The Red Book III.b
of The Forgotten Realms

Entries from the great Bard Ed Greenwood

1491 DR (Jan. 2019)



Excerpts from the Red Book III

Legends and Tales of the Heroes of Faerun

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The last 5 weeks

Timeline:

1 regretful night - Met at your favorite tavern - The Lonely Orphan in Waterdeep, "The City of Splendors", a port city located along the western coast of Faerun, captured by drow (evil dark elves from the Underdark).

1 week+ in Velkynvelve, a small drow slave outpost in the Underdark, run by Mistress Ilvara of House Mizzrym. You escaped and are now hotly pursued by them.

"Accept your fate, learn to obey, and you may survive"

1 week+ in endless dark, passages & caverns. You encounter several strange creatures and a variety of fungi (glowing, shrieking, edible, water filled).

1 day in Sloobludop, witnessing the crazy civil war/sacred ritual of the fish-like Kou-Tou and the arrival of the 30'+ tall Leemooggoogoon.

2 weeks+ on the Darklake in a keelboat, in pitch blackness in a giant labyrinth of lakes, waterways and canals. You escape several hazards including the witches coven, but lose Stool (your mushroom companion) to a darkness that descended from the ceiling.

Now for 3 days in the City of Blades, the duergar (gray dwarf) city of Gracklstugh.

Notable Events:

- Demonic Madness – Most members of your party have had short term bouts of madness
- Sarith Kzekarit, male drow in your cell, slowly transformed into a fungi humanoid, then you killed him.
- Y the derro, a talkative, helpful member of the Society of Brilliance, a sect of highly intelligent monsters based in the Underdark, who've made it their goal to try and solve the problems the Underdark faces. Currently studying an unusual magical energy called faerzress and whether it has something to do with some kind of "demonic incursion".
- The arrival of the Prince of Demons, Demogorgon !

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- The witch coven of Nanny Plunk, Maven Delve and Dame Spiderwort and the two-headed doll Nylar is attached to.
- Bilbari, after getting kissed by a flying undead bat creatures is becoming uglier everyday. Her head is taking on fiendish aspects. Airb's light seems to help.

Events In Gracklstugh:

Prince Derendil is now a slave of the duergar, last seen being held at Overlake Hold.

Dorn and Nylar wake up hacking and coughing and have a hard time keeping pace throughout the day with the rest of you. The air is always heavy with a hot, acrid smog from the constant workings of the furnaces. The streets are crowded, there are drow, svirfneblin, derro, orcs and other races here with the countless thousands of duergar.

Captain of the Stone Guard, Errde Blackskull. There have been recent assassinations and petty corruption in recent weeks. Maybe a conspiracy with some clan lairds and the Council of Savants. The derro Droki seems to be the center. He lives in the West Cleft District. Aelar and Nylar (& Peren) are charged with finding him and reporting back evidence of corruption. She mentions the myth of the Empty-Scabbard Killers.

"Let me start by saying you are worth nothing here in Gracklstugh."

Alinka, derro savant from The Halls of Sacred Spells, have bargained with you to kill either the Deepking Horgar Steelshadow V or his loyal henchmen Stonespeaker Hgraam and then they will cure Blibari of her continuing demonic ugliness.

Gorglak, a corrupt city gate stone guard, wants Blibari's fine looking glaive, Airb in exchange for easy access into the city. He wants you to give the glaive to Werz Saltbaron.

Werz Saltbaron. You saved his life by the docks from 2 assassins. He invited you to join him the next day (after he healed) at The Shattered Spire (a tavern out on the lake).

Ghohlbrorn's Lair – The inn where you are staying. Your room is dark, cramped and uncomfortable, but safe and defensible. Rumours you have heard at the bar: trade routes are more dangerous, the fauna and more primitive denizens are all riled up about something and demons attacking isolated settlements.

Duergar Clan Bukbukken – possible ancestors of Dorn Buckland???

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Dorn has befriended some hill dwarfs, Hillock and Noll from the southern lands of Buckland. They tell a sad and scary tale.

First is that the duergar hate surface dwarfs, with a passion, but the hill dwarfs are paying 5x the cost and they are buying from Werz Saltbaron, a smuggler.

Second, They tell you that this trade deal is of extreme importance for their homeland, as something demonic has come up from the fissures of the Underdark into the dwarven stronghold. Acid spewing creatures are painfully killing dwarf miners and soldiers, literally melting their armor, skin and bones away. If they don't get this shipment of enchanted acid resistant metals, then they are afraid the dwarven stronghold will be wiped out and the demonic creatures will reign terror on the surrounding countryside.

