

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

Date: May 4th, 2024

Session 22: Rot of Reality

Campaign Date: 4th - 12th Hill, 3524 SD

Characters

Flynn, Circle of Spores Druid (Karen)

Isidor Gulden, Human Paladin (Bea)

Jarxis Euclid, Leprechaun Artificer (Jim)

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

Shenzaiah Oneiros, Tiefling Evoker Wizard (Hal)

Wren, Pixie Bladedancer (Gabe)

DM: Rew

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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4th - 10th Hill, 3524 SD

The Well Met Heroes Flynn, Isidor, Jarxis, "Kliff", Shenzaiah, and Wren work together over the course of a week to complete a mission given by the noble **Von Lune** family of Welmet. They are asked to return a missing cow. