

**Campaign/Game:** Plaguelands: D&D 5e  
**One Shot:** The Plaguelands  
**Campaign Date:** Hallow 30th, 931 (Fall)

**Date:** September 30th, 2021

## Characters

**Orpheus Dryaalis**, Silver Elf Hexblade Warlock - 4 (Brandon)  
**Thomas Corvin**, Human Fighter - 1 / Shadow Monk - 3 (Joseph)  
**Nachtdainn Sheol**, Human Dream Circle Druid - 3 / Rogue - 1 (Luke)  
**Nirgal Tallstag**, Tiefling Hexblade Warlock - 3 / Bard - 1 (Ryan)  
**Phynaster Nyx**, Halfling Rogue - 4 (Tim)  
**Barnon of Whitestrand**, Tiefling Fiend / Tome Warlock - 4 (Tyler)

**DM:** Andrew

## Log:

The desert city-state of Vice is a gilded cesspool of scum and villainy. The dregs of society live in squalor just beneath a veneer of wealth of privilege. As the adventure starts, you and your crew have ripped off a powerful and murderous mob bosses' gladiator gambling den in a daring heist. Now you've made off into the wilderness with a cartload of valuables. Can you survive the Plaguelands to enjoy your ill-gotten gains?

How much do you trust the other members of your crew? Would you leave them alone with the loot? What if you had the opportunity to take off with the fortune and keep it all for yourself? This adventure will feature non-stop action, backstabbing, standoffs, horror, and a giant sandworm. Can you run fast enough to escape certain death, or do you just need to run faster than the other members of your crew?



Rangoon Hideous is a brash, uncultured and balding nobleman who controls most of the prize fighting schemes within the city of Vice. If there is money to be wagered on blood sport anywhere in the city, Hideous probably is getting some kind of a cut. His crown jewel is The Hexagon, a grand underground venue for marquee bouts between gladiators. There are also cages for monster fights, whether between exotic beasts or between beast and gladiator.

This night, a crew of six thieves and assassins execute their well-planned heist on this establishment. Using Nirgal and Thomas as a diversion to get the keys to the vault to Phynaster, the heroes clear a path beneath the underground fighting pits of The Hexagon. There, Nactdain does the final step by appearing

within the vault, no longer in wild shape. Barnon convinces the drones to load up a cart with all the contents of the vault and the group rolls out into the desert.

The crew, laden down with a dinosaur-pulled wagon filled with coins and valuables, are immediately pursued by Big Helmet. He leads a group of gladiators and guards all who work for Rangoon Hideous. Big Helmet immediately bellows a challenge. The battle is joined!

Thomas meets Big Helmet head on, pulling him into a headlock weakening his mighty blows with his two-handed sword. Phynaster attacks from hiding, delivering sneak attacks as Barnon strikes with eldritch magic. Nachtdainn attacks with elemental fire. Nirgal draws his enchanted sword, and holds several of the guards on the left flank while Orpheus does the same with his magic blade on the other flank. As the guards are routed, Big Helmet bellows out in anger. He breaks free from Thomas headlock just as a titanic purple sand worm emerges from the ground.



The crew immediately flees! Nachtdainn turns an enchanted ball of fire on the beast. Big Helmet does not see the titanic beast swallowing and skewering his fleeing allies. As the crew clears the area, they can hear the hollow shouting of Big Helmet as he is swallowed by the purple worm, and his bones and sword snap and bleed as he is chewed and consumed!

The crew decide to go around the Great Rift, heading toward the North where they identify as the False Oasis. There, they ironically find a perfectly good pool of brackish water. They water the dinosaurs, and discover that the water has magical properties but only if consumed directly from the pool. After a short rest, the heroes are set upon by a patrol of lizard folk, bellowing curses of death in draconic for defiling their holy pool with their mammal hands. The crew manages to fight off the reptile people, then flee before being forced to fight a larger contingent.



Next, the crew decide to visit the Veiled Cave, the home of the Gronk Hornhead. Gronk Hornhead is an orc bandit who escaped from his master into the Plaguelands decades ago. He has been building his coven of demons ever since in a secret lair known only as the Veiled Cave. While he lives to spill blood, he still loves the finer things. He has one ugly horn that sticks out of the side of his head, and will murder any mortal who comments on it or he catches staring at the unsightly protrusion.

Phynaster aids Nirgal with a disguise to keep Gronk from identifying him, as the two have some bad history. The disguise makes Nirgal look very much like an unfortunate burn victim, with much of his face covered in crusty, bloody rags.

