

Game: Gloomwrought Campaign, D&D 5e

Date April 13th, 2019

Characters:

Ping the Vile, half-elf ranger - 7 (Dan Gilbert)

Rear Admiral Nigel Ramsbottom, half-elf rogue/warlock - 5/2 (Quinton Laughman)

Rowan, Shadar-Kai cleric - 7 (Kayla Nicholas)

Sister Sabine Pippins, human paladin - 7 (Andrew Smith)

Trogdor, human barbarian/bard - 5/2 (Nate Grim)

DM: Justin Nicholas

Log:

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. They all relax, each taking a two-hour watch over a ten-hour rest. Rowan does not keep awake during her watch, and the heroes find their pockets lighter and the orphans gone once they awaken.

The Heroes of the Drowned Quarter return to the tomb of the Briarwoods in search of the skull artifact requested by Valys the Artificer. Unlike last time, the team decides on a better plan of attack:

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

Ping and Nigel scout through the tomb, reaching the cavern that held the corpse of the dragon where they last fought the shamans and spider-things. There, they see two more shamans, two of the spider-things, and a strange being with the torso of a woman, the lower body of a giant snake, and writhing tendril-like hair. The two scouts alert the rest of the party, and then find cover above the defenders. Sister Sabine tells the party to focus their attacks on the half-snake half-woman abomination first, and the party attacks with surprise.

Rowan emerges first, launching an explosive ball of fire that catches all the defenders in its blast. Ping and Nigel rake the monstrosity with arrow and eldritch blasts, followed by Sabine and Trogdor who cleave into the monster with rapier and axe.

The beast counter-attacks, using a strange gaze attack to petrify Ping. The half-elf, angry and shocked is frozen in stone whilst making a lewd gesture at the medusa. Nigel manages to finish

off the half-snake threat, receiving a blight attack from the shamans for his trouble. Another fireball from Rowan and some up close and personal hacking and stabbing from the sassy nun and the rockstar barbarian slay the shamans. A third fireball from Rowan burns the spider things, and destroys the web they were trying to escape on dropping their corpses into the chasm below.

After some investigation, Rowan manages to discern that the medusa's curse can be lifted. She takes a moment to whisper a prayer, touches Ping, and he is once again flesh and blood.



Since Ping had just contemplated his doom, Nigel scouts ahead into the final cavern alone. He sees another spider-thing and two more shamans. A blood-soaked hag, similar in appearance to the shamans leads this group. Out of the corner of his demonsight, Nigel catches a glimpse of something else in the darkness but he can't identify what or where it is.

Once again, Sabine councils the group to target one of the shamans first. Trogdor and Sabine rush in to lock up the spellcasters. The shamans blight the party with spells of necrotic withering, and the blood witch targets the massed group of adventurers with spell fire. Rowan returns magic with magic, conjuring a glowing, ghostly sword throwing a shadow of a young woman with wings wielding it. Nigel and Ping manage to finish off the first shaman before he can blight the party again.

A shadowy form emerges from the wall and begins to try and stab Nigel in the back. The half-elf pirate flees further into the cavern, only to be attacked again by the shadowy assailant. Ping completely destroys the blood-covered hag with massed arrow fire, and the final shaman and spider-thing are slain by Trogdor. The party spreads out to try and put an end to the shadowy assailant. After several attempts, Trogdor finally catches it out in the open and splits it with his mighty axe. It disappears in black smoke. The party climbs a short flight of stairs and passes into the tomb they have been seeking.

A heavy marble sarcophagus sits in this room. Behind it, a statue in relief depicts Lord Briarwood, the ancestor of the royal family who had betrayed Prince Rolan over a century ago. Nigel detects and disarms an explosive trap on the marble casket using a window that Ping placed on the lid of the heavy tomb to see inside.

The heroes discover a number of artifacts within the sarcophagus. Lord Briarwood's gold and emerald armor is well-made and very attractive. A metal band is seated around the corpse's wrist, and he holds a brass lamp of some sort. A messenger bag lays by his side, strangely well-preserved, and there is a horn looped around its neck. The corpse's skull appears to have been opened, and a colossal green gem is set where the brain would have been. This skull is clearly the artifact that Valys requested of Nigel.



Rowan carefully removes the skull from the casket using a sack. Nigel takes the sack, Trogdor the horn, Sabine pockets the lamp, and Ping puts the metal band around his wrist. Rowan trades her dull scale mail for Lord Briarwood's attractive green and gold ensemble. The party leaves the tomb and heads back to the Cracked Keel in the Drowned Quarter.

