

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

Date: March 30th, 2024

Session 16: Return to Quasqueton

Campaign Date: 30th Tundra, 3,524 SD

Characters

Araki Sparktongue, Lizardfolk Sorcerer (Clint)

Jarxis Euclid, Leprechaun Artificer (Jim)

Kurg, Feytouched Druid (Adam)

Lin, Dhampir Bard (Tori)

Lucille, Owlin Warlock (Kati)

Wren, Pixie Bladedancer (Gabe)

DM: Rew

30th 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 party travels to Restwell Keep in search of fame and fortune. They come across a trio of Lizardfolk being menaced by a war party of Malmyrdons led by a lieutenant with a micro-encephalitic giant at their command. These Malmyrdons are inherently evil. They are literally demons made flesh. A few even recognize Wren from when they were slain earlier in the year. The giant is less of an accursed being and more of a force of nature turned to serve the evil of these beings. The Well-Met heroes destroy and drive off the Malmyrdons and save the assaulted lizardfolk.

The heroes arrive at Restwell Keep. They find it accommodating, but shockingly under-defended, particularly after encountering the Malmyrdon patrol. They meet with Lord Drysdale, the military leader of the outpost, Chendera, an elder elven priestess of the Crone, and Mother Aran, a former adventurer who runs the local tavern named the “Stumbling Giant.”

Drysdale drones on about how awesome he is. He mentions that there has been a “monster” that has recently emerged from the abandoned castle of Quasqueton, and offers a reward for its destruction. The heroes identify it as a Megapede, a particularly enchanting gigantic bug that is originally from the Feywild. The heroes meet with Chendera, and Wren buys several of the healing potions she offers. Aran offers local gossip and endangers the waifish Lin with a crazy vintage of wine. Aran explains the history of the underground complex of Quasqueton.

Over a century ago, the legendary fighter Rogahn the Fearless and the equally mystical Zelligar the Unknown pooled their resources and expertise to construct a home and stronghold for the two of them to use as a base of operations they named Quasqueton. However, the place was never completed and is filled with monstrous and threatening beasts today.

The Wellmet Heroes once again find themselves in the entrance passage. As they approach the atrium, they hear the magic mouths permanently set in the walls speak.

“WHO DARES ENTER THIS PLACE AND INTRUDE UPON THE SANCTUARY OF ITS INHABITANTS?” the east mouth shouts. After a moment, and drowning out any attempted reply by the party, comes the reply from the west mouth: “ONLY A GROUP OF FOOLHARDY EXPLORERS DOOMED TO CERTAIN DEATH!” Then both mouths will shout in unison, “WOE TO ANY WHO PASS THIS PLACE-THE WRATH OF ZELLIGAR AND ROGAHN WILL BE UPON THEM!” The mouths then begin a loud and raucous laughter, which fades in intensity as the twin mouths disappear from view. They are a permanent feature of the stronghold, and it reappears on every visit.

Unlike previous visits, the party finds the atrium completely cleared of corpses and building materials. They find this very curious, and take the doors toward the “Throne Room” skipping the cleared out east and west wings, and leaving the “Cellar” for later.

They encounter the throne room of Rogahn and Zelligar. To their surprise, across this impressive underground cavern they see two men more or less fitting the description of the fearless fighter and unknown wizard sitting comfortably on their thrones. After some trial and error, the heroes realize that these are not the actual Rogahn and Zelligar but instead illusionary versions meant to hold the seats. The heroes find a secret door behind the throne and pass through it.

Past that, they find a number of chambers including a greenhouse. There, they find an array of Feywild flora, planted in deep beds by crystal windows. There is no portal to the Feywild to be found, but a bust of a young woman is seen across the room. Jarxis and Lucille make their way into the room, looking for samples to create special magical infusions in Jarxis’ case or deliver to their headmaster in Lucille’s case. They realize that the bust looks exactly like a younger version of old Chendera of Restwell Keep. While they discuss whether this woman is the same person, the Megapede bursts from underneath the dirt floor of the greenhouse and attacks!

It is a tough fight! Wren enters melee combat with the beast while Lin holds it in place with magic. Jarxis is knocked unconscious but is revived by Kurg to join in laying down ranged attacks on the fey abomination. Lucille and Araki attack at range, ducking in and out from the doorway and hiding from the area affect poison splash attacks from the fey beast.

The heroes are victorious. They return to Restwell Keep to collect their rewards. Wren considers perhaps taking part of Quasqueton as their own underground fortress.

Rewards:

Each member of the party gained a total of 1000 XP from this adventure and received a total of 1000 gold coins in combination from the reward money from Lord Drysdale and the salvage taken from the crumbling fortress of Quasqueton. A number of magic items were also retrieved.

