

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

Date: March 4th, 2023

Session 4: Wherein the Showups overcome a nest of demons made flesh and fight a halfling-swallowing garbage monster

Characters

Alys, dwarven sorcerer/warlock (Sheila)

Bastian Woodson, elven hexblade warlock (Tyler)

Heskan, dragonborn paladin (Adam)

K'last DeLake, human champion fighter (Travis)

Leitra, tiefling druid of spores (Adria)

Tilly Tealeaf, halfling moon druid (Madison)

Zinmar Everthell, genasi armorer 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.

The Showups once again made their way to the Vale of the Fallen Star. As they approach, they see a dwarven monument. It tells the story of how the dwarves of Apreea stood against the Elven Empire in the Seventh Elven Age. As they stop to investigate further, the heroes are attacked by four groups of four Malmyrdons - spirits of the abyss made flesh through dark magic. One flanks behind them, while two challenge them directly. A fourth group of four pepper them with arrows.

The Showups manage to blunt the evil humanoids' attack. Zinmar and Heskan charged the group to the right. K'last and Tilly lock up with the group to the left. Leitra is joined by Alys to break up the flanking group. Bastian rips blasts of eldritch energy at the group of archers.

They all hear a voice coming from the vale itself calling for a retreat. Unlike the others, Bastian hears this same voice in his head transferred to him from his sword bound to his soul at birth. Many of the misshapen monstrous creatures are cut down while the remainder are tracked to one of several cave openings in the walls of the vale. Inside, they see these beasts making preparations for defense. Malmyrdon elites command spear drudges at the entrance, but they are backed up by a



brace of four Vampire Knights and a lean, helmeted elf with a weapon similar to Bastian's who called himself Sakrik.

After a little deliberation, the Showups attack the Malmyrdon cave. Tilly lights many of them using faerie magic, making them easy to hit. Zinmar and Heskan push left toward the Vampire Knights while K'last and Leitra push to the right, meeting some reinforcements head on. Heskan held the door, placing himself in harm's way to keep the misshapen devils from harming his team. On several occasions, the Malmyrdons tried to engage the dragonborn in a parlay, thinking him to be some sort of dragon that they were expecting, but they got no such confirmation from the paladin.

Later, grasping vines from the walls and floor of the underground passage held some elites in place just long enough for Bastian to coat them in military oil like they were some sort of "salad of death." A well-placed bolt of flame from Alys finished them all off in a flaming ball of damned flesh and greenery.



Tilly transforms into a giant spider to crawl across the ceiling and join the attack. Spider-Tilly's webbing further traps the Malmyrdons, evening out the numerical advantage the possessed fleshlings had in the battle.

The Vampire Knight was melted by the elemental forces of Leitra's heat metal only to be crushed by Zinmar's thunder gauntlets. Spider-Tilly bites off the helmet of the elf Sakrik, revealing that he shares the three-slash birthmark with Bastian. Bastian then strikes the Malmyrdons' patron critically, shattering his eldritch blade with his own and cutting him down. The bits of Sakrik's crippled

weapon hang in the air for a moment, only to be magically consumed by Bastian's blade adding to its considerable magical power.

With all the demonic forces sent back to the hells of their origin, the Showups begin to search the cave. They find a laboratory where the dark ritual to create Malmyrdons is performed to bind a soiled soul to a misshapen earthly form. There are rooms for sleeping and eating, as well as a private chamber for Sakrik where they find a carved bone statuette of an elven warrior with a wicked sword similar to Bastian and Sakrik's labeled "Klissin Darkmantle." His patrician elven face bears the distinctive three marks just as the other eldritch swordsmen do.

They also find a map to the Villa of the Anathema. This torn, incomplete scroll shows the way to a rich mansion overlooking the sea. It dates back to the Seventh Elven Age when the Empire was gaining in power. Now in the Eleventh Age as the Elven Empire's power wanes. This map was provided to a trading vessel. An attached manifest suggests that a fortune in gold and

magical weapons passed through this place at one time, and that its “lower levels” were well-protected against raids from mainland dwarves.



After a short rest, the showups head toward the fungus cave with the strong smell of cinnamon. They splash through a stream that emerges from the cave, only to find some sort of alien one-eyed floating orb monster with a spiked carapace and giant, frothy jaws charged at them. Before Leitra could yell a warning, Bastian strikes the monster with a blast of eldritch energy and it explodes spraying much of the party in poisonous spores. Haskan particularly feels the alien fungus of the Gas Spore burn his eyes and nostrils.

As the Showups deal with this attack, a garbage monster emerges from the depths of the murky spring within the cave to attack. This beast tries to grab Alys, but she turns the tentacled attacks away with a clever shielding spell. Tilly launches a thorny whip to pull the brute from the depths of its garbage water only to be swallowed whole by the toothed maw of the beast! After another blast of eldritch energy from Bastian and melee attacks from K’last and Leitra, the halfling druid turns back into a giant spider, tearing the monster from the inside and forcing her way back out of its mouth as Zinmar and Alys land the final blows on the beast.

