

Dragon of Icespire Peak Session Recaps

by Martino Ciaramidaro

Introduction

Recently a young white dragon named Cryovain had made its way into the lands surrounding the mining town of Phandalin. Its arrival had the effect of driving other people and creatures from their lands and fomenting conflict in the area. In particular, Cryovain seized a fortress from a local tribe of orcs, thus forcing them to flee into areas formerly occupied by common races. Attacks by these displaced aggressors and Cryovain himself have increased, thus the town of Phandalin had put out a call for adventurers to deal with these problems.



Nov 26 2022 Session 1 Dwarven Excavation



Arden Theotter (a reborn rogue) and Klumbar Arjun (a dragonborn paladin) separately answered the call. They met at Phandalin's quest board and decided to work together. Their first mission was simply to warn two dwarven prospectors (Dazlyn Grayshard and Norbus Ironrune) at the nearby excavation of an old temple to Abbathor about the increased threat from Cryovain and the orcs. The two journeyed to the mountains southwest of Phandalin to do just that.

They arrived to find the two dwarves camped just outside the ruins. The dwarven duo had begun to explore the temple but were chased out by some mysterious entities. They implored the adventurers to go inside the temple and clear out whatever was inside, enticing them with promises of treasure within as well as a pair of sending stones. Arden & Klumbar made their way inside and defeated two ochre jellies, disarmed a particularly deadly magic trap, and helped themselves to a small store of jewels. They returned to

the entrance to find the dwarves taken hostage by a trio of orcs. Negotiations were fruitless so the adventures dispatched the orcs after a particularly brutal fight. They then escorted the dwarves to Phandalin and received their rewards.



Klumbar Arjun

Dec 9 2022 Session 2 Gnomenguard



Yumia Phepsira

The original two adventures were joined by Yumia Phepsira, a tiefling barbarian they met at the quest board. The three of them decided to journey to Gnomenguard, a “kingdom” of about twenty or so gnomes ruled by two married kings whose principal trade was in the creation of low-level magical items. Their purpose was to retrieve some magical items to assist in killing or driving off Cryovain.

Just as they arrived in Gnomenguard, they were joined by Mirri Vetis, a fire genasi rogue who had read the quest board and decided to undertake the same job. They promptly decided to join forces. Gnomenguard is a “city” built into the sides of a grotto with cave entrances as balconies off the ground. A single walkway led up to one of the balconies. No one seemed to be around and rather than trying to go up the walkway, Klumbar and Yumia decided to scale the cliffs. They did so and walked into the main sleeping room, frightening the little gnomes. A guard appeared and they managed to talk their way into an audience with the

kings.

Kings Korboz and Gnerkli were sequestered in their bedroom. It turns out that something had attacked two gnomes in the throne room several days ago. King Gnerkli wanted to search for that something, but Korboz didn't want his husband to risk his life, so he glued him to a chair and hunkered down in their bedroom. He implored the adventurers to find whatever it was.

After some sleuthing the adventurers decided the most likely explanation was a mimic and so they began to systematically search Gnomenguard. They started with the kitchen and stocked up on mushroom bread, then on to the storage areas. As it turned out, the threat was indeed a mimic, so the adventurers quickly slew it and commandeered a mechanical beetle to carry the corpse to the throne room. The gnomes were overjoyed and offered the adventurers one magical item each from their storeroom.

One the way back to Phandalin, the adventurers came across a Lion Shield goods caravan which had been attacked by a couple orcs and a stone giant. While the orcs and stone giant were engaged in a discussion (presumably about what to do with their ill-gotten goods) suddenly Cryovain swooped down from the sky and viciously attacked the stone giant, freezing and disemboweling the large creature. The orcs predictably fled. The adventurers returned the caravan to the Lion Shield company, earning some goodwill from the townspeople (something Yumia really needed).



Mirri Vetis

Dec 23 2022 Session 3 The Logging Camp

The adventurers took a seemingly simple job, to transfer a bi-monthly cart of supplies to the logging camp located on the Neverwinter river. The journey could take either 2 days if one went East on the Triboar trail and through Neverwinter Woods, or 3 days if West on the Triboar, North on the Highroad, then follow the river to the logging camp. The latter trip took a day longer, but it allowed the adventurers to spend the second night in Neverwinter and avail themselves of the resources of a city, which is the path the party chose. In Neverwinter, Klumbar bought himself a

fetching hat and left the symbol of Abbathor at the temple of Helm (his church) to be purified of its unholy power. Mirri had no interest in shopping for clothing, rather he wanted some alchemist firebombs, which he obtained from an overly eager gnome.

Proceeding along the river, the adventurers arrived at the logging camp just as the sun began to wane on the third day of their journey. They were greeted with eerie desolation. No one was seemingly around but there were signs of an abrupt departure, tents, food, and personal belongings of the loggers were left abandoned. As the adventurers walked about, they could feel something moving under the earth and shortly thereafter the cause of the devastation revealed itself when the threat burst out of the ground; three ankhegs had attacked and devastated the camp.

