

Game: Gloomwrought Campaign, D&D 5e

Date: February 15th, 2020

Characters:

Rear Admiral Nigel Ramsbottom, half-elf rogue/warlock - 7/5 (Quinton Laughman)

Ser Pipkin Goodwood, half-elf paladin - 12 (Andrew Smith)

Colonel Sigmund, dragonborn sorcerer - 12 (Nate Grim)

Inara, human cleric - 12 (Kayla Nicholas)

“Hawkeye” Yeoff Revictus III, human fighter - 12 (Connor Kanya)

Campaign Date: February 10th-18th

DM: Justin Nicholas

Log:

While he was dead, Sigmund had an experience in which, the body of Unnar the Illithiid emerges from a sac of fluid. He hears a demonic voice that the others identify as Abraxas. Unnar has returned, and he and Abraxas both want to exact revenge on the Questors.

The Questors spend some downtime doing their own things separately. There is a Festival of Love that is coming up in Robur Virtus soon, so several of the party members spend some quality time with one another. Pipkin asks Nigel out on a date. Yeoff pens a note to Inara and they spend some time together.

Pipkin investigates buying a magic weapon to improve his attacks but the shopping is not successful. He asks Nigel and the party about how they feel about Ping.

Yeoff reveals that he had his heart crushed by an arranged marriage as a younger man. She broke his heart and that spurred him to go on the road. Yeoff receives the Revictus’ ancestral sword, “Bob.”

Nigel spreads some goodwill helping out the homeless and infirm. Pipkin “helps” and stages funerals for those who aren’t able to help themselves. Nigel installs a ministry of Aurora in the city to help those who need help.

Inara reads the Revelations of the Icestone. This book includes the words of the ancient goddess Auril, the queen of winter. From this book, Inara learns a new powerful spell.

The party briefly discusses going back after Nemo, the child of the Kraken to bring that monster back to help them, however instead they decide to travel to Mage’s Reach in search of the mage Mirara.



They learn from their lizard folk friend Skok that there are red and green dragonborn in a great cave to the north in the Untamed Wilds. They set off into the wilds.

The party finds a village filled with martial dragonborn who are forcing the lizard folk to work mining for them. The mining complex includes tunnels that they understand house the great green dragon. The group ponders on which is the best way to free the lizard folk and make their way into the complex. Inara manages to use divine intervention to allow the party to gain entrance by stopping time. She takes the guards' weapons and frees the slaves.



The party encounters a rope bridge between two giant statues. It appears that their jaws can move and open. A great multi-legged monster known as a Behir guards it along with two basilisks. Fearing an illusion, Inara wisely casts dispel magic on the monster. Fortunately for the party, the Behir was in fact magically dominated by the dragon. Phteven the Behir joins the party as they push past to challenge the great green dragon.

Yeoff, Nigel, and Signund sneak into the dragon's lair. The dragon is being guarded by a number of giants in her titanic lair, a mine shaft rising vertically hundreds of feet to the air. They manage to get several attacks in from hiding before a great battle erupts. Phteven locks up with the cloud giant and frost giant. Inara and Pipken get locks away from the rest of the party by a magic wall. Ultimately, the party manages to slay the giants and begin to threaten the dragon herself.

The green dragon tries to escape. It launches itself into the air and heads toward the opening hundreds of feet above the lair. Sigmund dimension doors himself and Pipkin onto the great wyrm. The dragonborn falls off the beast, but Pipkin manages to cling on. He swings his mighty axe at the monster. Two strikes bounce harmlessly off its hide, but the backhand stroke from the pommel of the axe lands true right in the area where the dragon's armor is gone. It falls dead from the sky.

As the party plunders the lair, they work to locate Mirara.