The Heroes of the Drowned Quarter find that their unofficial headquarters has some new fancy furniture, tankards, and cutlery. Rowan flirts with Harkon, getting some compliments from the proprietor on her new look in the emerald and gold scale armor. Nigel asks Harkon to pass a message to Valys that the artifact has been recovered.

The heroes decide to go their own way for the rest of that day. Nigel gives some money for Sabine to reverse pickpocket and to pass along to Gladys, the lonely widow. Vlad uses his newfound wealth to buy eggs and chickens that he keeps in a private coop. Ping has some quality brooding time, and Rowan keeps an eye out for trouble.

Later that night, Trogdor plays another show to an appreciative crowd. He features his [new songs](#) "Spinnin Halden" and "Skull Hacker." It is an excellent show, and Bartleby and Nigel make a whole lot of cash selling merchandise at the show including vials of Trogdor's "blood"¹.

¹ Not really Trogdor's blood, but instead that of some unsuspecting livestock and/or rats

Following the show, the party hears talk of the “Drowned Quarter” now being referred to as the “Trogdor Quarter” by some of the locals. The followers of Trogdor have risen to a cultish level of loyalty to the barbarian. They now refer to themselves singularly as “[Burninators](#)” and collectively as “[The Burnination](#)”.

Following the show, Trogdor falls unconscious naked in his bedroom. He has a dream that the magical emerald skull is speaking to him, telling him to “return me to my rightful place.” Trogdor bursts into the room where Rowan, Sabine, and Nigel are sleeping near a chest holding the skull. The artifact is controlling his sleeping body, causing it to work to crack open the chest and retrieve the skull. Rowan grabs the bag with the skull and teleports to Ping’s room. Ping is annoyed to be awakened, but he sets up a magical trap at his door. Bartleby flees out the window, casting feather fall to keep from being harmed in falling from the first floor². Trogdor breaks down Ping’s door and is impaled by three arrows. He awakens, looks down at the arrows in his chest and says, “Again?!? Aw man! What did I do this time?”

The heroes try to sleep again. This time, Nigel takes the skull downstairs and asks Harken to put the skull in his safe which Nigel then learns the magical passcode³ for. Before Nigel and Harkon can bed down for the night, Rowan arrives and asks Harkon to join her in her room. Harkon was immediately interested until Rowan mentioned that the rest of the party would also be there in the room. Initially, Harkon thought this was a clumsy attempt at seduction, but as Rowan continued he became more and more confused. Eventually, “Cotton Candy Blizzard⁴” arrived to smooth everything over and the two sailors just spent the night enjoying old stories and sea-men chanties⁵ while Rowan slept on the floor just outside. The skull tried to possess the sleeping bodies of Harkon and Sabine, but with forewarning these attempts were also unsuccessful.

The next morning, Valys arrived with Jimmy the Redhead in tow. The orphan had used his newfound wealth to make his way to the mainland and take a job as an assistant to the halfling artificer. Valys mocked Nigel’s crude methods of transporting the skull, but offered more work in the future if the virile sailor was up for it. He returned what he said was the vial of Nigel’s blood which was immediately swallowed by the Rear Admiral. Jimmy puts down two small chests filled with the gold coins that were promised for the return of the artifact. Sabine refuses to take a cut of the gold given by Valys to honor Nigel’s risk of providing his own blood. Nigel promises to use the portion of the reward she forfeited to fund some sort of foundation to help the needy⁶.

² Bartleby is really, really short. Do not point that out though, because he’s sensitive about it.

³ 4917

⁴ Nigel Ramsbottom’s code name

⁵ These songs included “Oh Blow My Boys I Long To Hear You”, “Heave Away At Me Men”, and “Sugar in the Hold”.

⁶ Unfortunately, as this is the Shadowfell such a fund is invariably drained and used to pay for drugs and debauchery instead. However, it is the thought that counts.

Following the completion of Valys quest, the heroes of the Drowned Quarter now look to free the Lady of the Light. Including the day that had just started with Valys' arrival, five days remain until the lady is doomed. Their next moves will be to:

- Find anyone who might know the layout of the dungeon level(s) below the Deathless Palace such as a former prisoner, servant, architect, or workman.
- Seduce, bribe, or blackmail one or more members of the Royal Guard for influence or information about what forces guard the Lady of the Light and how best to arrive at her position.
- Learn from documents and stories just what powers Prince Rolan used to curse entire families with undeath in order to keep those faculties from being used on the party.
- Determine how best to use the talents of allies such as the Shovel Knight, the Midnight's Own, the members of the Ebony Guard who owe favors, potentially the ghosts of the Isle of Groves, the "Burnination"⁷ and others to aid in this quest.

⁷ Trogdor's fans