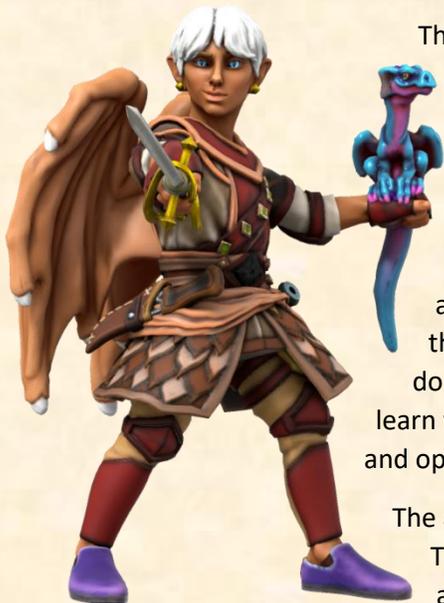
A short but definitive battle broke out and the adventurers dispatched the ankhegs. They then found Tibor Wester, the logging camp supervisor (and half-brother of Phandalin's townmaster, Harbin Wester) cowering in the only remaining building of the camp. He explained that the ankhegs attacked the camp, seemingly for no reason 2 days prior. Since the sun was then setting, he offered the adventurers to stay over the night in the building.

The next morning the adventurers chose not to investigate the camp further and instead took one of the logging rafts back to Neverwinter. They stayed the night at the lumber yard, then went back to shopping. Yumia also purchased a hat and made a quick and dispiriting visit to the tiefling quarter (which in fact, is a ghetto). Klumbar retrieved his artifact but chose not to sell it.

Finally, the adventurers returned to Phandalin where they collected their pay and learned that they had been granted lodging at the Stonehill Inn for the rest of the year.

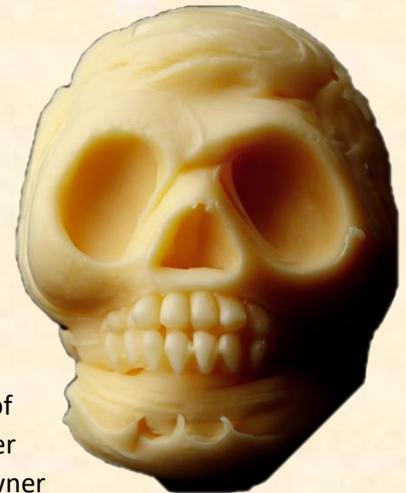


Jan 6 2023 Session 4 Butterskull Ranch



This week the adventurers decided to investigate the attack on Orc attack on Butterskull ranch. At the questboard they met a rogue of elven and draconic ancestry named Nellio who decided to join the party. The 2-and-a-half-day journey was uneventful until they passed through the nearby (to Butterskull Ranch) town of Conyburry. They found the town completely deserted and ransacked. All the food had been looted and most of the valuables were gone. The exception was a small herd of domesticated horses and a single cow whom they would later learn was Petunia, the pride and joy of Alfonse Kalazorn, the owner and operator of Butterskull Ranch.

The adventurers proceeded another 5 miles west until they reached the Butterskull Ranch. They found it to be occupied by a total of 9 orcs, most of whom they slew. While the aforementioned slaughter was ongoing, Mirri Vetis explored the cellar and found Alfonse Kalazorn tied up. He released him and he promptly ran up to join the bloodshed. Kalazorn didn't find a fight, but he did kill a critically wounded orc in his kitchen. Alfonse



Nellio

Kalazorn then gave the adventurers 125 gold pieces and his old set of mithril chain mail as a reward. He surmised the survivors of ConnyBerry fled into Neverwinter Woods and took it upon himself to find them.

Jan 20 2023 Session 5 Tower of Storms



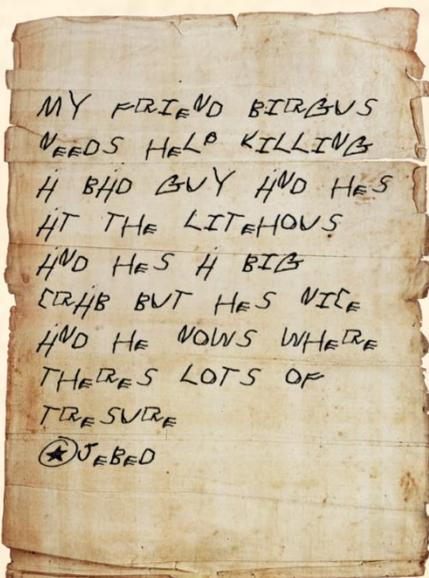
The adventurers journeyed to the Sword Coast on behalf of Jeben, a fisherman's son who lives in Neverwinter. They were to meet a giant crab called Begris who needed help "killing a bad guy". First however, they were joined by Ganamash, a half-orc bloodhunter and the final member of the party. They found Begris close to dusk on the shore near a lighthouse that was pulsating with a strange green light. He explained that he used to be the familiar of a sea-elf archmagess named Miraal before she transmuted him into his giant form and made him conscious.



Mirall was killed by her apprentice, Moesko, who poisoned her tea. She transformed into a banshee and could not leave the alcove where she succumbed to the poison for Arvandor (the elven afterlife) until she had been avenged. Begris beseeched the adventurers to speak to her and to complete the task, promising treasure from numerous nearby shipwrecks.

Ganamash

The adventuring group followed his instructions, Arden went ahead of the others to speak with Miraal. He did so and the banshee confirmed what Begris had said. In order to pass to Arvandor, Moesko needed to die, and his heart must be destroyed. Furthermore, she advised them that Moesko commanded a nest of harpies and prior to studying magic under her, Moesko was a capable warrior who in combat liked to first lead with area of affect spells, then rush in with melee attacks and haste. Finally, Miraal noted that like herself, Arden was in a state between life and death, a fact that Nellio overheard.



