

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

Date: April 27, 2024

Session 20: No Judgements

Campaign Date: 27th Swamp, 3,524 SD

Characters

Araki Sparktongue, Lizardfolk Sorcerer (Clint)

Calledras Shadowblade, Shadar-Kai Grave Cleric (Sheila)

Felix Anso, Tabaxi Rogue (Riley M)

Jarxis Euclid, Leprechaun Artificer (Jim)

Kijin, Reborn Paladin (Tori)

Shenzaiah Oneiros, Tiefling Evoker Wizard (Hal)

Valmeross Ness, Tiefling Hexblade / Paladin (Danny)

DM: David

27th Swamp, 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.

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The heroes Araki Sparktongue, Calledras “Callie” Shadowblade, Felix Anso, Jarxis Euclid, Kijin, Shenzaiah “Shen” Oneiros, and Valmeross “Val” Ness took on the big city of Kognombia yet again; the mission of the day this time, to put an end to some illegal necromancy. The team went across town after only taking a moderate amount of damage while crossing broaaaaaaad street, the team came to the scene of the crime: Gravebinders’ grave binder; a multi-story discount mausoleum/warehouse, where they met Mordrin Gravebinder, ancient proprietor of the warehouse who explained that something broke into Locker C and ran off with a sizable quantity of “merchandise”.

After some expert sleuthing, the team was able to deduce that some sort of very large creature broke into the warehouse using brute strength. Large Ogre-like footprints were found on the scene, tripping a memory in Felix, Jarxis, and Val of a necromancer they encountered not too long ago in their guild exams; specifically one named Winkle Corpsescrew, who also happened to hang out with an ogre. Acting on this hunch, the gang had to travel all the way back to the guild where they met guild dentist (and reason the guild dues are so high) Dr. Elowen Thistelwood. After explaining that the client was wanted for potentially robbing the very same facility the guild gets its replacement teeth from, Dr. Thistelwood explained that she didn’t have any dental records for a Winkle Corpsescrew, but did have records for a Periwinkle Corkscrew

whose last known address was in a motel just a block or so away from the grave binder. After a quick deduction, they hightailed it back across town (and again only received moderate bodily harm while going through traffic). The team went to the "Seriously, we won't tell" Motel. The attendant there explained that he was not at liberty to divulge customer information, and could thus not assist them with their inquiries. It was quickly discovered that only one room had a door big enough to fit an ogre carrying a bunch of bodies (it's not what it looks like!). The team took a moment to prepare for battle (and in one case gave themselves accidental blindness), and then attempted entry first politely, then considerably less politely; as Val blew a hole in the door. Upon gaining entry, suspicions were confirmed that it was indeed (Peri)Winkle, who in a moment of quick thinking after coming under attack threw a bunch of concoctions from a nearby shelf at the party, effectively ~~lubricating the entryway~~ ~~Causing a wet and messy scene~~ slowing down the party. After a slippery start, the party quickly caught up to Winkle but not before Winkle's latest necromantic creation Gladice came out from under the covers and assailed them (again, not what it looks like). Gladice was quick to embrace several members of the team. While Val was trying to get free of the monster, he heard some sort of deity in his mind just say in the back of his head "kick." And he kicked free of that nasty thing. Because it did more psychological damage than physical damage, it was unable to bring the heroes down before Shen's erupting earth sent it splattering through the rooms of several stories above them.

Winkle escaped to the back alley only to be caught up, beaten to even more of a pulp, and finally put down for good by Val who had decided then and there that maybe religion wasn't such a bad thing after all... after trying to clear his name by explaining that the motel was just cheaper than typical storage rates in the city. Gombh the ogre, having seen their boss meet their fate left without incident. The party recovered 90 gold each worth of fillings, and in some cases lovely new trauma disorders.

What did we learn:

- If you want pizza that's good enough to eat while drinking heavily, go to The Bar ™
- The phrase "no judgements" should probably have limits.
- Like everything else in Kognombia, storage costs many arms, legs, and various other body parts.

Rewards:

Each member of the party gained a total of 2000 XP from this adventure.