

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

Date: May 20th, 2023

Session 8: Wherein the Showups try to save the life of a respected villager

Characters

Annie, Human Cleric (Kayla)

Bull in China Shop, Luxon Barbarian (Scott)

Geosmin, Earth Genasi Fighter/Rogue (Dennis)

Jonathan Arris, Human Rogue (Andrew)

Kelric Moontrad, Eladrin Dragon Sorcerer (Joe)

Lia Moonbrook, Elven Druid/Ranger (Regina)

Lucretia Greycastle, Human Rogue (Tyra)

Tilly the Tinkerer, Gnome Artificer (Julianna)

DM: Rew

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 session begins, Jonathan Arris the newly elected mayor of Droughtsburg is asked by Susam and the people of the village for him to address “the dire problem with Stevem.” Jonathan had just been elected in a landslide, defeating the lothario Thomlas DeFlagoon handily and receiving an enchanted dagger with the engraving “To our great mayor Jonathan for all he has done for the village and llama herds of Droughtsburg.” Jonathan starts his speech. After a diatribe about the merits of alpacas vs. llamas, Jonathan learns that the aforementioned problem is not just how much “Stevem loves the llamas,” but rather that the village’s premiere herdsman has gone missing for almost a week!

The rustic elf Lia is able to explain more to the mayor. Since she arrived in the charming village of Droughtsburg, she has made many friends with the nearby fauna. She shares the following animal gossip:

- The old, abandoned dwarven mill to the north and west of the village has been re-occupied in the past few seasons.
- The llamas feel very loved and protected by the people of Droughtsburg. Particularly, the llamas all revere the herdsman Stevem.

- Stevem was kidnapped a few days ago.
- Birds report that they saw “demons made flesh” taking the herdsman to the old dwarven mill at spear point.
- The “demons” were both small, toothy and green as well as brown, tall, and lanky.

Tilly adds that Stevem was last seen near the “haunted” dwarven mill to the north and west of Droughtsburg. Some villagers say that recently they heard mechanical noises indicating that the subterranean mill is coming back to life!

Geosmin, sporting a new set of bright red enchanted studded leather armor looks a little worse for wear. His stony flesh flakes and clumps of his matted hair hangs loose at odd angles. The rogue Lucretia’s eyes dart back and forth as she joins the party looking for profit and position. The humanoid pachyderm who calls himself “Bull in China Shop” is also part of the Showups. After being separated from his clan, he lends some well-needed muscle to the crew.

Finally, the Showups are joined by a mysterious high elf named Kelric who left his home for the “new world” of Apreea to follow the trail of a notoriously cruel dragon mage known as Cisnaryth, the Creep of Wyrms. The elf has sworn vengeance on the dragon for the slaughter of thousands of innocents, but at the price of accepting a dark birthright.

In a previous age, the coast was held by the Elven empire and the inland mountains were the seat of a proud Dwarven civilization. These two forces fought to a standstill over centuries, leaving nothing but dwarven ruins and dangerous Eladrin magic. The Showups head out toward the abandoned underground steel mill, once used by the dwarves in their war effort against the Eladrin. As they descend into the first chamber, they manage to stumble right into a waiting ambush of small, green humanoid monsters sometimes known as Malmyrdons - demons made flesh through dark magic and the blood sacrifice of animals!



Once the Malmyrdons were defeated, the party split. Half checked another passage while the others stayed in the room the Malmyrdons waited in searching for loot. Soon, both groups are ambushed. One by a trio of tall, lanky humanoid creatures and the other by some rats of unusual size. The skinny ogres fought hard, and were tough to bring down. The rats were not much of a challenge at all.

The party discovered some loot these demons made flesh were hoarding for themselves as well as a set of stairs behind a secret door. The party makes their way downstairs. There, they see more of the lanky ogres doing various duties as well as another cadre of Malmyrdons. In an adjacent room, automated gears chug along used to help forge some poorly-constructed short swords. Once again, the party splits but this time the right fighters attack the appropriate targets. All the humanoid monsters are sent back to hell from whence they came by stealth or steel.

Finally, the party follows the sound to a massive room that powers the mill. A furnace hole in the center of the room is attended to by a giant humanoid with a tiny head. Malmyrdons linger about, pretending to do work. The Showups see Stevem being held hostage by a human sorcerer named Stevoak. Stevoak the sorcerer introduces himself as Stevem's abandoned son, born of a green dragon! He unleashes deadly magic and calls on his hell-summoned lackeys to punish the player characters.

The battle reaches its crescendo when Jonathan reaches the raised platform the sorcerer stands on to plead for Stevem's life. However, the mayor's cries have no weight and he kills his father in cold blood! In retribution, Lia tosses the defeated sorcerer into the furnace pit to perish as well.

The Showups return to Droughtsburg with the body of the great herdsman, Stevem. He will lie in state until it is time to celebrate his life and lay him to rest.

