

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

**Date:** November 9th, 2019

**Characters:**

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

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

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

Colonel Sigmond, dragonborn sorcerer - 10 (Nate Grim)

Inara, human cleric - 10 (Kayla Nicholas)

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

**DM:** Justin Nicholas

**Log:**

The questing heroes are welcomed into Mordenkainen’s audience chamber. A halfling with thick, orange hair piled on her head works to assemble some sort of magical contraption on a central table. It is made up of cones, gemstones, a wood stylus, several wax cylinders, and a gold-inlaid wooden control lever. The great mage Mordenkainen joins them. His bald pate is pale and his greasy goatee is grey and frayed. He shows signs of age, moving slowly and wheezing as he speaks.

Eight other mages join the meeting. Each introduces themselves in turn. A stout dwarf in plate armor featuring a glowing gemstone gauntlet introduces himself as Bulgret. A mysterious monochromatic man in a black robe introduces himself as Dezmund. A pair of fraternal twins, one male and one female introduce themselves as Feikum and Fein. A lanky half-orc in robes with a flame-colored trim gruffly tells the party he is named Zorogre. A non-descript halfling introduces himself as Finkin. A lovely woman in peacock colors with a tall turban on her head meets the gaze of the heroes. She bows and identifies herself as Mirara the Mystical. Finally, the orange-haired halfling finishes assembling the magical device, straightens her simple dress adorned with moons and stars, and introduces herself as Fiona, Mordenkainen’s current apprentice.



The meeting begins once the master calls the room to order. Mordenkainen tells them about his visions he has managed to win through chronomancy. In them, there are various threads where

the island of Robur Virtus is attacked. Fiona starts up the arcane device, which shares Mordenkainen's alternate visions of the future with everyone in the room. In several visions, Illithids emerge out of the sea to attack the magical island nation of Robur Virtus. In another vision, storm giants fight for the city state. In some visions, Dragonriders attack led by an ancient green dragon. In alternate visions, lizard folk fight both for and against the city state. Some visions include an attack by the dragonborn of Hydrus and in others the paladins of the eastern Empire of Hisar attack. A final vision includes an attack by the demon lord Abraxas himself.

Mordenkainen tells the council that the questing heroes are here to "save the city" and that the wizards should provide whatever information and material they can to the party. Mordenkainen retires to his chambers, telling the party that they should come to see him once they have made the acquaintance of his council.



The heroes split up and have discrete conversations with the wizards. The dwarf wizard Bulgret confronts the group, singling out Sigmond. He is aggressive and confrontational, telling the questors that he is the military leader of Robur Virtus and that he helped fight against the dragonborn of Hydrus. He calls Nigel a "common sailor" causing the pirate to turn his back in disgust. Sigmond learns that the dragons and the dragonborn of Hydrus are working together. The nobility of Hydrus all believe that they descend from an unnamed ancient red dragon, which they worship. Bulgret tells Sigmond about how the islands of Robur Virtus were liberated from Hydrus over the past century. He describes how the current emperor of Hydrus Korz-Ro still bears a grudge for that rebellion.

Ping makes friends with Inara. Sigmond reveals that he comes from another plane known as Ravnica. Geoff flirts clumsily with Inara, requesting a quick bath and a magical clothes cleaning. Pipkin asks if Dezmund is also from the Empire of Hisar, judging from his accent. The party learns that the necromancer was once Inara's master. Dezmund sheds some light on Hisar and Hydrus. Nigel shares what he knows about Abraxas.

Ping and Pipkin question Zorogre and learn that he is actually a professor of the nearby mage's school specializing in evocation magic. Zorogre finds Pipkin disturbing, but he likes him anyway. Pipkin makes friends with Zorogre, offering him the skull of an elf child who starved to death. Pipkin learns from Zorogre that he and Bulgret fought together to liberate Robur Virtus over the past 50 years. Zorogre is an accomplished fire-wizard. Similarly the party learns that Bulgret is the master of abjuration, Mirara is a classically trained warmage, and that the twins Feikum and Fein are illusionists.

