

Game: Gloomwrought Campaign, D&D 5e

Date March 3, 2019

Characters:

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

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:

Behir the tiefling is dead. The heroes of the Drowned Quarter sink the bodies as deep as possible in the nearby water after looting any valuables from he and his companions. They return to the Cracked Keel, but Trogdor is intercepted on the way and offered a chance to play a "once in a lifetime gig." With Bezos threatening, the group needs to come up with some more help before breaking the lady of the light free from the dungeon of the Deathless Palace. Trogdor agrees to reunite once his concert is complete.

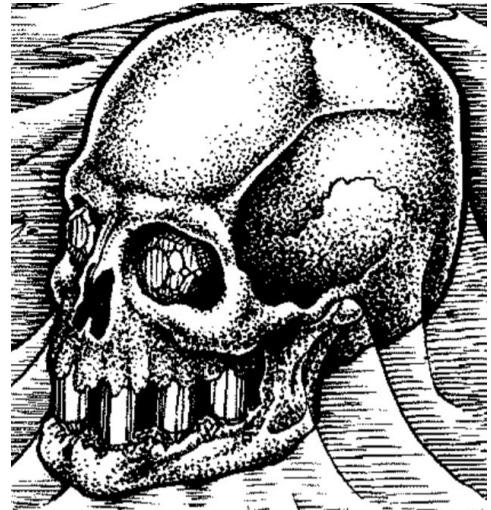
Harkon is the bartender at the Cracked Keel waves to the heroes as they enter. Two members of the Ebony Guard are waiting for their return. A younger woman named Aram, and an older guard named Keran try to keep a low profile, but their presence literally makes the bar crowd quiet and uncomfortable.

When approached by Nigel and Ping, they ask if the heroes of the Drowned Quarter can find and free Kendress Moileth, a Tiefling necromancer formerly in the service of the Raven Queen. From Keran they learn that Kendress is in the thrall of a magic mask. Kendress was once a priestess of the Raven Queen. She fled the temple, killing several of the Ebony Guard when she broke away. Keran and Aram want help freeing Kendress from this sick mask. This mask was pulled from from the vaults below the Raven's Eyrie, and used for "noble healing purposes." However, the mask overwhelmed Kendress and she fled to the Isle of Groves in the Ghost Quarter. The heroes tell the two that they will think the offer over, and leave word with Harkon if they take the job. The mood of the Cracked Keel immediately improves when the Ebony Guard leaves the tavern. Aram offers a locket to give to Kendress once she is freed, and advice to flee Gloomwrought.

Nigel knows of a similar quest in the Ghost Quarter, and figures he may try to take on that job as well. He travels alone to the Merchant's Quarter and visits the Sixpence Tavern to ask about Valys the Artificer. Vala, the rough and tumble barkeep at Sixpence remarks about how bad Nigel smells following the fight with Behir. She directs him just down the street to the "Palace of Valys" where these artifacts are purchased and sold. Nigel arrives at the establishment to see him coming up from a trapdoor, harried and fearful looking. He entertains Nigel and tells him

more about the deal. Blood must be given to arrange the deal. Nigel decides that tomorrow a deal will be made and asks Valys to arrive at the Cracked Keel first thing to seal the agreement.

The next morning, the heroes of the Drowned Quarter enjoy a breakfast at the Cracked Keel with Bert, a regular patron. He's going on about how bad his ex-wife is and that he's forced to live with his buddy Ernie now. Luckily, his arm is feeling better these days. Valys the Artificer enters the sorry pub. He wants the blood of Nigel and the rest of the party to make sure that the artifact he's interested in is not lost forever. Nigel manages to flirt with Valys until he agrees to only take the Rear Admiral's blood and not Sabine, Rowan, or Ping's. In exchange, Valys provides a magical map that only Nigel can read. It points out the location of a villa once belonging to the Briarwoods in the Isle of the Grove. There, a secret door leads to the "seventh vault." Inside, are traps, a trove of artifacts, and one particular artifact that Valys wants. A skull covered with platinum with a large, red gem where the brain should be.



The heroes leave word with Harkon that they will take the job from the Ebony Guard. Kendress was last seen at the "Isle of Groves" in the Ghost Quarter of Gloomwrought. The PCs decide to travel there via a boat Nigel has managed to coax from a local. The island was once home to splendid greenhouses and arboretums where nobles could surround themselves with exotic plants. Now, it is little more than an overgrown memorial to those who died in the civil war known only as "the Sever." The adventurers arrive, and are immediately surprised by the amount of ghostly activity. Ghosts relieve vignettes from their lives, opening gates and climbing stairs that no longer exist. There is a lot of greenery, including black clinging ivy and marshy swamp grass growing up between ruined towers and mansions that once housed the wealthy. They see a few of the living are still walking toward a temple of the Raven Queen. The heroes follow the living, and learn of the blind shadowborn prophet Arem who has been the preacher of the Tabernacle of Thorns for the past twenty years. Arem hears the group's description of Kendress, and points them toward the ruined Fellsworn Keep across the island.

The group approaches the courtyard of the ruined keep that Arem described. They see Kendress, her face covered with a white mask of a laughing Tiefling, supported by tendrils of dark energy, powering a tall, white obelisk. Beside her, several spiritual undead stand guard. Spells are cast, and a rough plan is formed.



Sabine rushes Kendress and the wraith. The paladin is lucky enough to banish the ghost from the battle for a minute or so. Kendress unleashes a powerful necromantic blast, pulling the life from the party, then the mask itself conjures a number of skeletons from the cursed ground and they attack as well. Nigel falls underneath the blows of the skeleton. Rowan turns more of the undead, and heals Nigel. Sabine's slim sword catches the masked necromancer, and radiant energy pours from the blade. Kendress retreats. Ping moves to get a better angle, and knocks the Necromancer out. The mask slips off Kendress' face. Sabine grabs the mask and pops it in her bag, actively ignoring the powerful persuasive force of the mask.

There is some discussion about next steps. Kendress is tied up so she won't be a nuisance. Kendress is revived, and given the locket.

The heroes of the Drowned Quarter ask a few questions, but soon the undead that were turned come clawing back. Ping, fed up with all the goody-two-shoes arguing over what to do with Kendress, actually left before the turned undead returned.

Nigel, assuming Kendress was good and had only been under the influence of the mask, untied her so she could help with the fight. She immediately jumped Sabine to wrestle away the mask. Ping, hearing the scuffle break out, started back (with mild disgust) to help his friends. He killed the wraith with his bow, and Rowan finished off the remaining spectre.

Just as the returning undead are finished off, Kendress succeeds in wrestling the mask back from Sabine. Sabine is unable to get it back, but then Nigel wrestled the mask from Kendress and was overpowered by it. He immediately went to the obelisk and started trying to destroy it. Ping may or may not have been heard muttering, "Gods damnit, Nigel." Ping threw down a pit (from a patch on the Robe of Helpful Items) under Nigel trapping him. Then Rowan, with many apologies, knocked Nigel unconscious and then jumped in the pit to get the mask. She miraculously resisted its siren call and tucked it away in a burlap sack.