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]

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