

Campaign/Game: Saturday Showups - D&D 5e

Date: February 18th, 2023

Session 3: Wherein the Showups explore several barrows surrounding a fallen star

Characters

Aida, Dragonborn Warlock (Elaina)
Alys, Dwarven sorcerer/warlock (Sheila)
Geosmin, Earth Genasi Fighter/Rogue (Dennis)
Leitra, Tiefling Druid of Spores (Adria)
Perra (aka "Grandma") Dragonborn Paladin (Kiri)
Zinmar Everthell, Fire Genasi Artificer (Collin)

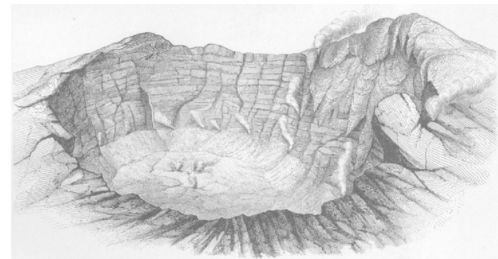
DM: Andrew

Log:

In an arcane age, adventurers have arrived in the “new world” from wherever they originally came from in search of adventure, riches, destiny - something that drives them. Collectively, they are known as the “Showups.” This is their story.

Alys has a vision after absent-mindedly crunching on an old man's discarded fingernails in Portburg. She sees an undead mage with the flesh rotting off his body. He looks over his wine collection, bottles of various vintage and origin that he can never enjoy again because of his condition. She smiles, and whispers aloud to herself, “Ah, my patron will be pleased!”

On a crisp, spring morning the Showups headed toward the Vale of the Fallen Star, a crater explosively created a score of years ago. Since then, this cursed land has become a lair for several of the demonic spirits made flesh that scheme against civilized peoples. As the heroes approach this valley of the damned, they stop to investigate a fallen monument. The statue is cracked off its base, its limbs shattered and head missing. Despite the missing features, Alys identifies it as the dwarven demigod that fathered the dwarves of the cursed delving of Galthollow. The heroes see the vale just ahead, following a small, lazy creek of water that springs from the vale.



As they prepare to continue, Perra feels the familiar threat. It is too quiet. It's an ambush! Misshapen, ill-proportioned mossy-green humanoids emerge from hiding to attack! The Showups understand that these creatures are little more than demonic forces made flesh in the service of whomever or whatever created them, and move to repel the attack.

Perra used her cold breath to freeze a few of these alien monsters in place. Zinmar took the high ground, fighting from the plinth the monument once stood on. This invited a number of ineffective attacks but allowed Geosmin to move into position to stab the immortals unawares, sending them back to the hell they came from. Alys and Leitra took the left flank, holding their own with eldritch magic and fungus wizardry. Aida launched magic bolts of ice to crush the ambush for good.

The Showups arrive in the vale and discover four separate entrances. One is covered in fungus and stinks of rotten cinnamon. Another is pungent with body odor and a loud, deep snore can be heard from within, a third features a gaggle of small child-sized footprints in the mud just outside and smells of turpentine. The heroes decide to first explore a dry, odorless cave defended by a sturdy door flanked on both sides by skulls.

As they approach, the skulls animate and speak through magic. "Come in-so glad you've decided to join us" one gleefully laughs at the party several times. As Geosmin works on the lock on this strange door in the wall of the cursed vale, Perra crushes one of the chattering skulls with her boot. Unfortunately, both efforts trigger explosive runes showering each with deadly sparks.



The Showups carefully open the door and enter the cave set into the vale wall. They see several skeletons slumped against the walls down a passage straight ahead, and a side spur passage to their left. As they approach the skeletons rise and begin to defend this accursed place. Zinmar and Perra move to engage the foul beasts. Geosmin runs past the skeletons down the passage to the left, but gets more than he bargained for. A gigantic Skeletal Juggernaut charges back down the passage toward him, followed by two Vitriolic Ghouls. Alys transforms herself into her Form of Dread, basically becoming invisible to the Juggernaut, and Aida launches several frozen bolts of magic and ice at the undead. Leitra lets the fungus fly, allowing the

Symbiotic spores within her to bloom and strengthen her. It is a hard-fought struggle, but eventually the Showups manage to cripple the Skeletal Juggernaut and slay the ghouls. The heroes discover a strange lab to the left where undead creatures appear to be created through foul alchemy and dark pacts. Several potions are found.

The Showups hear some movement from further down the hall. Alys places some ball bearings on the stairs up as they rest. It wouldn't do for the undead to make a counterattack while the Showups catch their breath. After a bit, the party realizes that the undead things lurking deeper within this cave have all the time in the world to wait. The Showups decide to "join the party."

They charge down the stairs toward what appears to be a well-appointed room. There, a skeleton in a party dress and her well-dressed zombie consort stand ready to repel the attackers along with a phalanx of skeletons dressed as servants. Apparently, the Showups had just disturbed some sort of celebration!

Perra and Leitra engage the skeletal butlers and maids, knocking them back. Alys and Adia launch magical barrages of frost and eldritch energy, forcing the zombie consort back from the door. As Zinmar pushes into the room, a corpulent, undead nightmare beast lumbers toward the party. A huge, toothy maw makes up most of its bulk. It chews on Perra, but Alys' magic keeps the dragonborn in the fight. The zombie mage teleports back to get away from the melee, but the Showups puts him down with a magical attack from the hallway.

