

The Rouge Cheese

2021.04.04 9:00-12:00

Player Characters

Rear Admiral Nigel Ramsbottom - Half-Elf Rogue Swashbuckler 5 / Warlock 2 (Quinton)

Red “Danger” Bronson - Human Barbarian 5 / Warlock 2 (David)

Rixa - Eladrin Arcane Archer Fighter 7 (Casey)

Campaign Date

Allmud 4th, 934 (Spring)

Log

Three years after the Mariner’s Razor campaign, Red and Rixa have started to carry valuable cheese on their voyages. One such destination is the village of Rouge located on the Eastern coast of the continent of Thranconia. They are joined by a new sailor of great skill and repute - Rear Admiral Nigel Ramsbottom. The newly resurrected crewman Nesbit was left at the village of Rouge to negotiate a good deal in the future for the very valuable and perhaps addictive cheese created there.

It is said that this cheese was invented nearly a hundred years ago by a fallen paladin who called himself “The Monger.” Some say the velvety red cheese is actually created from the blood of this being’s enemies. Unfortunately, Nesbit is nowhere to be found once the trio returns to the village. After some creative violence, Red learns that Nesbit was last seen with some of the red-robed cheese makers one night. The trio track them to the source of the cheese, a strange temple or crypt built into the side of a rocky cliff face.

The three descend a short flight of stone stairs into an antechamber. Inside six identical stone statues hold various types of cheese. A sturdy stone portal shows no signs of opening mechanism except a simple message in Draconic that reads, “The wise pilgrim presents the holy cheese.” The clever adventurers realize they are to address the statue holding the swiss cheese as it has holes in it. When they revere that statue the doors open.

Inside, cheesemaking supplies are stacked in a corner and four cracked and disused sarcophagi are found. Nigel locates the hook Nesbit wears to replace his left hand in one of the more functional looking stone coffins. The group hears some talking nearby and approach a wooden set of doors. Inside, they spy two of the cheese makers talking about how they will

need to “ready the next sacrifice” to create the next batch of cheese. Red and Nigel enter and parlay with the cheese cultists who are rude and demand that the adventurers leave. A fight breaks out. The first two cheese cultists are killed nearly immediately. The spellcasting cult leader is smashed by Red’s axe after attempting to get off a fireball, and the rest of the cheese-making cultists in the area are slain in short order.

The adventurers find a small chapel used to ritually prepare human sacrifices for some sort of dark ritual as well as a chest with some art objects and coins in the cult leader’s room. Papers indicate that the cheese making business is going well, and that some sort of plot to “infect” the entire continent with their cheese is afoot. The adventurers hear some muffled moaning and tapping. They open a secret door in the cult leader’s room that leads to where they find Nesbit bound and gagged. He exclaims in fear that the soft, red cheese of Rouge is in fact “made of people.” With their crewman friend found and freed, the adventurers flee the cheese maker’s dungeon, get on their ship, and never return to the accursed village of Rouge.