

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

Date: March 9th, 2024

Session 12: Where Arcaneologists Dare Not Tread

Campaign Date: 9th Tundra 3,524 SD

Characters

Apollo von Lune, Half-Elf Paladin (Colin)

Araki Sparktongue, Lizardfolk Sorcerer (Clint)

Elizabeth "Libby" Doe, Tiefling Bard (Tony)

Lucille, Owlin Warlock (Kati)

Mirna, Plasmoid Sorcerer (Marceea)

Shenzaiah Oneiros, Tiefling Evoker Wizard (Hal)

Zahara, Astral Elf Monk (Mikayla)

DM: David

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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.

Apollo von Lune, Araki Sparktongue, Elizabeth "Libby" Doe, Mirna, Lucille, and Zahara were taking their guild exams. They were joined for their final exam by Class D veterans Shenzaiah Oneiros, where they faced off against a fierce subterranean creature. The ensuing battle was harrowing; Lucille came within inches of death almost immediately, but was saved by a well timed heal from Libby. The fight was a struggle, but ultimately the adventurers came out on top after an expertly aimed blast from Lucille put the beast down.

For their first mission the adventurers were tasked with assisting arcaneologist Hisbis Squiggleboots by ~~potentially blowing themselves~~ up activating a mysterious artifact at the bottom of a strange underground temple. After discovering some as-of-yet triggered traps, they made their way cautiously to a large room adorned with grinning skeletons with a plunger-like device in the middle.

After a great deal of careful exploration, the plunger was pushed, causing a countdown trap - the door locked behind them and the room was filled with increasingly dire light. After resetting the countdown many times, the team finally decided to let go of the plunger, exposing the countdown to be a prank from beyond the grave by the disciples of **Gnomki**, the jester God. While the trap and final reward turned out to be a joke, the party did stumble upon a sizeable consolation prize while exploring where the arcaneologists dare not tread.

What did we learn?

- The difference between surviving a hit and not can be razor thin.
- Unions can be great, but union workers can be obnoxious.
- Religious study isn't a waste after all
- It's always possible to have the last laugh if you're patient enough

Rewards:

Each member of the party gained 1000XP from this adventure, as well as a number of magic items delivered by the Adventurer's Guild.