The problems they are having are;

The Deepking, Horgar Steelshadow V has recently been issuing edicts that punish entire clans for spurious reasons. In particular, Clan Ironhead (weaponsmiths) has been forbidden to take on any new smithing contracts of their own. Instead, they've only been allowed to assist with surplus work obtained by the Deepking's own clan, the Steelshadows.

Clan Thrazgad (Armorsmiths) Clan Thrazgad is happy to take the order, but complains that their stores have been raided recently. They suspect either the Gray Ghosts or the derro, offering that either group can likely be found in the system of tunnels rumored to exist beneath the city.

A two-headed stone giant, scared and crazed was taken down in front of you by the Stone Guard.

Warrior Peren Galonadel, High Elf Archer (eric) 2nd lvl, 700 exp DIED!!!

Kimmie Keeks

Protector Dorn Buckman, Human Paladin (ryan), 3rd lvl, 1470 exp

Swordsman Blibari, Human Female Fighter (brooke), 3rd lvl, 1500 exp

Berserker Barnabes Harrigan, Human Barbarian (kyle), 3rd lvl, 1535 exp

Scout Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 3rd lvl, 1580 exp

Cutpurse Nylar Nailar Cithreth, Wood Elf, Rogue (nia), 3rd lvl, 1010 exp

Archeologist Kentucky Jones, Dwarf, Thief (alex), 2nd lvl, 800 exp

Adept Tomik, Half Orc, Cleric (eric), 2nd lvl, 850 exp

As you magically appear outside of the Hall of Sacred Spells, (Dorn gets transported back to the bar) you catch sight of a derro wearing a crazy looking hat run back into the West Cleft District with a half-orc chasing him. You follow quickly, all except Nylar, who is hacking and coughing and falling way behind.

Aelar catches up with the half orc just in time to see Droki, now the size of a doll, crawl into a small crevice. Aelar and Nylar decide to eat the nearby mushrooms, shrink in size to about 8" and follow. When they exit the small crack, they eat another mushroom to get back to normal size Then Aelar uses his tracking skills successfully for awhile, until they are attacked by swarms of centipedes and see a wall of plants shambling towards them. They run, find a river (over 90' wide), where Nylar finally names her doll, Kimmie Keeks, then throws it as far as she can into the water, hearing it splash, but thinking she saw the legs turn into a mermaid tail, but it was dark and she's been eating shrooms, so she ignores it, eats another shroom with Aelar and they both get small and find the group again.

The whole group now eats mushrooms to get small, goes through the small crack, then all get big again except Aelar who decides to stay small and hang on Nylars shoulder for some kind of possible surprise attack.

They are about 30' in front of the group, when Nylar walks into some kind of "fishing string" that sticks to her and yanks her & small Aelar up into the air about 20'. They see some kind of a giant spider/lobster up there pulling them up. Small Aelar starts cutting

the sticky strand, and when Nylar reaches for her dagger, she freezes as she sees Kimmie back on her belt. Kimmie pulls out Nylars dagger, one head grins evilly at Nylar, the other head grins evilly at Aelar and then lunges for him…



Whorlstone Tunnels

Protector Dorn Buckman, Human Paladin (ryan), 3rd lvl, 1670 exp

Swordsman Blibari, Human Female Fighter (brooke), 3rd lvl, 1500 exp

Berserker Barnabes Harrigan, Human Barbarian (kyle), 3rd lvl, 1735 exp

Scout Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 3rd lvl, 1780 exp

Cutpurse Nylar Nailar Cithreth, Wood Elf, Rogue (nia), 3rd lvl, 1210 exp

Priest Tomik, Half Orc, Cleric (eric), 3rd lvl, 1050 exp

As Nylar is dangling 20' above the floor on a sticky strand, mini Aelars sword is stuck in the ½ cut strand, Nylar reaches for her dagger only to discover Kimmie Keeks, her two headed doll is back. Nylar freezes in shock, while Kimmi pulls out the dagger and climbs up Nylars back to attack Aelar. Aelar pulls out his other sword, takes a swing for the sticky strand, but misses. Kimmi blow glances off Aelars armor, then Aelar successfully cuts the strand causing all to plummet 30' in a pile on the hard stone floor below. Barnabus, in his rage, cuts Kimmi to little pieces, then burns it.

