

Campaign/Game: Mini Campaign - D&D 5e

Date: August 11th, 18th, and 24th, 2024

Wrath of the Witch King

Campaign Date: [Age of Barbarians and Pirates](#)

Characters

Asher, Elven Circle of Wildfire Druid (Tyler)

Irwin, Fire Badger Flame Spirit (NPC)

Cassius Quintilian, Human Battlemaster Fighter (Adam)

Lila de Lucian, Half-Elven Nomadic Historian Wizard (Sara)

Luther, magical talking book (NPC)

Phillip Reginald Newton the 3rd, Human Rogue / Bard (Steven)

Minxy, trained house cat (NPC)

Vadania Melianne, Human Cleric (Chris)

Ser Verzano "Zee" di Berranzi, Tiefling Paladin (Danny)

Guest Characters

Ivan Jovanov, Aasimar Paladin/Sorcerer (Jim)

DM: Rew

It has been centuries since the fall of the **Civorean Empire**. Various petty warlords rule their splintered domains by force. Brutal demons made flesh now hold the village of **Glowerwood** hostage, forcing its people to mine a cursed metal. Desperate, the villagers hire you and five others to liberate them from their infernal captors. However, your personal journey will ultimately lead you to the master's stronghold where a dark ritual is already underway. You and your allies must battle through dark magic and demonic guardians to stop the Wrath of **Cloven Nox**, the Witch King.

Isolde, a poor woman from the village of Glowerwood traveled to Silverstone to find some champions to come and save her son from certain death in a new mine searching for Infernum, a dangerous, cursed metal. She finds Cassius and Asher in a tavern. There, she calls on Cassius' honor and Asher's thirst for revenge for the deaths of his family, pulling them in as recruits. Next, she travels to the merchant quarter. There she meets with Ser Verzano "Zee" di Berranzi who has been expecting her call and joins the banner. Phillip, an entertainer who works nearby also joins in hopes of ending the threat of the Ragejaks including the unstoppable Skarklon. Finally, the group meets with Vadania and Lila in a nearby temple doing research and manages to get them on the team. Together, the heroes travel to Glowerwood to free them from the Ragejak's tyranny.

The group are stopped by three Ragejaks along the route to Glowerwood. These demons made flesh wanted money, but Zee sent them back to hell. There was a little downtime that night. Over

dinner, the party has a wide-ranging discussion. They all share that Skarklon, just like all Ragejaks, are not mortal beings. Instead they are demons made flesh. Once they die, they may be reincarnated through a dark ritual. They are then bound to serve their creator until death. They learn that the Witch King could potentially be an astronomer who predicted the advent of the Traveller, a comet that crashed into the capital city of Rym ending the rule of the Civorean Empire. "Lord" Varis Caerdonel, the tyrant of Silverstone is discussed. Cassius managed to wound this horrible man when he liberated his home city-state. Asher realizes that this man and his Ragejaks were the very group that cruelly burned his village to the ground so many years ago.

The heroes arrive at Glimmerford, and find the village under the control of one particularly powerful Ragejak. He immediately identified himself as Skarklon, and calls for the heroes' destruction. However Skarklon's hat kept burning because Phillip kept turning his magic on the demon made flesh. After Skarklon's defeat, Isolde tells them all about the terror in the mine. The heroes enter the mine to free the people. After fighting goons, Karen Skulkjammer the hag emerged and asked for free passage. However, it was all a ruse and she used the opportunity to attack the party instead.

Phillip said Skarklon's name and learned he was newly regenerated down below. Zee attacked the hag in midair, falling gracefully to the bottom of the mine. The party threw barrels down on Skarklon. Skarklon was slain by knocking him back down the mine shaft with a thunderwave. One Ragejak named Dogkicker killed Philip's sweet cat Minxy as he tried to escape, taking much too much glee in doing it. Cassius kills Karen the hag with an arrow of sparrows.

One week later, the heroes defended the village of Glowerwood from further raids from the Ragejaks. Skarklon led a war party right into the teeth of the village's defenses. The heroes built a kind of cattle chute leading to a burning pit to stop the attack. Isolde stood on the barn but was not able to hit anything with her bow and arrow. Big Jim and Bald Bob were both slain in the very first volley of arrow fire. Cloven Nox's familiar escaped to tell the warlord who the heroes were. They took the outfits of the three cultists who supported the Ragejaks. Zee went down in this fight. Skarklon lasted toward the end of the battle, critically wounding Zee and Asher. He was eventually put down by a well placed attack from Cassius.

