

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

**Date:** November 4th, 2023

**Session 16:** Wherein the Showups find the stolen "Child of Light" hidden within the ancient fortress of Titanhold

### Characters

**Geosmin**, Earth Genasi Fighter/Rogue (Dennis)

**Lia Moonbrook**, Elven Druid/Ranger (Regina)

**Lucretia Greycastle**, Human Rogue (Tyra)

**Flint Grumblestone**, Dwarf Warlock (Jim)

Dog the Raven (actually an imp)

**Gorug**, Minotaur Barbarian (Noah)

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

Luz the Owl (actually a familiar)

**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.

Some among the Showups know all about The Crown of Thrain - a magnificent, gem-encrusted crown, the symbol of the fortress's ruling lineage, once worn by Thrain, a respected Dwarven king of Titanhold. The crown is said to imbue its wearer with wisdom and leadership, making it an object of desire for those seeking to rule with dignity and power. It was never located following the fall of Titanhold.

Others know the legend of the Apocalypse of the Stone Lords. This ancient tome is said to be able to magically bend reality to the will of the writer of the book. "As it is written, so it will be" is a phrase most often associated with this codex. It is unclear why the apocalypse was never able to leave Titanhold keep, but the ancient tales make it clear that is the case.

Some have seen an alien that has been to and from the bowels of Titanhold over the last few years. It is described as a large, pinkish, fungoid, crustacean-like entity the size of a man. Where a head would be, it has a "convoluted ellipsoid" composed of fleshy rings and covered in antennae. Its exoskeleton bears numerous sets of paired appendages



including claws and feet like a giant lobster. This creature wields the most alien magic and speaks only through a metal box that hangs around its neck.

Flint knows that a legion of dwarven warriors once marched from the fortress of Titanhold that served the warlock patron of the dead just as he does. Their name for this being may have differed from what Flint called it, though. To them, the patron was known only as “The Stalwart.”

Ivor learned through augury and instinct that the “Child of Light,” an artifact associated with his deity Celestiance, has been stolen by an alien intelligence. For the past few weeks, the sun has been shadowed as if the whole world could be plunged into eternal darkness. Ivor fears that if the “child” is not liberated from the ruined Titanhold fortress, terrible things could befall the civilized world.

Finally, Geosmin holds a map to the once-powerful dwarven fortress of Titanhold. Centuries ago, it was destroyed by the invading elven empire. Titanhold keep was one of the dwarves most powerful fortresses and one of the last to fall when the Elven Empire attacked centuries ago. The Elven Warlord Gauth Hed, a minion of Lord Sallow, was lost while assaulting this unbreakable stronghold. Most recently, Titanhold has been the source of local banditry. There is a sizable reward for anyone who can put an end to the Malmyrdon threat here.

The Showups enter Titanhold, and hear monstrous bandit Malmirdons talking in the next room. The heroes charged in, slaying these demons made flesh. They found that the casks from the days dwarves rules Titanhold still flowed with quality mead.



At the throne room, they found The Crown of Thrain that would burn anyone alive who tries to move it in any sort of way. Only Flint, now identified as a “Knight in Stalwart’s Service” also known as the “KISS ARMY” was able to claim it.

Next, they arrived at the armory. There, they found that when they tried to leave with the weapon racks bare the magic items would mystically return to where they were found.

As the Showups made their way through the abandoned rooms of the hold, they were attacked by slick, nauseating worm-beings led by a large, pinkish, fungoid, crustacean-like alien. The heroes managed to defeat the alien and move along.

They discovered a hidden room, with carvings on the walls. It is identified as the Apocalypse of the Stone Lords. The heroes move past, hoping to surprise the new master of Titanhold, the Elven Warlord Gauth Hed.

The Apocalypse is made up of several stanzas including these:

QUALITY MEAD  
WILL ALWAYS FLOW  
WITHIN THE GREAT HALL OF TITANHOLD

THE CROWN OF THRAN  
WILL INCINERATE  
ANYONE HANDLING IT NOT  
OF NOBLE DWARVEN BLOOD

THE ARMORY OF TITANHOLD  
WILL NEVER BE BARREN

The final stanza looks as though it has been defaced. A line at the bottom of the carving is added by a different hand.

THE MASTER OF TITANHOLD WILL NEVER BE DEFEATED  
By one who is not an elf

The heroes engage the new master of Titanhold, an undead elven monstrosity wrapped in dingy bandages. They find that only Lia is able to harm him. Flint runs back to the Apocalypse and carves in additional text to allow the Showups to defeat the elven warlord. With his enchantment lost, the Elven Warlord Gauth Hed falls and the hold is made safe. Ivor claims the Child of Light.



## **Child of Light**

Wondrous Item (Amulet), legendary (requires attunement)

The "Child of Light" is a radiant amulet of extraordinary power, said to be a gift from celestial beings to a chosen mortal destined to bring hope and purity to the world. This amulet is a radiant symbol of goodness and illumination, and it is a sought-after treasure for adventurers who seek to battle the forces of darkness.

### Appearance:

The amulet is crafted from a flawless, pure white gemstone, resembling a radiant diamond. Encased in a delicate silver or mithril setting, it emits a soft, warm glow, as if it captures a fragment of the sun itself. The gemstone is shaped like a radiant starburst, and its surface is covered in intricate, glowing runes that seem to dance and shimmer in the light.

When attuned to the "Child of Light," the bearer gains several remarkable abilities:

**Radiant Aura:** While wearing the amulet, the attuned character emits a soft, radiant aura, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. The light can be dimmed or brightened at will, and it can penetrate magical darkness.

**Healing Radiance:** Once per day, as an action, the wearer can expend a charge to heal themselves or a willing creature they touch for 6d8 + their Wisdom modifier hit points. The amulet has a maximum of 3 charges, and it regains 1d3 expended charges at dawn.

**Radiant Ward:** The amulet provides resistance to necrotic and radiant damage to the wearer. In addition, they have advantage on saving throws against spells and effects that deal necrotic or radiant damage.

**Celestial Connection:** When attuned to the amulet, the character can understand and speak Celestial, the language of angels.