

Game: Gloomwrought Campaign, D&D 5e

Date: April 27th, 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:

Following the completion of Valys quest, the heroes of the Drowned Quarter have only five more days left to free the Lady of the Light from the dungeons below the Deathless Palace. The heroes consider their next move. They quickly decide to return to the Isle of Groves to learn more about whether they can perhaps recruit the ghosts of those cursed by Prince Rolan. Nigel once again recruits the services of the friendly fishermen, and with newfound power from Abraxas he reads what the sigils on it are for. Nigel determines that the obelisk is itself the component of a powerful spell meant to make the ghosts of the island relive their final terrifying moments over and over again - unable to pass on to the afterlife.



Trogdor begins to attack the obelisk with his mighty axe. He rages and gives it two mighty cuts. Trogdor begins to experience the horror and pain that the ghosts themselves have been facing at each strike. Two shadowy figures appear in the gloom nearby and attack Trogdor to stop him from freeing the ghosts.

The other heroes of the Drowned Quarter do their best to protect Trogdor. Sabine heals Trogdor, Rowan launches a fireball at the shadows, Nigel shoots them with his circlet, and Ping rains arrows on the monstrous shadows. Another strike at the obelisk cracks the face of the stone, revealing a green magical glow that seeps from it like blood. Trogdor puts the new magical horn to his lips to blast the obelisk to dust, but the device fails! If it weren't for Trogdor's toughness and luck his head would most certainly have been split open by the instrument's explosion.

Another shadowy form appears, and the heroes continue to struggle to break the obelisk. Nigel backstabs one of the shadows. Sabine lights her sword, turning it into a magical weapon of sparks. Rowan burns them with holy radiance, and Ping shoots the obelisk as well. He also experiences the suffering of the ghosts. The obelisk is nearly broken.

All three shadows are defeated by backstabs, arrow fire, and fireballs. Sabine reverses her grip on her slim needle-like rapier and drives the stinging blade hilt-deep into the obelisk. The weapon sizzles with radiant energy, blowing the accursed monolith apart.



The ghosts are freed! The spiritual beings take a moment, and arrive to stare at the heroes of the Drowned Quarter. Rowan tries to communicate with them, without success.

Just as it appears that the ghosts will leave for the next world, the heroes try their best to communicate with the ghosts. Rowan and Ping take turns beseeching the spirits of the damned with eloquent and persuasive words about revenge and righteous retribution, but instead the balls of spiritual light begin to drift off.

Just as it looks like the ghost army is lost, Trogdor performs a song. It reminds the ghosts of their former lives, and what they lost at the hands of Rolan. It galvanizes them and explains that revenge could be theirs if they help the heroes. The ghosts agree to aid the party once they make their assault on the Deathless Palace. The party understands that the ghosts will be there “when they are needed most.”

Following the visit to the Isle of Groves, Sister Sabine has a serious talk with Rowan. Sabine explains that her time has come and gone. It is important the Lady is saved from Gloomwrought, and that may mean that one of them has to die for the greater good. Rowan should under no circumstances give up on the mission in order to save Sabine. Sabine is concerned because of the rumor that the device Bezos is using to hold the Lady requires the “blood of a true believer” to open it.

The heroes of the Drowned Quarter take some time to consider their options. Now that they’ve built up some goodwill with factions in Gloomwrought, they think about how they might best leverage those connections. The evening after returning from the Isle of Groves, four 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, guard, 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.
- 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, the ghosts of the Isle of Groves,

the “Burnination¹” and others to aid in this quest. One suggestion is to attack Prince Rolan’s other assets, or make him look like a good target to his rivals within the city such as the Crimson Sashes or Selina Blackwell.

- Figure out whether there is a portal back to the Prime Material Plane within the Deathless Palace. Do the heroes need to convince Rolan to send them back? Do they need to destroy him to return? Is there a portal the heroes can flee through?

¹ Trogdor’s fans