The group decided to travel to what remained of the Crimson moon tower. All the Infernum was gone. There was no sign of the Lightbringer, and all magic items that might have been held there were gone as well.

The heroes decided to investigate Glimmerford. They passed the monuments of Glimmerford built by the empire. Zee pushed one down. The curse on these monuments read:

*"Let all who dare trespass upon these ruins be cursed,
For the sins of Glimmerford, tainted and vile,
Where wicked souls in shadow did nurse,
An abomination, foul as serpent's guile."*

*By the light of the Civorean Flame,
This land is bound in eternal shame,
May the soil beneath rot and the air turn thick,
May madness consume those who enter quick,
For the city of sin lies dead and cold,
Let none disturb what the Inquisition holds."*

Zee, Phillip, and Lila snuck into the Ragejak's camp in Glimmerford. Phillip tried to charm "Lord" Varis Caerdonel, but it didn't work. Zee just dropped the hammer on the warlord, quickly taking him out of the fight. Cassius shut down the Ragejak's sorcerer, but he managed to bring forth a titanic demonic snake. Lila was terrified and went invisible, but saved Cassius with a well-placed fireball. Zee destroyed the demonic snake. With that, the heroes had defeated the forces of Cloven Nox and took control of Glimmerford.

Later, Zee was concerned that by striking the final blow against Varis Caerdonel, he took vengeance that should have belonged to Cassius. The party took a long rest. They found a manual to summon Skarklon. They learned exactly how Ragejaks are made. They learned that there is some sort of doomsday mining device used to break open a seal to the 222nd layer of the Abyss to build an army of demons built based on designs and information provided by The Lightbringer.

They find a giant metal coffin with tubes running out of it, and they open it to release the Lightbringer, Ivan Jovanov. Ivan woke up cranky. Cloven Nox had been draining the ancient celestial of blood over the past twenty-five years. This would be the fourth device used to hold and drain him. Ivan made sure to destroy it just as he had done to the others.

Lila and Luther ask a battery of questions of the celestial. Ivan is from another time and place. He cannot die by natural means.

The group headed toward the Abyssal Bastion. They entered a side door with a special knock after defeating the few Ragejak guards on the walls. Within, they made some clever moves to deter pursuit. They dimmed the lights to scare a few Ragejaks away. Cassius disabled some traps on their way with the help of Ivan. They used Luther the book to lure some Ragejaks to a soundproof room so that they could pass

They reached a defensive position of guards. Actual demons began to pour from the portal to the final chamber like water, tearing at both the Ragejaks and the party. They killed Cloven Nox's familiar and moved on to the final room where the weakened portal to the 222nd layer of the Abyss is defended.

They find Cloven Nox is on top of a capsule. It is ready to be powered by Infernum and driven headlong into the weakened portal to open a permanent hole to the plane of demons. Ivan Dimension doors him and Zee to the machine and engage Cloven Nox directly. Asher knocks the capsule off its pinion, making it turn to the right. Asher sets the capsule fire, igniting its

engines. It begins to move, scraping along the walls of the room. Dogkicker, the Ragejak who killed Philli's cat, is just beaten to death and destroyed by an Infernal Rebuke from Asher.

Asher and Lila hop into the capsule to join the fight. At one point the whole party is in the vehicle slugging it out except for Cassius. He watched them as they did their best to defeat Cloven Nox, now obviously unmasked as a lich. Cloven Nox yanks the life from Zee using Finger of Death, turning him into his lifeless zombie servant. Cloven Nox regains control. Ivan wrests the controls away from Cloven Nox, turning the capsule away from cracking open the portal to the Abyss at the last moment. Zee whispers something to Ivan as he's in zombie form. Asher teleports Ivan off the vehicle as it rockets through the Abyssal Bastion up into the sky. As they head out into space, Zee takes control of the comet vessel by claiming the witch-king's phylactery. They would never be seen again.

Cassius takes control of the Abyssal Bastion, hiring members of Zee's order. Lila became famous throughout Aperta-Mundi. She is known for the quality of her work and the acerbic takes of Luther, her co-author. Ivan renews the Red Moon Tower and continues to care for the dangerous items in his collection on the continent of Civorea.

Plot Tickets

During the game, plot tickets were handed out to player characters reflecting knowledge that they alone would have to share with the other adventurers.

