

Game: Gloomwrought Campaign, D&D 5e

Date March 16th, 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)

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

DM: Justin Nicholas

Log:

Following the defeat and release of Kendress, the heroes see to it that the necromancer escapes Gloomwrought in a boat ride acquired by Nigel. The heroes return to the Cracked Keel. Sabine takes possession of the uncanny mask, being sure not to physically touch the artifact. They find Trogdor and his band there.

They learn that Tenacious D played an amazing performance, winning a whole lot of cash. Even Bartleby's triangle playing was superb. They were "not the headliner," but they were "second or third on the card." Their set list included the songs "Ashen Angle", "Heretic", and "Ending the Corruption." The crowd loved the music so much the stage was littered with coin, flowers, and undergarments.

Nigel alerts Harkon the bartender at the Cracked Keel to alert the Ebony Guardsmen Keran and Aram that their mission was successful. Rowan and Sabine turn in, watching over the mask still tied into a burlap sack. Ping stays up, surveying the bar and keeping an eye out on things.

Keran and Aram show up the next morning. Aram is relieved that Kendress was able to escape alive. They ask for the mask. There is significant discussion about the obelisk on the Isle of Groves, as well as questions about whom Kendress was healing when she took the mask from the vaults. It turned out to be none other than Kendress' own father whom she was healing. The group surmises that perhaps the obelisk makes the ghosts on the Isle of Groves relive their final moments over and over when they were slaughtered in "The Sunder." Rowan and Nigel consider destroying the obelisk in the belief that it will put the ghosts to rest. Sabine and Ping council restraint and are not nearly as certain about what the true nature of the obelisk is. Sabine particularly doubts the motivations of the mask.

Aram describes the mask as allowing the user to exist in the space between the living and the dead to commune with both existences. Aram explains that the mask was originally created in a ritual involving the a god of undeath named Orcus. Sabine hands over the mask to the Ebony Guards.

In exchange, Aram gives the heroes her life savings of five hundred gold coins. Rowan generously returns her share of the money, to keep the paladin of the Raven Queen from being destitute. The Ebony Guards depart the Cracked Keel.



Trogdor and Ping do some shopping. They track down a black market in the Drowned Quarter run by a woman named Selina Blackwell. Trogdor enters a card game named *Cartan* with Selina and two other men and loses badly. However, this endears him to the black marketeer. He browses the black market wares, but doesn't find anything to his liking. Ping purchases a shield obviously stolen from the city guard, and repaints it for Rowan.

Sabine and Nigel are nearby in the Drowned Quarter doing good deeds. They "reverse pickpocket" folks, slipping coins in purses or paying for goods anonymously. Sabine introduces Nigel to Gladys, an older woman who lost her adult child, and suffers from dementia. Nigel pretends to be Gladys' son, and even agrees to kiss her taxidermied dog, affording her to attain a measure of peace.

Rowan speaks with Proteus about how they can work together in the future. Proteus transforms himself into a bracelet with a holy symbol to the Lady of the Light, giving her additional magical attack and damage capability. Rowan learns that Proteus was created from the soul of a fallen adventurer who wished only to smite evil in all its forms wherever it lurks.

The Heroes of the Drowned Quarter decide to venture to the island of the Briarwoods first to retrieve the artifacts from the "seventh seal" before tackling freeing the Lady of the Light from the Deathless Palace.

They take a boat secured by Nigel to the Island of the Briarwoods. Before "The Sunder" this was once a fancy section of town, but has been wrecked and left to rot. Tents and ramshackle huts are seen. The group muses about code names. It is decided that Nigel's pirate name should be "Cotton Candy Blizzard" when he goes on solo missions.



On that small isle, they see a ruined villa now populated by orphan children. They meet Oliver and Jimmy the redhead. Sabine befriends Oliver with a coin trick. They learn that many have ventured to the tomb but none have returned to tell the tale. Oliver mentions that they should

look out for a hag named Glorinda who regularly patrols here. They find the secret door to the tomb of the Briarwoods.

There is a drop from the secret door to a catacombs. Trogdor uses feather fall to land gently. Sabine and Ping make sure a rope is tied in place to make the climb back up. Rowan casts a light spell, and reveals a number of coffins of the Briarwood family. Some have statues on them depicting the dead.



Standing astride a sliding solid stone door is a statue of the original Lord Briarwood. Inside they find an altar with a brazier on it, and read runes on the walls in celestial that mention “honorable” and “fire.” Sabine lights a torch and puts it to the coals in the brazier. At that moment, the stone door slides shut and the party realizes that this room was meant for cremation of bodies. They spot some words on the wall directing them to say the password to end the process. They say the words Nigel reads from the map provided by Valys, and a hidden door opens.

