

Campaign/Game: Throne of Arcanum: D&D 5e
Episode 4: Beyond the Fungus Forest
Campaign Date: Allmud 20th SC 932 (Spring)

Date: March 3rd, 2021

Characters

Bilbo Barrelhouse, Mountainborn Dwarf Barbarian - 5 (Will)
Flemmy Kilmeister, Mountainborn Dwarf Lore Bard - 4 / Barbarian - 1 (Scott)
Dulcinea, Automaton Battlemaster Fighter - 5 (Kristen)
Mouse, Barbarian - 5 Giant (Huy)
Pruelove Tinytankard, Rockbred Gnome Life Cleric - 5 (Meg)
Rilith, Tiefling Archfey Warlock - 5 (Keith)

DM: Andrew

Log:

Following the battle the Caravaneers had to liberate poor Flimp Dinki, the heroes decided to take a week or so to rest and recover. Word was sent to New Citadel, and more provisions were delivered. During that period many things were discussed. Rilith learned that there is a bounty offered for the bugbears of the Cragmaw Coven by the Cartographers' Guild of New Citadel. They will pay 5 gold for each bugbear foot brought as proof. Pruelove's patron deity, Bruzlee espouses teachings that balance and calm will always win the day against chaos. It Pruelove's goal to teach good diet, meditation, and yoga to her comrades. She has already been able to convince Flimp Dinki to join her, and the Caravaneers have shown some interest as well.

Flemmy played often for the group, describing all the great times and songs he has shared with his previous bands including but not limited to:

- Mullethammer
- Bring Me Those Axes
- The Shouty Dwarves Guild
- No Rest For the Gnomes
- Thunderpants
- Mullets Of Mistburg
- Flemmy and the Deep Gnomes
- Your Face, My Fist
- Anvils, Hooch, and the Mind Flayers

FLIMP DINKI





The morning of the 20th, the Caravaneers are having a discussion in the main chamber of the Resounding Torrent about the nature of free will, and what should be done with the Throne of Arcanum. As the discussion slowed down Flemmy happens to notice that something or someone is stumbling through the mine toward them. A force of giants bursts into the chamber. The force consists of two dumb giants, one smart giant, and a fully dire trollish giant. The fiend Skaraklon has once again stumbled into the path of the Caravaneers, this time hell-bent on revenge for the last few times he's been bested by the party.

Skarklon and his new pals are easily bested. Rilith takes control of the smart giant. Mouse and Bilbo take Skarklon to task head-on while Flemmy and Pruelove keep the others busy supported by Dulcinea's swift sword.

When the battle is finished, the gnome artificer asks the players to investigate the passage closed off by the Purple Spider who had taken her prisoner. This place smells of dirt and strange fungus, and was closed off by the giant spiders with their thick, sticky webbing. Mouse believes that the upper passage of the Resounding Torrent Mine that has been webbed closed is filled with alien, sweet underground foliage. He has found some unique blind moths with lovely glimmering star shapes on them stuck in the webbing left by the giant spiders to close off this cavern system.

They encounter a forest of odd fungus things. In the darkness, an anthropomorphic mushroom leers at the party. Bilbo charges, and the battle is joined! The fungus men fight back but the party senses something larger in the shadows. Two mold mound monsters drag Bilbo and Prue away from the rest of the party into the darkness with their clutching, ropy vines. Dulcinea charges in with Mouse to aid their companions. Flemmy rocks out to blow away the dangerous spores of the fungus folk. Rilith summons an anthropomorphic fairy fox to shiv the monsters. The fancy fox darts in and out in its stylish yet capable vest. One mound, nicknamed "Almond Joy" by the Caravaneers knocks Flemmy unconscious with a lucky strike. Just in time before he is consumed by the fungus, Flemmy is revived by the power of defibrillation by Pruelove. The party defeats the fungus folk and their monstrous pets, and continue along the path.

The final room on this cavern spur is the forge where the physical automatons are created. Automaton heads, limbs, and torsos are positioned around the room in various states of design and construction Pruelove and Dinki realize that they are able to restart this forge using their combined magic. Past the forge is a strange combination apartment and magic workshop. In a prominent position, a cylinder contains more material to power the green flame for the Throne of Arcanum. However an angry, ghostly mage challenges the party. Before they can ask what his deal is begins conjuring a fireball!

The battle is joined, but this evil ghost is legendary. The magical fire sears at Mouse and Bilbo. The fighters all charge the ghost only to have it magically step away toward the less sturdy Caravaneers. Delsonia charges in and knocks the evil ethereal mage to the ground, but the ghost manages to drain the life of Mouse, Flemmy, and nearly drinks from Riliths life force as well. Mouse strikes a mighty blow. The giant's blows up to now had been less than completely effective, but his force of anger crushes the vengeful spirit more than his steel. Bilbo's enchanted axe hues into the immaterial ghost. Riliths Eldritch blasts cleave gaping holes in the apparition's torso. The mage is defeated, and some treasures are found including a treatment of how the Throne's soul flame was generated. It was written by a dwarf necromancer named Urmon. Entitled "Flame of the Soul," this book includes a rough map to a small hidden vault Northeast of New Citadel sewn into its cover.



The party believes that this hidden vault would be a great place to adventure to help Flimp Dinki learn the final secrets to restore the Throne of Arcanum to its former functionality of creating automaton life. However, the party is also looking forward to the big "Spring Unsealing," a celebration at New Citadel where they open the big stone doors to the vault for the first time after the harsh Radavanian winter. There will be all sorts of games and food carts of all types. There will be music, too! "Mullets Of Mistburg" will be performing.