

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

Date: March 23rd, 2024

Session 15: The Enclave

Campaign Date: 23rd Tundra, 3,524 SD

Characters

Apollo Von Lune, Half-Elf Paladin (Colin)

Kijin, Reborn Paladin (Tori)

Pen, Tiefling Clockwork Soul Sorcerer (Melissa)

Sha'kron, Evoker Wizard (Jim C)

Sonny Skylark, Air Genasi Monk (Sara)

Tortos, Turtle Fighter / Cleric (Andy)

DM: Miranda

23rd 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.

This adventure started early a few mornings later, as the adventurers were invited to the ship by the mysterious portal in its lowest deck. The captain, after a moment of comforting the oh so despondent Sonny, announced that his goal was ultimately to find The Compass Rose - a magical island at the center of four directional currents with the rumored ability to let you traverse the Windless Sea, since neither the sun nor moon are useful for navigating here. He'd heard that SOMETHING could direct a ship to Compass Rose, and at that moment, the crystal tablet vomited up by Appendix the Wolf began to glow with written words.

"Alone and trembling, a bargain unmade, a contract unsigned, it waits for freedom in the walls of an enclave"

The party began various ship tasks, before somehow being interrupted AGAIN by the local copper dragon Ilyxian, who once again attempted in his boredom to tempt them all into a game of Dragon Twister. Captain Ou-At came to the rescue and shooed off Ilyxian, and after a calm and lovely encounter with a huge dolphin pod, the party arrived at a place Ou-At knew - a pirate city on the water that he thought might hold some clues or information. When they got there, they learned it was commonly called "The Enclave." Sha'Kron sent Stuart the parrot familiar up for a loop around, and in an unprecedentedly high wizard's familiar perception roll of 19, Stuart spotted a large storefront titled simply "Magical Emporium". Inside, a family of seven Aarakocra sisters, each a different shade of the rainbow, ran a circular counter at the center of a huge store

of mixed and random treasures. Apollo purchased a magical feathered spear, and Tortos found a hanging charm that gave him some magical resistance.

The group also noticed a quartet of heavily cloaked humanoids trying to sell a rectangular case to the red sister, who magically scanned it then denied its purchase, saying it “wasn’t fairly stolen, bought, or found.” The four left in a huff after being rude to her, drawing the eye of the party. Tortos noticed that they wore magical illusions, and that one shoved Sonny on their way past. Sonny and Apollo approached the orange sister and asked her about getting to Compass Rose, which seemed to be so common of a question that she pulled out a prewritten answer on a sheet of paper. She explained that unique magical bird-creatures migrated up and down the directional currents leading to the island, and if someone could persuade or convince one into a specific bargain or trade, the bird could be asked to lead the person back to their current. Then she motioned toward the group of four who’d left, and turned away to another customer. The party quickly went after the group, finding them in a tavern. Apollo approached the leader and offered to buy the box, which was met by immediate scorn and disrespect. The pirate demanded 1000 gold to even look into the box, then tried to intimidate Apollo physically by grabbing him by the collar. Tortos smashed a bottle over his head at the same moment that Kijin swung on him, and a battle began!

The enemies, revealed to actually be Dragonborn, didn’t go down without a fight! The pirate captain even escaped after dropping two Fireballs in a row on the party. Sonny, Tortos, and Pen all went down, with Apollo and Kijin saving them. Sadly, with the dishonorable captain’s second fireball before his misty step escape, Sha’Kron was killed by fire damage, falling to the floor with Stuart screaming above him.

The party panicked, scrambling to secure the leather case below the table and to get to Sha’Kron. Apollo, in a moment of rare authenticity, prayed to Konshu for help, and was answered by a moonlight-glow around the case. At the same moment, Kijin called Captain Ou-At using the sending stones and asked for help, saying they’d found this bird that makes bargains and gives directions, but that Sha’Kron was dead with no way to revive them.

In the next moment, two things happened at the same time.

Apollo, unsure if it would simply fly away or not, uncovered the leather case.

And Ou-At answered, “If it’s magical and wants to trade for something, see if you can trade away his death! Let it take the dying!”

The bird EXPLODED out of the case, swooped around the room, then slammed down and stared at the players. Apollo and Kijin Divine Sense’d it, and realized that while not a celestial, fey, fiend or undead, it was still *other*. It asked, “What do you offer? What do you trade?” So they traded Sha’Kron’s death away. A bird skull appeared for a moment over his face, a faint tattoo of it embedded into his skin, and he took a breath. They also discovered that the pirate captain left his bag of treasures behind by accident, which were distributed amongst the players.

The party fled back to the ship, carrying Sha'Kron and helping along the limping Pen and Sonny. Ou-At ended the night by reading part of the little black book found in the first adventure, "The Story of the First Story", as the South-South bird perched on the prow and pointed the way.

Rewards:

Each member of the party gained 1000XP from this adventure. A number of magic items were retrieved from the Pirate Captain's bag and distributed among the party.