

**Campaign/Game:** The Academicians: 5e Training Wheels Rules  
**Episode 0:** What is the range of Spider Jesus?  
**Campaign Date:** Blooming 6th - 8th, 931

**Date:** May 6th, 2021

## Characters

**Eabon of the Woods**, Green Elf Moon Druid (Ryan)

**Lief**, Mountainborn Dwarf Wizard Conjurer (Jamin)

**Lady Pandora Gladwyne**, Gold Elf Sorcerer of the Divine Soul (Camille)

**Ozzy**, Human War Cleric (Max)

**Skelejon**, Human Warlock (Bethany)

**Thorvald**, Hillborn Dwarf Life Cleric (Hannah)

**DM:** rew

*Adventurers! Thank you so much for checking on Kobann. I lost contact with him almost a month ago. I fear the worst. He was searching for a lost Tiefling artifact from the Age of Ancients, and the last I heard from him he was travelling through the village of Vanilla Crest. Learn his fate and report back to me and I'll see that you are rewarded handsomely with either magic or coin by the Arcane Academy.*

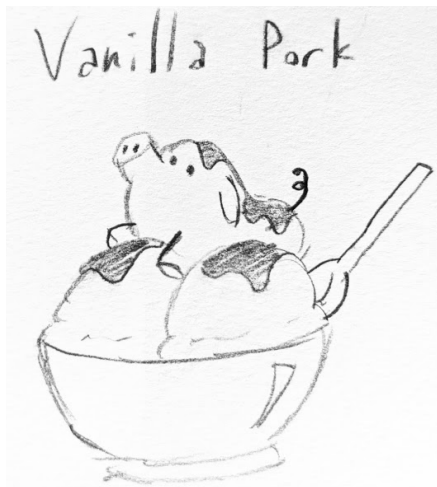
-- Professor Ellie Finnbuckle, Headmistress of the Arcane Academy

On the world of [Kyor](#), along the West coast of the wild continent of Radavan, six heroes have been contracted by Professor Ellie Finnbuckle of the Arcane Academy to learn the fate of one of her comrades - a research wizard named Professor Kobann. The last place Professor Finnbuckle has knowledge of this individual is the farming village of Vanilla Crest, a village set high in the mountains to the East of the big city of Blackangel. However, that was almost a month ago. Professor Finnbuckle promises magic or coin for reliable knowledge about Kobann's fate. She fears the worst has happened in his search for some sort of Tiefling artifact. These heroes of the Arcane Academy are collectively named The Academicians.



In an ancient age, before the three heritages of the elves, dwarves, and men arrived on the wild continent of Radavan, the continent was settled by two competing civilizations of Tieflings and Dragonborn. The Tieflings valued wisdom and knowledge, creating powerful magics and artifacts. They ruled more or less democratically through an assembly of their wisest citizens. In contrast, the Dragonborn civilization prized strength and physical perfection in their rulers. They chose their two kings based on the skill of military command and feats of arms. Several Tiefling vaults are known to exist in the Plaguelands to the East of Blackangel, and the party believes immediately that Kobann was in fact in search of one or more of these dungeons lost to time.

As the adventure begins, the heroes are walking up the hill through the groves of vanilla orchids. The spring evening has a soft breeze which blows the sweet scent of the flowers through the orchard. As they approach the settlement itself, they are accosted by two of the few guards of Vanilla Crest named Big Bibb and Silent Slim. They ask pointed questions about whether the adventurers are in league with the tribe of ogres that has been threatening recently. Once they are sure the expedition from the Arcane Academy is benign, they tell them about the village. There is a tavern they can stay at run by Duke the bartender named The Beanpod. There is the public house where they can find Elder Dugmess, the mousy village mayor. The guards end their meeting warning to be vigilant of the giant spiders near the periphery of the vanilla groves.



