

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

Date: March 16th, 2024

Session 14: Troll Trivia

Campaign Date: 16th Tundra, 3,524 SD

Characters

Calledras Shadowblade, Shadar-Kai Grave Cleric (Shiela)

Lin, Dhampir Bard (Tori)

Ingyirixwyckliff "Kliff" Rimeclaw, Dragonborn Ancestral Barbarian (Declan)

Magthrum Keengift, Dwarven Wizard (Beth)(Beth)

Valmeross Ness, Tiefling Hexblade / Paladin (Danny)

Wren, Fairy Bladesinger Wizard (Gabe)

DM: Keith

16th 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 Well Met heroes meet at a tavern in Welmet. They team up to take on the challenge of the Trivia Matron, a trollish quizmaster. Diviner Kaltrick of the KoGnomia team is nearly murdered. He is forced to sit the remainder of the night in the "corner of shame." A water elemental kept running the answers submitted by the teams. The team of farmers from the area of Restwell Keep were winning big with their magic turnip until Kijin stole it and ate it. After the final question was answered, the adventurer's team were magically swept away to a lakeside retreat where they were forced to answer a riddle and fight the Trivia Matron.

Rewards:

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