After a brief moment of tension with Gronk's guards, the ork welcomes his associate Barnon into the Veiled Cave. He asks for introductions. He finds that he really likes Nirgal, demonstrating that the disguise works perfectly. However, rather than even listen to the terrible fake name Nirgal gives, Gronk simply calls the tiefling "Crispy" as his new nickname. Gronk takes an instant dislike to Orpheus and Phynaster because of their heritages, but is soothed when he is given Nyx's fancy red fez as a gift. Gronk now wears his new favorite red fez askew on his one horn at all times, believing that it is a great way to distract from his unsightly flaw.

The crew is able to relax for a bit and take a long rest. Thomas imbibes a little too much alcoholic dinosaur urine, and ends up being a bit drunk for a bit. After the rest, Gronk insists that the crew play a game of "sword catching" before they may leave. In this game, a troll throws a rusty sword up in the air and the last one to move wins. The "winner" in one case being Phynaster Nyx, who caught the sword in his leg.

The crew moves on toward the Black Sands area of the Plaguelands. As they crest a hill, they find that they are trapped between two groups of bounty hunters. Across the way, Black Fletcher stands with his enormous longbow, loading poisoned arrows the size of javelins to shoot at the party while his group of "Sand Rangers" stand by to meet any charges. Behind them, Gilly Twinhammer cries out for the blood of Orpheus who had drawn her ire before when the dwarven bounty hunter worked for Erik LaFlange. Gilly's crew of dwarven mercenaries known as "The Snakes" stand by to help her fight.

These bounty hunters parlay, offering to let the party go if they walk away from the treasure. Instead of doing that, the crew engaged them in battle. Phynaster immediately shoots Gilly, striking her in the neck with a deadly hit. The dwarf manages to fight off the assassin's poisoned arrow despite the fact that the venom is strong enough to affect dwarven constitutions. Meanwhile, Black Fletcher and the Sand Rangers are struck by a fireball Barnon conjures from

a scroll. All five of the Sand Rangers are consumed, and Black Fletcher is left charred and mad. The bounty hunter hits Thomas with two barbed arrows before the pugilist grabs Fletcher and begins to choke the life from him. Meanwhile, Nirgal and Nachtdainn engage the Snakes while Orpheus fights Gilly in single combat. The silver elf warns the others not to interfere in their duel. The bounty hunters are quickly outclassed. Thomas tears the head off of Black Fletcher and Orpheus stabs Gilly through the heart.

As the crew collects trophies from the bounty hunters, they begin to hear a titanic rumble. The purple worm is once again on the move! All the villains do their best to escape the certain death of the sand worm. Phynaster jabs at his donkey with a carrot. The crew conjures some snacks ahead of the dinosaurs to cajole them to go faster. The worm attacks! With bravery and gusto, Nirgal leads the beast away, trapping it into place temporarily with an immovable rod. The crew escape the worm, and only need to make it through a single pass to freedom!

However, as they approach the final ridge, they see that the Plaguelord Rumfury has already been alerted by Rangoon Hideous about the crew's progress. He and his army of undead block their path. The crew quickly splits up the final loot. Thomas, Nirgal, and Nachtdainn take the platinum trade bars while Orpheus and Phynaster split the coinage and items up between them. Barnon only wants the old, beaten silver urn.

As the crew engage the mindless undead, the Plagelord cackles and begins to monolog, only to be instantaneously attacked and consumed by the giant purple worm that has been shadowing the crew! It is every man for himself.

Thomas easily sprints ahead of the pack making it to safety with his supernatural monk speed. Barnon casts *Expeditious Retreat* to secure his escape. Nachtdainn transforms into an elk and plows his way to freedom. Phynaster drives his donkey on, hiding and shooting from the back of the cart while plowing over zombies. Things look grim for Nirgal until he manages to break through the ghouls and sprint past the looming sandworm. Unfortunately, Orpheus flips the dinosaur wagon losing all the gold coins there but manages to escape the Plaguelands alive.



Following the events of this night, the crew move on to bigger and better things. Barnon, having retrieved a priceless artifact of his deity Alkir returns to the East to better serve his fallen master in the city-state of Sanguine. Nirgal continues to follow the guidance of the Raven Queen to rid the world of followers of Nerull. Similarly, Orpheus uses the wealth to help people he would find along his travels he found in a tough spot that they didn't deserve. Thomas would go on to open a meadery in Highport, at least until he beat the brewers nearly to death for not allowing him to consume all the products. Nachtdainn would use the wealth to travel the world of Kyor searching for places where the veil between the mortal plane and the Feywild were the weakest. He would start with a sailing trip across the Serene Expanse toward the imperial island of Albion, a place said to exist in both planes at once. Finally, Phynaster retires to Blackangel, where he sells off the silver coins and loot. Following that, the halfling is mysteriously never seen again.

