

Game: Gloomwrought Campaign, D&D 5e

Date: November 2nd, 2019

Characters:

Ping the Vile, half-elf ranger - 10 (Dan Gilbert)

Rear Admiral Nigel Ramsbottom, half-elf rogue/warlock - 6/4 (Quinton Laughman)

Pipkin Goodwood, half-elf paladin - 10 (Andrew Smith)

Colonel Sigmond, dragonborn sorcerer (Nate Grim)

Inara, human cleric - 10 (Kayla Nicholas)

“Hawkeye” Yeoff Revictus III, human sharpshooter - 10 (Connor Kanya)

DM: Justin Nicholas

Log:

Sigmond, Inara, and Yeoff have joined together to travel to Robur Vitus from the Empire of Hisar to help Mordenkainen. Each has their own motivations, and they form a fragile respect on the ship named “The Mishap” captained by old William Seacaster VI and his crabby first mate Old Pickering. The ship is named for the moment that Seacaster found himself the captain following a harpy attack.



Along the way, they make a stop at Mage’s Reach. Mage’s reach is an outpost that has been heavily fortified with walls of stone. The party asked to fix an issue with a mine to the North that has stopped production.

Meanwhile, Ping and Nigel are invited back to the Feywild. Mab, the veiled Queen of Air and Darkness contacts the two and whisks them to the Winter Court for a meeting. The two half-elves enter the throne room. It is just as they remember, with macabre decorations and a rogues’ gallery of courtiers and eyeless gnomes scurrying about to aid. The two feel a bit uneasy as they are approached the ashen-skinned queen.

The queen asks the pair for a favor. To her left, a templar clad in green ceremonial armor stands at attention. “I have need of your services. We have had dealings before, and you seem very competent. Also, I have a stake in your success. I would like you to run an errand for me.”

“What sort of errand?” Ping asks.

Mab continues, “Long ago, I recieved aid from a powerful wizard from the Prime material plane named Mordenkainen. In exchange for his assistance, I was asked to provide help stabilizing his kingdom and defeating some opponents once he was no longer capable of doing so himself. You two have impressed me, and I think you would be perfect for this mission.”



The queen's preternaturally young lips curl into a sly smile, "You might also have an interest in meeting this man. It may be a sort of reunion in some way."

"What sort of threats?" the pair of half-elves ask. "Do you have any information on the enemies?"

The ashen monarch sighs. "The enemies he thinks he has are far less important than those he actually will be facing."

She gestures to the green-armored knight to her left. "I will send along one of my most capable servants as my liaison and your protector." The knight removes his antlered helmet, revealing a lovely half-elven face. "My name is Pipking Goodwood, but my friends call me Pip."

Pipkin and Nigel are immediately fast friends, finding delight in both their surnames. Ping rolls his eyes and whispers a curse to himself just audible to those nearby. Mab offers Ping a macabre magical device that gives him the ability to teleport over short distances in battle. "This mission will be less than a month and you'll be back. Once you return you shall be richly rewarded indeed."

The half-elves thank Queen Mab. Nigel bows and winks. Blind gnomes scurry about, and scrawl symbols on the ground in blood-red chalk. The queen creates a gate to plane shift the group to their destination. However, the half-elves have a rough ride back to the prime material plane. Instead of immediately reaching Mordenkainen, they instead find themselves dropped off in a thick forest North of Mage's Reach.

They materialize near a primitive lizard folk village. They meet lizardfolk who charge out in an aggressive fashion. At first these natives are combative, but Nigel produces a delicious egg as a peace offering. Between Ping's comprehension of Draconic and Nigel's magic they manage to communicate. The half-elves figure out that the lizard folk are angry at the constant ventures into the Untamed Wilds where they are scaring off their game and pillaging their resources. The lizardfolk are concerned about the giant dragon and strange dragons in the woods. These dragons have multiple heads, a symbol of Tiamat.

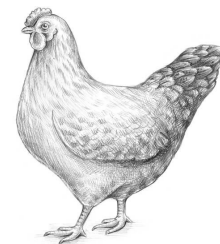
Additionally, the heroes learn that other tribes of lizard folk within the forest have sided with an order of dragon riding knights who worship the goddess Tiamat. Nigel spots evidence that some members of the nearby lizard folk village are also loyal to some sort of green dragon. .

The half elves travel south to Mage's Reach, just in time to meet the other heroes as they step off the ship. Both groups are introduced by Greenbloom Halfhand, a chunky little halfling fellow with only three fingers on his left hand. He is the civilian leader of Mage's Reach, and he describes what his master Mordenkainen requires of them. The party is to make sure that the flow of a specific ore for arcane powers from the mines to the North in the forest are able to successfully reach Mage's Reach. Unfortunately they are often murdered by lizard folk or by flying dragons from the Untamed Wilds. Halfhand establishes that the ore has been mined, and it just needs to be brought to Mage's Reach. Ping asks for three dozen chickens to placate the lizard folks, and explains to the halfling that he will bring back the ore but the mine must be abandoned in the future. Greenbloom Halfhand leaves the party to procure a slew of hens.

The heroes decide to split up to find some more clues. Sigmond heads to the mercenaries' guild while the others visit a nearby tavern. At the guild, Sgmond is treated with disrespect due to his heritage. The dragonborn responds by charming the offending dwarf guard, and going on his way without further incident.

At the tavern, the heroes learn that there is a black-scaled dragonborn named Ein Had who lives nearby who might help guide the party to the mines and speak with the lizardfolk. His job is to help refine the magical materials that come out of the forest. The party visits this fellow and bargains for his services, but he wants too much coin for his services so the party does not purchase his services at first. As Ping rolls his eyes and walks off, Nigel matches his price and joins the party.

The party gets their chickens. Pipkin produces his mute squire Pugsley, and he carries all the poultry for the party. They all set off for the mine. The party spends the night at the original lizardfolk village where the half-elves landed. Ping presents the gift of the egg-laying chickens. Pugsley presents the birds. The lizard folk are overjoyed, and promise to allow the mined material to return to Mage's Reach.



Pipkin summons his mount from the Fey, a thin stag supporting a gigantic rack of antlers. The newly formed party of heroes make their way into the forest. They sneak in carefully, but after a misstep by Inara leaves her at the bottom of a ravine stirring a flock of birds two paladins riding evil dragons descends on the party.



A larger red dragon, and a smaller green one both rip and tear at Inara. Pipkin locks up the smaller dragon, using a Fey curse to force it to focus only on him. Yeoff climbs a nearby tree and impales the dragons with arrows repeatedly. Ping finds cover and does the same, using nature magic to heighten the damage. Nigel drops several backstabbing smites on the red dragon, and Sigmond's lightning manages to destroy the dragon and cover the cleric while Inara works hard to keep the party alive with puissant healing magic.

With the draconic defenders defeated, the party helps return the

ore to Mage's Reach. Ping explains to Greenbloom Halfhand that they may no longer exploit the mine for more ore as part of the terms of the treaty with the friendly lizard folk. The questors return to the ship for William Seacaster to take them all to Robur Virtus.

There, the party learns more about the city. It features transparent walls of magical force used as dams to hold back the shark-infested waters and provide more land for the island city state. Nearly all citizens of this state can use spells. Magic is used here for even everyday tasks. William Seacaster takes his leave and tells them he will be waiting at "The Golden Mile," a tavern near the docks if they have need of "The Mishap" soon.

The party notes the thin, white magical tower at its center. They head there to meet with Mordenkainen. They are surprised to find even more buildings and city infrastructure inside this impossibly tiny tower, which itself has a central tower that houses Mordenkainen, the master of magic himself.