

**Game:** Gloomwrought Campaign, D&D 5e

**Date:** May 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:**

The Heroes of the Drowned Quarter prepare to free the lady of the light from beneath the Deathless Palace. They conspire to perhaps fight Prince Rolan the Deathless, and foil the plans of Bezos the Vendor.

Ping and Sabine meet with the Shovel Knight in an abandoned warehouse. He tells the heroes that the cage with “the creature” Prince Rolan has captured is located below the throne room. He mentions that the throne of the prince is itself a petrified shadow dragon. They make arrangements for the Shovel Knight to get the party into the barracks of the Deathless Palace through a secret tunnel in a nearby warehouse. Once they are in the tunnel, the Heroes of the Drowned Quarter are on their own.

In hopes of learning more information, Trogdor asks about whether any of the members of the guards of the Deathless Palace ever swing by the Cracked Keel. Harkon mentions that a female member of the Deathless Watch<sup>1</sup> often stops in for a drink every now and again. Trogdor stakes out the Cracked Keel in hopes of finding this or any other of Rolan’s personal guards. Luckily, later that night the hardened guard Harkon described appears. Trogdor makes his move, starting with smalltalk and then pulling out his guitar and playing a [Whitesnake-like love ballad](#) to charm her. One more clever quip, and Trogdor and the guard retire to his room. There, Trogdor learns more about the barracks themselves in an amatory encounter. As she dresses to go, Trogdor asks the guard’s name. “Alana” she replies and leaves Trogdor.

Rowan enters a trance to divine the best way to find the Lady of the Light. She lights some candles and chants quietly. “Reveal the path of least resistance for us the Heroes of the Drowned Quarter from freeing the avatar of the Lady of the Light from the machinations of Lord Rolan and Bezos the damned”. The lady comes as in a dream and says that the best course of action is to find her “underground” and that “deception is your best path forward” to reach her successfully.

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<sup>1</sup> Prince Rolan’s personal guard and defenders of the Deathless Palace

Nigel meets with the black marketeer Selina Blackwell spinning a story about how Abraxas is now siding with some of the nobility of Gloomwrought against Prince Rolan. Nigel also purchases an explosive device and magical arrows from the weapons dealer. Vlad and Trogdor spread a similar message to Alana the guard and throughout the Burnination<sup>2</sup>.

The next day, Sabine and Rowan meet with the members of the Ebony Guard they befriended. They request a hero's feast as a favor to be given just before the party meets with the Shovel Knight. They speak simply, and their request is accepted.

Nigel meets with the Midnight's Own at the Soggy Croissant to ask that they use the explosive device he managed to acquire to blow up a wall of the Deathless Palace to draw away as many guards as possible.

That evening, as the guard detail of the Deathless Palace change over the plan is triggered. The hero's feast was a bloody affair, with undercooked organs and thick wine. The party meets the Shovel Knight who wishes them luck and they walk single file into a tight passage into the palace.

Nigel encounters a trapped door at the end of the passage, which he manages to disarm for the most part, although many of the party were a little burned. It opens into a concealed closet just off the barracks. Just then, the heroes feel an explosion. The Midnight's Own has managed to do their job, luring guards away from the path to the throne room. Thanks to Ping and Vlad, the heroes deftly sneak through the lightly populated barracks down to Prince Rolan's throne room.



The throne room itself has a raised dais. On it, Prince Rolan gives orders to his elite soldiers below. A maester stands by the Prince also ready to serve. Prince Rolan holds a familiar jeweled skull that Rowan immediately identifies as the artifact recovered from the vault of the Briarwoods for Valys the Artificer. Ping hears guards approaching from the stairs behind and Sabine gives the signal to attack. The heroes sweep into the throne room. A fireball explodes while Nigel focuses fire to put down the spellcaster as soon as possible. Ping pulls a magic door from his cloak of many things to bar the way into the throne room from the approaching reinforcements. The fight is on!

Ping throws the Iron Bands of Binding to immobilize one of the guards. Nigel and Bartleby continue to

harass the maester, forcing him to heal himself and ultimately taking him out of the battle entirely with Ping's help.

