**Game Log Volume 2**

**Session 2022-10-07:** (Game Time: January 5th, 3979 / Day 41 of the LEC / 1pm): TBD

**Session 2022-09-23:** (Game Time: January 5th, 3979 / Day 41 of the LEC / 12pm): Everyone followed the found portal in the Chimera cave back to the main tunnel. They continued down the main tunnel only to find a nest of Hook Horrors that caused them to want to retreat back down the main tunnel and down a previously discovered trap door that led to another tunnel. This new tunnel led them to the lair of two Basilisks and after much debate on what to do, as well as a lot of consternation, they vanquished both threats.

Treasure gained: None

**Session 2022-09-02:** (Game Time: January 5th, 3979 / Day 41 of the LEC / 9am): The LEC, now in Dahnakriss' lair, discovered a level inhabited by 3 frost giants. They also found a new member, Ian, that was bound, gagged and being prepared for dinner by the frost giants. After freeing Ian the new formed group battled the frost giants and after some exploring wound up inside a set of tunnels.

**Session 2022-09-09:** (Game Time: January 5th, 3979 / Day 41 of the LEC / 10am): Discovery of a teleportation spot in the tunnels led the group to the lair of a chimera much higher up inside the mountain. After a pitched battle they defeated the chimera and absconded with some magical and monetary loot. Discovered another teleportation spot and sent Shadoobi through to investigate as the rest of the gang stayed put.

**Session 2022-09-23:** (Game Time: January 5th, 3979 / Day 41 of the LEC / 12pm): TBD

**Recap from Beginning to 2022-09-02**

The League of Extraordinary Characters (LEC)…….. a disparate group of rag tag souls brought together by fate, familiarity and favor. They banded together to rush head long in to adventure, folly and peril ….terrible peril (we cannot stress enough how perilous this terrible peril is) …and forever more etch their names on the stone faces of historical record.

A brief history in time:

Summoned to Neverwinter to provide services to a long time companion to some and a friend of the family to others, they came together while traveling in the small town of Loudwater in the land of Faeryn. Finding out they all were all summoned by Gundren Rockseeker provided the glue needed to pool resources and survive the trip as a group.

The original LEC members Lex, Deak, Mairrin, Thok, Hugo, and Puck decided first to take on a job found while in Loudwater to rescue a local wizard known as Humbert who had succumbed to the practical joking of Lady Moonfire (leader of Loudwater). In so doing they uncovered a dark secret that a war was brewing between demons which may soon spread to their plane of existence. One of the evil soldiers in that war, Karzon Kull, was running a child abduction ring in the area that fed these children to one particular demon. Joined by new members El’lynnai and Tamgum, the LEC did not stand for this and took on Karzon’s raiders in a battle that stopped the atrocities with haste. In the battle Karzon escaped.

Hailed in Loudwater as heroes to children the expanded LEC then continued together towards Neverwinter, but first stopped off in Zelbros for a brief respite. Joined there by a stalwart ranger named Tenebris the much expanded LEC had some fun at an annual convention being held there of the Elsewhere Society (a gathering of somewhat crackpotted inventors who worshipped what they called the Devine Nonchalance). Investigating the Society led them to the tent of its leader, Commander Forteene, who warned them of the Jejune Institute and its leader’s plan to involve the land of men in the coming demon war. The Elsewhere Society was aiming to take down the Jejune Institute and help prevent this war. The LEC was asked to join in on this adventure, which they technically didn’t agree to, but ‘things’ somehow aren’t as cut and dry in this world.

The LEC eventually moved on to the town of Seccomber where they found another piece of the demon war puzzle in Rivelyn Ironeater head of the Ironeater Clan and the Ironeater Forge. She was fostering the evil lich demon Acererak in the local mines who was growing stronger by drawing on the souls of the dead. The LEC decided to take on Acererak’s walking dead army in the mines. While success was eventually won Deak lost his Rod of the Pact Keeper to Acererak who then vanished to summon an undead dragon lying in wait under the local island where the sorcerers guild resides. At the same time Rivelyn awakened her giant automaton that guarded the city, used it to rip open the temple of Gond and steel a valuable piece of technology before both her, her automaton, the undead dragon and Acererak vanished. Again the LEC were hailed as heroes and become known there as the Saviors of Seccomber, or as they told Kelvin Thryst (leader of Seccomber), the 49ers. In the aftermath the cousins Hugo and Puck (now having shared fey like dreams of a wine demon) decided to leave the group and head back to their family and their vineyards. El’lynnai decided to stay in Seccomber as head of their local library and help rebuild the now much destroyed Sorcerer Guild. She remains connected to the LEC (aka 49ers) via a magical coconut that can communicate over long distances and she stands ready to help with their needs. The remaining LEC (aka 49ers) members of Lex, Deak, Mairrin, Thok, Tenibris and Tamgum decided to charter a boat and make haste to Neverwinter.

They found passage on the boat of one Captain Morgan who had business along the coast in Waterdeep before pressing on to Neverwinter. But as they approached the boat Karzon was spotted. A fight ensued that ended in a movie style chase scene with Karzon again escaping albeit just barely. Back on the boat and upon arriving in Waterdeep the LEC found themselves at the Yawning Portal tavern where they got in a bit of bar room betting trouble. While in town the LEC discovered a group by the name of the Order of 8 which had targeted the LEC for assassination. The Order of 8 is known as demon worshippers that are fighting to further the demon war and bring about a demon world on this plane. This led the LEC (aka 49ers) to the Jejune Institute where they battled the Order of 8 who now seemed to be taking orders from none other than Karzon Kull (now elevated to Nemesis status). After a long battle and yet another daring escape by Karzon (DM was rolling great that night) the LEC was summoned to the court of Laeral Silverhand, the mayor and leader of Waterdeep. She was grateful for their victory against the Order of 8 and asked that they work for Waterdeep to help rescue Gundren Rockseeker who has knowledge that can help put an end to the demon war before it even starts. After much debate and position hardening it was decided by the LEC (aka 49ers) to abandon that plot and move on to more mercenary level adventures. The LEC gave Lady Silverhand the use of their 49er moniker that was assigned to another group that will save Gundren. This was done to make use of the reputation the 49ers (aka LEC) had built in the quest to rescue Gundren.

But Lady Silverhand had another use for the LEC and asked that they help resolve a local conflict between two warring underground factions the Xanathars and the Zhentarims. The leader of the Xanathars, Xanathar ( a beholder), blames the Zhents for stealing one of his ancient family artifacts, the Heartstone, and will war with them if not returned. Lady Silverhand does not want this war to occur and upset her city, so she is now commissioning the LEC to locate the Heartstone, return it to Xanathar, and avoid this conflict. After some clue digging and Lady Silverhand’s knowledge the LEC found out the Heartstone was stolen by the Master Thief, Dahnakriss. Captain Morgan knows of a way in to Dahnakriss’ fortress in the icy peaks of the Lost Peaks Mountains and vows to get them there and back. The group made its way up the River Dessarin to a safe location, trudged through swampy lands, climbed up a cliff face and entered the cliffs ….and in to the liar of the Master Thief, Dahnakriss.