After killing some bald headed swarms of rats, Aelar notices some derro tracks in a small crevice and convinces the group all to get small again to investigate. The group arrives in a large cavern, hundreds of feet wide, too high and dark to see the top and with a large mesa in the middle. The glow of faerzress shifts across the chamber as if pushed by unseen winds, flowing around and up the mesa. You hear murmurs and whispers coming from above. The group ascends the mesa, where you can more clearly hear the sounds - rhythmic clank & roar of Gracklstugh's forges, the low unpleasant rumble of something huge & terrifying, the mad screaming of the derro and even hints and snatches of conversations. You all listen intently. Tomik (with his limited ½ orc brain) cannot stand the overload of information and takes psychic damage. Aelar can't stand his overload of information and falls into another fit of madness, crying, laughing or screaming hysterically for an hour. Nylar, still on the effects of the shrooms or maybe Kimmi Keeks has no ill effect or gains any knowledge.

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Dorn hears the following:

- The nonstop mutterings of the derro courier, Droki - "Droki is late ! They will be so angry ! Stupid, stupid, stupid ! Delays, blocks, slowness, pfah ! , No time, no rhyme, not mine ! No ! Time !
- You hear a female duergar talking to Droki. "Deliver this stone to the duergar Eldgrim. He is near the Gray Ghost Garden in the Whorlstone Tunnels. Receive your payment from Lorthio Bukbukken."
- You hear Droki "What does Olga think she's going to get for a strange lump of black metal from them stupid cutthroats"
- You hear Alinka (the derro savant you met/fought in the Hall of Sacred Spells) talking to Droki. "Deliver this scroll and the pouches of stone giant toenail clippings and skin flecks to the derro savant, Narrak. Receive payment from his bodyguard, the ettin, Grula-Munga. He is in the Cultist Hideout in the Whorlstone Tunnels."

Barnabus hears the following:

- A female duergar - (you later discover in your listenings is Amber Thrazgad, leader of the armorsmiths, Clan Thrazgad) " Errde, our stores have been raided and the acid resistant ore have been stolen. I suspect either the gray ghosts or the derro.
- Another female duergar "If so, they may be hiding out in the system of tunnels rumored to exist beneath the city. I currently have some surface elves looking into."
- Amber Thrazgad "We don't really need the ore, its for those treacherous, dreadful surface dwarfs. I'd rather let them all burn in agony and all of their surrounding surface homelands as well. But, they are paying 10 times the normal price and we all know that hurts them where it really counts.

Barnabus also hears the mad gibberings of derro;

- Male Derro: "Plinki, we have the magic ore from the evil dwarfs. We have it, we stole it, they are foolish, we are smart (he hehehheheh)."
- Female Derro: " Great, Lets now complete the Obelisk, Oh, great god Diirinka, thank you for this present. We also offer you this red dragon egg, close to hatching. With your overwhelming power, may you mutate the embryo within, giving it 2 heads and then we can present it as a gift to Demogorgon as well as the whole wretched City of Blades."

The group then goes on to fight and defeat a couple duergar soulblades, while mini screaming/crying/laughing Aelar is tied up, gagged and safely stuffed in Nylars backpack.

Some of you are pretty beat up and you all decide to head back to The Darklake Docks and meet Werz Salbaron at The Shattered Spire. Werz is the owner/operator of this fine lakeside establishment and welcomes you all in, giving you the best seats in the house and free food & beer. He gives each of you an obsidian gemstone worth 10gp. Then offers you a job to deliver a sack full of gemstones to a svirfneblin names Kazook Pickshine in Blingdenstone, no questions asked. He says Blingdenstone is a long way to the east, but also a good place to find a way out of the Underdark. He also gives you all counterfeit badges to give you access to the city through the gates. He will also give each of you a spell gem with a 3rd level spell if you eliminate the mysterious Empty-Scabbard Killers, an assassins guild in the city that is apparently after him. He only know Droki is a courier for them.

Over the hours of food and drink, Werz also tells you:

- The Deepking has been cracking down particularly hard on seemingly random offenses of late.
- There have been numerous murders lately, some think committed by the Stone Guard.
- Some drunkards have sworn they have seen rats running around with the tops of their skulls removed.
- The thieves guild are called the Gray Ghosts and he has been forced to deal with them from time to time.
- He tells you about the different duergar clans and their industries. Clan Bukbukken , led by Gurdis Bukbukken are the best farmers around.
- He gives each of you a small bottle of special Darklake Stout and only drink it when you need a little extra power.