The party proceeds to a magically darkened room. They sense some sort of movement from within. Rowan dispels the darkness, revealing a room filled with gears powering swinging bladed pendulums. Nigel takes a moment, and detects a series of pressure plates triggering other traps. Trogdor threw a javelin at the cogs of the first pendulum and hit it, knocking it down. He then threw the fallen blade at the next one, and took a little damage, but brought it down. The third one he brought down without damage, allowing Nigel to mark the pressure plates with a white powder that “Cotton Candy Blizzard” insisted was not a recreational drug. The party carefully stepped through all the traps and moved on.

Next, the party emerged into a large, hot, mist-filled room. Inside, the heroes of the Drowned Quarter see a monstrous dragon entombed in webbing. Deep fissures are criss-crossed with giant webbing strong enough to hold men and beasts. As they make their way across, they are attacked by skeletons, two half-undead shamans, and two spider-like monstrosities.

The skeletons are quickly knocked to pieces by Trogdor and Sabine. The shamans cast a powerful necromantic spell, blackening the party’s skin and blistering them with a sickening blight. They follow that up with an area of spiked growth of plants effectively splitting the party. The spider-things cast webbing as well as hold person spells and healing for their comrades.

Trogdor and Sabine engage the shamans, while Nigel uses his circlet of blasting on the spider monsters. Rowan tries to cast a fire spell, only to have it countered. Ping flanks the shamans and begins to turn the tide using curses and arrows. Eventually, the party knocks the shamans

down and the last spider monster tries to escape. The party manages to slow it down, and it is also killed before fleeing. They collect what little treasure the shamans had, as well as some scales from the corpse of the mummified shadow dragon.

The heroes take a short rest before moving forward, sure that the toughest challenges were behind them. Instead, they manage to stumble directly into an ambush. Two shamans along with a hag covered in dripping blood await them, joined shortly by three more of the spider monstrosities!

One of the shamans drops another death circle spell, inflicting burning necrotic wounds on nearly the whole party except for Ping. Bartleby is knocked unconscious during the fight, and Ping swoons despite the fact that he has not taken damage. Things are not looking good for the heroes. Nigel calls on Abraxis for aid. The heroes call for a retreat!



Sabine manages to revive Bartleby, subsequently freeing Ping from unconsciousness. Bartleby and later Rowan are both trapped by spells and webs from the half-rotten shamans and spider-like monstrosities. Vlad heroically covers the retreat until the heroes finally manage to inflict enough damage to convince the monsters they are too tough to pursue. The party manages to get out of the tomb without permanent casualties.

Sabine and Trogdor escape drained of resources with considerable damage. Sabine took a wicked shot from one of the spider-things as she made her way out and Trogdor was nursing a wicked case of necrotic damage. Rowan was almost to the point of death, only able to disengage successfully by knocking out the shaman who had cast spike growth with a well-timed fireball. Nigel also, limped from the fight and Bartleby was lucky to get out alive. Ping took very little damage, but was also drained of resources.

After a short rest, "Cotton Candy Blizzard" returns to the tomb alone. He creeps back to the hot, moist caves to spy, looking to see if he might have a chance to make off with the artifact Valys requires without a fight. Unfortunately, the half-dead shamans and spider things stand in his way. He returns to the rest of the group.

The heroes inquire with Oliver and red-headed Jimmy about where they can find a safe place to take a long rest. Only six days remain before the Heroes of the Drowned Quarter lose the opportunity to free the Lady of the Light from beneath the Deathless Palace.

A new plan is made. The Heroes of the Drowned Quarter will return to the tomb of the Briarwoods and once again attempt to breach the "Seventh Seal" in search of the artifact requested by Valys the Artificer. Unlike last time, the team tentatively formulates a better plan of attack:

- Ping and Nigel will silently scout ahead, using the bracelet to communicate whether the way ahead is clear to Rowan.
- Trogdor, Vlad, and Sabine will follow 30'-60' behind, ready to rush and engage once Nigel identifies an enemy.
- Rowan will follow another 10' behind along with Bartleby, casting ranged spell attacks and prepared to dimension door to the front of the action if she needs to.

Following the completion of Valys quest, the heroes of the Drowned Quarter will free the Lady of the Light. That challenging mission will require calling in favors from the Shovel Knight and their contacts within the Ebony Guard.