

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

Date: January 12th, 2024

Session 2: Prevent My Demise

Campaign Date: 12th Glacier 3,524 SD

Characters

Bernard Stonesmith dwarven artillery artificer (Jo)

Carver animated necromancer wizard (Keith)

Nikos Angelo eldritch knight fighter (Declan)

Olaf Sitz human lore bard (Rew)

Valton Langsley battlemaster fighter (Jamin)

DM: David

12th Glacier 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.

In this adventure, four new recruits of the Adventurer's Guild of Kognombia are tested by Sir Egginald Quibblesby the twenty-fourth. This individual goes by the name of "Eggy" to his friends. The new recruits are most certainly not his friends. Sir Quibblesby admits the new recruits to the guild after they fought a dire Refractocat to the death along with a more seasoned member, Valton Langsley.

13th Glacier 3,524 SD

The next day, the newly minted adventurers take a job from a powerful gnomish diviner wizard named Kaltrick. This fellow believes that he will enter his study the next day, be blinded in a flash of light and then be slain in his own magically appointed tower penthouse. After some discussion the recruits are directed to the study. There, they discover that it is crawling with blinding Mimics. After a close battle, the mimics are destroyed. Kaltrick then remembers that he in fact was using the study as his "mimic room."

Rewards:

Each member of the party gained 1000XP and gold, as well as two healing potions from Quartermaster Mortis.