Back at your inn, Ghohlbrorn's lair , you decide to have just one more to try to drown out your living nightmares !

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KiKi

Defender Dorn Buckman, Human Paladin (ryan), 4th lvl, 2701 exp

Swordsman Blibari, Human Female Fighter (brooke), 3rd lvl, 1500 exp

Havoc Barnabes Harrigan, Human Barbarian (kyle), 4th lvl, 2701 exp

Courser Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 4th lvl, 2701 exp

Cutpurse Nylar Nailar Cithreth, Wood Elf, Rogue (nia), 3rd lvl, 2210 exp

Priest Tomik, Half Orc, Cleric (eric), 3rd lvl, 1250 exp

Waking up after bar hopping, Barnabus and Nylar are hacking and spewing black phlegm for at least ½ hour.

As you step out of Ghorlbrorn's Inn, it's hard to imagine you are miles underground, totally lost in an immense cavern in the middle of a dark dwarfs city with the orange glow of ever burning furnaces giving an odd cast to the tremendous rock buildings and the reflections from the Darklake. Also, the constant bang of hammers and the chatter from the throngs of duergar and derro. As you are trading your goods, a mob of angry derro attack the crowd. A few charge your way and you take them down with somewhat ease.



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You all make your way through the city gates, then into the nasty abode of the derro in the West Cleft District and then into the faerzress infused Whorlstone tunnels.

You first come across a river more than 90' across, so you turn back, then walk into a large cavern with dead bodies and body parts all laid out in a spiral. In the center of the spiral is a derro busy at work. He looks up & says; "Yeesss, Yeess, I sense you are ready to recccceiivve my trutthhs into your heeaarts!"

You attack him, he raises 6 skeletons, including 1 minotaur skeleton. Aelar gets gored and thrown prone by the minotaur, then later goes unconscious from it. Nylar has a shooting battle (& wins) with the derro (Buppido's cousin). Barnabus goes on one of his rampages and takes down a few skeletons, including the minotaur (with Nylars last arrow dropping it, in the monster's ankle). Dorn ran around, coup-de-graces (an innocent, un-protected) soul, then steals from him as Aelar is dying.

Traveling onward, you all telepathically hear thoughts of greetings and well being and helpfulness. Then a small floating jellyfish-like creature giving off a greenish glow floats towards you. Nylar instantly falls in love and wants a new pet. The group goes along with it, some more than others. Nylar names it KiKi.

The next large cavern has dancing 6' mushroom like people dancing. KiKi's glow turns soft pink, but then changes back to greenish and lets you all know that myconids do not dance.

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The myconid leader, Voosbur sends intoxicating telepathic spores with a message of asking if any of you would like to dance. Then asks if you would like to share in "the Lady's gift" and "travel through the Lady's dreams".



Meanwhile the myconid sprout in the corner, named Rumpadump is sending you subtle warnings of distress, saying the other myconids are not behaving right".

You decide to decline Voosbur's generous offer and move on. The myconids (and Sarith's spirit) all enter a mushroom patch and vanish from sight. (Sarith gives you one last look of terror and despair). Nylar takes Rumpadump as her 2nd pet. The group is more displeased.

As you are traveling on, KiKi, telepathically lets you know he travelled here from down the river from the Darklake. Something evil and terrifying is coming.



And here in these tunnels are derro cultists performing a demonic summoning which must be stopped.

Trance

Defender Dorn Buckman, Human Paladin (ryan), 4th lvl, 2801 exp

Swordsman Blibari, Human Female Fighter (brooke), 3rd lvl, 1500 exp

Havoc Barnabes Harrigan, Human Barbarian (kyle), 4th lvl, 2801 exp

Courser Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 4th lvl, 2751 exp

Cutpurse Nylar Nailar Cithreth, Wood Elf, Rogue (nia), 3rd lvl, 2270 exp

Priest Tomik, Half Orc, Cleric (eric), 3rd lvl, 1250 exp

After Dorn took on a swarm of wasps, the group defeated a wall of living vines. While resting, a handful of small fiends came running toward the party. As Nylar was considering more pet names. Kiki telepathically warned you all to kill the small evil demons, which you easily did. While Nylar was grabbing an arrow, Kimmi Keeks reappeared back at her waist. Nylar freezes.

Travelling deeper into the Whorlstone tunnels, you encounter a duergar soulblade guard and what appears like a small brain with 4 legs. The guard demands you turn around and leave or Eldgrim will not be happy. Aelar walks up and grabs the soulblade by the collar and threatens him. The brain pulsates and Aelar grabs his head and yells in pain. The group attacks and kills the guard and squashes the brain, though Aelar is in what appears to be an elven trance, though he doesn't seem to be able to come out of it.

