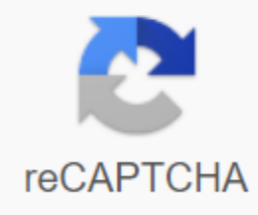




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## Cult of the dragon pdf

The cult of the dragon, also known as Keepers of the Secret Hoard of, more recently, Carriers of Press, was a semi-religious evil organization that has undefeated dragons, or drinks, founded by Sammaster, a powerful wizard. Sammaster owned great power, in a manner similar to Elminster and Khelben Blackstaff Arunsun. In Sammaster's case however, the added power brought heresies of deity and insanity, and he came to believe in the time that dead halals will rule the world completely and begin to work toward that purpose, fighting the various Chosen of Mystra and even the god Lathander along the way. As Sammaster died, rose up as a layer, and fell again, his cult continued and continued to threaten western Heartlands. The cult of the dragon has dragons, evil dragons in particular, and specifically dead evil dragons. They humiliated the gargantuan corpses as powerful and drinks. The Cult acted as an information network for its draconian masters, gems and wealth as sacrifices, encouraging evil foxes to become draconian. Their belief was that dramatic destined to rule Faern and further. They could be trembled by objects created in their image, especially with the image of the skew. Organization After Sammaster's destruction in the late 14th century, the cult has no real leader, although, as from the year of the Ageless One (1479 DR) it reveres Anabraxis The Black Talon as its ultimate authority. The cult was organized in semi-autonomous cells, each led by one or more Carriers of Purple. Cult member activities included gathering information about especially wealthy caravans, stealing unique items offered to their masters, and leading raids against their enemies (which, in their minds, were all those who can oppose the rule of the vocals). Senior members of the Cult of the Dragon were given the secret to the creation of drinks and each was also in possession of a ring dragons. The custodians used it to protect themselves from attackers. The cult was not against legitimate commercial activities, and as such it had several traders who used their well-earned money to fund cult projects. Marsjee The Cult of the Dragon had a following in the Screaming Enclave of Xialing in Marsember in the late 15th century. The Scream has honored traditional dragons and the cult found they could function more openly under the Scream than among other cultures. Murghôm the late 15th century Dr the cult operates openly in the dragon dominating empire of Murghôm. The cult owns a building in the city of Scalnaedyr known as Dragon House and maintained a fortress on the edge of the Plain of Purple Dust known as the tower of the Talon. Sembia Ash of 1368 DR, the commander of the guard in Daerlun, of the city by manipulation of the elderly merchant and official ruler Halath Tymmyr. The organisation used Daerlun as a arms store and to heal wounded members, preferred to keep activities low-key. Sunset Mountains The cult has a citadel near the Sunset Mountains known as the Pit of Drake. The site was a legendary cemetery of dragons and from the late 15th century Dr some old dragons continued to make pilgrimages to the site to achieve immortality through dracocourdom. Hello, hope it finds my fellow DM's stuff. I ran Hoard of the Dragon Queen for a group of three currently. Now, I've got about half of this book before, but I've never been challenged as a DM so much to this current group. The group neckroancer convinced Langderosa that he is actually an aspiring cult. It changed Episode 3, of what normally runs a standard dungeon with a boss battle at the end, in a cautious social encounter where the party tries to convince Langderosa out of the Cult or to pull the wool over his eyes. The group, especially the neck romance, did a great job of the latter. Long is catching, however, and I have been placed in a difficult situation as a DM. I suppose my main question is, what would I do to justify Langderosa's goals? Why would someone who want high in the Cult to bring havoc over all Faerun, potentially ending Toril as we know