

Campaign/Game: Sanguine Shades: D&D 5e
One Shot: Sanguine Shades One-Shot
Campaign Date: Jubilee 13th, 932 (Winter)

Date: October 21st, 2021

Characters

Nero Leonhart, Half-Elf Wizard Bladesinger - 2 (Brandon)

Rilith, Tiefling Archfey Warlock - 2 (Keith)

Verthisathurgiash Riukergroph (aka Ash), Dragonborn Circle of Wildfire Druid - 2 (Dan)

Omar Usher Human, Grave Cleric - 2 (Eric)

Heinrich "Heinous" Doomhammer Dwarf, Fighter - 2 (Tim)

Thako Scarmonger Green Elf, Barbarian - 2 (Tyler)

DM: Andrew

Log:

For years, the Most Solemn Order of the Sallow Shroud has tended the dead at the graveyard of Sanguine, providing them a peaceful eternal rest. These monks who take care of the cemetery, are seeking men and women who are willing to track down the undead, destroy them, and find out where they came from and why. The extensive catacombs below the cemetery have been used by the tieflings of Sanguine for more than a



millennia. The adventure begins with characters collected in the Funerary Banquet Hall beneath the Monastery of the Sallow Shroud. Doomguide Yorvir, the leader of the monastery, tells the heroes about the reappearance of undead creatures and their threats. Three Doomguides have disappeared or been slain by the undead. The source of the undead is undoubtedly the Necropolis, a titanic cavern that holds some of Sanguine's oldest crypts. While they have a reliable map to this area, the player characters are also provided a dry and sarcastic tiefling guide named Doomguide Cassyt, but not even the crypts' caretakers know the full extent of the catacombs.

As the discussion begins to wrap up, an unnamed Doomguide descends the stairs into the hall along with three elves. One gold elf mage, and two green elf bravos. Thako immediately recognizes them as bounty hunters and does his best to look inconspicuous. The gates to the catacombs burst in, trapping and crushing Doomguide Yorvir. Zombies have come for the living! The heroes begin to fight the restless dead off and protect Yorvir. Thako tosses a stone table at the elves, crushing two of them. Rilith strikes the elf mage down with an eldritch blast. Ash burns the rest with his fiery gecko pet Paraffin. Once the undead threat is dealt with, Cassyt begins to lead the party into the catacombs.

The heroes venture past the crypts of the First Families of Sanguine. They see hundreds of locked iron grates depicting scenes of normal daily life: richly-dressed macabre dead people seated around dining tables, or at writing desks, or in luxurious chairs. Tableaus with favorite possessions of a former life of luxury. Cassyt reminds the party that stealing from the dead is frowned on, and they progress.

At first, water seems to be seeping from the walls, then gushing as many passages lead into one main flow. They approach a vertical cavern of roaring cataracts, where waters from several sources fall and disappear below. The party carefully makes their way down the difficult descent and continues.



As the party enters The Warrens of the catacombs, they encounter the funeral niches of the lower classes of the ancient city-state of Sanguine. These people are wealthy enough to have their remains interred here, but in small shoebox-sized holes in the wall. A unique symbol draws Nero's attention to a side passage. Inside they find a bone pit blocking much of a passage to a smoke-tainted room used to preserve bodies. The heroes defeat the four ghouls patrolling this area and take note that three of these bodies that were recently smoked and preserved have disappeared.

The Grand Staircase is the farthest point Cassyt has ventured in her time in the catacombs. It features a strange forty-five foot tall stone statue of a four-armed elf circled by rickety wooden stairs. Rilith and Omar recognize this statue of Kelos.

Rilith identifies this being as a once-powerful fairy who made bargains with dead gods and demons of the abyss to gain wealth and influence, only to pay a terrible price. For his deceit, he was tortured, maimed, and imprisoned. Most horribly, his sense of humor was destroyed!

Omar recognizes Kelos as the messenger of the dead god Alkir. Legends tell that Alkir once enslaved all the tieflings of Sanguine until he was imprisoned by the powerful mage Avanrakash. All the monarchs of the city-state since have claimed power in the name of the great mage.

Rilith manages to convince Cassyt to continue on with the party. With the statue identified, the party went about trying to navigate the stairs. Thako simply vaults off the second layer and drops to the ground below. Much of the ancient circular stair collapses after Ash manages to use it. After discerning the poor state of the stair and beating it to splinters, Heinrich sets a rope and climbs down to continue toward the source of the undead.

Heinrich notes that the brickwork following the stairs changes to a more ancient construction. While not dwarven in character, its demonic nature suggests it was created by ancient tieflings. The party finds a crematorium, which Ash managed to disable the trap for. They discover a strange room meant to destroy vampires. They reach the hall of deeds, a room with an obelisk outlining all the great deeds those interred in this elaborate chamber did for the city-state of Sanguine. They moved on toward the Hallowed Crypt, separated by a ten-foot crevasse festooned in skeletal warriors encased in mortar across the walls and ceilings.

However, along the way Rilith discovers the Tomb of Shrendar IV with the help of Cassyt. There, the tiefling takes some time to try and mess with the dead ruler. The hijinks end as Rilith attempts to steal the silver and gold circlet hanging above the mummified leader's head and a stone door slides down cutting off their view.



Finally, the party passes through the Concourse of Whispers where the dead speak as though they were still alive with all the banality of everyday struggles and the Theatre of Judgement where the bodies of the guilty are left to suffer the same fate as their victims.

Finally, the party reaches the titanic caverns of the Necropolis. The crypts here are modeled after surface homes and other buildings, although they're only about two-thirds the size of their real counterparts. Nero identifies a building used as Dost Toffens' laboratory. They scare off several grey goblins, and slay the rest to close within listening distance. Inside, they hear the voice of Barnon of Whitestrand. He has just freed a soul from one of three gems that were in the laboratory, and imbued it into the blackened form of one of the corpses taken from the smoke-filled preserving room. As the heroes approach the laboratory, this being makes a hasty exit, teleporting away and leaving Barnon and his ghouls to fight to the death - which they do! Barnon unleashes a barrage of eldritch blasts and a lightning bolt catches Heinrich, Ash, and Rillith by surprise. However, Thako manages to close and shut the warlock down.