The Academicians decide to visit The Beanpod. They are stopped by an irate dirt farmer named Dungo. He chides the party for being “fancy” and tells them that their money means nothing to the “real” citizens of Vanilla Crest. They ask him about Kobann, to which he replies that he remembers another such “fancy” guy, but that he had disappeared somewhere or another about a month ago. Inside, Duke the bartender seems to know more. He reveals that Kobann had taken a keen interest in a Tiedfling orphan named Deena. He also mentions that Kobann had spoken with the mysterious Widow Qwhy during his time in the village. The heroes take their rest that night at the Beanpod tavern.

The next morning, they make a visit to the public house. There, they see that it is a glorified barn holding animals and storing grain. It is also the offices of the absent-minded leader of the village Elder Dugmess. Dugmess is dealing with the disappearance of some vanilla pickers in the fields which a random worker attributes to laziness despite Dugmess’ concern that they may have been taken by ogres.

The Academicians ask to meet with the Tiedfling orphan, Deena. They ask the orphan what it was that Kobann was so interested in. Deena says that there are monoliths nearby that actually whisper sweet and horrible things to them. Deena hears these whispers in the night, and can even be overpowered by it when they approach. Thorvald is smitten with Deena’s painful story and asks if Deena needs anything. They take Deena away from the public house, promising to support the Tiedfling youth in the future.

Later that afternoon, the Academicians decide to take Deena to find a few of these whispering monoliths in the nearby mountains. As they leave the ridge of Vanilla Crest, they are attacked by some giant spiders - some as big as a horse! Pandora burns the spiders with magic fire and stabs them with daggers. Eabon shields Deena from the venomous beasts, shifting into the form of a dire wolf. Skelejon freezes the smaller beasts into spider-ice cubes with necrotic magic only

for Leif to grill them with the power of his magical microwave magic. Ozzy chops at the spiders with his axe, striking its strings to play a gnarly tune between swings to praise his deity, Trogdor. Finally, Thorvald burns the monsters with radiant energy of Aurora the lady of light! They manage to make quick work of these monsters, while taking only a few wounds. Thorvald uses healing magic to recuperate and the Academicians continue their search.

As they approach the first monolith, they realize that Deena is in serious pain. They can't even communicate because of the whispering voices that have filled their head. Four ogres have made a camp near this monolith, and while they do their best to fight the Academicians off they are also slain.

The Academicians investigate the monolith. They realize that it has a description of a type of elemental magic on it. In the first case, fire. Before the end of the day, they manage to locate three more, each with an elemental magic on it as well. Together they are fire, acid, cold, and lightning. They return to Vanilla Crest along with Deena and once again spend the night at the Beanpod.

The next day, the Academicians decide to put Deena up in the best room while they investigate the Widow Qwhy. Eabon transforms into a tiny spider to reconnoiter unseen while the others knock and make a regular visit. The strange widow is more than happy to welcome the adventurers into her fine yet crumbling home on a hill. However, she seems very invested in the lore of the ancient Tieflings. She has countless Tiefling porcelain dolls and all her art and decor is in the style of the assembly. She tells the story of a vault created by the Tieflings in the age of the ancients named Dispater's Hoof. She says that an artifact named the Unguis of the Assembly was said to have been created within that vault. She posits that Kobann was probably searching for this very device, and disappeared there. In exchange for the return of the Unguis to her, she promises to not only reveal the location of the Dispater's Hoof, but the location of four other vaults in the area created by the ancient Tieflings, full of ancient treasures and magic. Eabon's search reveals the fact that the widow has a bald, mute servant on the second floor of her home named Pugsley as well as the fact that she has a "shrine" to all Tiefling-kind featuring a map with almost a dozen points of interest in and around the Plaguelands! The Academicians leave the home amicably. Eabon and Pandora briefly consider returning clandestinely to learn more, but later decide against it. The party once again spends the night at the Beanpod.



The following day, Thorsvald makes arrangements for Deena to stay safely at the tavern while the Academicians venture to the Dispater's Hoof vault. Once they arrive, they see a featureless low flat capstone with four stone urns. Following the description of the magic they read from the monoliths, the party fills the urns with the four types of elemental magic in the proper order which magically reveals a stone staircase that descends into the ancient vault.