Prince Rolan descends from the twelve-foot tall dias and attacks Rowan. He sneers in cocky contempt at the Heroes of the Drowned Quarter and their audacity to attack him, but says very little<sup>3</sup>. A crown of stars circle his head, and tongues of black and violet fire lick from his body burning those who attack him. His slim sword effortlessly knocks Trogdor's blows aside, giving him openings for deadly ripostes that draw blood from the barbarian bard. On the right flank, the remaining guards engage Sabine and Vlad, locking them down and allowing the gigantic guard leader to also strike Rowan. Nigel swings around the left side of the formation to stab the guard just breaking free from the iron bands while Ping takes cover and peppers the villains with arrows. Rowan falls unconscious from a concerted attack from Prince Rolan, and Trogdor goes down soon after due to the psychic damage thrown off by the monarch. Nigel falls after being hit by one of the stars of energy circling Prince Rolan's head.

The fight looks grim. Sabine and Ping are the last two heroes standing and two guards still stand between them and Prince Rolan. Sabine is so desperate she considers reaching for the efreeti bottle on her hip. The air gets heavy, and a greenish glowing mist seeps from beneath the door. In it, faces of the ghostly murdered nobles freed by the Heroes of the Drowned Quarter are clearly visible. The mist floods into the room, and those cursed by Prince Rolan over a hundred years ago help the party and in doing so, take their revenge. In a burst of green flame both guards are possessed by ghosts and turn on their torturer. Rowan, Trogdor, and Nigel are all awakened from their unconscious state and healed by Ping. Prince Rolan looks worried for the first time during the fight.

Sabine taunts the leader of all Gloomwrought, calling him a liar and a thief. She is knocked unconscious by a bolt of star energy circling Prince Rolan's head. Along with the possessed guards Trogdor attacks once again, but is knocked out again by the black flame energy surrounding Prince Rolan. Rowan and Nigel both spit magic at Rolan but are each knocked unconscious themselves.

Only Ping remains on his feet. His arrow finds its mark in Prince Rolan's chest! However, it only staggers the former soldier. He straightens up, now bolstered by some dark arcane energy. Ping shoots again, only to see this undead might surge to help Rolan again.

Ping looks up at the dias. There, the jeweled skull is glowing brightly with unearthly arcane brilliance. Ping chooses the skull as his final target. As Prince Rolan bears down on the half-elf to deliver the killing blow, Ping shoots the skull with his arrow. The skull shatters. The demonic form of Abraxas appears! The demon lord was imprisoned within the artifact, powering Prince Rolan's arcane constitution. With the source of the undead healing powers lost, the ghosts of

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<sup>3</sup> One wonders exactly what the voice of Prince Rolan the Deathless sounded like. Was he noble? Was he like a "frat bro" who managed to rule a city? Maybe he was squeaky? Or moaned a lot. We will never know because he died before he could monolog in character.

the nobles stab Prince Rolan. He falls in a bloody heap. Abraxas sucks the soul of the dark prince from the fallen body, drinking in his essence and becoming stronger for it.

While the party grabs anything from the bodies that looks valuable, Abraxas offers a deal to Nigel. If the party allows the demon lord to take some of the power from the Lady of the Light and he will aid him in the future. Otherwise, Abraxas tells the party that they must find the lady and complete the mission themselves. After much too much time deliberating, and some firm stares from Sabine and Rowan, Nigel rejects his patron's offer by saying "Abraxas, we have a contract." "Best of luck to you then, Mr. Ping," says the demon lord as he fades into mist. With the two ghostly guards standing watch over the failing door to the throne room, the heroes take a set of keys from Prince Rolan's body and unlock a secret staircase within the throne. The heroes descend into a pitch-black prison that imprisoning the Lady of the Light.

There, they find a special cage with magical darkness swirling within it. Nigel's demonsight reveals the avatar of the light chained within it with black iron bands. Rowan dispels the magical darkness with her radiance of the dawn. The cage seems to be consuming the light and power that Aurora herself creates, drawing her power into the chains that bind her. The lady of the appears as a woman of indeterminate age with wings - mostly white but with dark stains as the chains drink her essence and corrupt her. Interestingly, the Lady of the Light has features and build that is identical to Sabine's. The party finds this curious, but Sabine dismisses it because as all know "The Lady often takes the form of her greatest heroes. You are mistaken, her visage must be that of a hero of a bygone age." The others shrug their shoulders skeptically, but continue trying to free the lady.