Zee,

The **Darcozzi Paladini** have seen all sorts of strange and terrible things in all their years serving the **Civorean Empire**. You would know that the cursed city of **Glimmerford** was once a hive of all sorts of sinister arcana. A witches' coven ran a blasphemous school bent on the doom of **Aperta-Mundi** here. Only the focused might of the early empire was able to crush them forever. After the city's destruction, the Empire marked the borders of the degenerate city of **Glimmerfiord** with stone obelisks warning of the dangers of the area and cursing anyone who dares to trespass.

Asher,

In ages past, the elven archmage **Davion Rose** fled the Feywild to make a life in the mortal realm. This individual created artifacts so powerful that they have affected the future of **Aperta-Mundi**. Much of the archmage's history has been lost or misremembered, but their name has created ripples and echoes throughout time. The Spellbook of Davion Rose, oftentimes known as the **Limitless Codex** is one such powerful artifact.

Asher,

Over the past week you've had visions of a period in the past where brutal mercenary soldiers who sided with the early **Empire of Civorea** sacked a peaceful magical academy that once stood a day's travel from the village of **Glowerwood**. After a bitter battle, the mages of this institute of arcane learning were murdered and the entire cursed city of **Glimmerford** surrounding the school was razed. The Empire marked the borders of this enlightened arcane city with stone obelisks. A ruined fortress known as the **Abyssal Bastion** still stands nearby. It was abandoned with the collapse of the empire a century ago and its purpose has been long forgotten.

Vadana,

Over the past week you've had visions of a period in the past where brutal mercenary soldiers who sided with the early **Empire of Civorea** sacked a peaceful magical academy that once stood a day's travel from the village of **Glowerwood**. After a bitter battle, the mages of this institute of arcane learning were murdered and the entire cursed city of **Glimmerford** surrounding the school was razed. The Empire marked the borders of this enlightened arcane city with stone obelisks. A ruined fortress known as the **Abyssal Bastion** still stands nearby. It was abandoned with the collapse of the empire a century ago and its purpose has been long forgotten.

Cassius,

Growing up in **Silverstone**, you've heard all sorts of horrible rumors about the cursed city of **Glimmerford**. The Empire marked the borders of the city with stone obelisks warning of the dangers of the area.

A ruined fortress known as the **Abyssal Bastion** still stands near the haunts of **Glimmerford**. It was abandoned with the collapse of the **Civorean Empire** and its purpose has been long forgotten.

Verzano,

You and your merry caravan of travelers have made your way to **Silverstone**. You've recently gotten word that a young woman named **Isolde of Glowerwood** is looking for help against the forces of **Cloven Nox**, a local warlord who has taken several villages in the area to mine an arcane metal you know very little about named **Infernium**.

Phillip,

You've fought **Ragejaks** before. These lousy monsters are little more than fake mortals created by greedy sorcerers as cheap muscle. You've actually fought and slain one of these beasts several times in the past. This braggart demon calls himself **Skarklon**. Each time he gets a little more powerful and boastful. Each time, you manage to send him back to hell where he belongs.

Vadania,

You've learned much about the cursed metal **Infernium**. This material can only be forged by magical means, such as the divine power of a forge cleric. It has several applications including being forged into magical flaming weapons. You've read that this metal was used to create doomsday weapons or raise entire cities flying into the sky. Mining it is difficult and deadly, as even brief contact with the material can burn mortals alive. It is an evil act to force peasants to produce this dangerous substance.

Asher,

You weren't there when your village was sacked and burned to the ground. Your hatred has grown like the heat of the sun. You've followed the trail of the monsters that destroyed your home here to Silverstone. You've paid off the right people and learned that it was "Lord" **Varis Caerdonel** and his crew of monstrous **Ragejaks** who were to blame. His forces hold nearby **Glowerwood** for **Cloven Nox**, a local warlord. Your revenge is so close! Can you finally put the memory of your family and friends to rest, or will you die trying?

Cassius,

You've managed to free the city of **Silverstone** from the clutches of "Lord" **Varis Caerdonel** and his crew of monstrous **Ragejaks**. However, more threats loom. **Cloven Nox**, a local warlord, has been taking villages in the area including Glowerwood, Dewsbury, and Holbeck. You've recently gotten word that a young woman named **Isolde of Glowerwood** is looking for help. You've fought bullies before. You are compelled to meet with this woman and help in any way you can.