it? Could it be that he is tired of the conventional order of law, as flawed as it is? Essentially just looking for think-storm some ideas! Regardless of this, an interesting session will be sure. Let me know if you need clarification.PS: Apologies for the crummy formatting, submitting this of mobile. Share Keepers of the Secret HoardWearers of Purple Dungeons & Dragons: Forgiven Real Rumours to be near the Battle of Bones, in the Western Heartlands AghazstamnAlandraAllathastAmnemisAnabraxisArkuelArsekaslyxAurgloroasaEllison BerengerNaergoth BladelordBog LuckDralmorrer BorngrayCanthraxisCapnolithylChardansearaviriolChuthCommarthCraggnorCultharLangdedrosa CyanwrathDargothDaurgothDelsephineDeniakEboanaffliothEnixtryxEssarlymDmetrio ExtaminosFarnvikG AlvanGarrathmawGlazhaelHalvin GraingleGreshrukkGorstag HelderHethycypressarvilMalark HimbruelBresnos HuantilarIlmalaarosIltharaghIshenalyrIskanderBlas IwanIxaJaerathindryLTalis KasterellLarion KeenbladeVargo KentAdimond Crocass CuscuspshialErekMaelgotTevish MalacontMalazanMalygrisSymgharyl MaruelFrumal MondathBlakkal MordSandesyl MorgiaAlgashon NathaireNelvikNeronvainOlivariPhourkyn One-EyeOthelstanJorgen PawlPelendralaar PoxQuelsandasRauglothgorRezmirRiurmornRythnaxSalvaradSaurglyceIndith SalaShargrailarSharrakShhuusshuruSilakul Maenoth SilverswordYaleknurdSoaresThilren SohjSorvicSpernikSuldSuldSusarielIxsaxa TerrorsongThalderThalderThrostulgraelTibeemTlossarylathaunglarTrespinVarramzordVerikVilithraxVorgansharaxWessic Nekromansie Nekromansie with otherworldly kratakeWidespread semi-autonomous cellsFunction as an information network for Drake and DracolicheLiches, Undeads, vocals and a variety of evil entities for soldier Raiding Looting and pillingSummoning.Legion of monsters capable of causing destruction Brings a world governed by evil (old purpose) Dominates the world by the advance of Tiamat to Faerin. (new purpose) The cult of the dragon, also known as Keepers of the Secret Hoard of, more recently, Carriers of Press, was a semi-religious evil organization in Dungeons & Dragons franchise, a cult weathered undone dragons, or carriages. In Neverwinter Online, the Cult served as the secondary antagonistic faction of Neverdeath Graveyard and the most important of the first half of Tyranny of Drake arc. They were noised by Tiamat in the second half of Tyranny of Drake and had the secondary. Review The Cult of Drake was founded by Sammaster, a powerful wizard. Sammaster owned great power, in a manner similar to Elminster and Khelben Blackstaff Arunsun. In Sammaster's case however, the added power brought heresies of deity and insanity, and he came to believe in the time that dead halals will rule the world completely and begin to work toward that purpose, fighting the various Chosen of Mystra and even the god Lathander along the way. 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In Neverwinter Online Neverdeath Graveyard Due to Valindra Shadwmantle's plot, undoad began to rise from their graves in Neverwinter's cemetery, which led the Dooms who looked over the cemetery to call on the Heroes of Sleeping Dragon Bridge so they were not overwhelmed. In another region of the cemetery, the Cult of the Dragon was looking for something. It seems they are interested in the Waterclock Guild Crypts, in which a former high-ranking guild member and secret dragon cult separated the blue dragon Azharzel and the ritual of the dracolich at the occasion of his death. Unfortunately, Valindra and her Thayan fellows also sought the cribs, and when the Cult of the Dragon broke into Valindra, they killed and demanded both the dragon and the ritual as her prize. Tyranny of Drake Soon, the Cult of Dragon seemingly dissolved. However, everything changed when a split evolved within the Cult of the dragon. A new faction, led by the magician Severin Silrajin, came to believe that the future is not lying in dead vocals, but in living. In the Neverath Cemetery they began searching for the grave of the famous eleven adventurer Belast Messandar, with the intention of wrestling some of his spirits the location of one of his former companions, a barbarian called Cruven Gantara. They believed