MY FRIEND BIRBUS
NEEDS HELP KILLING
H BHD BUI AND HES
AT THE LITELHOU
AND HES A BIG
CRAB BUT HES WIFE
AND HE KNOWS WHERE
THERES LOTS OF
TREASURE
★JEBEN

The party ventured forth and were assaulted by four harpies. They quickly killed two of them and the other two retreated. They then ventured forth into the lighthouse, burning the harpy nest (inadvertently destroying some magical potions as well), and traveling to the top. The party found a shrine to the God of Storms and Destruction. They managed to figure out that Moesko was an acolyte of Talos and was deliberately wrecking ships by extinguishing the light of the lighthouse when ships needed it most.

They confronted Moesko and the two remaining harpies. A battle quickly broke out and Moesko fought as Miraal had predicted, launching a fireball and then attacking hasted with two magical sabres. He fought well and nearly downed Yumia but he and his harpies were overwhelmed by the party.



When Moesko was struck down, he didn't seem as upset as one would think, so the party searched his body. They found a great cavity in his chest where his heart should have been. This aroused their suspicion, and they searched the top of the lighthouse. There they found Moesko's heart as it was the source of the green light. They promptly destroyed his heart. As they returned to the beach, they saw Miraal speaking to Begris. She faded into the afterlife before the party could join them but Begris confirmed Mirall told him they had succeeded in their mission. He then retrieved several chests from the surrounding wrecks. Many magical items and objects of value were among the spoils.

Moesko

Feb 10 2023 Session 6 – Umbrage Hill

This week the adventurers began their quest right where they left off previously; on the Sword Coast having just parted with Begris the giant crab. Rather than returning to Phandalin, they instead decided to head North to Neverwinter to sell their accumulated loot.

They arrived at the southern city gate at dusk and despite Gamanash and Yumia received glowering looks from the guards, they were permitted into the city. Near the gate was the Spitted Pig, the same Inn they stayed in the last time they were here. Klumbar remembered how good the stew was last time, so they decided to stay there again. The Spitted Pig was packed, and the adventurers made a beeline for the bar. The proprietress, a white-haired (with a pinkish tinge) half-elf named Egra recognized the adventures from last time. They procured rooms for the night and supper. Klumbar ordered several bowls of their signature pork stew and endeared himself to the staff by overpaying. Arden, due to his reborn nature, didn't need to sleep so he hung around the bar for several hours after last call and cleaned up the bar. Thus Grumush (an old half-orc who used to be the bouncer), was delighted to find his job was complete when he arrived early the next morning

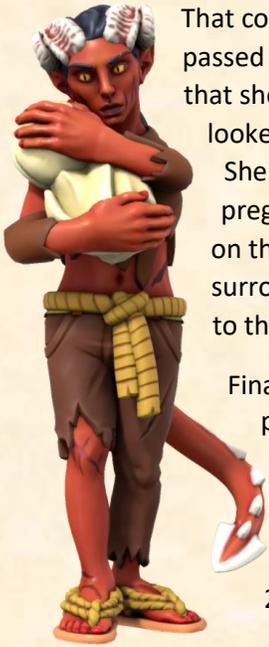
The adventurers then went selling & shopping. The first stop was to sell the various valuables they had acquired over the last few quests. Panster Elderbrace of Elderbrace Jewellery bought several baubles and precious metals. He quoted a price of 75 gp for a blue statue of a sea elf but didn't really know it's worth. Theoden decided instead to bring it to her friend, Norbits. After an awkward misgendering episode (in which Nellio stormed out in a huff), the group left the jeweler.

Next, Klumbar and Yumia wanted to swap out their hats for different ones, so they went to Finio's Fine Hats and Accessories. They did so for pretty decent prices. Klumbar exchanged his pirate hat for a fedora and Yumia changed her cowboy hat for another. Nellio also wanted a specific item, a rainbow-coloured beret. That was not available, but Finio said he could special order it and have it delivered to Phndalin. The last shopping stop was the aforementioned Norbits of Stonehart's Art Emporium.

Norbit's was a fixture of Neverwinter having opened his emporium 250 years prior; all but some older elves couldn't remember a Neverwinter without Norbits. Arden had already had some good dealings with Norbits so he decided to bring the statue to him. Norbits indeed did recognize what the statue was, a piece from Myth Tantor (a sea elf city underneath the Sea of Fallen Stars), to commemorate an alliance between the Mermen and the Sea Elves. He offered to buy it for 500 gold pieces, a price which Mirri agreed to.



Egra, proprietress and bartender of The Spitted Pig of Neverwinter



Mephista & Nethipone

That concluded the shopping expedition, but Yumia was unsatisfied. Last time they had passed through the Tiefling quarter and Yumia was so dismayed at the poverty therein that she went determined to do some good. She went to the Tiefling quarter and looked around to see if she recognized anyone from the last time they were there. She did; a young woman (retroactively named Mephista) who was heavily pregnant at the time now had a mewling newborn. Yumia offered her 30gp right on the spot. Her eyes widened with generosity but she also with fear as they were surrounded by similarly desperate people. Yumia decided instead to take Mephista to the Spitted Pig and arranged for her to work as a cleaning maid.

Finally, the adventurers undertook their only current quest. Adabra Gwynn was in peril as described in the attached. A mating pair of Manticores had nested on top of her windmill. The adventurers promptly dispatched them and then ventured up to the top of the windmill, just in time to see one of the eggs hatch. Adabra urged them to dispatch the baby manticores, but they decided to keep them instead. The adventures returned to Phandalin and received their 25gp reward.

