

Campaign/Game: Ad Astra Per Magica - D&D 5e

Date: February 16, 2024

Session 1: Crypt of Kazmatzu

Characters

Ham Slomo, Giff Artillerist Artificer (Scott)

Sandy Space Squirrel, Hadozee Paladin (Kristen)

Motthew, Thri-kreen Ranger (Anna F)

Jam, Plasmoid Circle of Stars Druid (Anna R)

E0n, Plasmoid Swashbuckler Rogue (Michael)

Shanneth, Astral Elf Genie Patron Warlock (Luke)

E-Boop, Autognome Fighter Champion (Meg)

Balberin (Bob), Tiefling Celestial Patron Warlock (Huy)

GM: Andrew

Ham Slomo's old, leaky bucket ship the "All Sharps" is forced to make an emergency landing on Kamu. They are attacked by the parasitic Wyrmslugs. They find the monster's lair. There they are attacked by a stalagmite monster under the monsters' control. They discover a fancy new ship in the cave lair.

The heroes track down Len the black marketeer and save Ernie the Phlaumph from being sold to the Mind Flayers as an hors d'oeuvre. They pack everyone up and make for Holtburg. There they meet with Sandy's sister Cindy in Texas. They visit Aura the Magnificent who describes Ham's brother being held hostage in Bastard Outpost, but tells Ham his brother is held in Slimeirya. She is simply magnificent. Jam sees a mysterious Horned Rabbit hiding in the shadows of Aura's hut.

The crew learns that Duke Arryn of the state of Houston has a need to investigate the Tomb of Kazmatzu. They find the undead spider-mage very much not quite dead. A huge fight breaks out, and the crew manages to make he and his arachnoid followers more dead.