□□ Overview (1-6)

□□ Campaign Arc

- **Campaign:** Waterdeep – Dragon Heist (custom blend)
- **Dungeon Master:** Rewrok (Reuben)
- **Setting:** Waterdeep (primarily Trollskull Alley + city wards)
- **Sessions Covered:** 1–6

□□ Campaign Summary So Far (short)

The party established themselves in Waterdeep and took possession of Trollskull Manor, pushing toward becoming a real presence in Trollskull Alley. Early runs brought them into contact with the City Watch, local power players, and faction recruiters—while their tavern plans continued in the background.

A fireball explosion outside Trollskull Manor changed the tempo: civilians died (including the gnome Dalakhar), a Necklace of Fireballs was recovered, and the party gained a Nimblewright Detector from the Temple of Gond—tying the investigation to a rogue nimblewright and the Stone of Golorr.

The chase escalated into noble and faction violence (Gralhund Villa), arrests and payoffs, a missing Stone, duergar interference, Harper entanglements, and finally a brutal South Ward night where the party recovered the Stone again—along with new Vault of Dragons intelligence and a fresh list of “keys” needed to reach it.

□□□ Player Characters

Character	Player	Class/Subclass	Race	Character Style (observed)	Notable Moments (so far)

Slim Jim (Tiberius Argent)	Robb / BaconBuff	Rogue / Artificer	Human	Risk-forward problem-solver; keeps moving when the plan collapses.	Retrieved an amulet from a mimic—hand stuck, cut free, then went back in until he succeeded; later escaped across rooftops with the Stone under pressure.
Eirlys “Eyeless” Shadowstep	Justin / Slitzer	Paladin	Aasimar	Protective leader; pushes through danger to keep others alive.	Carried Dren through shoulder-high sewage; killed kenku during the hostage standoff; recovered the Stone and later threw it to Slim Jim to save the run.
Captain John Mercer	Kenneth / Artemis	Rogue	Human	Precision and misdirection; creates openings in chaos.	Distracted a kenku with thrown gold to free a hostage child; later lost multiple thrown knives out a window during the tower fights.
Dren	MichaelKong / Mike	Fighter	Mountain Dwarf	Frontline anchor (when standing); often the one who pays the price.	Was carried through the sewers and later downed in the alley ambush; received temple restoration and had intelligence restored afterward.
Silas “Silver Tongue” Rushtyn	James / Sicareus	Sorcerer	Yuan-ti Pureblood	High-impact magic + social leverage; swings the room, for better or worse.	Froze/killed two kenku with an ice/frozen spell (exact spell not stated); reached out to the Harpers and that outreach led into the ambush outside.

□□ Party Inventory Highlights (only what’s explicitly stated)

- **Stone of Golorr** — **Finder/Holder:** Slim Jim — **Status:** recovered in Session 6; used to gain Vault of Dragons intel.
- **Unidentified Amulet** — **Finder/Holder:** Slim Jim — **Status:** retrieved from mimic; not identified.
- **Mausoleum Key (unknown)** — **Finder/Holder:** Party — **Status:** tied to South Ward mill lead.
- **Barking Box** — **Finder/Holder:** Party — **Status:** invention reward from Nim. :contentReference[oaicite:16]{index=16}
- **Adjustable Stilts** — **Finder/Holder:** Captain John — **Status:** invention reward from Nim.

□□⚖ Key NPCs & Factions

Allies & Contacts

- **Silvermane (Harper contact)** — offered three Harper tasks and tied the party’s key to the South Ward mill.
- **Emerald Enclave responders (4 individuals; names not stated)** — arrived during the alley ambush, cast Fireball, escorted the party to temples for healing/restoration.
- **Nim (Temple of Gond automaton)** — gave inventions (barking box, stilts) and is tied to the rogue nimblewright thread.
- **Grinda Garloth** — connected to the Stone’s hiding/transfer and provided a key and directions.

Authorities

- **City Watch** — investigated the fireball incident and later arrived in force at Gralhund Villa; Slim Jim was arrested and sentenced (10 days + 200g fine).

Adversaries & Threats (known)

- **Kenku kidnappers** — involved in the sewer/tower chase; used a hostage child; one escaped earlier, others were killed.

- **Halfling necromancer (name not stated)** — fought alongside skeletons; captured but later escaped via Misty Step (location unknown).
- **Intellect Devourer** — ambush outside the tower; Dren was downed when it jumped to him; later killed after being inside one of the guards.
- **Duergar agents** — previously ambushed the party in the City of the Dead while hunting the Stone.

□□ Key Locations (Sessions 1–6)

- **Trollskull Manor** — party base; returned ~1am in Session 6 with the Stone secured.
- **Temple of Gond** — Nimblewright Detector obtained; rogue nimblewright thread began.
- **Gralhund Villa** — violent estate fight; Watch crackdown; rogue Nimblewright later found and hidden at Trollskull.
- **City of the Dead (mausoleum)** — rat familiar dead; Stone missing; duergar ambush; suspects seen.
- **South Ward windmill/tower + sewers + derelict tower** — Session 6 chase chain: mimic, undead surge, hostage standoff, gazers, arcane transport circle, ambush.

□□ Ongoing Threads & Next Steps

- **Vault of Dragons path opened via the Stone:** location revealed; guarded by a gold dragon named **Oranx**; requires three “keys” (a performance of “Your Beardly Face” from a battered dwarf songbook, “Sunlight,” and a “gift from a Queen”).
- **Arcane transport circle discovered** in the tower basement — purpose, origin, and destinations unknown.
- **Escaped halfling necromancer** — slipped bonds and Misty Stepped away during the Session 6 chaos.
- **Harpers / missions still active:** tailor, blacksmith, and Renaer Neverember’s disappearance remain on the table.
- **Who stole/moved the Stone (and why):** previously seen “three suspects” (1 human, 2 halflings).

□□ Current Status (end of Session 6)

- Returned to Trollskull Manor around ~1am with the Stone secured.

- Emerald Enclave escorted the party to temples for healing/restoration; Dren’s intelligence restored.
- Immediate pressure eased, but the Vault requirement list (three “keys”) and the escaped necromancer leave the next move wide open.

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