

Campaign/Game: The Academicians: D&D 5e
Episode 2: Curse of the Unguis
Campaign Date: Blooming 10th - 11th, 931

Date: May 20th, 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 (Hannah)

Wally, Human Champion Fighter - 2 (Quinton)

DM: Andrew

Log:

Following the events at the Dispater's Hoof vault, the Academicians return to Vanilla Crest for some much needed rest. The adventurers each once again take a room at the Bean Pod, and they check on Deena to make sure they are safe. The night goes uneventfully.



The next morning, Eabon awakens to find the Widow Qwhy standing over him. "We had a deal," she croaks. "You have the Unguis. I want it. Give it to me now and in exchange I will tell you where more vaults are."

Eabon resists the creepy old woman's insistence and asks her to leave The Bean Pod. She does so grudgingly, but not before making a scene with Duke the bartender. She and her man Pugsley make a dramatic exit. Duke describes the pair as being remote and alien, not even coming down to the village for months at a time. He finds mute Pugsley particularly disturbing to be around (not to offend Leif.)

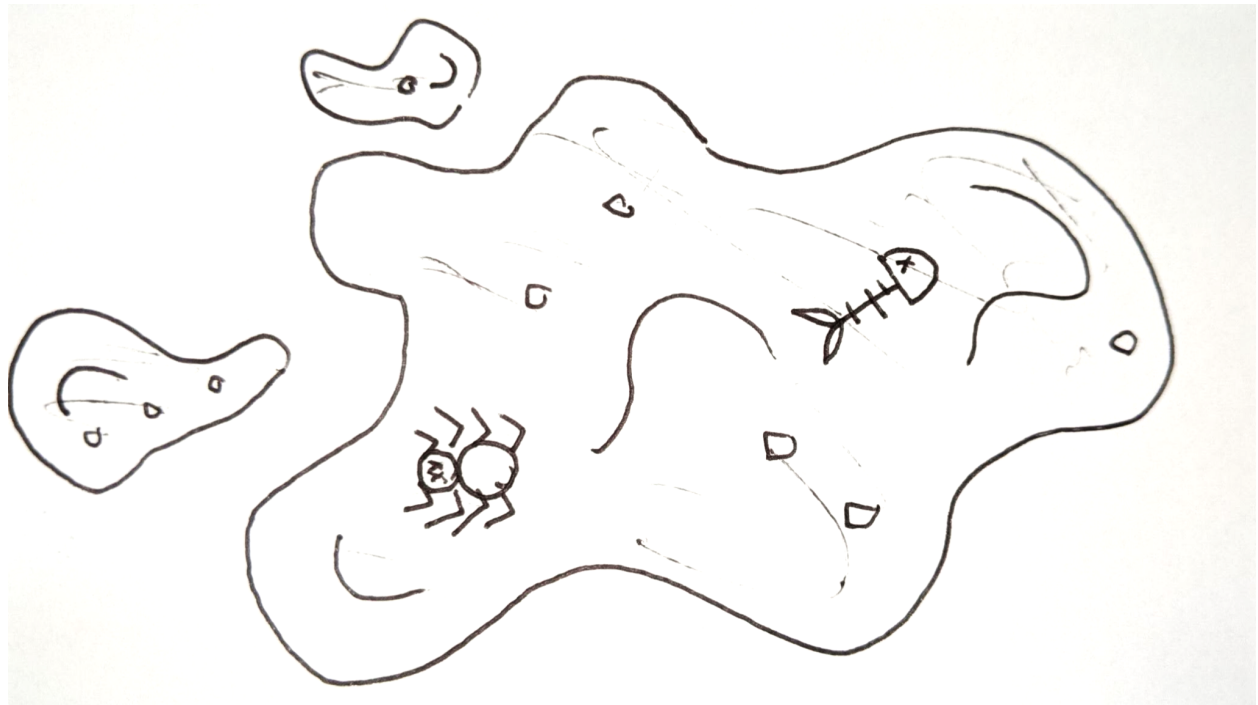
The heroes finish up their breakfast of vanilla pork and baked vanilla beans on toast along with vanilla flavored coffee. They decide to return to the widow's fancy home and do some more research, but instead they find the house gone! Giant duck-like footprints lead North from the outline of where the house once stood, leading the party to think that the building is in fact a magical artifact that turns into a giant duck. They decide the best course of action is to begin the four-day return trip to Blackangel and complete their mission by checking in with Professor Finnbuckle about Kobann.

After the first day of travel, the party makes camp. During the first watch, Eabon's sleep is troubled and violent. He has nightmares of a never-ending war between tiefling and dragonborn that only ends with the arrival of the tentacled "Masters" who break the cycle to dominate all of the continent of Radavan. When Eabon awakens, he finds that while his rest refreshes his body, his soul is wounded by the turbulent nightmares. The party posits that perhaps the Unguis is causing the damage. Thorvald takes the Unguis for the remainder of the night and is similarly harmed.



First thing in the morning, the party hears the not-so-quiet bickering of four tall, lanky ogres moving toward them. They mention how they are "not supposed to tell" the "widdles" who they are working for and why they want the "kobold claw-thing."

A battle breaks out. Two ogres fight Eabon in giant spider form while two others approach the spellcasters. Firebolts and eldritch blasts scar the monsters. Spider bites and sword thrust make them bleed. At one point, Pandora's magic sickens one of the ogres and forces him to vomit. Eventually the Academicians are victorious. They take one of the ogres prisoner, the most clever of the four named Rok who insists on rolling in the sickness because "that's good vomit, that is."