Runes on the cage indicate that "only the blood of a true believer" can open it. Sabine, reasoning that she is the most effective at resisting magical damage, cuts her finger and reaches for the door. It won't budge. Rowan does the same and it doesn't move. Ping also tries, with no success. Then all eyes turn to Nigel. It is the true believer of the demon lords who made the cage who can open it. Nigel cuts his hand and is easily able to pull the cage open. Trogdor's mighty blows break the chains and Aurora, the Lady of the Light is freed.

The lady steps forward, bathing all in her most holy light. A measure of calm crosses Sabine's face. Her time is over. Sabine asks Aurora, her goddess for rest and it is granted peace. Sister Sabine Pippins existed in the timeless Shadowfell long after her life on the material plane would have ended. Once a mighty crusader of the light, her soul existed in this shadow plane just for this purpose to lead the Heroes of the Drowned Quarter to save the lady. All this time party had been adventuring with an angel. An echo. A ghost made flesh.



Sabine turns to her friend Rowan “I’ll always be with you,” and smiles through bittersweet tears. As the lady’s champion begins to fade from existence, she draws her sparking sword once more in salute. It throws a shadow of the scrappy paladin, but now Sabine has angel’s wings. As Sabine disappears forever Rowan realizes that her own spiritual weapon is itself an echo of Sister Sabine.

The Lady tells the heroes she must go to stop Bezos’ machinations. She urges the heroes to hurry to Prince Rolan’s portal room to flee the Deathless Palace. She vanishes in a warm burst of light.

The heroes emerge from beneath the draconic throne. The ghost of Lord Briarwood, the leader of the uprising against Prince Rolan the Deathless fights the guards as they burst through the door. As the possessed body is cut down, the ghost also takes its leave. Ping carries Bartleby under his arm as the heroes run through the throne room to a special transport room that features three magical portals. With the murderous guards on their heels, the heroes must decide which portal to escape through.

The first portal opens out to a clearing in an impossibly lush forest at dusk. Enchanted animals are clearly visible through the opening, suggesting that it is a path to the Feywild. The second portal opens out into a waste, not unlike the Plaguelands that sired Trogdor on the prime plane of flesh and blood. The final portal opens out into absolute nothingness, which suggests a fall into the abyss of hell.



Time seems to slow to a crawl as the Heroes of the Drowned Quarter explore the three options. If they stay, they will surely be slain by the crush of guardsmen approaching. Should they go to the Feywild? It is completely different from the Shadowfell! Or should they return home to collect their money? Why the plaguelands? Nigel briefly contemplates the abyss, but with one exception everyone is excited to go back home to their original plane. “I’m staying,” Royan says.

Nigel furrows his brow. “But you’ll be killed. What about seeing the sun? The stars?”

“I belong here. I’ve got a plan. My plan.” Rowan tears up as she explains to her friends. “Farewell.”

There is a moment of silence. Brief goodbyes and embraces are shared, then abruptly Ping grabs Bartleby and plunges through the second gate into the wasteland. Trogdor is close behind with Vlad. Nigel starts toward the gate and then looks back at Rowan. Tears stream down her cheeks, she nods and adds, "I'll keep in touch!" Nigel considers the other two portals briefly then follows the others through the second portal.

The guards are approaching. Rowan has to think fast. She casts *Dimension Door* to escape, but the magic of the Deathless Palace won't allow teleportation magic in or out. The guards are at the door. She considers one of the portals then casts Meld into Stone and hides within the walls of the palace. The guards burst in, and see the three swirling portals. An officer barks "They've escaped! Someone find out who they were!" After a cursory look at the portals, the guards leave. With the palace in complete disarray, Rowan carefully makes her way back out of the palace and escapes into the endless night of Gloomwrought, the lone Crusader of the Drowned Quarter.