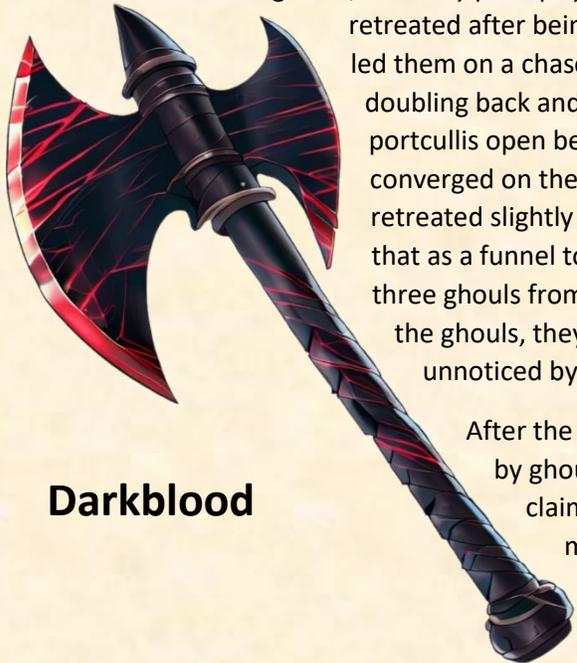


Norbis Stonehart

March 3 2023 Session 7 Axeholm Part 1

This week's quest has a simple objective; clear out Axeholm. It had fallen decades ago for unknown reasons. Town master Harbin Wester wanted a place the people of Phandalin could evacuate to should Cryovain attack, and he promised a reward of 250 gp to open the gates of Axeholm and ensure it was safe.

The party journeyed to Axeholm and were confronted with their first challenge; getting in. Nellio used their Misty Shiv to Misty step inside and then started exploring. They almost immediately walked into a den of ghouls, and they promptly mobbed them. Nellio retreated after being badly wounded, then led them on a chase through Axeholm before doubling back and managing to get the portcullis open before the ghouls converged on the adventurers. The party retreated slightly to the entrance and used that as a funnel to prevent no more than three ghouls from fighting them at a time. The battle was long but despite the slavish fury of the ghouls, they seemed to ignore Arden as though he were not there, a fact that was not unnoticed by the rest of the party.



Darkblood

After the battle, the adventurers found the remains of a dwarven warrior surrounded by ghoulish skeletons. He wielded a magical ax named Darkblood which Ganamash claimed for himself. After searching his body, they discovered he was bearing a message bound for Mahakam (a nearby dwarf settlement), which was a plea for help. It described the fall of Axeholm thusly:

A moon elf ambassador named Vyl dara came to Axeholm. For unknown motives, she began trying to foment civil unrest amongst the dwarves, but her plan failed, and she was imprisoned. The dwarves sent missives to the elves to demand that they come and personally remove her from their home, but as they waited for a reply, Vyl dara attempted to escape but she was slain. Yet immediately upon her death, she arose as some sort of spirit and screamed with such rage that it killed dozens of dwarves. Those who succumbed to her power rose as ghouls to feast on their kin.

Continuing on, the party explored more of Axeholm. They had noticed the ghouls didn't menace Arden, so they had him enter rooms first. When Arden entered the throne room, he found the ghoul of the last King of Axeholm. Just as before, the regal ghoul didn't attack Arden, rather remarkably he touched Arden's face affectionately before being distracted by a tasty rat. Arden mercifully dispatched the king.

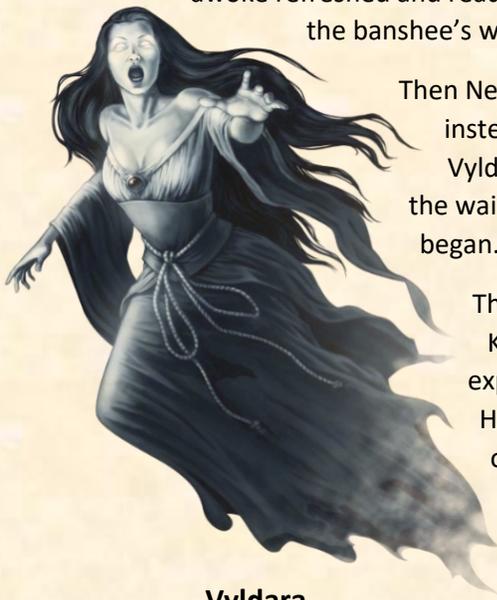
The rest of the party observed all of this and all the suspicions about Arden's nature finally bubbled to the surface. Miri, in particular, demanded to know what was going on with Arden. He finally confessed that he had died several decades prior and had somehow been reborn into someone neither alive nor dead (or undead). He didn't really understand the particulars, nor the extent of his abilities.

The fracturing of the party thus averted, they continued to explore further. The party went up to the second floor and found it thick with huge webbing indicative of giant spiders. As they scanned the room, dark spindly legs crawled ever closer....

March 17 Session 8 Axeholm Part 2

The battle with the giant spiders was joined immediately. The giant spiders sprayed the adventurers with webbing, restraining some of them, then they rushed the party. At first, things were looking a little dicey but Klumbar arrived late but ready to fight. The adventurers quickly fought back and overwhelmed the arachnids. In particular, Arden killed one spider with his rapier while simultaneously dispatched another with wails from the grave, thus ending the fight.

The party was beat up and they knew a banshee awaited them, so they decided to spend the night in one of the old barracks. As they slept, they heard the distant sound of wailing, no doubt the banshee Vyl dara. The next morning they awoke refreshed and ready for the fight. They stuffed wax from old candles into their ears in preparation for the banshee's wail.



Vyl dara

Then Nellio decided to run ahead to see if they could parlay with Vyl dara. The banshee instead revealed her horrifying visage and Nellio was magically frightened and retreated. Vyl dara swooped into the central hall and let out her wail. All the adventurers survived the wail, but Miru (Nellio's Faerie dragon) was struck to the point of death. Battle then began.