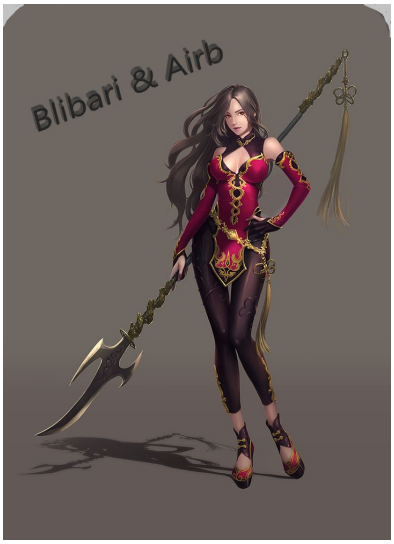
The group moves on, with Nylar pulling the un-responsive Aelar by his hand with them. Another guard and another brain, but this time, the group attacks quickly, killing the brain 1st.



Blibari's Darkness

Swordsman Blibari, Human Female Fighter (brooke), 3rd lvl, 1500 exp

In this living hell you have all been forced into, you are starting to lose sense of what is reality or what is just another nightmare.



Blibari wakes in a fit of madness and quietly sneaks out of the room while her friends all sleep. She walks out of Ghohlbrorn's lair and into the ever noisy, smog filled, lighted streets of Gracklstugh into the crowds at the Blade Bazaar. As always now, her fine magical weapon, Airb is glowing brightly, giving her some kind of protection against her heads continual demonic transformation. She gains the attention of a few corrupt duergar stone guard, who start to invisibly follow her.

Blibari hears a soft, feminine voice in her head - "Be wary"

She is coerced into one of the enclosed stalls to purchase silks when a duergar approaches her. It is Gorglak, the corrupt city gate stone guard who was so interested in purchasing Airb from her last week. Blibari turns to run out of the stall when 4 enlarged stone guard magically appear behind her.

Some unknown time later, Blibari awakes in a deathly still, quiet and pitch black place, but most alarmingly, without Airb or any supplies at all. She gropes around for awhile and recognizes the familiar features of an Underdark tunnel. Blibari slumps against a stalagmite, feeling defeated.

With a splitting headache, she gently runs her fingers around her face and head and is shocked and scared by her huge floppy ears and the horned protrusions on her forehead and the few remaining wisps of hair she has left. Her head feels like its about to burst.

Blibari thinks about how long its been since she's seen the sun, and so regrets having "just one more" at the inn that night so long ago.

As her head is spinning, she then thinks about the wonderful, magical connection she had with her glaive, Airb, and then realizes that Airb spelt backwards, is Bria.

Then, with a sickening snap, Blibari's head rips off her body as her ears form into demonic bat wings. The flying demon head hovers for a moment, peering down with its glowing eerie green eyes at the lifeless, headless human body and then emits a terrifying scream as it flies off deeper into the Underdark.



Nylars Curse

Cutpurse Nylar Nailar Cithreth, Wood Elf, Rogue (nia), 3rd lvl, 2270 exp

In this living hell you have all been forced into, you are starting to lose sense of what is reality or what is just another nightmare.



Nylar looks down at her waist and sees Kimmi Keeks, the mutated, 2 headed freakish doll that will not go away, staring up at her with both of its heads. Nylar now realizes this was a parting gift from the witch coven of Nanny Plunk, Maven Delve and Dame Spiderwort.

In a fit of madness, she tears Kimmi off her belt and throws it against the wall, then pulls out a pygmywort mushroom and eats it, shrinking down to the same size as Kimmi. Nylar then pulls out her bow and shoots her remaining arrows into the cursed doll, each arrow hitting and knocking Kimmi back and down. Nylar then pulls out her rapier and charges with the intention of chopping off both of its heads. As she nears, Nylars falls into a wracking coughing fit, doubling over and spewing up gobs of black phlegm. Kimmi gets up, seemingly unaffected by being pin-cushioned with arrows, casually walks towards Nylar and takes a handful of pygmywort mushrooms from the backpack and shoves them down Nylars throat. In her coughing fit, she can't help but to swallow them all and then shrink even more. Kimmi Keeks now picks up the miniature Nylar and lashes her to it's waist, then walks into the smallest of cracks and both are gone from sight.