Cassius,

The **Lunasts** of the capital city of **Ortun** in the northern nation of **Krakozhia** are a noble order of priests and monks who have followed a careful liturgy for centuries. Even before the **Empire of Civorea** spread across the continent, these people had been secure behind their northern mountain passes, watching the moon for signs of greatness. It is a nation of literature and poetry, known for its culture and wisdom. Krakozhia is special in that it is the one nation that never fell to the empire during its reign, and still holds arcane secrets of an earlier age.

Lila,

You've been researching the creation of demons made flesh, a process that was created before the age of the **Civorean Empire** in which spirits of outsiders are incarnated into mortal bodies. These creatures would then be bound to serve their arcane creator until death. One such monster was known as "**Ragejaks**" because of how savage and brutal they were. You would be interested in learning more about these beasts and the part they played in the Civorean Empire's ban on arcane magic.

Lila,

You've learned about an ancient fortified monastery to **Selûne** that once stood nearby called the **Crimson Moon Keep**. This installation held wondrous artifacts such as the spellbook of Davion Rose, oftentimes known as the **Limitless Codex**. As the **Civorean Empire** spread across the continent, this fortification mysteriously disappeared with no trace. It was commanded by "**The Lightbringer**," a semi-mythical hero of the cultured northern country of **Krakozhia**. You could probably locate its last known position on a map from your research. It stood only a day's travel from **Glowerwood**.

Lila,

Any spellcaster who knows anything has heard of the great Elven Archmage **Davion Rose**. It is from his teachings that many popular spells such as Firebolt and Thunderwave were created. He would be analogous to Plato or Socrates in our world.

Phillip,

You would know that the northern country of **Krakozhia** has long been a beacon of art and literature, completely dedicated to the true ways of the study of the teachings of the magical moon goddess **Selûne**. They are famous for their well trained war eagle riders. Unlike the rest of the continent, **Krakozhia** did not fall to the **Civorean Empire** and was able to continue to hold on to the "old ways" of arcane magic.

You've learned an old song that extols the virtues of "**The Lightbringer**," a semi-mythical hero of **Krakozhia** created through immaculate conception. Fun fact, this hero was actually a real person who lived before the Empire named **Ivan Jovanov**!

<i>The Child of the Moon</i>

In Krakozhia's dawn, the Lightbringer rose,
A child of the stars, his true lineage unknown,
With magic and steel, he forged his own path,
Riding the first eagle, a creature of wrath.

A paladin true, with a sorcerer's might,
He battled the darkness, bringing forth light,
Guarding the relics of power untamed,
The spellbook of Rose, in his hands, was claimed.

At the world's edge, where shadows encroach,
He stood as a sentinel, a lone, fearless watch,
His legend endures, a guardian divine,
In Krakozhia's heart, forever he shines.

The Current Fate of the Lightbringer, Ivan Jovanov

Jim received this plot when Ivan was introduced at the start of session three.

Ivan,

It has been millennia since The Beacons famously drove the demon lord Juiblex away from the destruction of the Feywild. Since then, you have grown very tired of mortals.

You were forced to hide the Crimson Moon Keep when the Empire of Civorea came knocking. A clever enchantment created by Lonnel before he disappeared confused any mortals that came close. However, as the enchantment began to fail, you looked for an alternative.

All the talented wizards you trusted were long dead and gone, so you decided to learn more about the creation of void vessels from your contacts in the Feywild. You took some lessons from a clever Leprechaun who had more technical knowledge than sense. You learned how to build a void ship propelled by Infernum, a rare arcane metal that generates explosive heat.

As you neared completion of your void vessel, a spaceship that would allow you to live amongst the stars and hold on to the dangerous artifacts of the Crimson Moon Keep forever, you made a mistake by not accounting for all the Infernum you were using. It led them right to you. The keep was attacked by Cloven Nox, and you were bushwhacked and captured in your sleep.

You've been captured by a no-good Lunast turncoat who has styled himself as a powerful lich wizard. You knew of Cloven Nox when he left Krakozhia for the wealth of the Civorean Empire during the reign of Emperor Darcozzi IV. He made a fortune in gold as an "Astronomer" of the

court. He seemed harmless, but it was clear he was not a quality human being. You found it difficult to even care when you learned second hand from your servant that he has started to slide into the clutches of undeath.

Cloven Nox has taken your void ship design, loaded it with all the Infernium he needs, and forced you to help him create his own doomsday weapon to drill open the weakened barrier to the 222nd level of the abyss protected by the Abyssal Bastion. Today marks the advent of the battle with Juiblex when this barrier is weakest. You were left to die, but now you know that you have only a few hours before hell is emptied, and those forces are united under Cloven Nox's banners.

