. Lots of chests and storage crates. Wooden crates- painted or stamped- logos of merchants and traders and such.

Headed to the bar- buffet style of beverage assortment- all along the bar.

Jasper went up to the bartender- I need a drink that makes me look like I’m drinking but I’m not drinking.
Nectar of the temple of Shirley...
Jasper spent the night pretending to get drunk.
Jasper went around and pumped the crowd for info.
Jasper’s bluff didn’t go too well...

Back to the bartender- here’s your mug light- He downed 2.
Wasn’t convincing the crowd he was drunk but did interact with them well.

Jasper flew over and cut into the dragonkin dancing- he flew danced with her.
Elijah Forestflight
Temple of Minus

Fellow believer
Chaos is eternal.
Jasper is not a fan of Azrael
All of the old gods were once new gods
Victory over the cataclysm.
Grandpa said- Azrael stopped it from continuing. Managed to send the Great World Eater- made it sleep- it fell into the portal and oblivion.
No information how the monster got here in the first place- someone who knows how to deal with it shows up a week into the rampage.
Jasper- do you think he called it here?
What do you do for fun in Throat of the Dragon- culture- temples, libraries, museums- scavenged from the old world.
One of the most famous collections of Old-World artifacts.

Jasper invited her to the bar to drink something heavier.
What changed? I want to have fun now...
Would you mind if my husband joined us? That's the best kind of fun...
They head off into the lower decks for a romp.

After a couple of drinks Raven asks- wanna go check out gnome bowling? Sure...
Top deck- hear a crash- gnome and all of the pins, a strike.
Raven placed a bet.
Single competition.
2 rounds.

Now, competing bowlers.
Triple money.
+30 platinum
+60 platinum

Been in the air about 8 hours.
Paused bowling for the fireworks display.
Cat got plenty of treats and attention at the party.

Anything Else / Player Highlights / Insights / Feedback:

MVP Brownie Point Winner:

- ☐ Brad
- ☐ Nate
- ☐ Mick
- ☐ Simon
- ☐ Guest
- ☐ NPC: [Name Here]

Moria- 11/11 Game Notes

Notetaker:

- ☐ Brad
- ☐ Nate
- ☒ Mick
- ☐ Simon
- ☐ Guest

Players Present:

- ☒ Brad
- ☒ Nate
- ☒ Mick
- ☒ Simon
- ☒ Zöe
- ☒ Guest

What Happened:

Joined by Tommy as a guest to shadow and get a feel for things.

Recap: Last we left off, we were able to get the phylactery out of the dragon. The phylactery blinded Jasper and causes those in the vicinity to fart toxic gas that raises the dead. We used the hearthstone to return to our tavern we previously harmonized with, the Kordrath's Cull. The guests start running away because of the gas.

Now: Ravrokk snags the Dragon's Breath Whiskey, and Dragon's Prosecco. Harodie gets some port wine. Jasper asks what's happening, and Harodie relays the information. Ravrokk offers Jasper a drink. (Spot check called, listen for Jasper.) Harodie has highest at 18, and Jasper at 22. The dead flies are coming back to life from the traps. Talith helps Jasper get outside. Jasper flies out and up with the phylactery (60ft, with the phylactery hanging at 30 ish feet). (constitution check for Jasper.) Jasper rolls an 18. They burp a normal burp and nothing strange happens. As Jasper floats above the tavern, the green gas flows down into the sewers. The patrons all stop farting. Jasper asks for help not being blind. A city guard approaches and requests the party leave and find a cleric. Ravrokk grabs some salty snacks (roasted chick peas) and then puts on his gas mask to go outside. The guard tells them again to leave, and Harodie is rude. Ravrokk and Tailith start walking away.

The guard confirms they are leaving the area. Tailith and Harodie throw out insults as they walk away. Every 18 feet there are sewer grates. The party starts hearing more moaning from underground as they walk. Tailith asks for reassurance about the noises. Harodie says that Tailith knows what it is. Undead Dragon Kin bones form skeletons from bones poring up from the sewers. Harodie Looses an arrow at one of the skeletons/zombies. Hits with force. Jasper taunts the enemies. Ravrokk shoots a different skeleton with an arrow as well. Hits with excessive force and eliminates the skeleton.

COMBAT Initiative: Tailith, Jasper, Raven, Harodie, Ravrokk. Tailith runs up to stab a zombie. Tailith misses. RAG/ Goat starts to run away (20ft) Jasper is pulled along like a kite. Zombie attacks Tailith and makes him stumble back. No damage. Raven tries to hold the RAG/Goat from running. Raven is able to grab the rope but is also tangled up and pulled down by the goat. Harodie throws a dagger and cuts Jasper free from the goat. Raven gets scraped up on the road. Ravrokk Aims for the zombie that Harodie had shot and takes it out. He shoots a smug glance at Harodie. Ravrokk then moves to grab the Goat. Tailith moves to attack another zombie and misses. Tailith takes a second swipe and hits them in the junk. Ravrokk Grabs and holds the Goat. Jasper throws a grappling hook down, and catches the southern building to not be blown away. Harodie shoots one of the zombies closest to Tailith. One of the Zombies attacks and hits Tailith. He is shown 5ft away. Ravrokk charges to Tailith's aid. He swings and misses the Zombie. The zombie also attacks Ravrokk. The zombie barely manages to scuff Ravrokk. Tailith swung his rapier on the zombie in front of them and pierced its' body. It hasn't gone down yet. A zombie tries to slam Ravrokk but misses. Raven ties the goat to the nearest post. Jasper holds their position. Harodie shoots a zombie that passes by Tailith and Ravrokk. He explodes most of it. Harodie yells to jasper to shoot straight down. A zombie attacks Tailith. He is severely hurting. Another zombie attacks and misses Ravrokk. Ravrokk swings and returns the zombie to the earth. Ravrokk's swing Cleaves a second zombie. Tailith backs away from the zombies and downs a potion. Jasper tries to shoot an arrow but misses do to being blind. Raven Reaches the same zombie and takes it down. That was the last zombie and we exit initiative.

Tailith looks down for a shiny object in the well he is next to. It is too low for him to reach. He uses the bucket and ratchet to try and snag the item. Harodie tries to find Jasper. Ravrokk goes to help Tailith by using his grappling hook but is unable to pull up anything in his first try. It takes 15 minutes for Ravrokk to grab it. The gem he pulls up is the same as the one found in the mushroom cave. It is a trippy rock. Ravrokk grabs the crystal off the hook and is mesmerized by the gem.

When Ravrokk comes to, he is in a prison and sees himself as an Elf. He is in a cave cell. There is lava nearby.

Ravrokk finds a green gem and has a vision about Tailith's sister. A woman laments about the pain and torture the prisoners have endured. It turns out Tailith's sister used a magic item to try to find him. Ravrokk's dream ends. Ravrokk wakes up and checks on the goat to calm himself. they drink and snack together.

End.

Anything Else / Player Highlights / Insights / Feedback:

N/A

MVP Brownie Point Winner:

- ☐ Brad
- ☒ Nate
- ☐ Mick
- ☐ Simon
- ☐ Guest
- ☐ NPC: [Name Here]