

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

Date: April 6th, 2024

Session 17: The Self De-Flenser 5000

Campaign Date: 6th Swamp, 3,524 SD

Characters

Araki Sparktongue, Lizardfolk Sorcerer (Clint)

Emery Nobleweaver, Human Diviner Wizard (Andrew)

Felix Anso, Tabaxi Rogue (Riley M)

Jarxis Euclid, Leprechaun Artificer (Jim)

Lin, Dhampir Bard (Tori)

Valmeross Ness, Tiefling Hexblade / Paladin (Danny)

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.

Emery Nobleweaver, Felix Anso, Lin, and Valmeross Ness went in for their Kognombia Adventurer's Guild final exam where they were joined by veterans Araki Sparktongue and Jarxis Euclid. Together they fought a very powerful and not-at-all-whiny-crybaby necromancer named "Winkle Corpseskrew"; who summoned wave after wave of undead to throw at our heroes which only served to slow them down. After making short work of Winkle, our adventurers had achieved their Class D Adventuring licenses, and took a needed rest.

The next day, they took on their first guild mission: to help out the up-and-coming arms factory Fizzerix Workshop in putting down one of its domestic defense creations the "Self De-Flenser 5000" which according to engineer Fitzwhizzle Sparklebang specialized in "ripping things apart" and "using combatants as clubs against other combatants". It was later discovered that specialization doesn't mean that this thing can't do lots of other things, too.

After being locked in the ~~psychotic invention containment bunker~~ development lab (Standard Operating Procedure) with the ~~death machine~~ latest advancement in self defense technology, the adventurers not only received an excellent interactive first-hand demonstration of the state-of-the-art capabilities of the Deflenser, but also managed subdue the machination with minimal additional repair required (to the Deflenser, not to the heroes); which gained them an additional reward, and a win for Fitzwhizzle in the office pool.

What Did We Learn?

- Be careful who you shatter... but maybe not too careful.
- Wizards are even more a priority if they're necromancers too.
- Technology is a double-edged flamethrower.
- It pays to do the job right.

Rewards:

Each member of the party gained a total of 2000 XP from this adventure and received a total of 3000 gold coins. A number of magic items were also retrieved.