

Game: Gloomwrought Campaign, D&D 5e

Date: December 1st, 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:

In preparation for attacking the mind flayers, the party does some preparation. First, they learn all they can from Sigmond about the illithids, and his nemesis Unnar the Eater of All. The colony of these monsters are in fact a hive mind all in contact with one another through a monster known as an Elder Brain. If the party can locate and destroy this construction, they can disrupt and then hunt down the remaining mind flayers and prevent their attack on the island.

The questors do some shopping in Robur Virtus. They learn about some locations that sell magic items. First, there is the Unicorn District Swap Meet, Bottleshock, The Bound Academy, and the Gnome Depot.

The party visits a shop called Wizards of the Coast featuring a snobby salesman named Rosewater. After one too many veiled insults and cost increases, Pipkin leaves and scrawls some offensive graffiti of Rosewater being cartoonishly murdered behind the shop using his pot of bright green paint he carries just for this purpose.

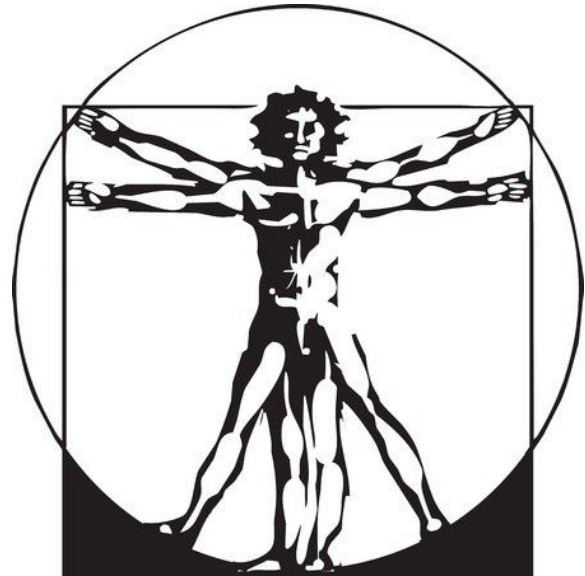


The questors then makes a stop at Gnome Depot where they meet with William, the helpful shopkeeper. Immediately, Pipkin demands a beverage from the gnomes thinking them to be the fey servant spirits of his homeland - the Winter Court of the Feywild. The other party members pretend they don't know the paladin, and he is escorted out. Later, Pipkin scrawls more rude paintings of dead gnomes in the back of the store when no one is watching.

Inara meets with Desmond at The Long Rest, an establishment near the graveyard. There the party learns that Inara was converted to be a cleric of Bahamut as a form of punishment after being turned in for necromancy. She is an unenthusiastic follower of the platinum dragon. The party learns that Desmond knows the current incarnation of Mordenkainen is not the true arch wizard.

The party learns about some side quests available on the island of Robur Virtus. Specifically, There are concerns about a mummy lord in the catacombs below the island and they learn about a Kraken cult that is menacing shipping in the area, and one kraken that lurks in the area. Several gravediggers have had some concerns about the catacombs as well.

Inara and Nigel meet with a noble gnome named Sir Arthur Fairservice. He is known to “grease some palms” and make things happen. The pair learn Fairservices’ wife had recently died, and he believes that he is being hunted. He wants some bodyguards. He says that at night a slithering tracker is seeking revenge on him at night. The reward for saving him would be access to a new headquarters. Sir Fairservice is hiding something. The pair question Jeeves, Fairservice’ butler. They learn that Sir Fairservice is very shady, and most likely killed his own bride in cold blood.



That night the party fight off a demonic monster in Fairservice’s bath chamber. Luckily, Nigel was already in the tub with the gnome, and managed to slay the monster who came for vengeance for the killing of Fairservice’s wife.

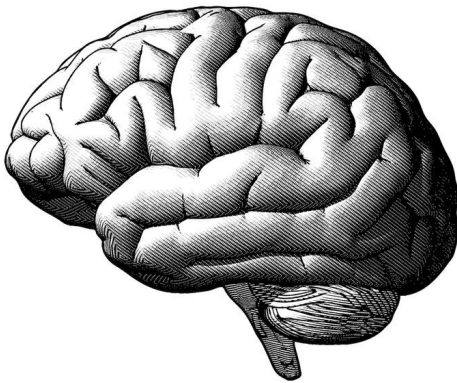
The party asks Fairservice for their reward, but the gnome dismisses them with a pittance. He won’t even consider the original offer which was his life for his home. Pipkin puts the gnome in his place with a smack across the face, knocking him unconscious. After a brief discussion the party decides to “do the right thing,” waking Fairservice and retreating to the tavern to leave him to go about his business.

The next day, the group returns to find Fairservice murdered in cold blood at the door to his bedroom. Clearly, the same villains who created the demonic horror to kill the gnome came back to finish the job! Ping finds four arrows jutting from Fairservice’s lifeless body, and Jeoff happens upon a signed affidavit granting ownership of Fairservice manor to the party, with Jeoff himself named as the executor..

The questors meet with Karen the realtor who also runs the hall of records, bringing the ownership documents. Karen agrees that the mansion now belongs to the questors. Inara is tickled to now own Fairservice manor. Not only does it have six bedrooms, the master suite has a walk-in closet, there is a whole floor featuring a magically warmed bath chamber, and it features an archery range and a sparring yard. Yeoff claims his room is leaking, asking Inara to stay in hers. Comfortable in her new surroundings, Inara reluctantly agrees.

The very next morning a plan is made to invade the underdark to destroy Unnar. The questors decide to enlist the necromancers to push undead down into the catacombs toward the mind flayers underdark to make it look like an attack. Meanwhile, using water breathing the heroes will drop into the sea directly on top of the main complex to destroy the elder brain.

The party enters the spiraling tunnels of the mind flayers, stepping through a membranous portal and dripping with seawater. Nigel and Sigmond deactivate two magical traps, and they come upon some sort of breeding pit. The party doubles back, and finds a vertical shaft. Together the party drops into the hall of the elder brain itself, and combat ensues.



Nigel finds cover and begins to attack the elder brain from across the chamber. Ping and Yeoff snipe at the two mind flayer magi flanking the giant inhuman pool of brains. Unnar and two warrior mind flayers engage Pipkin and Inara. Pipkin's magic resistance and Fey aura manages to keep he and Inara from falling to the abominations' attempts to stun them and consume their brain materials, giving the others just enough time and space to incinerate Unnar, one of the magi, and destroy the elder brain itself. Without the lynchpin connection between all the mind flayers, the heroes easily escape the

complex and make their way back up to their ship with proof that they have achieved their goal - the bloody purple squid-like skull of Unnar himself.