

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

Date: April 27, 2024

Session 21: The Key of Zelligar

Campaign Date: 30th Swamp, 3,524 SD

Characters

Calledras Shadowblade, Shadar-Kai Grave Cleric (Sheila)

Isidor Gulden, Paladin (Bea)

Jarxis Euclid, Leprechaun Artificer (Jim)

Maré, Tiefling Way of the Four Elements Monk (Juliana)

Magthrum Keengift, Dwarven Wizard (Beth)

Valmeross Ness, Tiefling Hexblade / Paladin (Danny)

DM: Rew

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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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A few days after dealing with Periwinkle Corkscrew in KoGnombia, Calledras, Jarxis, and Valmeross return to [the city of Welmet](#). They meet and discuss their exploits with other assembled heroes over a few cups at the Purple Padlock Tavern in the Adventurer’s Quarter. This delightful new venue is decorated in the theme of a locksmith with keys, shackles, chains, and locks mounted on the walls and hanging from the ceilings. Callie shares information about Gladys, the monstrous ball of limbs they struggled with in Kognombia. Val discusses his crisis of faith. Magthrum shares the thesis of a new book. Jarxis sniffs rainbow powder. Maré is exceptionally impressed to be in the “big city.” The proprietor Doe is very animated and helpful, remembering the party from an earlier visit. Isidor explains to Doe that “deductions” are not something that the wide-eyed publican needs to pay in taxes, but rather something she gets back.

As the party winds up their discussions, a half-dozen thugs walk in. All the other customers leave, and one tough looking fellow threatens Doe with a unique moon-shaped knife while another trades insults with the Well Met Heroes. The gang specifically asks Doe for the “Key of Zelligar.” The heroes spring to the defense of the Purple Padlock and quickly defeat the gang, clearly one of the lowly platoons of the Moonlit Mafia. Jarxis learns that at least one of them is a werewolf before he escapes.

As things calm down, Calledras spots an elderly human locksmith standing by the fireplace. His greasy apron's pockets are filled with small tools and trinkets, and thick smudged glasses are perched on the edge of his nose. He stares mutely toward Doe, the proprietor of the Purple Padlock with a mixture of pride and fear.

The party realizes that this man is a ghost, as no one else except for the grave cleric can see and interact with the man. He begs Callie to save his granddaughter Doe by giving the Moonlit Mafia what they want. He explains that some strange cultists managed to raise him to ask these questions, but he escaped before revealing exactly where the key was hidden. Callie agrees, and the ghostly locksmith gives the party the location of a fancy Z-shaped key before he passes back into the afterlife.

The Key of Zelligar can be used by a wizard to cast the Knock spell as an action as long as it is done anywhere within the city limits of Welmet. Although it is a powerful magic item, it does not radiate magic and cannot be magically found with scrying or divination spells. This item may have been used to lock other items of importance by Zelligar.

The party decides to head to The Bleak Library within the Graveyards and Gardens District. There they interact with Librarian Kobahn to get more information about this wizard Zelligar. He seems perturbed because an important tome of some sort has been stolen. Kobahn wants at least a one-thousand gold coin bribe. Luckily, Isidor is able to intimidate the librarian with a tax audit leaving Kobahn pale and perhaps making him wet himself. Isior is able to learn much about Zelligar.

Over a century ago, the legendary fighter Rogahn the Fearless and the equally mystical Zelligar the Unknown pooled their resources and expertise to construct a home and stronghold for the two of them to use as a base of operations they named Quasqueton. However, the place was never completed and is filled with monstrous and threatening beasts today.

Zelligar the Unknown once built a "wizards tower" at the edges of the Graveyards and Gardens District in a place known as the Nightblossom Garden. As the party gets closer they realize that the tower magically looks bigger than it actually is because "Zelligar was compensating for something." The party amusingly explains to Maré what the compensation is for. As they near the tower, they realize that they were being followed.

A fight breaks out between the Moonlit Mafia goons before, now bolstered by four lycanthropic werewolf beasts. The party defeats the gang and learns that the key was requested by an elven woman dressed as a Krakozhian Orthodox Lunast of Selûne. The Moonlit Mafia is to recover Zelligar's Key and bring it to her in an abandoned warehouse in the Docks District. Inside Zelligar's tiny tower that looks big from the outside, they find a half finished sculpture, some trash, and [the remains of a draft journal entry from over a hundred years earlier](#).

The party returns to the Bleak Library. Librarian Kobahn, now dressed in a different shift confirms begrudgingly that the stolen tome was in fact the Apocalypse of Donblas. They learn

that this manual describes how to activate the bridge to Mechanus, ushering the Modrons into the material world of Aperta-Mundi. In the final scene of the session, the heroes plot to storm the warehouse. Maré does some recon and discovers that the leader of this group is a mysterious elven woman who calls herself "Keymistress Markessa." A discarded Lunasts' robe identifies her as the one who made the request for Zelligar's Key. She is supported by barbaric cultists of Wael, the deity of secrets, mysteries, and revelations.

Working together, the Well Met Heroes manage to secure the Apocalypse of Donblas and defeat all the cultists, but Keymistress Markessa magically escapes at the last moment rather than face defeat. The party opens the book with the key. With a whole lot of the sound of grinding gears, it opens. Jarxis and Magthrum read the manual, the latter committing it perfectly to memory before returning the Apocalypse of Donblas to the Bleak Library for safekeeping. The party does their best to close the clasp on the book once again, but find that the key is an open-only sort of magic item. Magthrum keeps the Key of Zelligar, and the party decides to keep in touch in case Keymistress Markessa should re-appear to wreak vengeance.

Rewards:

Each member of the party gained a total of 2000 XP from this adventure and received a total of 2000 gold coins from the Bleak Library as a reward for the return of the Apocalypse of Donblas. A number of magic items were also retrieved from Zelligar's tower.

8th Glacier, SD 3,351

The stench of mediocrity permeates the very air of Welmet, suffocating me with its banality. Rogahn and I have grown weary of this cesspool of incompetence and feeble-mindedness. It is time to rid ourselves of this wretched city and carve out our own domain, where true power and glory await.

Our destination lies thirty miles northwest, where we shall erect a stronghold worthy of our might. With Rogahn by my side, we shall dominate the land and bend it to our will. But first, I must ensure the safety of one of my most prized possessions: my enchanted key.

This key, imbued with ancient magic only I was able to fathom, is able to obfuscate the dangerous secrets of the universe. With it, I have sealed away the **Apocalypse of Donblas**, a tome of revelatory knowledge that would drive lesser minds to madness. Such power belongs only to those worthy of wielding it – namely, me.

Markessa, the elven mage with her whispers and warnings, does little to inspire trust. Her vibes are off, and I have no patience for her meddling in my affairs. But Ara, ah Ara... She is a different matter entirely. Powerful, alluring, and cunning, she has offered her guidance in our quest for dominance. Though I suspect her motives may not be entirely pure, her advice has proven valuable thus far.

As we prepare to depart Welmet, Ara has suggested leaving the key behind. It is true that this artifact is of no use outside the city limits. And so, at her behest, I shall entrust it to the care of Rolf Von Cogs, the young locksmith with dreams of grandeur. Perhaps he can be of use to me in the future, if he proves himself worthy.

The journey ahead is fraught with peril, but Zelligar the Unknown fears no obstacle. With Rogahn by my side we shall carve our names into the annals of history.

Onward, to glory and conquest!