The Academicians trick Rok into revealing that he and his crew works for a gnoll who calls himself Mergon. They bet him five gold that he can't actually show the party where the witchdoctor can be found. That afternoon, Rok stumbles through the forest near Vanilla Crest wandering back to the north and east. Toward dusk, he eventually finds where he is going - a

hollow with a small cave guarded by six rat-men. Ozzy pays Rok his “winnings” and he runs off into the night.

The group approaches the rat-men cautiously to keep from raising an alarm. Once the Academicians are all in place they spring the trap! Thorvald blesses several members of the group, bolstering their might. Eabon launches an ice missile and then charges forth in spider-form. Leif lobs balls of acid that splash and burn the ratfolk to death. Pandora literally makes one vomit himself to death with her beams of sickness. Ozzy and Wally both apply their axes to the bodies of the evil hybrid guards, albeit with radically different styles. Skelejon’s eldritch blasts finish off the last of the rat guards and they rush into the cave.



MERGON

Inside the cave, the Academicians encounter what appears to be a human male standing in the darkness. He groans “What business have you in the Cave of Carnage? Did you bring the package?”

Wally charges forward, “I’ve got a package for you!” slashing at the source of the sound. However, the body appears to be some sort of trap to alert the gnolls within the cave that they were under attack and the battle is joined. The witchdoctor Mergon is helped by his majordomo Kflaw and three beefy gnoll warriors. The Academicians fight into the entry of the cave, but some of the heroes take tough damage.

Skelejon sees an opportunity, sprinting into the darkness to confront Mergon directly. However, the warlock is impaled on the witchdoctor’s bone spear. Curses, the young warlock dies! With his last strength Skelejon offers the talisman he took from *The Grand Lich* before passing on. The remaining gnolls are all defeated in a tough fight, and the party takes stock of the caves. Deeper in the natural caves the gnolls used as their hideout they find some loot, some magic items, and a note written in unique handwriting the likes of which they have never seen before (see below.)

With the enemies defeated, the Academicians decide to leave the caves in case other gnolls might arrive. They find an appropriate safe camp and prepare a funeral service for Skelejon. A bier is prepared, and the body of the warlock is consumed by fire. Once everyone has had something to say, they prepare to rest for the night.

MY DEAREST METZGON,

ONCE AGAIN I MUST CALL UPON YOU FOR SOME HELP. A BUNCH OF KNOW-NOTHINGS FROM BLACKANGEL HAVE SOMETHING I WANT. I BELIEVE THEY ARE PART OF FINNBUCKLE'S LOT. I'LL WEAKEN THEM IN THEIR DREAMS AND TRACK THEM. YOU GET THE ROD THAT LOOKS LIKE IT HAS A KOBOLD'S CLAW ON ONE END AND DELIVER IT TO ME. I'LL PAY YOU DOUBLE YOUR USUAL RATE, BUT BE CAREFUL! THESE ACADEMICIANS ARE TOUGH AND RESOURCEFUL. THEY MANAGED TO DEFEAT KOBANN!

-Q

Plot Handouts:

Leif,

Since you lost your tongue to that feline-folk warlock who left you for dead, you've been on the lookout for him. If you were ever to see him or hear him again, you are quite sure you would identify him immediately. You've thought many times about how you might get your revenge.

Wally,

You've traveled to the big city of Blackangel to help out magical folks as they do their research. Since your parents were mages, you are very comfortable interacting with spellcasters of all types despite being a squib with little arcane power yourself. You have been looking for your sister Doora who traveled to the Blackangel area a few years ago. You and your parents haven't heard from her in almost three years. You would very much like to learn what happened to her.

Pandora,

You've come to the big city to make a name for yourself as a mage away from your famous and powerful family. The Gladwyne (pronounced "glad-win") dynasty is one of the more powerful houses within the entire Elven empire. Your great grandparents still live in eternal youth commanding a barony of the Feywild. Your grandparents were conquerors, sailing the waves of Kyor and fighting astride mighty griffons to build a terrestrial empire. You want to reclaim that greatness because your parents were degenerate slackers who squandered the Gladwyne family power. You believe your studies at the Arcane Academy is your path toward that goal.

Thorvald,

You've signed on to help the Arcane Academy out of your sense of duty to the Healer's Guild of which you are a ranking member. The guild has requested that you move to Blackangely to act as their representative among the magical schools there. In the past, you've worked for the Order of the Silver Stars and the Cadre of the Iron Lotus. However, working for Professor Ellie Finnbuckle at the Arcane Academy seems like the best fit as she understands your passion and doesn't fill your head with arcane theory or political nonsense. In your opinion Ellie (as she asks you to call her) is motivated by altruism rather than power or greed which makes her outfit the best.

Ozzy,

It breaks your heart to see the walking dead. They are locked in a cycle of monotonous drudgery forever! Trogdor calls on you to free these monsters from their earthly corpses by burninating them with burning fire! They don't even eat. Food is good! You don't trust things that don't eat. Undead aren't good for the universe, and they are terrible for the world of Kyor.

Skelejon,

You've signed on to help Professor Finnbuckle at the Arcane Academy, but you've got ulterior motives. Your warlock patron, The Grand Lich is still angry that you stole one of its eyes. It is through this gruesome gemstone trinket that you get your undead powers. You worry that your

death might be the beginning of unending torment by The Grand Lich. It makes you shake in fear to think about it for too long.

Eabon,

The winds carry news from the spirits that there is foul magic afoot near Blackangel. Sinister forces are gathering to tear the heart out of all that is right and natural. The taint of the upside-down Shadowfell is present everywhere. It is because of this you've joined forces with Professor Finnbuckle and the Arcane Academy to collect artifacts that were once kept safely in that sanctum and return them.