The fight was fierce, but the adventurers soon prevailed. Miru was struggling but Klumbar used his Laying on Hands to heal Miru. Afterwards, the adventurers explored what was left of Axeholm. They found some jewelry, gold pieces, and a Dread Helm. The adventures returned to Phandalin and presented the signet ring of the king of Axeholm to Harbin Wester for the reward of 250 gp.

They then decided to travel to Neverwinter to sell their bounty. They did so and upgraded some of their weapons and armor at the Brothers Thorax Weapons and Armor. Mirri also decided to purchase some more alchemical fire from the Alchemical Paradise.

As they did, they also inquired into Mephista to see how she was doing. When they went into the back of the shop, Mephista was nursing Nethipone and Yumia noticed there was some writing in infernal carved on Mephista's chest. Yumia asked about it and Mephista told her that she had been found as an infant on an alter at the foot of Mount Hotenow outside with her name carved into her upper chest, seemingly left to die. She was found by a gnomish ranger named Sunny who lives close to Phandalin. Sunny then gave her to the tieflings in the tiefling quarter of Neverwinter to be raised.

April 28 Session 9 Dragon Barrow

DRAGON BARROW QUEST

The dragon that besets us is not the first to threaten this region. Between here and Neverwinter lies the barrow mound of a warrior whose magical dragon-slaying sword helped fell a green dragon terrorizing the High Road a century ago. Rumor has it the *dragon slayer* sword is buried there, too. Retrieve it, and let the sword be its own reward!

• QUEST •

The adventurers started their journey in Phandelin where they found the attached notice. They inquired to Harbin Wester and he told them the centaur Xanth had posted it several days prior and was waiting nearby in the woods to take them to Dragon Barrow. Fearing a trap, the adventurers decided not to go with Xanth but instead journeyed to Neverwinter to ask of the Church of Helm since the warrior the quest notice mentioned was one of their order (as was Klumbar).

They did so and the Church indeed did know where the Dragon slayer sword lay. A cleric of Helm named Tantha offered to escort them to the Barrow, which is what they did.

Arriving just after the sun set, Tantha told them that to enter the Barrow, they must reflect the moonlight off a blade held by a Paladin of Helm onto the central mound. She then took her



Symbol of Helm

leave. The central mound was circled by three glowing lights. The adventurers strode up to them and the lights disappeared, only to reappear and surround the party with an attack. They were will-o'-the-wisps. The party defeated them handily.



They followed Tantha's advice and descended into the barrow, which was indeed a tomb. First they explored the side chambers of the Barrow and were confronted by traps which they overcame, though not without injury. They found a magical flute, a magical rapier- Honeywine, and the skeletal mount of Lady Termene Alagondar. Unlike most undead, this mount was friendly and Yumia decided to claim it.

They then proceeded to the main chamber where they found the bones of the great green dragon Azdraka and the tomb of Lady Alagondar. Her blade was buried into the top of the dragon's skull. Klumbar claimed the blade but was then told by a spectral voice that he had one final test; to survive.

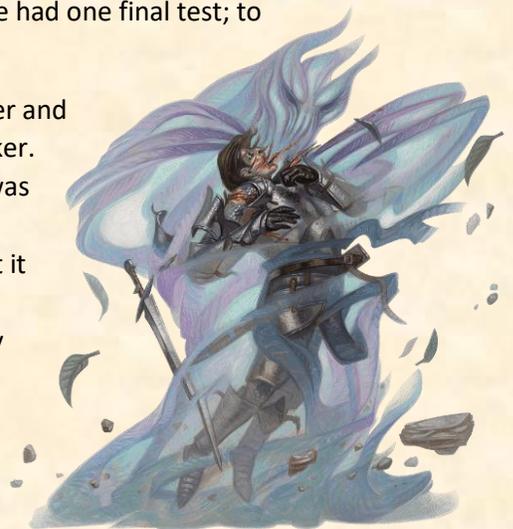


Alagondar

The passage was sealed with a magical barrier and the party was attacked by an Invisible Stalker.

For the first round of combat, the party was unsure how to deal with such an opponent. Then Mirri thought to shoot it with an arrow. It buried deep in the Invisible Stalker. This allowed the party to target the creature and destroy it forthwith.

Victoriously the party returned to Neverwinter to follow up on some research. First, Mirri and Yumia went to the Spitted Pig to speak with Mephista. They



Invisible Stalker

wanted to reexamine Mephista's scars to see if they could learn more. Mirri cast *comprehend languages* and confirmed that the writing was indeed Mephista's name in infernal.

Furthermore, they also learned that the orthography was of an older, purer, form of infernal, as opposed to the colloquial infernal used by tieflings in the realms.

Klumbar and Arden went back to the church of Helm. The clergy were elated to see Klumbar had claimed the weapon and gifted him with a suit of plate mail armor. Arden then spoke to Tantha about his nature. After a few probing questions, Tantha came to the conclusion that Arden was a reborn. She also recommended that Arden look within himself to understand the source of his fell powers.

May 5 Session 10 Icespire Hold Part 1

The party returned victorious from Neverwinter. As they turned south from the Triboar Trail, they came across the body of an orc frozen solid. They decided to leave it where it lay. As they entered Phandalin, they were confronted with an eerie silence. No one was around. They explored the town until they reached the quest board outside Harbin Wester's home. The questboard had one note written on it; DRAGON ATTACKED, RETREATED TO AXEHOLM. Yumia decided to break down Wester's door, not to rob him, but rather just to see what his house looked like. They found it immaculately

clean and ordered to the point of perfection. For example, a table with several candles on it was arranged such that each candle was equidistant from the edges of the table and the other candles.

