

Game: Gloomwrought Campaign, D&D 5e

Date: May 30th & June 21st, 2020

Characters:

Ping the Vile, half-elf ranger - 13 (Dan Gilbert)

Rear Admiral Nigel Ramsbottom, half-elf rogue/warlock - 7/6 (Quinton Laughman)

Ser Pipkin Goodwood, half-elf paladin - 13 (Andrew Smith)

Colonel Sigmund, dragonborn sorcerer - 13 (Nate Grim)

Inara, human cleric - 13 (Kayla Nicholas)

“Hawkeye” Yeoff Revictus III, human fighter - 13 (Connor Kanya)

Campaign Date:

DM: Justin Nicholas

Log:

The Questors return to Holy Hearth. Sigmund tries to activate the divining rod. He disappears for a moment and then returns unconscious. Inara checks on him. Sigmund has no memory of what happened as well as no wounds.

A Hisar guard named Captain Bernard busts in. He serves Charles Schwab, the leader of the Hisar guard. A messenger arrives named Kelsey. They have received word from the capitol that there is some sort of problem. Nigel convinces Bernard that the group is there to make some sort of sacrifice of Inara on behalf of the Divine Soul.

Inara screams and runs. She makes it look like she has realized that she is going to be a sacrifice. She keeps the guards busy. Nigel rolls under a “snowgnomebile” and disables it. He continues to do his best to disable these devices. Pipkin revs up one of the “snowgnomebiles.” Inara falls and is covered by two guards. Nigel has disabled three of the seven vehicles, when Sigmund hits the guards with chain lightning.

Phil and Chetworth the paladins are attacked by Ping. Nigel disables a fourth vehicle. Bernard casts Guiding Bolt at Sigmund. The Paladins attack Pipkin, smiting for additional damage.

Yeoff drives toward Inara. Ping misses with his arrows. Pipkin peels out on the snowgnomebile, controlling it with gusto as it reminds him of the murdergnomebiles from home. Nigel joins Pipkin while Sigmund takes off in the final sled machine, still pulling a trailer with a mysterious payload.

The paladins keep after Pipkin, attacking the sled he is driving. Ping joins Pipkin and Nigel and they roar off to meet Inara and Yeoff. Sigmund casts Dominate Person on Captain Bernard, forcing him to come with him and they both roar off into the wilderness.

Bernard turns out to be a good friend of Cedric the palace guard captain in Couvvet. He is chatty with Sigmund, and mentions that the device pulled behind is an iron golem. The Questors stop for a bit. Sigmund and Inara manage to deactivate the golem. Sigmund sends Bernard off on a wild goose chase to presumably die whilst counting ice worms.

The group enters a white-out storm that they know surrounds the aerie of the Storm Giants. Ping takes the lead, finding the way through the snow storm. The Questors begin the slow trudge up the elliptical path up the mountain. As they get higher, the winds start to pick up and be dangerous. They are buffeted on all sides. Nigel feels



something huge pass by him at high speed. They reach the enormous gates to the citadel at the top. The snow stops as they enter the eye of the storm. They see the masterfully crafted castle built for giants.

Inside, they see frescoes of world events. Long past wars, giants fighting dragons on a mountaintop, and the creation of the first Behir. Some of the stone columns are shattered. There is a lot of dust. Giants' clothes are sitting on a pile of dust. Inara figures that the dust is the remains of the giants. There is a main corridor. There are rooms to the left and right. The Questors poke around for a bit and there are rooms for sleeping. The area has some religious significance. There is a mess hall/kitchen. There is a Behir pen.

The Questors push on. They begin to feel some weather. Water hits their face, and they start to feel wind again. They enter a courtyard at the top of the mountain, seeing Abraxas and a Storm Giant. Abraxas disintegrates the giant and says "Long time no see Mister Ping! Well, I guess we can just wrap everything up!" Abraxas is flanked by a giant winged demon who transforms himself into human form. Nigel identifies this monster as Jasper. At the far end of the mountaintop, perched on an overhanging raised block is an activated divining rod.

"Here we are, you trying to counter us at every move!" Abraxas says. There is some verbal sparring. Abraxas gives Mister Ping the option to sit out the fight, which the half-elf agrees to. Pipkin gives Nigel a fist bump. The party starts to inch up. Yeoff unsheathes Bob, his family heirloom blade. The battle is joined.

Four demon lord guards assist Abraxas along with two masked wizards. At first the fight goes poorly for the group. They are weakened from the earlier battle, and the repeated fireballs from all the demons take their toll. Ping moves away from the party toward the divining rod, but one

of the mages holds him in place with his magic. Nigel continues to attack with the tools of the Lady of the Light. Sigmund jumps in time, bringing a duplicate of himself into being and casting dual lightning bolts from both iterations of himself, destroying one demon. Yeoff unloads a savage attack, destroying another demon.

Ping draws his father's sword. The light of the magical fire and lightning glints from his blade. In two quick strokes, he snaps the magical divining rod in two and yells to the combatants, "Stop!" For a moment, the battle quiets.



Ping begins to negotiate with Abraxas. In exchange for the half-elf's eternal soul, the demon lord would help to defend Robur Vertas. At first, Abraxas is not impressed. He wants Mordenkainin's apparatus to help defeat his rival Bezos. However, once the terms are changed that the Questors fight Abraxas' arch-nemesis a deal is struck. In exchange for Ping's soul and Bezos' destruction, Abraxas will save Robur Vertas from attack by crushing the attack and killing the Divine Soul. They negotiate for three days until the attack is mounted. The deal is officially forged and the heroes retire to Robur Vertas.

The heroes take a personal moment. They confirm with Ping that he is comfortable making such a permanent sacrifice. Pipkin expresses his admiration for Ping, and perhaps regrets his initial poor impression of the half-elf.

Sigmund studies to learn more about the ninth circle of hell and find some of Bezos' weaknesses. Nigel checks on his new shrine to the Lady of the Light, and ministers to the poor. Pipkin shops for new equipment, and Ping picks up some arrows and helps Sigmund with research. The other Questors are unsure about what else Nigel and Inara do with their time, but after that stretch the group is ready to meet Abraxas at the Chesterton Mansion in Robur Vertas - the site of the cultists of Abraxas that were defeated - to mount their final assault on hell.