

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

Date: April 1st, 2023

Session 5: Wherein the Showups take on the dark agenda of the tentacled Masters and their hollowed out thralls to remove the taint of chaos from the forests of Apreea

Characters

Alys, Dwarven Sorcerer/Warlock (Sheila)

Ebrakas, Lizardfolk Circle of Stars Druid (David)

Geosmin, Earth Genasi Fighter/Rogue (Dennis)

Heskan, Dragonborn Paladin (Adam)

Kelvin, Halfling Beastmaster Ranger (Jamin)

Lia Moonbrook, Elven Druid/Ranger (Regina)

Sora Silverslash, Human Paladin (Pauline)

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.



As the spring weather clears, the Showups decide to explore inland following the map they found to the Villa of the Anathema. As they get near, the heroes are attacked by a monster generated by the taint of chaos that has infected the forest. It thrashes and slams, but the Showups are ultimately victorious. Something or someone is affecting the land itself.

As they break through the forest edge into some dry, dusty fields they see the Villa of the Anathema in the distance. A dirty, destitute dwarf sitting nearby introduces himself as Garellous. He tells the Showups to flee and never come back again because the dwarves of this place are cursed. As he continues to talk, a second better composed dwarf in a pink slouch hat approaches and drives Garrulous off. He introduces himself as

Willic. Willic tells the party about his family’s feud with other dwarves in his community who wear a green slouch hat. The heroes meet several other slouch hat dwarves. They surmise that two of them are actually attracted to each other despite being from different hat colors.

The Showups are not impressed with the dwarves' shenanigans. They decide they want to investigate the villa. As the sun falls below the horizon they approach. The front door hangs ajar, so they enter. Inside is evidence of ruined finery. The party proceeds to search for evidence of valuables.

The west wing is destroyed, burned beyond any recognition. Alys realizes that the fire was magically created, and that it was lit from inside the building. They find three crypts below the west wing. One appears to be the source of the fire. It once belonged to an elven warlord who was named Klissin Darkmantle. The party theorizes that the corpse of this warlord came to life and burned its way out through the villa. Art and a sarcophagus each depict at least three elven warlords, including Darkmantle. All have the same distinctive birthmark of three slashes on their right cheek. The showups take all the valuables they can find from all three crypts.

They move on to the east wing, but hear a strange noise. The Showups, led by Geosmin and Kelvin, discover two of the dwarves engaged in carnal embrace. Just then, they are attacked psychically. It feels as though their brains are on fire! The heroes rush to the next room where they are confronted by a cadre of the dwarves, now completely in the thrall of one of the "Masters" - a race of super-intelligent, man-shaped creatures with four tentacles surrounding its toothy lamprey-like mouth. It strikes the party repeatedly with psychic damage from mind blasts as it levitates above the room.



The dwarves move in to challenge the party wielding farm implements. They seem angry and disturbed, now led by the destitute dwarf Garellous. The clever slouch hats they wear cover wicked scars on their bald heads. Their brains have been destroyed, each consumed by a growing parasite that now lives in their skulls. The heroes quickly learn that these poor folk have long ago been lobotomized in this very room - a laboratory aimed at creating slaves. A blasphemous device can be viewed through a door that hangs ajar to another room.

The Showups fly into action. Lia sneaks in first in her wild shape disguised as a common household mouse. Geosmin entered along the left wall, making attacks as the opportunity presented itself. He threw a table on some dwarves, and then stabbed the master in the leg. Heskan and Sora held the door against the dwarves, bolstered by Kelvin's arrows. Alys stood behind their barricade directing blasts of eldritch fire at enemies and whispering healing words to her allies. Her spiritual weapon, a wet gravy-covered turkey leg, floats through the battle delivering delicious strikes of force. Sora's blade of fate cut the Vampire Knights deeply.

The halfling's animal companion is momentarily turned against the party, and Geosmin gets caught in a compromising position. Luckily, Lia and Kelvin are able to save the day and help pull him to safety while making sure that the Vampire Knights fell. Despite taking hellish psychic damage from the monster's mind blasts, Heskan and Ebrakas manage to destroy the alien

Master with a combination of radiant strikes. Ebrakas' bolt of guiding tears into the horror, guiding the swing of Heskan's weapon to aim true. The paladin's divine smite incinerates the beast in a holy blast of energy.

The showups found a load of treasure, including an Eabon Ingot. They destroy the laboratory and one particular blasphemous mechanism, freeing the forest from the "Masters" taint.

