

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

Date: April 20th, 2024

Session 19: Compass Rose Island

Campaign Date: 20th Swamp, 3,524 SD

Characters

Apollo Von Lune, Half-Elf Paladin (Colin)

Flynn, Circle of Spores Druid (Karen)

Isidor Gulden, Paladin (Bea)

Kijin, Reborn Paladin (Tori)

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

Tawp M'ahkin'mi, Kenku Warlock (Jarom)

DM: Miranda

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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 Well-Met heroes Traversed a portal that delivered them to the ship of Captain Ou-at. They encountered an elder bronze dragon named Ilyxian. The heroes learned how to play Chinese checkers as part of Dragon Twister. They discovered the Compass Rose island, a small island in the Windless Sea with a strange temple. The entire island was covered in red roses. The island was named for the center of a literal compass drawn on maps. Here they encountered the "Slaad bar." They saw the image of five pairs of draconic eyes deep in a fiery pit. What does this vision mean?

The heroes traversed a mirror maze and ended up in a chamber with a large painting depicting heroes searching a chamber for a gemstone. The final chamber had an orrery with multiple different moons representing each moon god. A large statue of Konshu, Apollo's moon god was there as well. Apollo claimed Konshu's was the gold moon, but the gold moon was labeled Bahkme and a blue one labeled Konshu. Apollo hears a voice claiming to be Konshu that commands him to leave immediately. Meanwhile, the other party members were interacting with the statue and learned that it was sentient and claimed to be Konshu. The statue of Konshu came to life and I asked for the Compass Rose, a golden rose that should be the key to navigating the windless sea. When Apollo asked the statue if it was the voice he was hearing, it shook its head no, and then reached out its hand. When Apollo stepped forward, he felt

something important pulling at him, like he was leaving something behind. Nevertheless, he took the hand. Apollo temporarily lost all of his divine power and became an oathbreaker.

Following this adventure, Apollo had to choose his path. He abandoned his oath with the being he knew as Konshu, the trickster deity and took another oath to this true Konshu. This restored his powers but changed his outlook forever.

Rewards:

Each member of the party gained 2000 XP and 2000 GP from this adventure. Several magic items were retrieved from the island of the Compass Rose.