

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

Date: March 9th, 2024

Session 13: Church of the Invisible Hand

Campaign Date: 13th Tundra 3,524 SD

Characters

Elizabeth “Libby” Doe, Tiefling Bard (Tony)

Jarxis Euclid, Leprechaun Armorer (Jim)

Kijin, Reborn Eladrin Paladin (Tori)

Mirna, Plasmoid Sorcerer (Mar)

Zahara, Astral Elf Monk (Mika)

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.

Having done very well on his adventurer's guild exams, Jarxis Euclid was joined by Elizabeth "Libby" Doe, Kijin, Mirna, and Zahara for the final exam, where they faced off against a frog-like creature who used the shadows to its advantage while stalking its prey. Jarxis quickly picked up on and eliminated this advantage by bathing the creature in magical light, essentially crippling its ability to hide, and with it any chance of winning. The frog floundered in an attempt to regain the advantage, until it was finally defeated by a powerful punch from Jarxis.

For their first mission they were tasked with collecting debt of hedge fund manager d'Creti, who fled from the Church of The Invisible Hand after a speculative bet on Soulcoin failed to pay off. After learning a great deal about the church and the target from financial clergyman Aloysius Fiscati.

The adventurers traveled to d'Creti's garden estate where they were given a less-than-warm welcome by d'Creti's personal assistant Annexa. After a quick B&E, navigating through the maze-like estate (and nearly dying to a handful of shiny birds), the party found d'Creti packing in a panic with Annexa and Plonk, the cheapest muscle he could afford.

d'Creti, the truly greedy blasphemer that he is, turned down the adventurers' offer for clemency, citing a cost that was simply too high (his money). The party made short work of d'Creti, leaving Annexa to restore to system defaults, and his hired help Plonk to walk away (and unfortunately deeper into the maze).

What did we learn?

- Faerie Fire is a good spell
- "Taste the rainbow" has different meanings for different people
- LoDoToKoGno is hard to say
- Praise Be!
- Home security comes in many shapes, sizes, and wingspans
- You should always column as you see 'em

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.