

Campaign/Game: The Academicians: D&D 5e
Episode 1: Dispater's Hoof
Campaign Date: Blooming 9th, 931

Date: May 13th, 2021

Characters

Eabon of the Woods, Green Elf Moon Druid - 2 (Ryan)
Lief, Mountainborn Dwarf Wizard Conjurer - 2 (Jamin)
Lady Pandora Gladwyne, Gold Elf Sorcerer of the Divine Soul - 2 (Camille)
Ozzy, Human War Cleric - 2 (Max)
Skelejon, Human Warlock - 2 (Bethany)
Thorvald, Hillborn Dwarf Life Cleric (NPC)
Wally, Human Champion Fighter - 2 (Katie)

DM: Justin & Andrew

Log:

The Academicians enter the vault. They see two urns. One has some sort of strange liquid, the other is filled with baleful green fire. Infernal text flanks both of them reading please perform your ritual cleansing or for ritual cleansing only. As the party begins to discuss the meaning of this, a ghostly host appears. Id Tasper is the resident host here at the vault of Dispater's Hoof. This ghostly tiefling asks the party who they are and describes how to do the ritual cleansing by dipping their hands in the liquid and drying them in the fire. Once the ritual cleansing has been completed, each of them are able to pass through the misty portal into the vault.

The party enters the atrium where they see a raised pedestal featuring a statue of a famous teething arcanist, as well as a fountain which has dried up and become defunct over thousands of years. The corpses of a few brain rats lie burned into pieces, evidence that someone has been here before. The party checks on the guest help desk and gift shop as well as the waiting room where they find some refreshing healing potions. More brain rats appear and attack the party, weakening them. Once they have suggested that they are here to see a famous tiefling artificer they are given appropriate credentials and the defunct fountain transforms into a circular staircase.

The party follows this path down to the administrative level of the vault. Here they see a room with ranks and ranks of soldier like automatons standing unactivated waiting to be called upon. They discover workspaces filled with undead tiefling corpses trapped between life and death on the job. One particular banshee named Darlene runs a decrepit canteen of restless dead tieflings. The party discovers a special key in the mobile manager's office, and uses it to proceed down to the laboratory level.





On the next level, Id Tasper begins to get very serious. The ghost is concerned that the party is there without any credentials. The party manages to bypass the security which featured a room filled with magical darkness. They discover four laboratories, and find clues as to how to activate the stairs to the final vault level. The long-dead research lab tieflings Dave, Sally, Betty, and Dave had a particular method to collectively open the vault. Along the way, they discover some low-level loot, books, scrolls, magic items and numerous keycards that they insert into the locks in the appropriate order opening the final stairs to the vault level.

As the party descends into the vault level, they are greeted once again by the voice of Id Tasper. The ghostly host is incensed that the academicians have made it this far. Three automatons activate and attack! One of the vaults opens and seven more of the tiefling undead emerge followed by a wild looking wizard the party identifies as Kobann. He holds an artifact that looks like a kobold's claw on the end of a wand. This artifact is none other than the Unguis of the Assembly as described by the Widow Qwhy.

The fight goes poorly for the party at first. Ozzy takes hard damage, but manages to heal himself and press the attack. Pandora's magic burns the automatons, but she still falls after a lucky shot knocks her unconscious. Skelejon unleashes barrages of arcane energy while doing their best to appear invisible to the restless dead. As a spider, Eabon engages the wild-eyed wizard before he can unleash his arcane might on the rest of the party. Wally screens Leif from damage for as long as possible as he blasts them with magic, but the mute wizard falls as well.

Things are looking bleak but then the tide of the battle turns. Pandora and Leif are healed and return to the struggle. The automatons are deactivated and the skeletal tieflings are destroyed. Kobann is hit with a killing blow, his neck snapped by Eabon in giant spider form, but his corpse now rages on, fighting with physical rage rather than magic. His corpse is eventually destroyed and Eabon takes the Unguis of the Assembly.

The Academicians learn that the vault's defenses were controlled by Id Tasper all along. He turns out to be an undead being buried deep within this facility that has been controlling things. The party deactivates the ghost by destroying his soul. They find some magic items and they all return to Vanilla Crest to rest and recuperate before returning to Blackangel with news about Kobann and the Unguis of the Assembly.