The party duly traveled to Axeholm where they indeed found the refugees of Phandalin. Harbin Wester decided the time had come for the adventurers to kill Cryovain and negotiated a reward of 1001 gp plus whatever they found in the dragon's hoard.

The party left soon after escorted by the gnome ranger Sunny mounted on his owlbear Gerry. Incidentally this is the same Sunny who found Mephista over twenty years ago as an infant

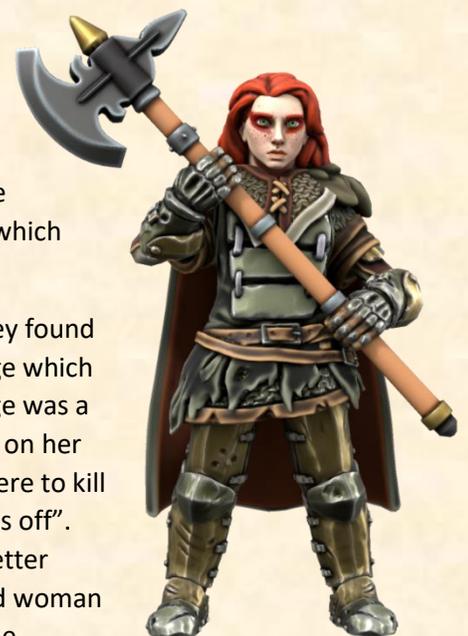
at an altar at the base of Mount Hotenow with her name carved into her chest in infernal. The party chose not to question him about this matter at the time as they wished to focus on the current mission.

They travelled west and slightly north of Phandalin for one full day, resting in tents at night. Early the next morning they began to ascend Icespire Peak as snow fell around them. As they did, the snow fell heavier, and the wind began to howl. The heavier almost managed to cover a set of tracks which Yumia determined to be 4 horses.

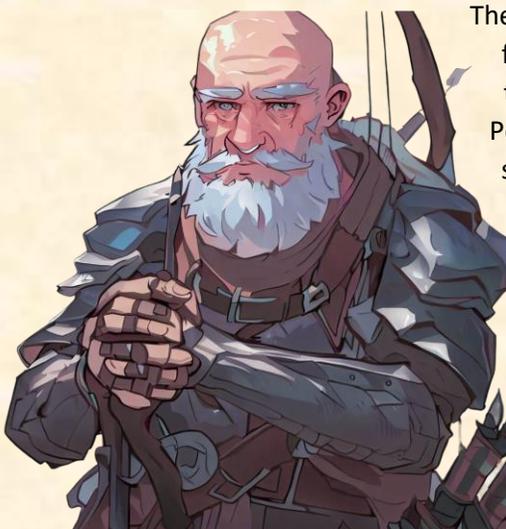
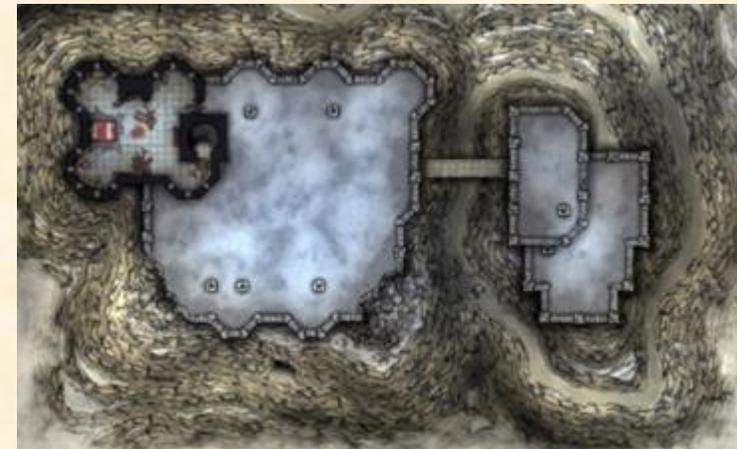
As they reached the summit of Icespire Peak, they found Icespire Hold, two buildings connected by a bridge which passed over the only trail. Standing on the bridge was a tall, heavily-built woman with red hair and scars on her face. She announced she and her party were there to kill the dragon and that the adventurers should "piss off". The adventurers reasonably said they stood a better

chance of killing the dragon together. The red-haired woman

(whose name they later learned was Syleen Wintermoon) refused and when it became obvious neither side would yield, she attacked. Syleen jumped to the ground and attacked with her halberd. Simultaneously an older man (Brakkis Elspar) with a crossbow fired from the bridge while a female goliath barbarian (Runa Vokdottir) dropped behind them.



Syleen Wintermoon



Brakkis Elspar

A furious exchange of blows ensued. Yumia ran ahead to flank their opponents and downed a half-orc warrior (Jabarl) in the stables. Meanwhile, the rest of the party prevailed over their opponents, killing the goliath and badly wounding Syleen, although Ganamash was briefly struck down and Arden received several heavy blows.

Yumia ran onto the bridge carrying the unconscious Jabarl just as the fight came to its conclusion. Yumia used thaumaturgy to call for surrender. Runa lay dead but Syleen took a knee in response, and Brakkis retreated into the main fortress. Unfortunately, while the howling blizzard covered up the sounds of the battle, Yumia's thaumaturgical cry alerted Cryovain on top of the main fortress. The dragon quickly attacked. The party was too expended and wounded to fight so Yumia threw the unconscious body of Jabarl as a distraction (which worked; Cryovain snatched him up) while they and Syleen retreated into the secondary fortress to rest and prepare.

