

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

Date: June 3rd, 2023

Session 9: Wherein the Showups infiltrate the domain of the Lords of Rot

Characters

Alys, Dwarven Sorcerer/Warlock (Sheila)

Brinley Moonbrook, Elven Druid (Beth)

Carmen Fircanen, Tiefling Bard (Bekah)

Deradren Teahill, Halfling Bard (Gina)

Heskan, Dragonborn Paladin (Adam)

Isrhea, Half Elf Wizard Diviner (Kate)

Old Man Mortimer, Duergar Monk (Ashley)

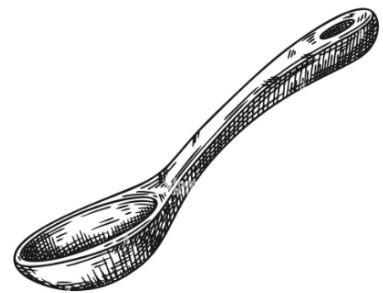
DM: Rew

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 opens, Alys is having a conference with the Epicurean of the Ghouls. This once-handsome politician has grown corpulent and sedentary. He sits on his throne of gold, greasy and mostly naked save for a comically tiny bib with a smiley face on it. His servants shuffle about in a half-twilight state between life and death, a state that makes Alys a little uncomfortable about her service to the Epicurean.

Between bites of beautifully prepared gourmet platters, the Epicurean coos about how he has appreciated everything Alys has done. He and his organization have grown fat on her efforts. He then capriciously comes close to accusing her of stealing one of his most prized possessions, the Spurtle of Glad Tidings. Alys stands her ground, and the master laughs. Of course, it was stolen by one of the mightiest of the Lords of Rot. Anthrax is a Fungus Mage of particular power and ambition. He has set up his bastion located within the ruined dwarven hold of Dunwarren. To help kill the mushroom man Anthrax, the Epicurean has hired two bards. He introduces the mysterious and lithe tiefling Carmen and the cute but murderous halfling Deraden.



Meanwhile, Heskan is learning that there is a dragon that has recently been seen entering and leaving from the forgotten dwarven hold of Dunwarren from Mortimer, a dwarf who has been exiled from his clan deep within the bowels of the earth. Old Man Morty, as he calls himself, is

new to the surface and tells the dragonborn paladin as much as he can about the situation. This creature catches Heskan's attentions as he is honor-bound to destroy the great red dragon Cisnaryth and his kin who still support him following his defeat at the hands of Heskans' people. Heskan still feels the sting of his mothers' death at the dragon's hands and the dark shame of knowing that Cisnaryth the Creep of Worms is also his father.

Heskan is also joined by Brinley Moonbrook, an Elven Druid who has joined the Showups in search of her long lost sister Lia, and the enigmatic and curious mage Isrhea. The entire group of the Showups rally in Droughtsburg where they discuss their next move.

The ever-patient Susam appears with her simple brother Burtram. Once again, he has gotten his head stuck in the fences of the llama pens the village of Droughtsburg is famous for. Susam asks Isrhea to re-read the note provided by her "true love" Thomlas DeFlagoon, only to find that he has broken up with her. Susam is heartbroken!

The heroes are led in the back entrance of Dunwarren by Old Man Mortimer. The twisty mine passages lead to a chamber that stinks of musk and mold. Deraden scouts ahead, but soon discovers that the mold is actually a monster. The Mold Taint rises into a column of fungus and garbage and attacks Heskan and Morty. The Showups work together to dispatch the titanic mound of mold efficiently, allowing them to move on. They arrive at the edge of the miles-wide cavern that is the ruins of Dunwarren, now the bastion of Anthraxis, one of the Lords of Rot.



The heroes sneak into the nearby mushroom forest, where they take cover until they hear a jaunty tune coming from deeper within the stand of titanic fungus. They follow the sound to a clearing where one of the mushroom man mages sits on a throne of porphyrous igneous rock. He is flanked by two smaller mushrooms, two floating Spore Jellies, and what appears to be a darling anthropomorphic bunny rabbit playing the panpipes. Deradren approaches the sweet rabbit, asking for hugs and cuddles, only to see it transform into a hideous Earwig Mindvermin! The fight is on, but the heroes quickly take the clearing but not until Old Man Mortimer discovers that the Spore Jellies explode in

poisonous spores and the Mindvermin is tougher than it seems. In the end, the Shopwups are victorious. Deradren discovers a secret compartment in the throne that reveals some treasure and the Showups move on.

They head across the dwarven hold toward a titanic archway and stair into a well-built fortified room, perhaps once used as the dwarves' most well-defended position, now a ruined chamber riddled with holes and mossy slime molds. Anthraxas, one of the Lords of Rot sits on his purple throne of stone overseeing the production of precognitive liquor, in a process that uses the magic spurtle instead of the halflings techniques. There they see a gigantic dragon of fungus

vomiting a slurry of spores and bile into the Epicurean's magic spurtle held over a massive pit. Several more of the mushroom men attend to this blasphemous monstrosity. One mushroom man scoops the sticky ichor from the magic spurtle and bottles it, making the precognitive fungus liquor that all those who know the arcane crave to empower them.

Deraden approaches Anthraxis, introducing herself as "Beelzebot," a double-agent and a useful tool against the others in her party. Her silver tongue and moving performance sways the Lord of Rot making him clearly believe that the halfling bard is naught but a true believer.

Isrhea engages the zombies and Spore Jellies defending the fungus magi with magic missiles, showering the giant chamber with their poisonous spores. Heskan smites the fungus dragon several times, the last time literally tearing the leg off the beast. Isrhea turns aside the dragon's attacks on Heskan by shouting out a warning to the paladin using a preternatural portent. Meanwhile, Deraden has lifted the magic Spurtle that was stolen from the Epicurean of the Ghouls and is making her way away from the pit. Carmen blasts the dragon with thunderous magic, and cuts apart the fungus zombies to allow the others to have a clear path to Anthraxis. Old Man Mortimer punches the heck out of Anthraxis' bodyguard, knocking him into puffy portobello bits. Alys touches the Lord of Rot, causing wounds to blister from within the mage forcing him to blacken and collapse like a burning marshmallow. Brinley lands the final strike on Anthraxis, splitting his body with the moonlight she commands.



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Following the adventure, the Showups talked a little bit about what they want to do in their downtime. Carmen just wants to roam the world looking for adventure and treasure. Old Man Mortimer looks into creating some sick kick-ass magic gauntlets for punching better. Isrhea will investigate creating a potion of growth from a mushroom recipe found on Anthraxis. Similarly, Deradrin looks to seek out the other halflings who have perfected the original recipe for creating the fungus liquor to see into the near future. Brinley looks to reunite with her sister Lia Moonbrook. Heskan returns to his search for the dragon who killed his mother to extract revenge. Alys returns the spurtle to the Epicurean, the rightful owner and tells him that Anthraxis, one of the Lords of Rot, is dead.