

Campaign/Game: Throne of Arcanum: D&D 5e
Episode 2: Terror of New Citadel
Campaign Date: Allmud 10th SC 932 (Spring)

Date: February 17th, 2021

Characters

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

DM: Andrew

Log:

The heroes are met by Dulcinea on the road. Dulcinea is an automaton created by the noble artificer Don Quixote de la Gnome as his long-time companion. Since his death, Dulcinea has been at loose ends. She traveled to New Citadel, the site of the creation of autonomic life in hopes of meeting Flimp Dinki. Instead, she joins the Caravaneers in their search for the quixotic gnomish tinkerer.

Tharden tells the Caravaneers that 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. Tharden explains 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 denizens of New Citadel are being menaced by a group of terrorists known as The Redbrands, named as such for the scarlet handkerchiefs they all wear on their faces to cover their identities. As they arrive at the Impolite Nightingale, the Caravaneers are attacked on the streets of New Citadel by members of the Redbrands who shout slogans saying that they oppose automatons and any who might aid them. Dulcinea charges one flank, knocking several down with her mighty shield. Flemmy and Bilbo join her, raining powerful axe blows down on them. Rillith charms one, temporarily making him fight his friends and confusing them as Mouse swings his mighty monarch butterfly axe again and again. Pruelove takes some serious damage



from these thugs, but she and her magical nunchucks manage to win the day before more innocents are killed.



Rillith learns from the final captured thug that the Redbrands are led by a powerful sorcerer who goes by the name of Glasstaff because of the magic item he wields. Glasstaff is often masked, so none know his true identity. He appeared on the scene a few months ago and united all the anti-automaton sentiment into the Redbrands.

Tharden gives the Caravaneers their reward for arriving safely, and offers the Caravaneers a second reward for locating the wizard Albrekt who was Flimp Dinki's local partner in this endeavor. The caravaneers explore New Citadel. Flemmy and Rillith head to the Old City district. This section of the vault is the reclaimed portions of the mostly ruined old city of Citadel. It still bears the scars of the civil war that destroyed the city. There they realize that there are old, unexploded fire traps in the ruins. They enter a bar there, where Flemmy melts some faces of the crowd. Rillith learns that the Redbrands are said to frequent the Mango Mandolin in the The Mellows district tucked far back near a graveyard cavern of cursed nobility.

Dulcinea obsessively cleans her armor and then joins the others in the old city. She asks around about the "creepy wizard" Albrekt. Those who know the wizard say that he was last seen in The Mellows - the slums of the vault city of New Citadel.

Bilbo enters the local pub and eats along with four other dwarves. He learns that while the Redbrands' motivations are not clear, most of their attacks are on automaton-frequented or owned businesses. It seems to the authorities that their terrorism is aimed at the hate of this new heritage of peoples.

Mouse ventures to the mines district, looking for Albrekt's cell. He is initially confronted by a rude landlady who insists that he clean out her home. He refuses, and finds the actual cell that once belonged to the wizard. Albrekt's cell in the Mines district was emptied completely by some guy with a mask and a glass staff, and the landlord is angry that the rent hasn't been paid since the winter. The landlord says, "That guy just wasn't right. Always muttering to himself and carrying on about automatons. I wouldn't be surprised if he wasn't trying to build himself his own synthetic being for his own dirty purposes, if y'get my meanin'."

Pruelove heads to The Mellows, but gets lost in all the twisty passages. She locates the bar where the Redbrands gather, and the graveyard cavern behind it. She is soon joined by the other Caravaneers once Rillith reaches her with a magical messaging spell. They follow a Redbrand into a nearby sepulcher cavern, where they see the terrorist open a secret crypt and descent into a secret lower level. The heroes follow, and push open the crypt that serves as the entrance to the Redbrands' hideout.

The first room is empty of Redbrands. It contains some barrels and crates that serve as storage for basic necessities such as food and bedding. Two statues of long-dead noble dwarves stand nearby, and a pleasant fountain feeds the room providing fresh water. Reflections in the fountain show the viewers' that which they desire most. Across the way, an archway leads off into the darkness. The Caravaneers follow it, but find only stone tombs containing restless undead. Pruelove whispers a prayer, and the long-dead dwarven nobles once again retreat to unending sleep.

The Caravaneers hear a distinct sound from behind the wall, "Skarklon!" Mouse immediately realizes that his old enemy has been reincarnated, this time perhaps as a trollkin. Flemmy locates a secret door in the main room, and Dulcinea realizes that by turning the heads on the statues, the chamber opens.

The trail leads to a passage with three doors. They open the first, and find two captives. Strangely, neither is Albrekt. A second contains barracks for goblins. The heroes decide to block that one shut and then proceed to the third from which they continually hear shouts of "Skarklon!"

Flemmy, Bilbo, and Mouse launch themselves at Skarklon, catching him unawares at first. Rilith controls many of the goblins that support the brute, while Dulcinea holds the flank to keep the party from being overwhelmed. Pruelove hangs back, hurling magic bolts and controlling "Bruce Lee" the magic nunchucks.



Glasstaff, the leader of the Redbrands, appears from his workshop. "Fools! You will all die!"

Glasstaff launches a fireball from his fancy, glass staff. He squints from behind his black, beaked mask as several of the Caravaneers groan in agony at the assault. Pruelove swoons at the flames and Dulcinea is gravely injured. Flemmy aids the gnome while Bilbo and Dulcinea wrap up the goblins with Rilith's help. Mouse engages Skarklon toe to toe trading insults and blows. The heroes manage to drive Skarklon from safety and steal his staff. As Skarklon is once again sent back to the abyss, the master of the Redbrands is slain.

Glasstaff was trying to master the art of creating new life. Lifeless, disembodied heads, limbs, and torsos of automatons are scattered in macabre experiments. The books and notes scattered around the room are basic texts on necromancy and artifice. Among the books is a tome written in Dwarvish. The journal of an inventor named Urmon, it describes the history of the Throne of Arcanum.

The heroes learn that Glasstaff was in fact Albrekt all along! For months he has been taking orders from the Purple Spider - a Silver Elf who seeks to use the power of the Throne of Arcanum for herself to create an army of automatons. The Purple Spider has Flimp Dinki and is

working to restart the Throne. The Caravaneers find a crude map to the entrance of the Wave Echo Cave, the site of the excavation to recover this powerful artifact of creation.

