

Campaign/Game: Well Met Adventures - D&D 5e

Date: March 2nd, 2024

Session 10: Captain Ou-At

Campaign Date: 2nd - 5th Tundra, 3,524 SD

Characters

Kijin, Reborn Eladrin Paladin (Tori)

Maré, Tiefling Way of the Four Elements Monk (Juliana)

Kurg "The Cursed", Fey-Touched Orc Wildfire Druid (Adam)

Thorvald Oakenshield, Hill Dwarf Life Cleric (Gabe)

Nastor of the Woods, Wood Elf Moon Druid (Rylee)

Dustyn, the wine drinking rogue (Dustin)

Lizard, Dwarven Wizard Conjurer (Alex)

DM: Miranda

2nd Tundra, 3,524 SD

These adventures within a shared universe of settings describes associations of unlikely heroes who band together for a common cause. For some, they explore the unknown in search of answers. Others are in it only for the riches. Many are driven by destiny. As a group, they are known as the "Well Met Heroes." This is their story.

The adventurers met three days before the start of their Wellmet adventure, having been hired by a nameless 'noble' of Biomia Beach to help investigate the Duke, Jonathon, and his brother Baron Alexye, for what this 'noble' suspected was illicit poison and drug trade. The game started the night of their investigation at the palace.

In reality, it was a set up. The 'noble' vanished from the palace after a failed assassination on the Duke, leaving the characters to take the blame. Guards and knights were summoned to chase the fleeing characters, who were unable to find safety even at Maré's monastery. As they fled, pages began to fall from the sky, each handwritten with a simple message, until the city was carpeted with papers all reading the same thing.

"The King is dead! He is slain! Ayata...Ayata...Ayata mistrandielle, cou ge nestrenne! Ayata tik ne!"

The common folk began to panic, then riot, as the stress of soldiers and knights in the streets blended with the fear of this strange event, driving our characters into back alleys where they met an old man, who offered them work at dawn on his ship. The natives to Biomia Beach thought this odd, since seafaring is impossible with the wind mysteriously and magically dead nearly ten years in Biomia. Still, with the help of their rogue, they hid til dawn.

At dawn, they met the old man at his large sailing ship, who introduced himself as Captain Ou-At. They boarded, and the ship magically began to sail itself, creating wind for the sails. He informed them that he planned to sail for the illusionary Sea Cave Islands, a two day journey, and after that would take them wherever else they wished to go in thanks. Despite further questions from the adventurers he said nothing further, only stepping away from his wheel to help chase some mermaids away from an enamored Maré.

3rd - 4th Tundra, 3,524 SD

Over the next two days of travel, amongst environmental dangers and perils of seafaring, the adventurers discovered Captain Ou-At retired occasionally to his quarters, only to 'read' page after page of a huge, empty book. In addition, they discovered a tarp-covered, large magical hoop or circular frame in the bottom of the hold, which Lizard identified as being the same school of magic as himself, Conjunction, and also found a small bookbindery in a side room with a handbound book titled "The Story of The First Story". The cleric Thorvald, in the spirit of dwarvish sensibility, then questioned if perhaps the Captain is simply insane, since he reads an empty book and is sailing toward illusionary islands. Meanwhile Kurg kept watch at the mast, enjoying the magical breezes.

5th Tundra, 3,524 SD

After a rousing 15 hour game of dragon twister sprung on Kijin and the other adventurers by a passing bronze dragon in humanoid form (they only got to the sixth turn, to his disappointment), they finally landed, a bit tired, at the magical Sea Cave Islands, somehow not illusionary at all. The Captain told them to venture forth without rhyme or reason, and closed himself in his quarters once again.

Dustyn the rogue scouted the beach while the other adventurers pressed into the jungle, where he discovered that everything, from the tiniest gray pebbles to the purple crystals sprouting up from the shore, was covered in tiny engraved text in a language he didn't recognize. Rejoining his party, he showed them the writing on the trees, plants, and even the sticks and detritus on the ground itself. Lizard cast Comprehend Languages on himself, and realized these were engravings in Primordial, each a literal description of the thing they were written on (leaf- green, growing, sun drinking, etc.).

Meanwhile, Nastor shifted into a Panther and climbed a tree to get an idea of where on the island they should go, only to be greeted by the sight of a distant cave opening, and within it, an enormous red wolf that bowed to him. Scrambling back down, he informed the others. Kurg and he agreed that such behavior was not natural to wild wolf, and convinced the party to see if they were perhaps a fellow druid. Upon reaching the cave, the wolf bowed again to them all, and lead them down to a deep crystal cavern full of glowing flora and deep pools. There it sat, and introduced itself in common as Appendix, "-one of many", a keeper of stories and legends from the beginning of time.

Maré asked if he knew a story about the little black book they found on the ship, which he eagerly agreed to and told, "The Rabbit and the Pheasant". During the telling, Dustyn had a moment of intuition connecting the story with the current moment, and looked outside to see a black shape rapidly flying toward the island. Before he could warn them, Appendix began telling Maré a second short story about The Storytellers mentioned in the little black book...and said it would be the last story he ever told. He recommended they take the small square crystal on a pedestal beside him, which Lizard did. Dustyn yelled a warning, but it was too late- an enormous, oily, black and dripping creature shaped like a bird slammed into Appendix and sunk its golden claws and beak into his body, killing him with glee.

The oily black bird-creature then sang a song to introduce himself to the adventurers as 'Tomen', an ugly dark song full of pride and power, and ended it by zeroing in on Maré and demanding the little black book. Tomen attacked her when she refused, almost killing her in two strikes, when Captain Ou-At appeared holding up some sort of holy symbol and screaming at Tomen to get out. Tomen fled, smoking, but seemingly the power cost Captain Ou-At one of his eyes.

He explained at last to the others that life, that existence itself, can be considered a story. One that some things, like Tomen, want to destroy, and one that some people, like the Captain, want to preserve. He showed them the hoop in the ship's hold, now revealed to be a portal, and said it would allow them to leave the ship and come back, or even invite others who also care about the world and want it to remain full of good cheer and stories.

As the game ended, Dustyn managed to get a look at the relic Captain Ou-At had used. It was a tiny book, with writing only on the first page:

"Once upon a time, there was a king. He was kind but stern, strong of body and swift of thought. His hands were skilled, ~~and his eye was bright and keen.~~"

Until next time...

Rewards:

Each member of the party gained 1000XP from this adventure.