

Game: Gloomwrought Campaign, D&D 5e

Date: August 11th, 2019

Characters:

Ping the Vile, half-elf ranger - 9 (Dan Gilbert)

Bartleby, gnome hedge wizard - 4 (NPC)

Trogdor, human barbarian/bard - 7/2 (Nate Grim)

Vlad, lizardfolk pugilist - 4 (NPC)

Rear Admiral Nigel Ramsbottom, half-elf rogue/warlock - 5/4 (Quinton Laughman)

Ellie Finnbuckle, gnome wizard - 9 (Kayla Nicholas)

Duck Newton, half-orc cleric/fighter - 6/3 (Justin Nicholas)

DM: Andrew Smith

Log:



The heroes arrive in the Feywild. They climb out of the carriage, and are amazed at all the colors. Overhead, the sun is setting throwing long shadows. Bright moonlight illuminates the forest clearing where ogres and giants square off against squadrons of gnomes.

"You finally made it!" Bartleby shouts. "Get them!"

Gritt zooms off in his carriage and the battle is joined. Trogdor and Duck plow into the fray. Ellie and Ping hang back, delivering spells and arrows on time while Nigel ducks in and out of the battle, delivering smites at critical moments.

An unearthly bell rings, shaking the ground. All fighting immediately stops. The heroes ask Bartleby what is going on, but the gnome leader is confused. He introduces himself as "Iscariot." Just then, the party realizes that not only does Iscariot look like Bartleby, but all the gnomes in the army have his exact same features. Iscariot explains "That's the fashion this cycle" for gnomes. When asked how long a cycle is, Iscariot struggles to remember that it is about a century for mortals. "Now look sharp, the queen approaches. As a commendation I will introduce you to her."

Queen Tatiana arrives, resplendent in a gigantic green and red gown. She easily stands a head taller than all other elves and towers over the gnomes who wait on her. Despite her unearthly grace and surprising beauty, her over-dramatic face paint, her too-square jaw, large hands and slightly broad shoulders suggest that the queen may be a genderfluid being.

Iscariot approaches his queen to give his report, but instead of a commendation he requests a condemnation instead. The queen wheels on the party and asks for an explanation. She suggests that they immediately give her gifts.

Ping takes the lead. He offers his cloak, spinning a tale about how it was made from special magical spiders specifically bred for the task. The queen takes an interest in the new sword Ping wears, but her attention is taken by Trogdor's music, his gift to Queen Tatiana. Ellie offers three gems. Tatiana is immediately turned off by the gems, but moves on because she is fascinated by Duck. The half-orc at first has nothing of value for Tatiana. The queen's ire rises significantly. She is about to have Duck thrown in the dungeon and prepared for execution when he remembers that he has the counterfeit Lute of Lum. He takes the time to explain how the party sought the instrument and how they came by it. Tatiana, enraptured by the story accepts the gift of the lute and immediately chucks it to one of her servants. Nigel offers to teach Prince Oberon the secrets of lovemaking, but Tatiana demands that instead the half-elf spend the night with her. At first Nigel refuses, but after an amount of threatening and discussion Nigel agrees and he is not disappointed by the queen. The meeting ends with a toast to the music god Olidammara.

After a suitable rest, the party starts out toward the winter court to find Zemo led by none other than Iscariot. They emerge from dense undergrowth and see fireflies and butterflies dance in the distance. As they pass, bunnies, bees, and deer bound by. A helpful owl appears and helps direct them. The colors are all brilliant and vivid in a world of eternal gloaming.

Bartleby Iscariot does his best to dump them at the border of Queen Tatiana's realm, but the group forces the gnome to continue leading them to the palace of the Queen of Air and Darkness.





The travellers are walking a path through murderous weeds, when they hear a voice. They discover that it is from Helpful Stu - a friendly monster. He's really dumb, but he is loveable and appears harmless. He asks to accompany the group to the palace of the winter court. The party accepts him.

Next, the party meets another gnome who looks exactly like Bartleby taking tolls across a raging river of floating razor-sharp icebergs. The party scares off the gnome toll taker, and hears a tiny muffled voice from the tollbooth. Inside, an angry fairy who is dressed as a biker is trapped in a bottle stoppered with a cork. She introduces herself as Invidiabelle, and says that she was Zemo's "best girl" until recently. "The love of my life Zemo trapped me and left me to die! Shame on him. Shame!"