Aelar, AELAR!

A DM 2 inspired tale of woe & dread

The shocked look fades off Dorn's face as he watched the witches, cursed 2-headed doll, Kimmi Keeks walk into the crack with Nylar attached to its waist – as ITS doll!!!

Dorn quickly turns around to face what's left of the Five Points, intently looking for Aelar and with a sudden horrific realization remembers that the group decided that after Aelar apparently lost his mind to the "brain creature", to shrink Aelar down and put his trance-like body in Nylars backpack (again).

Which now means, he is shrunk down to 1/2" tall and comatose in Nylars backpack who herself is only 2 1/2" tall, who is strapped around the waist of the 12" tall Kimmi Keeks who is walking, then running down a 15" x 4" dark, twisting tunnel going ever deeper into the Underdark…

Barnabus knocks Dorn out of his maddening thoughts - "Dorn, Tomik needs your help".
As Dorn looks down, he sees Tomik tending the unresponsive body of Aelar.
Tomik looks up "We have to get Aelar back to the City for help."



Dorn Barnabus Tomik Kimmi Nylar Aelar

Tomik

Priest Tomik, Half Orc, Cleric (eric), 3rd lvl, 1250 exp





After some telepathic pressure from KiKi, the Five Points decide to go back to the city to find help for the unconscious Aelar. Travelling through the West Cleft District, the crazy Derro scream their hatred at you and throws rocks from afar.

When you enter the Duergar part of the city, a Duergar escort awaits you.



"My name is Gartokkar Xundorn, leader of the Keepers of the Flame. I have a mission for you." As you follow him farther into the depths of the city the ground trembles slightly and a thunderous voice echoes against every wall and then you see a reptilian behemoth come into view. "Gartokker, you didn't say I was having surfacers for dinner today", and then the reddish (slightly fat) dragon chuckles at his own wit.



The Father of Flame, the Everburning, and the Foundry's Heart - Themberchaud, the Wyrmsmith of Gracklstugh is resting on a mountain of gold. He demands the Duergar leave so he can have an audience with you alone. After a good 30 minutes of getting to know each other, Themberchaud wants you to be his agents by doing whatever the Keepers of the Flame request, but to report to Themberchaud first. Before

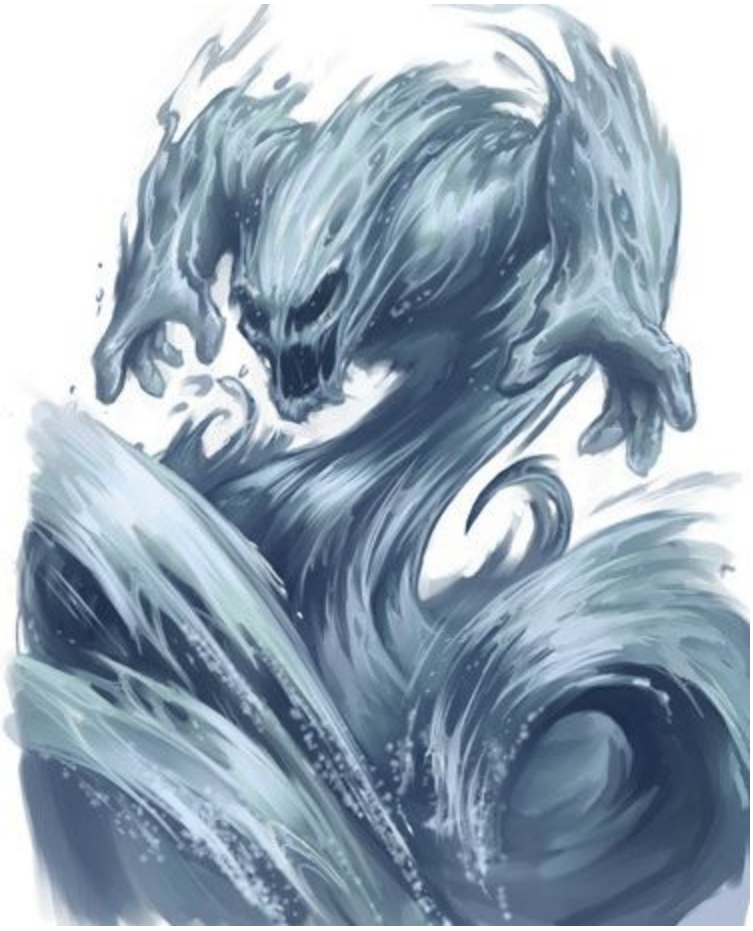
waiting for your reply, he assigns Gartokker to be your liaison and gives you all gold badges to help you get around the city better. He also picks out 2 shimmering arrows from an exquisite quiver buried in his pile of treasure and gives them to Dorn to give to Aelar after the Keepers of the Flame wake Aelar up. "Use them when faced against a great peril in the Whorlstone tunnels."

