

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

**Date:** December 22nd, 2019

**Characters:**

Tadriel Melchior, assimar bard/rogue - 4/1 (Quinton Laughman)

Spats, tabaxi monk - 5 (Dan Gilbert)

Mordenkainen, human wizard - 5 (Justin Nicholas)

The Grinch, dwarf paladin - 5 (Connor Kanya)

Fergus Grimboodle, gnome barbarian - 5 (Andrew Smith)

**DM:** Kayla Nicholas

**Log:**

The party, a group of incorporated adventurers have arrived in a mining and fishing town to the far North coast where they are recruited to help locate a missing artificer wizard named Nicholas by a gnome servant of his named Gimble. Nicholas retired there after adventuring for many years. He and his servant gnomes craft toys in his workshop, which he then animates with arcane magic for the town's children. He then delivers these toys on the evening of the Winter Festival.

The party makes ready to travel to Nicholas' workshop. Unfortunately, the only mode of travel available is a sleigh without an enclosure pulled by a single draft horse. They arrive at the artificer's home. In the entry room they see a huge fish tank filled with toy wooden fish. Some toy soldiers attack the heroes, but they manage to crush them and move on.



Gimble leads the party to his master's library, the last place Nicholas was seen. In the library the party finds a number of artifacts including bottle of liquid light, holy water, and a large framed object hung on the wall but covered by a sheet. The party pulls aside the sheet to investigate. They find a mirror. Behind their reflection, they see mist swirling in the mirror's surface. Fergus, Gimble's recent helper and adhesives expert can be seen trapped behind the mirror's glass as well as a yeti.

Spats is nearly entranced as the mist started to swirl faster, forming into tendrils that rapidly changed direction and darted around each other. Luckily, the tabaxi manages to break contact. The party spots Fergus in the

mirror. They break the mirror freeing the gnome and the Yeti. They quickly knock out the monster and ask Fergus for more details.

Fergus relays what he saw. Yesterday, a mysterious visitor knocked on the door of Nicholas' home. Fergus answered the door to find a tall man in a dark, hooded cloak. Fergus greeted him cheerily - too cheerily in fact. The visitor explained that he was an old friend of Nicholas' that was passing through and wanted to stop in for a visit.

He hesitated, then asked if he could come in out of the cold while they spoke. He seemed like a delightful, pleasant man, so Fergus happily agreed. He asked that Fergus find Nicholas and inform him of his friend's arrival. Fergus left the room, and eventually located Nicholas in his library.

When Nicholas left to greet the mysterious visitor, Fergus took a moment to look around the library. For some reason he felt compelled to investigate the mirror, and was trapped within.

The party next explores the kitchen. They find all sorts of sweets and treats there. Spats knocks some items on the floor, and doesn't show any remorse. Past the kitchen is a porch linking to the stables. There they see ten stalls, eight of them filled with reindeer. A large red sledge resides in the ninth. Behind the stable, the corpse of another reindeer with a red nose lies dead.

The party checks out Nicholas' desk. They find all sorts of letters asking Nicholas to come to their houses to deliver toys in the night. A trap drops Mordenkainen into the tank of water in the entryway, but the party manages to save him from the deadly fish toys.

Finally, the party arrives at the door to the workshop. It is magically locked. Gimble tells the party that there is another way in to the workshop through the service elevator. The party finds the trapdoor in the guest room and makes their way to the workshop.

They encounter a trap along the way, separating them and forcing them to communicate shapes of runes through a wall. The party finally unites below the workshop. They take a brief respite, then climb on the magical teleportation elevator to the workshop.



The workshop is a miracle of gingerbread and sweets. Nicholas has his back to the party, brooding at a pretzel table. It's a trap! Nicholas has been turned into a vampire, and the mysterious stranger has managed to use the toys against the party! The monster that was once the jolly old artificer is murdered summarily by the Grinch, angry at having to suffer all the struggles that go along with the holiday. Using Mordenkainen's levitation they manage to pin the vampire in the air and rip him to shreds until he disappears in a puff of oily smoke.

With morning approaching, the party decides to carry out Nicholas' last wishes. They take all the magical toys that were made and arrive at the village. Mordenkainen does his best to pretend that he is the real Nicholas the Artificer, but Fergus quietly informs the adults in the village that Nicholas has died in a terrible accident, and it will be their responsibility to carry on Nicholas' tradition in the future.

## **Epilog - Character Backgrounds:**

Tadriel Melchior was born of two human parents who were members of what some people might call a cult. Tad, as he likes to be called, was seen as a blessing from the god of his parents, Trogdor. His parents had been converted by the High Priest of Trogdor, Vlad. They moved to Euphoria, the previous site of the Salt Temple and place of Trogdor's ascension. He went to the Bards College that had been started there and was a natural at performing for audiences. Due to being an aasimar and his upbringing, Tad has become used to people being nice to him and doing what he says. He tends to get agitated when this doesn't happen.

Fergus Grimboole of the Highport Grimboodles is the last child of Harriet Grimboodle, a famous alchemist in Highport known for her powerful glues and solvents. Her preparations are world-famous, making the Grimboodle name synonymous with grit and dedication. Fergus' father's bachelor name was Finnbuckle making Fergus the grandson of the honored mage Eleanor Finnbuckle, and cousin of Ellie Finnbuckle.

Fergus grew up in his mother's laboratory, learning a bit about alchemy and tinkering. He bucked the stereotype of gnome men being homebodies who are expected to prepare meals and look after the children. Fergus is valuable to a party because not only is he a bit of a tinkerer and alchemist, he is also able to enter what he calls his "badger rage" to become a formidable fighter swinging his hand axes with gusto.

Fergus insists on being taken seriously despite the fact that he is tiny (even by gnomish standards) and probably kind of baby-yoda pug-dog ugly-cute.