She is full of hate and venom, and strangely breaks the fourth wall of the game. "I hate him but you just know you can't trust me. I'm gonna betray you. That's the way the D&D goes! You like someone and then poof! They backstab ya or they die. I don't want either one! Youse guys are nice. You would never do something awful like stuff me in a bottle." She begins to ugly cry about Zemo. Trogdor manages to knock her back into the bottle and stopper it again. He tucks the bottle into his belt and the party continues.

As the mountain of the winter court just comes into view, the party is attacked by a horrible, ugly monster. Nigel immediately diagnoses the monster's intent, slapping it with nonlethal damage and causing it to whimper and double over in sobbing pain. The party asks the abomination's given name - "Death Nightmare." However, the monster really just wants to be that party's friend and suggests the nickname "D-Nappie" instead.

The Queen of Air and Darkness resides in a frozen crystal palace on top of a desolate and steep mountain. As the party climbs the winding mountain pathway, they see hooded humans hanged to death still strung up in regular intervals.

As they enter the palace, they see a human's body cracked open with their entrails strung out like an autopsy left on display. There is a fleshy tree with fruit of severed human heads with eyes and mouths sewn shut. Occasionally, screams are heard from adjoining chambers. The group is met by a single attendant in the antechamber. The party is instructed to wait for a bit, and they spend the time contemplating an artistic collage of human hands, tongues, and teeth on the walls. The giant doors open into the royal chamber and they party is ushered in.



There, standing at attention are rows and rows of giants, ogres, and armored elven warriors. Unlike their kin of the summer court, the winter elves are all marked by infirmity, scars, or disease that has left them all broken and wicked just like the giants and ogres.

At the far end of the chamber, the queen stands atop a dias raised above the throng by nine steps. She is tall and slender. Her form is breathtakingly sensual in a simple black silken shift, and her face is covered by a veil of black down to her blood red lips. Her elaborate but tasteful crown and headdress glows in a cool blue radiance. She gestures for the party to approach.

The Queen of Air and Darkness hears their request. She agrees to reveal the location of the Unfathomable Citadel, the new fortress of Zemo given to him by Abraxas the Collector. First, the heroes must do a task for her, though. She needs them to retrieve an item from the vault of a fiend.

She tells them about what is happening in Salt Temple. The army of Erathis is massing for battle. The Prelate himself has assembled an impressive array of artifacts. He has built a stage to feature a mighty chorus of warriors. He will be putting on a show of some sort that will rival that of the Olidammara, god of music, revels, wine, rogues, humor, and tricks himself.

The party is whisked away to a pocket dimension. There, a magical door magically locked, and demons stream out two other doors threatening to destroy the party. As it turns out, Helpful Stu is a talented codebreaker and he manages to open the door with no troubles. D-nappie is also very helpful in that she absorbs many of the demons' attacks that were meant for them. The vault turns out to be that of Abraxas himself. The heroes grab the true Lute of Lum, and return to the Queen of Air and Darkness only after Nigel instructs Helpful Stu on how to reprogram the fiend's security code.

The party finds themselves in a private side room off the main throne room in the crystal palace. The veiled Queen of Air and Darkness rises from a comfortable chair. All the gnome attendants in this room have no eyes, just scar tissue over their blank sockets. Trogdor holds the Lute of Lum, carefully strumming it defying the queen to take it from him.

The queen points at Ping's sword. She says that she has recognized Ping from it. She removes the veil revealing her elven face. The party realizes that although she's probably not Ping's mother, aspects of her features suggest that she is most certainly a direct relative. She tells the party the location of the Unfathomable Citadel, and appoints another gnome identical to Bartleby to take them. "You'll need all the help you can get to stop the Prelate of Salt Temple. Keep the lute," she says to Trogdor.



Steve the gnome takes the party to the Unfathomable Citadel. He leaves them on a raised hill above a desert plain dotted with squadrons of giants and ogres. They patrol around an impossibly tall castle of towers with a prominent front door. The party sneaks past the patrols and enters the castle. There is an antechamber with a single set of stairs leading down. The party descends.