With these heroes' arrival, you have your first real glimmer of hope in almost twenty-five years since you were captured. If anyone asks, you were at least clever enough to keep all the artifacts protected by the Crimson Moon Keep from Cloven Nox. However, you won't disclose to anyone where that is because - honestly Ivan left them "somewhere stupid."

Here are some things Ivan should know. Ivan starts this game with no equipment, one hit point, and no spell slots. He can control the tower-sized doomsday device from within it by getting to a control gem. Once he has control, he could seal the portal forever by sacrificing himself and ramming the device into the portal. He could also fly the device away from the portal, saving the day for now but leaving the portal vulnerable for another attempt in a few lifetimes.

Session Three Prolog

This playlet was read to kick off session three.

Narrator: The scene opens in a grim chamber, buried deep beneath the ruins of Glimmerford. The walls are lined with strange symbols, pulsing with a sickly red light. In the center, chained within a massive obsidian coffin, is IVAN JOVANO, the Lightbringer. His celestial aura is faint, but his gaze remains resolute. Standing over him, towering and malevolent, is CLOVEN NOX, the archmage who brought Civorea to its knees. Beside him, a hulking Ragejak named SKARKLON stands with arms crossed, eyes gleaming with barely contained rage. Nearby, DOGKICKER, Skarklon's second, cradles a frightened housecat in his hands, his expression twisted with sadistic glee.

Cloven Nox: (His voice is dark and resonant, filled with cold authority)
You've caused me quite a bit of trouble, Ivan. The power of Infernium, unlocked by your celestial blood... It is ingenious. You've built yourself a fancy voidship to fly away from this plane of existence. But now, I require the full extent of that knowledge. You *will* tell me how you do it.

Ivan: You overestimate your power, Nox. Torture won't work on me. My blood may fuel your cursed Infernium, but it also makes me immune to your petty threats.

Cloven Nox: (Smirks, leaning closer)

You misunderstand me, Lightbringer. This isn't about breaking your body; it's about breaking your spirit. You know what I plan to do with that power. Open a rift to the Abyss... unleash a horde of demons under my control. All I need is the key—your blood, combined with the Infernum. You could resist, let me drain you dry, bit by bit, as I stockpile the metal. Or you could cooperate, and perhaps limit the damage. The choice is yours.

Ivan: (Unmoved, his voice laced with defiance)

You suck! You think threatening the world will sway me? I'd rather die!

Skarklon: (Growls, his voice rough and menacing)

Let me crush him, master. He's nothing but a stubborn fool. Break his bones, and he'll talk.

Dogkicker: (Laughs cruelly, lifting the trembling housecat)

Or perhaps something a bit more delicate?

Narrator: Dogkicker strokes the cat in his arms mockingly.

Dogkicker: How many innocent creatures will you let suffer, Lightbringer? How long before you beg to save them?

Ivan: Do your worst, dickhead. I won't give you the satisfaction!

Cloven Nox: (His smile fades, voice turning cold and calculating)

You're testing my patience, Ivan. Your lineage makes you resilient, yes, but everyone has a breaking point. How long before you realize that every drop of blood you withhold dooms another to the Abyss? I can do this the hard way, stockpiling Infernum, draining you day after day... but that's so inefficient. And so very slow.

Narrator: Cloven Nox leans closer, his voice becomes a venomous whisper.

Cloven Nox: Help me, and I might just let a few more souls survive the coming storm.

Ivan: You'll get nothing from me. I've faced worse than you, Nox, and I'll face it again if I must. You can't break me.

Narrator: Cloven Nox's eyes narrow in frustration. He steps back, considering his next move. Skarklon snarls in irritation, while Dogkicker glares at Ivan, disappointed that his cruelty had no effect. The tension in the room is thick.

Cloven Nox: (Cold and final)

Very well, Ivan. We'll see how long your defiance lasts when you realize the price of your stubbornness.

Narrator: Cloven Nox turns to Skarklon and Dogkicker.

Cloven Nox: Leave him. For now. The rift will open, and when it does, not even his celestial blood will protect you from what's coming. You aren't going to be able to climb into a fancy space ship and fly off from your problems this time, Lightbringer.

Narrator: The scene fades as Cloven Nox, Skarklon, and Dogkicker exit the chamber, leaving Ivan alone in the dim light, his resolve unbroken but the shadow of the Abyss looming ever closer.