

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

Date: April 22nd, 2023

Session 6: Wherein the Showups venture into the wilds west of Droughtsburg to destroy a marauding monstrosity.

Characters

Ebrakas, Lizardfolk Circle of Stars Druid (David)

Heskan, Dragonborn Paladin (Adam)

Jonathan Arris, Human Rogue (Andrew)

K'last DeLake, Human Champion Fighter (Travis)

Terrence Lighthand, Gnome Battlesmith Artificer (Craig)

Tilly the Tinkerer, Gnome Artificer (Julianna)

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 story opens, all six of the heroes have agreed to meet up in the small herding village of Droughtsburg at their famous late spring Llama-Festival. K'last and Heskan strike up a conversation with Susam and her “special” brother Burtram who has managed to get his head stuck in the llama fences again. They are joined by Ebrakas who does his best to help the poor herdsman get free, but is unsuccessful. Terrence is delighted to meet Tilly who is already hard at work running her new steam-powered llama wrangler. It is an automaton that can fleece and milk an animal humanely at a record-setting pace. The population of Droughtsburg would be overjoyed for this new invention if they weren't rapt with attention about the election speeches for mayor that were just about to start.



The first speaker is Tomlas DeFlagoon. Jonathan has already had a run-in with this infamous mage, one of the other politicians running for mayor of Droughtsburg. DeFlagoon is a huge fraud. Tomlas has already broken poor Susam's heart and all he wants to do is defraud the town for as much money as he can and then disappear. Perhaps Jonathan wants to do the exact same thing, but at least he's not heartless like the despicable DeFlagoon.

The second speaker was the former mayor, Drum. Since his mind was broken a few months ago, he was left unable to communicate or feed himself. His speech was uninspiring and unintelligible. The third candidate was Jonathan. While DeFlagoon made absurd promises on making all things llama easier and better, Jonathan Arris discussed shifting the herds toward alpacas, which did not play well with the llama-loving crowd. As the population began collecting rotten vegetables with which to pelt the rogue, the village of Droughtsburg fell under attack by a monstrosity with the heads of a dragon, giant goat, and a lion. A poisonous stinger was attached as a tail, and monstrous bat wings carried it into the middle of the Llama-Festival where it began to kill and consume as many herd animals as possible. The Showups attacked this mindless amalgamation of heads, claws, wings, and tail. After it manages to do significant damage, the Showups wound the beast and drive it off to the west.



K'last heard about an abandoned laboratory in the hinterlands that has some long-forgotten dwarven artifacts in the wilderness out past the Llama-rich village of Droughtsburg. His friend and mentor Hule Vickondoor asked the fighter to bring him any plans for maritime navigational equipment that might be re-discovered at the dwarven laboratory.

Tilly made some great friends but she felt it was time to join an expedition into the wilderness. She has also heard rumors of the abandoned laboratory in the hinterlands that has some long-forgotten dwarven artifacts. The Showups decide the laboratory is a good place to look for the monster. After a good night's long rest, the party starts out into the hinterlands following their map toward the laboratory.

Any gnome artificer worth their weight in iron knows about the dwarven artificer Thrabrig Hornforge. Many artificers have even traveled to the continent of Apreea to follow in his footsteps. This famous creator abandoned many techniques and tools before he traveled to the

new world in the Tenth Elven Age. Some of his most famous lost artifacts include a portable astrolabe used for maritime navigation, and a collar that would allow the wearer to make those he meets forget that they met them in the past. Along the way, the Showups realize that their destination is none other than the Hornforge lab!

The Showups are attacked by a cadre of Malmyrdons wearing Hornforge livery. They also encounter an overgrown road marked as the way toward this lost facility. After defeating the Malmyrdons - devils made flesh through a dark ritual - they make their way to the underground laboratory.

There they find several bodies of lizard folk leaders, dead and autopsied. Many of their organs were carefully removed, and their corpses sealed away in crystal coffins meant to provide gentle repose to keep them from rotting. The heroes find some treasures and clues in a wing that includes signs for “accounting,” “research and development” and “dinosaurs.” Jonathan Arris discovers that the far wing is the home of the dreaded Chimera that attacked Droughtsburg. At first the rogue runs in magical fear from this monstrosity, but he returns to land decisive blows. Heskan draws his greatsword and engages the creature, protected from the flame breath of the dragon head by his draconic heritage. Ebrakas blasts the monster with radiant bolts of energy, guiding the way for his star archery to find its mark. K’last’s arrows also slam true, but once the fighter saw an opening he drew both swords and charged the horror. Terrance and Tilly both unloaded ranged attacks on it. Terrance from his auto-crossbow and Tilly by managing her flame-turret remotely as it spewed golden magical flame at the monstrosity.