that Cruven's spirit could give them the location of a portal to the island of Tuern. The green dragon Charthraxis helped them in this effort. Although the Heroes of Sleeping Dragon Bridge hindered their efforts, the Cult eventually learned that the barbarians were buried somewhere in the Ebon Downs. The recruitment the black dragon Vartilingorix, they made a concentrated attempt to funeral hill. Along the slopes of Icespire Peak, the Cult called for the help of the white dragon Merothrax to help them plunder the mictral mines of the Iceshammer Dwarves. The heroes worked to hinder them, and discovered that the mithral was somehow key to their plans. In the Rothé Valley, the Cult forged an alliance with the House Xoriarrin slaves in the area to gain unhindered access to the blue dragon Venfithar that lived there. The Cult used the mythal of Icespire Peak to forgive special pots to contain Venfithar's lightning, with the intention of using it to power a kind of cloud giant artifact. After being collected they needed, the Cult went far home to an area of the Northdark near the Craggs known as the Whispering Caverns. There they tried to degenerate the ancient hooves of a dragon called Saphirax, and summoned the dracolich Vilithrax to guard the site. Although the Heroes of Sleeping Dragon destroyed Bridge Vilithrax, the Cults got what they wanted from Saphirax: the location and activation order for the portal to Tuern. In an unprecedented move, the Harpers joined forces with the Order of the Gauntlet, the Smaraan enclave, the Lord's Alliance, and even the Zhentarim to stop the Cult of the Dragon. They ascended the slopes of Kelvin's Cairn to the portal's location and opened it, hoping to secure a foothold in Tuern, but were betrayed by Rath Modar, who secretly worked with the Cult and granted Severin and a large number of cults access. The five factions quickly secured their end of the portal and sent the Heroes of Sleeping Dragon Bridge to Tuern to follow the cult. There they discovered ancient draconian ruins in which the red dragon Lostmouth made its layer, as well as indigenous barbarities that worshiped dragons as gods. Although they killed Lostmouth, they could not prevent Severin from obtaining his true goal, the Red Dragon Mask. The cult's activities came under fire with the Siege of Neverwinter, in which they launched a massive attack on the city and violated the walls using several thals, including Esiderax, the Caustic, Kazlotar the Mordacious, Haelectrizar the Storm Eater, Zavarak the Thunderous, Toxiclus the Despoiler, Venitaxis the Pestilent, Akregon the Pire, Phlagenthax the Cremator, Glaxenheim the Pale , and Ikzinfaxis the Glacial. Rise of Tiamat soon became clear that the Cult of the Dragon's ultimate goal was to summon Tiamat herself from the Nine Hell. Unfortunately, it was also clear that it was too late to prevent it; the only solution, so, was to try and push her back before she was fully in Toril. Led by Elminster, the Heroes of Sleeping Dragon Bridge, Harpers, Zhentarim, Lords' Alliance, Emerald Enclave, Order of the Gauntlet, and Iliyanbruen went along and traveled to the Pit of Dragons to attack Tiamat's temple itself, which had already erupted in the world. They were joined by Linu La'neral, as well as a member of the original Cult of the Dragon that with Severin's new direction. There they faced opposition from not only the Cult of the Dragon and Thayan forces, but the five chromatic dragon cords of Tiamat: Glycamerax, Rogrotus, Volzakaris, Kradazuur and Hohengrother. After defeating Tiamat's heralds, the alliance eventually led an attack in the Temple of Tiamat, where Severin and Rath Modar were in the midst of the summoning of Tiamat from the Nine Hell. Although Severin and the rest of the summons were killed, the heroes were too late to stop the coming of Tiamat, which began to emerge in Faern. Fortunately, Linu La'neral was able to channel a game to weaken her enough for their bound to defeat the dragon goddess, push her back into the Nine Hell and to put an end to the Cult of the Dragon's conspiracy. Community content is available under CC-BY-SA unless otherwise noted. Noticed.