

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

**Date:** September 2nd, 2023

**Session 13:** Wherein the Showups climb a mountain to stop a long-dead sorcerer from drinking the power of the stars dry

### Characters

**Alys**, Dwarven Sorcerer/Warlock (Sheila)

**Brinley Moonbrook**, Elven Druid (Beth)

**Dinku**, Dark Elf Rogue (Tori)

**Drandolith the Persistent**, Human Paladin/Warlock (David)

**Ivor**, Human Light Cleric (Colin)

Luz the Owl (NPC)

**Scheech**, Pixie Peace Domain Cleric (Keith)

**Xiloscient Ivellios**, Astral Elf Horizon Walker Ranger (Gabe)

**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.

Drandolith the Persistent arrives in Ineas. There he is interviewed by Abbot Grunj. While the abbot is very pleased to have Drandolith from across the great expansive oceans, he is less patient with his pixie supplicant Scheech. Drandolith lectures the peace cleric for a bit as they learn that their mission is to protect a “child of light, flawed yet brilliant,” named Alys.

The scene then smashes to Alys as she negotiates her way through the lair of the Epicurean of the Ghouls. Despite being Alys patron, the Epicurean is a relentless taskmaster. Despite demanding Alys’ allegiance and flattering her repeatedly calling her his “most powerful follower,” he requires her services once more to climb Mt. Gaxto in search of “edible light.” A being known only as the “Lightswallower” has taken up a post at the top of this peak and is planning on creating “something.” The Epicurean mentions that the dark mage Vanti “also wants a taste” and has sent her own representative to help.



The others join the party for various reasons. Brinley and Ivor worry about the dimming of the celestial heavens and its connection to Mt. Gaxto. Xiloscient learns that a space whale's spirit may have been harnessed and is being held against its will on the mountain as well.

As the heroes climbed, they were challenged by a brace of demons. Alys put a quick end to them with a blast of ice cold arcane energy. Next, they faced a pair of ogre magi just outside their cave lair along the winding path up the mountain. These demonic forces seemed to serve as the Lightswallower's heralds preparing the way for their master who was already hard at work at the summit draining the power of the entire celestial host, setting the entire world into shadow.



Next, the heroes reached a second cave entrance. This one was half-collapsed as though something large had forced its way through. Inside, they found what appeared to be a huge arcane sarcophagus, its slab slid back to reveal an empty resting place. Inspection of the arcane runes on it revealed that it was more of a "cocoon" than a final resting place. A series of books revealed that this was in fact the resting place of the Lightswallower. As a seventh-age elven sorcerer, he had put himself in stasis until he could achieve this final form, an undead creature of energy bent on pulling all the magic from the heavens he could for nefarious purposes. A summoning circle, when investigated, produces a six-armed demon which the party dispatches with a little bit of effort.

Finally, the party makes its way to the summit. There they find a variety of demonic forces defending a giant undead creature, burning with the unholy fire stolen from the celestial host. The spirit of a [Kindori](#), an astral whale that lives on celestial power, is trapped in an unholy device known as the "Fulcrum" and serves as the mechanism for this transfer of power. Xiloscient recognises this poor, tortured creature as none other than Apollo, his pet from his home on the space lanes of the astral plane.

The Lightswallower confronts Brinley face-to-face, nearly killing her if it weren't for Scheech's healing powers. Alys incinerates several demons with destructive magics such as lightning bolt and chaos magic. The heroes manage to chop the fulcrum down to stop the ritual and prevent the Lightswallower's success. The giant undead creature shifts away to the astral plane to perhaps fight another day. The leftover corpse of a giant frog-demon holds some of the released radiant energy, providing at least some flesh to return to the patrons.