As soon as the Keepers perform their ritual and Aelar wakes up, he says

"I've discovered that I really like killing people."

As you start heading back you see a stone giant about 300' away from you walking into a tunnel. You continue on, as you all need a good stiff drink and to catch up with Hilllock & Gnoll at the bar. In the morning, Dorn is again hacking up his lungs for a good 30 minutes before he can move on, huffing and puffing.

Back at the Whorlstone Tunnels, you are on the top edge of a 60' curved ramp with a churning pool of water in the center at the bottom. As you watch, you see a derro with a floppy hat, running below you into a tunnel. You all decide to venture down the slope. About ½ way down, a water spout rises and a "arm" of water reaches out and strikes Tomik, then pulls him into the water vortex. The rest of the group starts running back up while Tomik falls 30' into the water. The vortex descends down into him, smashing him again. Aelar throws his 30' rope down (though he is about 40' above the water). Tomik tries to swim to the edge as the water strikes into him again. Then, Tomik is motionless and with eyes wide open, disappears under the water.



Blibari & Nylar

Blibari

As Blibari's head is being torn off her body, she calls out to her God Roofdrak.



The Demigod, Roofdrak, master of all dogs hears her call and sends Blibari a healing howl.

Blibari's headless body quickly rises and flies off after her demon-twisted head, catching it quickly. The flapping demon-vargouille's head senses the human bodies approach, turns and lets out a horrendous screech, which has no effect on Blibari's headless body. Blibari grabs the demon heads flapping ears and rips them off, throwing them to the ground. She places her head back on her body, where it re-attaches. All demon hints are gone and she has her beautiful flowing black hair back.

She stands tall & strong, closes her eyes and chants- "AIRB – BRIA – AIRB – BRIA" over & over.

Back in Gracklstugh, in a small private room, the corrupt city duergar guard, Gorglak is sitting around a table with 2 other duergar and 2 drow haggling over the price of the mystical magical glaive laying on the table. The sentient glaive has been quiet and dark since taken from its rightful companion, but now upon hearing Blibari's calling, AIRB lights up, levitates off the table, then spins rapidly in a circle once, then stops. All 5 vile, evil creatures look shocked at first, then all 5 of their heads slide from their necks and fall onto the table. AIRB flys off through a window and over the heads of the city hoards, past the city gates, into a darkened tunnel back into the hands of Blibari.

Blibari hears a kind and feminine voice in her head - "Your friends are in dire need of our help"

Blibari smiles and lets AIRB lead her back to the Whorlstone tunnels.

Legends and Tales of the Heroes of Faerun

Nylar

Nylar looks up at her captor, Kimmi Keeks, the 2-headed doll monstrosity. Now in a weird twist of fate, Nylar is tied & bound to its waist. Nylar smiles wickedly. She remembers fondly over the last 10 years as she has been tied up repeatedly due to her various deviations. She quickly and quietly escapes from her bindings. Nylar reaches into her backpack, grabs 2 handfuls of mushrooms, then nimbly climbs up the dolls back and simultaneously shoves a handful of pygmywort mushrooms in "Barbies' mouth and a handful of bigwig mushrooms in "Chuckys" mouth. As Barbies head shrinks and Chuckys head grows, both let out a horrendous scream which eerily sounds like the combine screams of Dame Spiderwort, Nanny Plunk and Maven Delve.

Barbies head is about to shrink into itself as Chucky's head is now enormous. The dolls body is convulsing between being pulled into itself to expanding out, then finally explodes in pieces spewing forth green globs of internal body parts covering Nylar in its sticky ichor. More fond memories.

Nylar smiles and silently thanks her deity, Loviatar, goddess of hurt - Maiden of Pain, knowing she bested the witches of the dark mirage, then runs back through the tunnel to find her friends.



