

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

Date: January 6th, 2024

Session 1: The Dusk Haunt

Campaign Date: 6th Glacier 3,524 SD

Characters

Apollo Von Lune Half Elf Paladin (Colin)

Calledras Shadowblade, Shadar-Kai Grave Cleric (Shiela)

Frinkle DimbleDalk Dwarf Barbarian / Druid (Ron)

Beanut Gnome Paladin (Alex)

Buggins, Human Dogsbody (NPC)

Dinku, Paladin (Tori)

DM: Andrew

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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.

In this adventure, a group of Well Met Heroes were directed to the Dusk Haunt in search of a bandit known as **Milton the Bard**. This mysterious cretin had recently assassinated a local nobleman, and had escaped away from the city of Welmet. The party had tracked him to this foul cave, shaped like a skull, to return him dead or alive.

The Well Met Heroes are attacked by skeletal soldiers. Their henchman Buggins, who acted as a guide and porter during the trip hid for most of the fight, but the skeletons were easily destroyed.

The first room within the skull hill was a chamber of blood sacrifice. After a quick review of the place, the heroes manage to deactivate a powerful magic trap to enter through the front door. At the bottom of the stairs to the next level, they find jars full of Myrrh as well as a jar that holds an undead organ of some sort. They find a pool of acid fed by an acid maul, but they crash through the weakened floor into the lower level when they reach for it. They fight more skeletons, and are wounded for it. They decide to take a short rest.

In this room, the party sees the art on the walls from a previous age. In these frescoes, they learn that the being known as **Set** had conspired with the deity **Khonshu** on at least one occasion before murdering the being **Osiris**, drinking his blood and eating his flesh, and then dropping him in the bowels of hell. Later, **Osiris** is reconstructed but he is never the same.

In the final chamber, they discover Milton. At this point, he was little more than a living corpse himself. He had been stabbed in his escape, but his necromantic magic managed to keep his soul from leaving the empty husk that was his body. Beanut and Frinkle managed to chase down the villain and crush the soul from him while Apollo, Calledras, and Dinku kept the ravaging ghouls from overwhelming the party.

Rewards:

Each member of the party gained 500XP and 508GP

Notes:

This game was played online because of a rare snow emergency closure of the Adventurer's Academy.