Below the antechamber is an impossible endless pit of stairs and platforms that seem to hang magically in space. There are no railings or walls to the stairs or platforms. The first set of stairs leads to a platform which leads to two other stairs down, each of which lead to two other platforms each with their own two sets of stairs and so on. Meanwhile, an unending darkness swallows the party vertically and they see neither roof or ceiling in this unending chamber of stairs and platforms.

The party descends toward a second platform, where they see Bartleby locked in stocks in tiny BDSM gear. He looks up and grunts through his ball gag. A sparkle in the darkness and Zemo's voice fills the chamber. "I've been expecting you. Now perhaps I'll have all of you TROUBLEMAKERS under my control at once! You've fought a dragon before, why don't you try it again?"

A massive green dragon appears from the depths of the chamber, breathing acid which burns the party. Vlad is mind controlled, and he pushes Nigel off the platform and threatens to kill Ellie. Nigel catches himself from falling to his death. Trogdor subdues Vlad before he can hurt any other party members.

The platform is counter attacked. A fey warrior appears with a squadron of gnomes on one stair while a giant and several ogres comes up the other stairs. Ellie knocks the giant to its death with

a Bigby's Hand spell, and Duck prevents them from moving any farther. Ping holds off the elf and gnome attackers with his sword and bow. He taunts Zemo, calling him the most horrible names a Fey could be called. Finally, Zemo cracks in anger. Ping has called him "boring." Zemo reveals that he is using a magical simulacrum of himself to attack twice a round and pounds the party with psychic blasts of synaptic static.

With a lucky swipe, Zemo's simulacrum is crushed by Ellie's magic hand. It melts like a candle in the lilac glow of the powerful spell. Zemo himself is revealed by Duck's dispel magic, and then he is immediately skewered by an arrow from Ping.

The true Bartleby is found in a room at the bottom of the dark citadel amongst all the spikes. The party is sure he is authentic because he barely has any enthusiasm for the rescue, and immediately begins to complain. They find a small treasure trove of spells and goods as well, including a fine dress with electrum stitching. The fairy Invidiabelle is released. She's angry that she was bottled up the whole time, but she forgives the troublemakers because they got vengeance for her.



Rowan contacts Ping with the news from Gloomwrought. Following Prince Rolan's defeat, the Deathless Watch were driven from the city by the mercenary Red Sashes, making way for Gloomwrought's new ruler, Prince Olisk Carradh. Prince Olisk is the aged head of the ancient and powerful noble House Carradh. He took power with the support of over a dozen of Gloomwrought's other noble houses, the muscle of the Red Sashes, and a variety of demons clearly working for Abraxas. Things are much better now for commoners, but Rowan worries that she's traded a ruler beholden to Bezos for a ruler beholden to Abraxas.

Gritt appears. After an extended and thoughtful conversation about where the party goes next, Gritt ignores the wishes of just about everyone in the party and just drops them back in Blackangel leaving their duplicates to continue on in Highport. The heroes get their bearings just in time to see smoke rising from the Arcane Academy. The walls are breached! The academy is under attack!

Appendix - Fey Slang

- Glitter = Farewell
- Make love to, the act of love = Murder
- Glamour = Money / Value / Magic
- Vile / Stinky / Drab = Anything non-Fey
- Take someone to bed = poison them
- Stiff, Got a stiffie = something boring
- Going rompers = rage / fighting
- Performing = serious fighting; melee
- Raking the toffee = Hard work
- Squee = love, affection
- Dunk the donut = A phrase meaning "let's do this"
- Ossified, rigid, turgid = super boring or awful
- Bite me = pay up
- Candy = cash, money, treasure - or literally sweets which are often used as legal tender
- It is Death, Deadly, It is the little death = Something or someone is so attractive or awesome that the speaker has climaxed¹
- Jubilee, Jump, Play, Party, Frolic = Sexual intercourse, or literally a party, or both depending on the context²
- Getting chocolate in the peanut butter = Switching sides; betraying your friends
- Smoky Boys = Fiends like Abraxas or Bezos
- Fancy Boys = Bad guys on the Unseelie/Winter Court
- Flaky Boys = One of the neutral demigods such as the Raven Queen, The Traveller or their followers
- Shiny Boys = Celestials / Angels
- Lurk and Jerk = A switcheroo where something isn't as it seems for the purposes of fooling someone



¹ Typically this is a figurative expression

² Just about anything can refer to sexual intercourse in the Feywild