June 2 Session 11 Icespire Hold Part 2

As the adventurers huddled in the smaller half of the fortress, they rested and plotted their next move. Two of the



Stonecold Reavers were dead, one of them (Syleen Wintermoon) was their captive and another (Braakis Elspar) had fled into the larger fortress. Yumia and Mirri debated how to move forward. Yumia decided to attempt contact with Braakis via messages tied to crossbow bolts. Doing so they worked out a rough, temporary alliance. The party and the Stonecold reavers would split the dragon's hoard and the party would claim all the reward (as the Stonecold Reavers were hated in Phandalin).

While they were debating alliances Nellio raced to catch up with the party, having attempted to rejoin them in Axeholm but was too late. They left their horse (Bread) at the base of Icespire peak

and ran straight up the mountain using their slippers of spider climbing to make up time and the blizzard to obscure themselves. Nellio rejoined the party and together they ventured forth to the larger half of the fortress, using a globe of darkness to cover their passage. They found Braakis there with

the bodies of 3 stirges which he had recently killed. They finalized their agreement with the remaining Stonecold Reavers and proceeded to follow Braakis to the stairway.

Everyone steeled their nerves and proceeded to the roof. The howling blizzard had ended but the snow continued to fall, obscuring their ability to see far. There they found most of the roof had been covered in unnaturally blue ice. In a corner was Cryovain's hoard of weapons, trophies, and coinage – but no Cryovain. Cautiously, the party looked around for their nemesis but at first found nothing but falling snow. Then, Nellio managed to spot Cryovain sitting on a nearby peak. Without alerting their companions, Nellio sent their faerie dragon companion Miru to negotiate with the White Dragon. While invisible, Miru communicated telepathically with it. Perhaps Cryovain could be persuaded to leave Icespire Peak for a colder and more isolated home? Alas it was not to be. Cryovain angrily refused Miru entreaties – out loud. The party heard this and noticed Cryovain perched nearby. Cryovain noticed the party noticing him and battle was joined.

*If Syleen is still alive, what's her favorite bar?
We're not getting out of here unless we kill the dragon.
We'll take half the hoard, you take all the reward.
Fuck your forgiveness
-Brakkis*

Cryovain swooped down on the party and blasted them with his freezing breath. All of them were badly hurt, none more so than Mirri, who collapsed close to death. The rest rallied and fought back. First Yumia, Nellio, and Syleen leapt at the dragon as it landed, delivering glancing blows. Then once Cryovain landed, Klumbar struck hard. He thrust Alagondar deep into Cryovain's side and then cut a deep swath along his flank, igniting a burst of holy radiance as he went. Cryovain screamed in pain from the grievous wound and desperately lashed out at Klumbar, missing him twice and getting a little nip in with his fangs. Arden used a potion of healing to revive Mirri, meanwhile Nellio, Yumia, and Klumbar waited until just the right moment, then moved as one. Nellio leapt forth stepping with Honeywine while Yumia sprung off of Klumbar and swept down with her glaive. Finally Klumbar lunged forth and struck true with Alagondar, cleanly severing Cryovain's head from his neck.

Cryovain's head skidded into a corner while the snow fell softly. There were no cries of victory or cheers of glory, the party simply looked around and took stock of themselves. The first they did was to scavenge some of Cryovain's teeth and horns while the Stonecold Reavers inspected the hoard. The latter found it was mostly rusted weapons Cryovain had taken as trophies but there was the equivalent of 1000 gp in coin. The party and the Reavers split the coins in half (so 100 gp for each of the party) and then took their leave of each other.

They returned to Axeholm and received a hero's return. The townspeople showered them in ripped paper, fed them, and paid the agreed upon reward of 1001 gp (200 gp per party member). Finally Yumia sought out Sunny to ask him for some more details about Mephista's birth.

Sunny revealed he found Mephista mere hours old. She was left shivering and crying on an altar, exposed to the elements with not even a blanket covering her though she was still covered with blood and amniotic fluid, her name in infernal carved on her upper chest (though Sunny didn't know that's what it meant). In front of the altar was a

pentagram with a trident in the centre. He gave her to a trusted member of the tiefling quarter of Neverwinter.

Мѣрѣста

"Mephista" in infernal



Summer 2023 Online Roleplay

Miri Vetis goes home:¹ After defeating Cryovain, Mirri had assumed that the group would be sticking together as a team - keeping their strange little family unit intact despite the main threat being dissipated. When everyone began going in their own directions, he found himself once more adrift and alone, yet this time he had a solid role model to look up to - Arden. The support that he showed for the people that he cared about was something that Mirri had experienced truly, without the distinct feeling of alienation that came with being nearly the only odd one out of a group. He felt safe, at least until the group broke off into fractions.

At first, he considered following either Yumia or Arden on one of their adventures. When they both overrode Mirri's excitement to come with them and insistence that they had to go alone for vague reasons, he decided to head back into town to try to find other ways to help. With the dragon gone, though, many of the issues that had plagued the town for months were dissipated. The main remaining issue was the orcs who had not yet returned to their home for various

¹ Cameron Roblin wrote "Miro Vetis goes home" and generated the image of Mirri's father on <https://hotpot.ai/art-generator>.

reasons. While most merely needed to be reminded that their home was open again, a few had decided that the residences in other areas seemed mighty fine...

