

**Campaign/Game:** Throne of Arcanum: D&D 5e  
**Episode 1:** The Road to New Citadel  
**Campaign Date:** Allmud 7th, SC 932 (Spring)

**Date:** February 3rd, 2021

## Characters

**Bilbo Barrelhouse**, Mountainborn Dwarf Barbarian - 4 (Will)  
**Flemmy Kilmeister**, Mountainborn Dwarf Lore Bard - 3 / Barbarian - 1 (Scott)  
**Mouse**, Barbarian - 4 Giant (Huy)  
**Pruelove Tinytankard**, Rockbred Gnome Life Cleric - 4 (Meg)  
**Rilith**, Tiefling Archfey Warlock - 4 (Keith)

**DM:** Andrew

## Log:

In the city of Sanguine, a gnome named Flimp Dinki hired the party to bring a wagon load of specialized tools and magical testing equipment to the vault city of New Citadel after the winter snows ended and the roads cleared. Flimp was clearly excited and more than a little secretive about his reasons for the trip, saying only that she and her two twin friends had found "something big," and that she would pay you handsomely for escorting the equipment safely to the Cartographer's Guildhall there. Flimp is an artificer of some skill who specializes in engineering mechanical beasts of burden. Flimp and her two associates then set out on their automated steeds, claiming she needed to arrive early to "take care of business."



As spring rolls around, the caravaneers set out following the High Road west from Sanguine. This territory can be dangerous. Bandits and goblins have been known to lurk along the trail. Flimp's automated mules are amazing, and the self-driving cart that Flemmy was offered to carry the equipment is immediately christened the "Thunderpants" in memory of a previous band name. Rillith, a personal friend of Flimp Dinki's, is offered a curious technological key with directions to ask for a box waiting at the Impolite Nightingale Inn based in their destination of New Citadel if something awful should happen to the gnome artificer.

The party crosses most of the quiet trade routes from the east coast of Radavan toward the farthest reaches of the inner sea of the continent with no events. The party gets to know one another, and finds ways to work together and deal with challenges. As the party nears New Citadel, they walk into a goblin ambush. The goblins are led by a bugbear named Skarklon who can't shut up boasting about how great he is. Just as the trap was sprung, Mouse had left the "Thunderpants" in search of a butterfly, taking him out of the fight early. However, Flemmy

and Bilbo held the line with axe and guitar while Rilith put many goblins to sleep and fired shots of crackling eldritch energy. Pruelove got to meet her spiritual weapon, a pair of nunchucks she knows as "Bruce Lee " and relied on her trusty mace to break the heads of these demons made flesh. Eventually, Skarklon and the goblins are finished, and the party is left with nothing but questions about why they have been attacked so savagely.

The answer to this mystery comes slowly at first. After another hour of travel the caravan comes across one of Fлимп Dinki's mechanical beasts of burden all busted up and rusty. A clear path of goblin-sized feet lead off into the hills where smoke rises. Rilith tells the party that they should be looking out for the pint-sized artificer and her two gnome companions, the twins Tharden and Nundro. Leaving the "Thunderpants" just out of sight, the caravaneers set a marching order and investigate.

They see a coven of goblins ritually preparing sheep for the dark ritual to use their blood and bone to create new goblins and fill them with the evil spirits of demons from beyond time and space. At this very moment, they realize that perhaps that bugbear menace Skarklon is already being reborn!



The heroes approach and spring an ambush. They fight hard, and manage to destroy the outer defenses without raising an alarm. They enter into what they realize is the Cragmaw goblins' hideout. Bilbo catches sight of some of the goblins sleeping on an overpass, but the caravaneers aren't able to dispatch them before they raise an alarm. In a blurred chain of events, the party is separated.

Pruelove finds herself in the "eating room" where a wolf the size of a horse and Fлимп's old pal Tharden are chained. Rilith, Mouse, and Flemmy cross above the entry tunnel, only to face down a wedge of bugbears leading a horde of goblins. Finally, Bilbo holds the main corridor, fighting off four bugbears all alone.

At first, things go poorly for our heroes. Deep in the caves of the Cragmaw they hear the roaring of a new bugbear being born from the pits of hell. Skarklon has once more returned to the mortal realm from the abyss! Pruelove fights off the giant wolf with her spiritual nunchucks. Rilith blunts the goblins' attack by calming their anger and putting others to sleep. Mouse and Flemmy fight off those that approach, but Skarklon is on the move and Bilbo strains in rage to keep the caravaneers from being surrounded.

Things begin to improve, though. Prue's magic strikes true, and she manages to hustle Tharden from the mine. Rilith, Mouse, and Flemmy drop the wooden overpass on Skarklon and the reinforcements crushing them and wounding the reborn bugbear menace! Despite nearly collapsing in pain from multiple blows, Bilbo gets a second wind from an encouraging word from Pruelove. Flemmy and Mouse stand toe to toe with Skarklon, and eventually send the demon

made flesh back to the abyss. As the caravaneers escape, Tharden explains that his brother Nundro is already dead.

Once they are freed, the gnome associate of Flimp Dinki is relieved and bloody. He's very thankful to be alive. Tharden then explains everything he knows to the caravaneers.

Flimp Dinki has located the entrance to the long-lost Resounding Torrent mine, site of the Throne of Arcanum. This is an amazing find for a gnome who has devoted her entire life to the manufacture of clockwork automatons.



The Cragmaw had orders to waylay Flimp Dinki and any of her associates. Tharden heard from the goblins that the "Purple Spider" sent word that Flimp Dinki was to be delivered directly. Tharden doesn't know who or what the "Purple Spider" is.

Tharden had a map showing the secret location of Resounding Torrent Cave, but the goblins took it when they captured him. Tharden believes that the bugbear chief sent the map to the high chief of the Cragmaws at a place called "Cragmaw Castle." Tharden doesn't know where that might be, but he suggests someone in New Citadel might know.

Finally, Tharden tells the caravaneers that Flimp Dinki was corresponding with a human wizard named Albrekt on this amazing discovery. They were to meet in New Citadel to establish a laboratory and base of operations together. Tharden offers a reward for the expedition to take him and Flimp's equipment to New Citadel.

The caravaneers get as far away from the Cragmaw goblins as possible before they take a rest. Once they are back at full strength they continue on to New Citadel to deliver Flimp Dinki's equipment to the guildhall and help Tharden locate Albrekt. Additionally, Rilith is curious to see what awaits her at the Impolite Nightingale, now that Flimp Dinki is most certainly in danger.