Pipkin has a bad feeling about Fiona. He shares his disgust with Ping and then stokes his hate of her quietly. He continues to keep a close eye on her throughout the meeting, while avoiding her directly. Nigel questions the halfling, hailing from Mini-Sota a halfling village just South of the frozen north of the Frost Reach. He learns from the halfling that Mordenkainen's condition is quickly deteriorating and that the mages worry that his visions are the ravings of a madman rather than true concerns. Fiona offers any conventional equipment the questors might need, turning down the "sex slave" Nigel requests but providing a ship for travel if needed. Nigel suggests that the magi of Robur Virtus be more diplomatic to the lizardfolk of Mage's Reach. Sigmond talks with Finkin, the non-descript halfling looks like. They ask where he lives. The questors immediately forget the halfling's answer.

Fiona leads the questors to Mordenkainen's bedroom in the royal palace. The mage looks particularly weak. He reveals that he introduced the questors to his council because he is afraid that there is a traitor in their midst. He says he will rely on the heroes to try and sort out which one or ones it is, and asks that they do their jobs saving his city. The ancient mage asks to show the questors his most powerful artifact. He opens a secret door behind his bed. He tells the party to promise not to speak of what they see, warning that it could drive them mad. Nigel gives Mordenkainen a piggyback ride. Pipkin muses aloud whether they have gnomes to carry them all like they do in the Winter Court. The party and Fiona accompanies Mordenkainen down into his laboratories.



As they descend the stairs Mordenkainen seems to be getting crazier by the moment. The mage opens the vault by pricking his finger and giving a drop of his blood. They step into a double-helix stairway that dazzles and confuse the party. If it weren't for the mage's directions, they would never be able to penetrate the confusing and ever-shifting defenses against any sort of potential spies or invasion.

As the party reaches the edge of the magical defenses, Mordenkainen collapses and dies mid-sentence. Inara determines that the body was actually just a clever golem built to resemble Mordenkainen. Fiona begins to thrash and cry uncontrollably. Pipkin briefly tries to cast zone of truth to question Fiona, but the spell fails.

The heroes encounter a room with thick doors, vents, and a sigil the party identifies as a protection circle. The party muses that it is meant to cremate anyone following the mage invisibly. They all enter the room and stand in the magic circle and watch as epic flame burns all around them. After ten minutes or so, the far door rolls open and they proceed.

Next, the heroes encounter a darkened room of pits that features gravity acting in different lengths. Yeoff uses his skills as a champion to navigate through the room, aided by the rope held by his companions. Only later, Ping remembers the rope of climbing in his pack. During the confusion, Fiona disappears into the magical darkness saying how disgusted she is at the party accusing her of being a traitor and killing Mordenkainen.



Finally, the heroes encounter a room featuring a androsphinx. The sphinx gives the party a puzzle to solve, but it is nearly impossible to solve. The party attacks the monster, and defeat it after a close battle. Just as the monster falls, Fiona re-appears and attacks the party, angry at being revealed as the true traitor after all. She drops several party members with powerful magic, but she is ultimately knocked unconscious. Pipkin manacles the halfling wizard up and straps a ball gag to her face.

The heroes reach the final room, holding the Reality Gate itself. They realize that the city of Robur Virtus was built to protect the Reality Gate, perhaps the single most powerful artifact in existence. A younger, more vivacious Mordenkainen emerges from it and begins to rant maniacally. This is perhaps the true mage who reveals that he doesn't live forever, but rather he jumps back and forward in time having adventures. He puts the defense of the gate and the city in the questors' hands and exits back through the gate again.

Yeoff moves to kill Fiona, but Pipkin stops him. The inquisitor of the Winter Court offers a long, slim stiletto and directs Yeoff to slip it behind the halfling's eyeball for a clean and painless death. The heroes do a little more investigation of the gate, then return to Mordenkainen's room with the help of a new, more spry golem duplicate of the mage. They easily explain Fiona's treachery with the duplicate's help and the *Speak with Dead* spell.