

**Campaign/Game:** The Academicians: D&D 5e

**Date:** May 27th, 2021

**Episode 3:** Nest of the Masters

**Campaign Date:** Blooming 12th - 14th, 931 (Spring)

## 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)

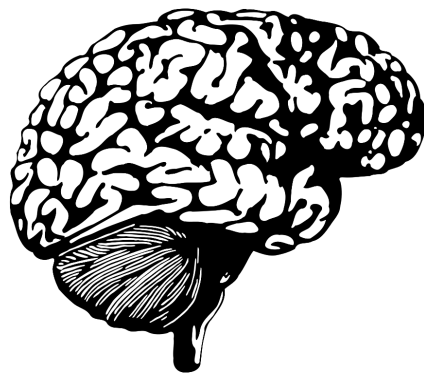
**Thorvald**, Hillborn Dwarf Life Cleric (Hannah)

**DM:** Andrew

## Log:

Following Skelejon's memorial, the Academicians settle in for a night of rest. Deena finds a map in the back of the gnoll's cavern. The party is skeptical at this discovery, but it is sufficiently rough and gnoll-like in its design. The map illustrates some other locations that they assume are locations of gnoll warbands. One of those Deena identifies as their village they were orphaned from named Little Kroy.

The group discusses whether Eabon should keep the Unguis or not. After some consideration they understand that the moon druid is still the best one to wield the artifact because he is able to blunt the damage it causes by transforming into monstrous animals. Once again, Eabon is troubled by disturbing dreams.



In the nightmare, tiefling and dragonborn fight the masters - a race of tentacled aliens. These beings serve a supreme intelligence known as Lobeillithid which rules a nest of the masters and manages slave armies of grey-skinned goblins. In an effort to attack this stubborn installation located in Southwestern Radavan, the two groups of ancients begin magical research with the help of a mysterious individual named Rah of Gith. Together, they work together to create a wand - The Unguis of the Assembly. However, following more chaos and destruction the wand is never used.. Eabon awakens with his soul further wounded by the experience.

The next morning, Wally takes off toward Blackangel promising to rejoin the group shortly. The group starts making their way toward Little Kroy. Along the way, they encounter a long-dead body of an armored warrior. His exposed flesh - including much of his head - is torn away and consumed by scavengers. Just then they are ambushed by more brain rats. Ozzy is confused, but finds it to be his natural state. He shakes off the rats' mind powers easily.

They find more giant duck tracks on their way to the village of Little Kroy. Deena describes how the Widow's house vomited fire and burned the entire village to ashes. The party guesses that the duck-house has always been on the move, probably at night when no one in Vanilla Crest was able to register that the creepy house on the hill was gone. They wonder aloud what such a magic fire-breathing duck-footed house might look like.

They manage to skirt a conclave of ogres and trolls through the hard work of the party. Eabon plots a course away from the group. Pandora sneaks quietly, and Leif manages to distract the final guard with a mote of magic that leads him away from the party's path of travel.



Eventually reaching the village of Little Kroy, they find it a destroyed tiefling settlement. While saddened, Deena is strangely unaffected by the sight. It is as though Deena has disassociated emotionally from what was described previously as a massacre. Something seems very odd and alien. Deena insists that the party not look in the lake adjacent to the village, that before the massacre the entire village knew that some ancient evil still rotted beneath the surface of the murky waters.

The players begin to explore the deep lake adjacent to the village. They find some loot in the muck. They conjecture that these are the remains of a titanic battle as the ancient tiefling and dragonborn joined forces to invade a lair of the masters - perhaps even that of Lobeillithid from Eabon's dream.

Inside the lair, more of the ratfolk the party encountered before are standing guard. The heroes wreck the guardroom, but retreat once they hear reinforcements mustering deeper in the complex. Without an understanding of what waits ahead they decide to leave and regroup.

## Plot Handouts:

You've heard accounts of the dark lairs of the Masters. In them, these alien beings performed dark experiments on live subjects, consumed the brains of their victims, and commanded hordes of thoughtless slave humanoids conjured from the abyss. The entire hive was controlled by a central brain which floated sinisterly in a central pool or tube. Be careful. These "elder brains" seemed harmless but even in a weakened state they can muster deadly mind-controlling magic.

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You're familiar with some abjuration magic which prevents all living beings from passing through yet still allows that which is not dead to cross freely. Typically this magic is employed by the more powerful undead but you have heard tales of the Masters using it to defend their most inner workings in times of need.

Maybe the Unguis is an artifact created just for the purposes of crossing one of these barriers?

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Message Spell from Professor Ellie Finbuckle:

Any luck finding Professor Kobann? Have the Unguis? Be careful returning. Reality is tearing open! Shadowy evil emerges from torn holes. Good luck! Be safe!

You may reply to this message.

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There are stories of gloomy interplanar "holes" that have been opening up in and around the big city of Blackangel recently. These tears in the fabric of the universe appear to lead to an alternate but grim and dark city that parallels that of your own.

You've even heard whispers of those who have been sucked through such a hole and lived to tell the tale. What is causing these dangerous ruptures to appear? What happens when someone or something from the other side manages to make it through to our side?