

Game: Gloomwrought Campaign, D&D 5e

Date: February 11, 2019

Characters:

Ping the Vile, half-elf ranger - 6 (Dan Gilbert)

Trogdor, human barbarian/bard - 5/1 (Nate Grim)

Rear Admiral Nigel Ramsbottom, half-elf rogue/warlock - 5/1 (Quinton Laughman)

Rowan, Shadar-Kai cleric - 6 (Kayla Nicholas)

Sister Sabine Pippins, human paladin - 6 (Andrew Smith)

DM: Justin Nicholas

Log:

On the Shimmering Isles, one of the fancier districts of Gloomwrought, the heroes of the Drowned Quarter find themselves looking for ideas about how to best break up a cult meeting they have been invited to in the basement of a nightclub known as The Ninth Circle.

Before venturing into the club, the party went shopping at a shop named The Emerald Dawn. Rowan and Nigel were both very interested in acquiring a Cloak of Displacement¹, stored in a glass case toward the back of the small shop. After a discussion about perhaps making off with the item, Ping makes a show of licking the glass cabinet with the cloak, then standing silently next to the item. Disgusted, the other adventurers immediately leave the shop.

Later, when confronted by the proprietor Moleth and his guards, Ping deceived them into thinking that he was in fact helping to keep this merchandise safe from the other party members, and worked to haggle the price of the cloak down by including a trade for an arrow of hydra slaying. Unfortunately, Ping's genius gambit failed - but not for lack of trying. The ranger cleaned his spittle from the glass case and left the store amicably.

The heroes then made their way into the Ninth Circle, giving the appropriate password to the guard Brian. They were ushered downstairs to a basement crowded with cultists and prospects, all wearing spooky matching hooded robes.

The heroes see Eliazer, the master of the revel emerge followed by three guards and a massive man wrapped in magical chains. They pull a wheeled cage, in which Sabine is manacled. The paladin of light is a slight woman of many years, with long black hair kept in a tight bun and brilliant blue eyes now burning with intense anger and frustration. The symbol of the Lady of Light hangs at her clavicle just above the dingy shift she wears. As Sabine is pulled from the cage, Trogdor surges forward and breaks her free, dropping an axe at her feet.

¹ While you wear this cloak, it projects an Illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on Attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are Incapacitated, Restrained, or otherwise unable to move.

A pitched battle ensues. All the regular cultists are charmed and frozen in place by the magic of Eliazer. Rowan provides a beacon of hope to help fight off the charming powers, but despite the aid Ping spends almost the entire battle charmed by Eliazer. Nigel hexes the master of the ritual while Sabine and Trogdor do battle with the massive man with magical chains. Rowan casts a bolt of solid light, shattering Eliazer's spine and delivering the killing blow. The other guards go down shortly after that.

The heroes crack the altar that Sabine was to be sacrificed on. They decapitate Eliazer for interrogation later, loot the lower level, then exit upstairs unmolested covered by the noise of the revelers on the upper level of the Ninth Circle.

The group decides to return to the Cracked Keel in the Drowned Quarter. They once again meet with Harkon the eyepatched bartender who offers them solace if only they could persuade Trogdor to perform again. An agreement is made, and Trogdor (along with his drummer Vlad) perform an amazing set that features two new selections.

Sister Sabine spots a reveler acting particularly sketchy. Clearly a guard in disguise, the diminutive paladin tackles him headlong into the mosh pit where she pins him and punches him into unconsciousness. Her furious fists crack on his skull throwing magical sparks where the blows land. The party drag the guard up to their rooms where they bind and gag him.

The next morning in their rooms, Rowan speaks with the dead Eliazer. She asks him some questions with respect to Lord Bezos' plan for the Lady of the Light. She learns that Lord Bezos' plan is to harness the power of the Lady of the Light in order to transport him to the prime material plane and get free of the Shadowfell. The Lady of the Light is detained in the dungeon level of the palace of Prince Rolan, in a cage designed by Lord Bezos to harness her power. Opening the cage requires the blood of a true believer. They also learn that Bezos sided with Rolan during the civil war² to kill many of the nobles who rebelled which won him the job of being Rolan's commander.

Nigel questions the guard captured the night before. His name is Patrolman Steven. Nigel and the patrolman come to an understanding. The guard is released unharmed, and his purse is made heavier for his troubles.

Nigel calls on his demonic patron Abraxas the Collector and offers him another dark contract. Nigel and Abraxas discuss Lord Bezos. What are all of Lord Bezos' debits? Abraxas names several. Abraxas tentatively agrees to Nigel's contract, but asks that Nigel first keep Bezos from profiting from the powers of the captured avatar of the Lady of the Light.

² Note: I feel like I'm misremembering who sided with Rolan against the rebellion. Could this be Beahir? Both?

Rowan asks Ping to return to The Dawnkeeper's Palace in the Drowned Quarter to haggle for a magic cloak. Unfortunately, Ping's efforts are frustrated by Nigel's meddling and he is forced into a lesser deal including a Robe of Useful Items³ from Spanner.

Rowan casts a sending spell to pass a message to Beahir, asking him to meet at a warehouse so that they can collect their reward. Inside, the heroes wait in ambush in case Beahir's intentions aren't as pure as they would hope. As expected, Beahir appears along with two henchmen⁴ and throws down. Rowan was nearly knocked out, but the heroes of the Drowned Quarter turn the tide locking Beahir down and separating him from his henchmen. Beahir and the henchmen are slain. Nigel loots the bodies of the dead.

The current plan is to sneak into the dungeon levels of the Deathless Palace and free the Lady of the Light. Nigel has pledged that he will help Abraxas collect the debts owed to him by Bezos. Sabine and Rowan wish to free their patron's avatar from imprisonment and corruption. Finally, Ping and Trogdor expect a payday from any loot acquired from underneath the Royal Palace. The heroes understand that the Shovel Knight has offered a way under the palace as an entry point.



³ This robe has cloth patches of various shapes and colors covering it. While wearing the robe, you can use an action to detach one of the patches, causing it to become the object or creature it represents. Once the last patch is removed, the robe becomes an ordinary garment.

⁴ We never learned their names.