

Campaign/Game: Throne of Arcanum: D&D 5e
Episode 3: Terror of New Citadel
Campaign Date: Allmud 13th SC 932 (Spring)

Date: February 24th, 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:

After traveling for two days, the Caravaneers finally come upon what they believe to be the entrance to the Resounding Echo mine, the rediscovered birthplace of many automatons. The entrance is guarded by a dozen goblins. After an initial fireball from Rilith vaporizes over half their number, the party rolls up and crushes the remainder.

The party enters the natural cavern tunnels that lead to the deeper mines. At one point, they find a spur passage filled with giant spider webs as well as a desiccated corpse of a goblin entombed in spider silk. As the Caravaneers proceed, they begin to hear the clacking of something huge following them, but they are not able to get a good look at whatever it is.

The heroes exit the natural caves and find themselves at the entrance of a more curated mine entrance. This was once the entrance to the Resounding Echo mine itself. Here, automaton slaves labored alongside dwarf and gnome masters. They find piles of cracked bones of slain dwarven guards, several poorly functioning magical lanterns on the walls, as well as dwarven carvings of stereotypical work such as mining and smithing.





As the party enters, they pass a ruined guard room on the left. It is filled with more chewed bones of slain dwarven guards. Strangely, there are no automaton corpses. They find an exchequer on the right, and locate the lockbox used to pay out the mortal miners in ages past for their work.

The Caravaneers then sneak toward what may have been a ruined dormitory in centuries past. There they find two ghouls chewing nastily on the ancient bones. They scare the two undead off. As the party reaches the main hall, more ghouls wait in ambush - poorly. Dulcinea, Mouse rush the left flank while Bilbo and Flemmy advance to the right. Rilith supports with magic bolts of force, finishing off the stragglers after Pruelove turns them with her holy might. There are two exits from the chamber. They could head toward a disused, smelly route covered with a spider's web, or the other way that leads downwards toward the sounds like rushing water.

The heroes encounter a chamber featuring rushing water that crosses their path. After some research they realize that while the water is shallow to the left, the right where the water exits the room is deep and could pull someone unawares into a sharp, underwater tunnel not unlike a "garbage disposal" in a sink. As they cross, Rilith discovers a healing potion left over in the mud under the water.



As the Caravaneers advance deeper into the complex, they find the bugbears guarding a side chamber. Rilith enchants them, making them drop their weapons and just suck in general. The rest of the Caravaneers cram in, sending the bugbears back to the abyss from whence they came. Next the party enters the guarded door. They find a forgotten temple in which the automaton slaves were forced to devote themselves to Erathis, the deity of order. Of course, that order relies on these new sentient remaining slaves to the guilds of the dwarves. As the party explores the forgotten temple, they find some plans and automaton parts, as well as a small table and some bedrolls. This is where the Purple Spider lairs when not at the Throne! As the party investigates, they are attacked by four giant spiders! While the spiders' bite was dangerously poisonous, they were themselves rather fragile and easy to dispatch.

They continue along the path and come to the site of the Throne of Arcanum. Flimp Dinki is bloody, missing a finger and is terrified by the silver elf mage standing over her, demanding that the throne begin to create a new slave army. Skarklon, now reborn as an ogre warrior threatens to consume more of the gnome's fingers. They also find a Frankenstein's monster of an automaton, built out of spare parts of others that had been tracked down and slain by the Redbrands. The throne, a simple contraption of dark, forbidding metal stands across the room. In the center, a strange green flame flickers, the power supply of the Throne of Arcanum.

The Caravaneers attack! Mouse and Bilbo head directly toward Skarklon, locking him down. The Purple Spider, a silver elf mage disappears, looking to land a sneak attack at a vulnerable time. Flemmy and Dulcinea take on the strange automaton, who speaks as one completely under the thrall of the evil mage. Pruelove gets in a little over her head, and is brutally attacked by the automaton. She backs out of the fight, allowing Flemmy and Dulcinea to engage fully. Rilith looks through her crystal, catching sight of the Purple Spider and directing traffic to attack her. Rilith runs over and frees Flimp Dinki who briefly explains that the green flame could heal one of the automatons. Rilith trades magical attacks with the silver elf, and Pruelove follows after, blocking the mad mage's escape. Flemmy's attacks land, destroying the strange automaton just as Mouse's mighty blows and Bilbo's rapid strikes manage to drive Skarklon to the abyss once again. The party finishes off the Purple Spider with a wicked strike from Flemmy's hammer. The Throne of Arcanum is discovered, and Flimp Dinki is saved!