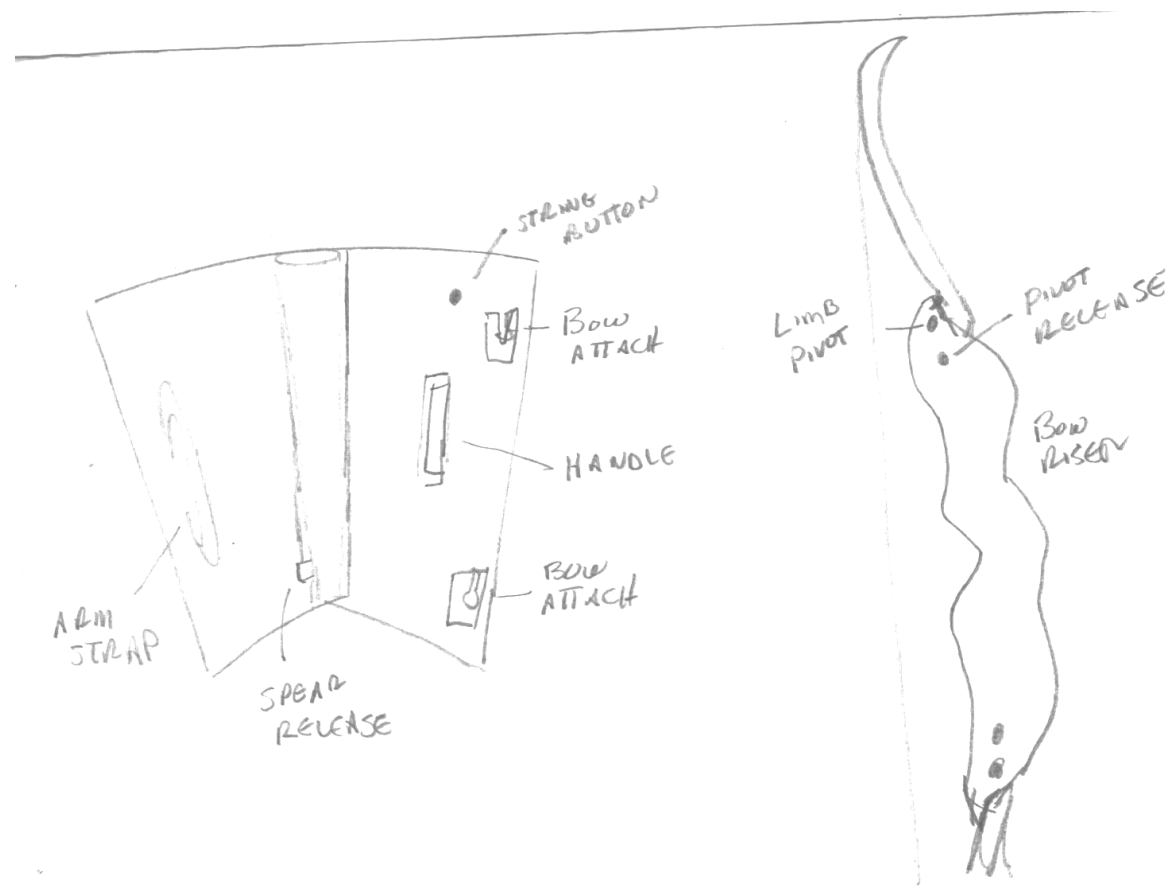
As the battle ground on, Jonathan fell from a lucky swipe from the claws of the Chimera. However, through teamwork the Showups manage to slay the monstrosity. Having destroyed the threat from Hornforge laboratory, and all the work that some unknown entity did to harvest the organs of the lizard folk and animate the dire Chimera, the heroes returned to Droughtsburg victorious. Soon, Jonathan wins the election, and is welcomed to become the new Mayor if he wants the position. Tilly and Terence are both offered permanent places in the village as inventors. Ebrakas is invited to stick around to learn more about what happened to the lizard folk, while K’last and Heskan return to the big city of Ineas.



Terence shares an epic poem of the encounter, as well as a small sample of the engineering of his arcane shield.

"On the Clearing of Hornforge"

*The bards they tell a tale of a mighty little troop,
Who bested Hornforged best, a wee strange group.
Two Gnome 'ficers and a political twit,
Along with a druid, who showed no wit.
Then came the fighters, a ranged great shot
And a Dragonborn Paladin, red and smoking hot.
Through the Droughtburg herd, our heroes did pass
To Kill the demon-borne in the tall, dried grass.
Next came the carrion, by the Gardens gorge
And finally evil Chimera to clear Hornforge.
To a hero's welcome, returned our little band.
Ne'er one knows where next, they roam'd the arid land.*



Designs for Terrance's arcane shield, shortbow, and spear