The first year was fairly simple. While Mirri was fairly lonely, he managed it by helping out where he could. He worked by running around doing odd jobs, mostly consisting of remaining cleanup from Cryovain and the orcs. During this time, travelers from towns where Mirri had been "asked to leave" shared hesitant warnings about the familiar troublemaker. Despite an overall welcome feeling towards him being maintained, increased attention drove him to find areas where he would be allowed to stay anonymous. Using his disguise cloak, he managed to explore and share the word of Cryovain's defeat. This was about the two-year mark. While he was mostly keeping a low profile, he wasn't actually trying to hide at this point. This changed partway into the third year.

Bored with habits once again, especially with the decreasing impact and variety of mini-quests, Mirri had begun to hope that maybe he would be allowed back home. With much stronger control than when he left at sixteen, eight years ago, and the cushion of time on his side, maybe a visit was not out of the question. Grabbing just enough to get home through the desert, he began to trek into the barren wasteland, dancing across the familiar dunes in a way that he had missed over the past years. The warm, dry sunlight was a welcome change after the humid coolness of the northward forests, and it felt like stretching a tense muscle for the first time in years. While on this path, he met an unfamiliar being wandering the dunes - a being made of flickering fire, formed into a humanoid shape.

Intending to pass by without fighting what was clearly a more powerful being, Mirri settled down in the dunes to wait for him to pass by only to find the figure looming above him minutes later. Stabbing the fire being in the stomach with a dagger, he found that for the first time, he actually got burned. Not nearly as badly as he would have been should he be anyone else, but the peeling flesh and blisters were undeniable. Looking up in shock, Mirri tried to shuffle away from the figure, not thinking about his previous goal but more in confusion, "How did you manage to burn me?" Having said this out loud in his innate tongue, primordial, it was a surprise when the being responded in a voice that was made truly out of flame.

"Never meet a fire elemental before, little genasi?"

Out of a potentially life-threatening fight and into the safer realm of talking, Mirri responded, "Well, I can't say I have. Mind introducing yourself? Names are powerful, even if I can't do much with them." Underneath this, he cast a Zone of Truth spell, hoping for some honest answers.

"I am Ciro, you ungrateful mortal. You should have died a quarter century ago, yet you remain here as a blemish on this world on my reputation. The abilities you possess are perversions of pure fire, and your weakness and inability to sustain the most pure flames show that you must be cleansed from all planes. I have returned to do this, wandering through the dunes where I knew you were from, waiting on your return. Now, you shall be destroyed in the very flames that created you."

Fearing the wrong words would only lead to a hasty demise, Mirri called on hideous laughter in order to escape the prone elemental. Racing through the dunes, weaving carefully, he barely managed to throw the tracker. Now, despite helping where he could, he knew that should he return to the comforts of the desert he would be killed on sight by the angry elemental. Even in towns, he avoided being recognizable, hiding his true name and identity should it reach back to



the elemental in the desert. This lasted the next few years, with fear starving boredom of power and with the terror of returning to an old home and inability to return to the new one leaving Mirri adrift on his own, helping where he could in hopes of having the positive impact that Arden had shown him.

Mirri and Yumia meet up again: Five years later Mirri returned to Neverwinter. There he observed a scuffle between the town guard and some local clerics vs a group of orcs. Then a large twang of a heavy crossbow sounded while the lead orc took a bolt right in the eye, killing him instantly. Mirri chased the assailant briefly only to discover the shooter to be Yumia!

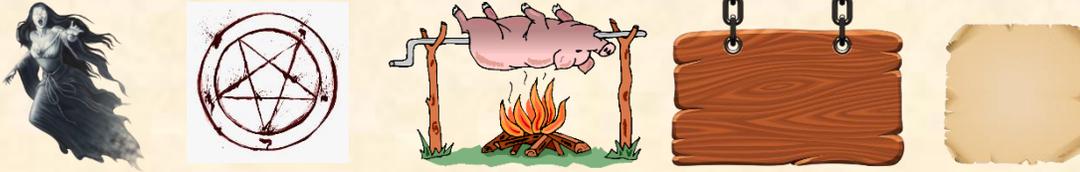
Both Yumia and Mirri had changed quite a bit over the past 5 years. Yumia had changed her appearance, growing stronger yet slimmer. She had spent the last few years in Neverwinter and the surrounding area. Much of it had been investigating the circumstances of Mephista's birth. Yumia had learned to read and was in fact, also tutoring Nethipone in those subjects. Mephista herself was also in a much better state. She no longer worked exclusively in the kitchen but now was also a barmaid. The money was better though she made less in tips than her non-infernal coworkers.

Tieflings are usually never welcome wherever they go except in small transient communities of their own kind. Neverwinter was known to be unusually tolerant towards them – meaning they lived in poverty consigned to a tiefling corner. Over the past 5 years (in part, due to Yumia's heroics) their lot had improved somewhat. They could live outside the quarter (if they could afford it), work outside of it (though only in menial jobs) and receive at least a minimum of protection from the city guard.

Living standards within the tiefling quarter had also improved substantially. Food tents and communal shelter had been erected so now no one went hungry and no one slept outside in the cold. This state of affairs is primarily due to the work of Aniza, a fearsome looking tiefling warrior and Yumia's girlfriend.

The two of them had met several years earlier and had quickly become a couple. Mirri and Yumia sat down with Aniza and the latter recalled the circumstances of their meeting, thoroughly embarrassing Yumia. Finally, the conversation turned to the whereabouts of Arden. He had been around Neverwinter the first year after Cryovain's defeat but had been increasingly distracted and evasive with his adopted family. Arden then disappeared and was not seen again. Despite looking for him, no one could find any trace of his doings, nor did he ever respond to his sending stone messages. Was he dead? Did he simply not care to respond to his former friends? Perhaps he was protecting them? Who can say?

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Brakkis Elspar

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