Cocoa and his 6 tails

Blibari



Blibari and AIRB are flying swiftly & effortlessly, at first down a dark passageway lit by AIRB's magical glow, then seemingly straight through the tunnel wall and up and away. This seems natural to Blibari as she feels her worldly troubles fade and becomes aware of the astral zone she now travels in. The images of this worlds barriers all fade to traces while her connection to her Demigod, Roofdrak has never been stronger. Blibari feels her first calling as Roofdrak's ambassador. She transcends this plane of existence, passing by many others until she reenters the one where she is needed. She immediately comes into contact with the soulful canine force of Cocoa who has just left her physical body behind. Blibari and AIRB align with Cocoa, then gaze down to look upon Cocoa's lifeless body along with her sad human companion.



Blibari notices the sad humans friend, perhaps a female relative that is also in mourning and feels that perhaps she is a kindred soul.

AIRB's light intensifies and they send a blessing down, then they fade away leaving this plane of existence and Blibari guides Cocoa to the eternal, tranquility of Roofdrak's domain.

Excerpts from the Red Book III

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Nylar

As Nylar is running back through the darkened passageways, she enters into the smallest of cracks, as she does not realize, she is only 2 ½" tall. In her haste to escape the imploded-exploded cursed doll, she only has the clothes on her back and her bow & arrows. Before long, she is hopelessly lost and without food or water. Even if she did realize her miniature state, she does not have any Bigwig mushrooms nor is there a grove anywhere within her range. Though Nylar was confident after defeating the doll, that was several days ago and now with a maddening sickness, fears the worse. She constantly looks frantically all around, in every crevice ever expecting to see Kimmi Keeks re-appear.



A small (3") centipede, crawls out of a hole and with its 100's of hooked legs, climbs all the way up Nylars body, pinning her arms to her side as Nylar is trying to wiggle free in a sort of death dance. The centipede is forcing its acidic poison up its glands so it can spray Nylar in the face with a deadly and painful slow death.

Witches



After the hags recovered from the destruction of their doll, they are now huddled around a bubbling cauldron, throwing in trinkets and muttering spells. They take the last of Nylar's arrows she shot into the pit, when she killed their beloved grunt, Brutus and cast it into the cauldron. The arrow ignites in energy and the 3 witches howl in glee.

Kimmi Keeks

In a small, dark tunnel, bits and pieces and ooze all slowly glide together to reform the doll, Kimmi Keeks, but now even more possessive of Its property, the one called Nylar. Kimmi Keeks will do anything to find and protect Nylar, then to always keep her tightly bound to Its waist. Once back whole, Kimmi senses everything about Nylar and how quickest to get to her. It takes off running. As it crawls through smaller and smaller tunnels, It can feel Nylar inches away, through that wall and in great fear. It punches and tears through the 3" of dirt separating them to see Nylar in the grips of a tiny centipede ready to strike.

Loviatar



As Loviatar lounges on her throne, surrounded by hundreds of her favorite disciples, all in devious, torturous contraptions she has devised for them, she feels her power growing as her disciples pain levels increase.

Loviatar is savoring the moment when she can summon her next disciple to torture. She "looks in" upon the lucky one, Nylar Nailar Cithreth and sees the centipede she commanded is about to fulfill its mission and kill Nylar. If Nylars death is painful enough, Loviatar can rip Nylar's soul from its plane, through the astral zone and into Loviatar's bleak, barren plane of Gehenna, where Nylar will be inserted into her latest torturous device for all of eternity, right under Loviatar's spiked heel. Loviatar licks her luscious lips and smiles.

The Five Points

As the remaining adventures continue on in the Whorlstone tunnels which are lit by the magical glow of faerzress, a slight light appears from everywhere, then fades. Kiki, your companion Flumpf, telepathically lets the group know that we have all been blessed by a great force.

Dorn, Aelar and Barbabus hear what sounds like a grumbling absentminded derro walking towards them, extremely agitated. Sometimes when he kicks a stone or bangs the wall with his staff, little bolts of lightning shoot from his fingers. As he gets closer, Dorn the ever helpful Paladin talks with him. His name is "Dodrak, the Grand Vizier of Everything and Nothing Unimaginable". He is furious about not being inducted into the Council of Savants. Ever since the Councils High Priest, Narrak encountered Demogoron, everything has changed, it's all corrupt now. Imagine, trying to disrupt the stability of Gracklstugh and then offering it to Demogorgon as a sacrificial gift. I want revenge. I WANT REVENGE. I SHOULD RULE THE COUNCIL!!!

The group listens at the intense ravings of a lunatic. But what if Demogorgon does arrive? They all remember the desecration & demise the demon prince created at Sloobludop.

(Blibari's Bless - Advantage on everything while in Whorlstone tunnels or Gracklstugh)