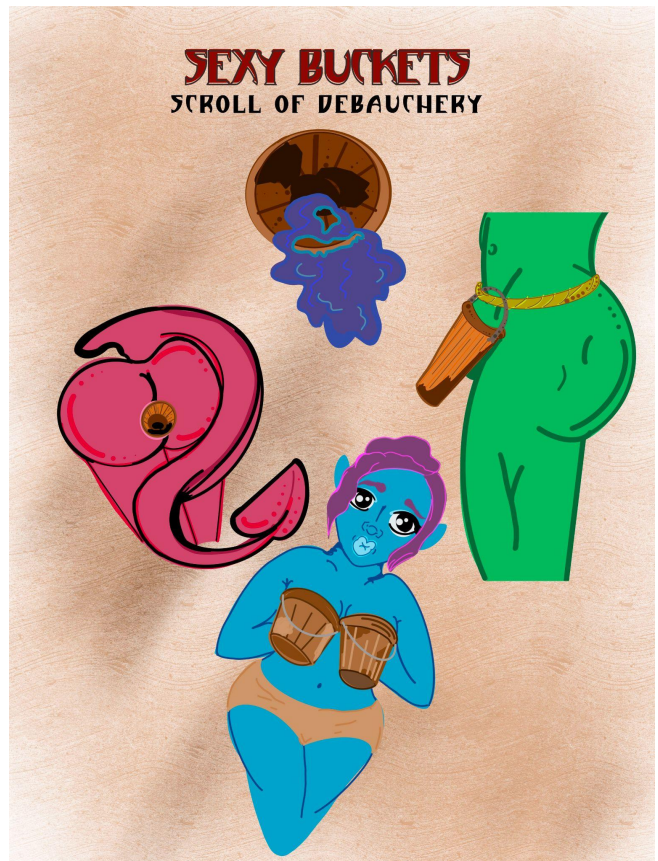
Geosmin and Zinmar get up and personal to lock up with the skeletal mage, just as Leitra destroys the hideous undead blob-giant. Aida's icy barrage softens the necromancer up for Geosmin's strike to send her to the grave she should have stayed in when she died originally.

Inside this room, the party finds many valuables including a library of racy books. Two adventurers each discover gemstones holding elementals. Alys recovers a dusty bottle of wine. The heroes return to civilization with these treasures to claim their rewards and mark on their calendars to return to the Vale of the Fallen Star soon to explore the other mysterious cave entrances.



The Undead Mages' Smut Library

The Lusty Gnomish Maid and Her Sister
Pleasure and Pain
Out of Time
The Dangerous Spindle
How to Marry a Princess
Deep Faith: A Play in Three Acts
Love on the Battlefield
Sexy Buckets



Alys' Journal

I once again found myself in the midst of an... eclectic group of adventurers as I continued my search for the **Vintage of the Anathema**. It led me to a series of caverns guarded by some magical skulls. An old Dragonborn decided to stomp the one that wouldn't shut up, which I wholeheartedly approved of. We faced a number of skeletons and ghouls, as well as another one of those pesky Juggernauts. They still aren't able to see me, which helps me move around unnoticed into advantageous positions. We continued to another cave-like room to find a delightful fleshy sack open-mawed beast, and a zombie couple who looked like they were struck down on date night. After some scuffling, and me doing entirely too much healing for these reckless adventurers, I recognized the male magi from a vision I had. He was **Cabal**, and had possession of the vintage I sought at some point. After dispatching him and his partner, **Wolerygne**, I raided his wine stash, and there it was. The vintage of Anathema. I slipped it into my robes before any of the others saw. I must now deliver this unto the Epicurean and uphold my end of the bargain.

2/18/23

Grandma cub - stomped it because it wouldn't shut up!

Alys - Dwarf Sorcerer/Warlock
 Greosmin - Earth Genasi
 Fighter/Rogue
 Leitra - Trefling druid
 Zinnar - Fire Genasi
 Artificer
 Perra "Grandma" - Dragonborn cleric
 Aida - Dragonborn warlock

ball bearings

Greosmin

Potion of climbing
 Nimble Boots
 Potion of haste
 Potion of heroism
 Potion of healing (Perra)

1 bestiary of common creatures (25gp) -
 6 azurite worth 10gp each -
 2 carnelian worth 50gp each -
 Rod of Channeling
 Smut Library - Leitra
 Recipe book - Zinnar

Cabal (zombie magi)
 Wolerygne

Bookcase
 wine casks

Vintage of the Anathema
 For Alys' personal story!

LOOT

\$ Fire elemental (12000)	1689 GP
\$ Pendant of health - Alys took	1700 SP
\$ 20gp	20 GP
\$ 900 gp	(2) 14,059
\$ 20gp	2343 XP

Aida took

- Bloodstone (50gp)
- Carnelian (50gp)
- 2 x Chalcedony (50gp)
- Jasper (50gp)
- Potion of Superior Healing - Alys took
- 20 gallons of ale (4gp)
- 4 bolts of good linen cloth (50gp each)
- 6 lbs of gold trade bars (300gp)
- 5 lbs of exotic spices (75gp)
- 1 bound script for a comedic play (25gp)