

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

Date: April 13th, 2024

Session 18: An Adhesive Affair

Campaign Date: 13th Swamp, 3,524 SD

Characters

Araki Sparktongue, Lizardfolk Sorcerer (Clint)

Calledras Shadowblade, Shadar-Kai Grave Cleric (Sheila)

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

Sha'kron, Evoker Wizard (Jim C)

Shenzaiah Oneiros, Tiefling Evoker Wizard (Hal)

Toro, Minotaur Paladin (Nicholle)

DM: Keith

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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.

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The heroes are introduced to the situation by Sanguinar Peri. He has specifically requested Shenzaiah's presence regarding a sealed and forgotten temple dedicated to Lolth, the elven deity of death and spiders. This place dates back to the Elven Age of Dominance and could be filled with riches and secrets. Kliff inspires a low-ranking member of the Sanguine Order to find strength within himself. Sha'kron and Calledras (Callie) examine an unearthed vessel. Araki terrifies one of the Sanguine by downing a cut of raw meat in one gulp. Toro helps to move supplies around with his bovine muscle. Shenzaiah investigates a set of massive double doors.

Suddenly, Shenzaiah's Book of Mud compels her to speak words that are not her own: "In the name of Lolth". The heroes are ambushed by a cadre of large spiders as the sealed doors melt into mud. These creatures appear to be made of mud, and bleed a sticky ichor when cut. Toro gores a spider with his bullhorns, adorning his head for the rest of the adventure.

Within the temple's main chamber, they encounter an unconscious deep gnome, whom they are able to awaken. He explains that he and his friends were researching lost monuments to Lolth, finding this temple, when the spiders attacked them. The heroes free this fellow and follow his lead to find his friends deeper within the temple.

The heroes feel the earth shake. There is a rumbling from deep within the complex. Something sinister is afoot.

A puzzle featuring the bodies of spiders is required to open the mud door to the temple. The heroes find the thorax piece that completes the puzzle protected by Ettercaps - humanoid spider beings. In this case, the party is lucky to have received and used several Protection from Poison scrolls before venturing into the complex.

The heroes open the mud door to the final room. The thick, brown curtains of the door to the temple parts with a sickening sound and the heroes enter. There, they witness a dark ritual taking place driven by a giant, muddy, demonic spider-being. This creature calls itself Centeol, and has foreseen the arrival of the party. Centeol is fixated on taking Shenzaiah's "Codex of Lutum" for herself to summon and bind a demon of Lolth. Centeol calls forth help, "My spiders! Kill them all!"

The heroes fight valiantly and eventually manage to defeat Centeol by destroying the altar and stopping the ritual. Shenzaiah realizes that this ritual seems to be related to the one which she participated in years ago, setting her on her current adventuring path. Centeol is stopped and explodes in a sloppy mixture of viscera and grime.

Rewards:

Each member of the party gained 2000 XP and 2000 GP each from this adventure. There were several lower powered magic items found within the damned sanctuary which were split amongst the player characters.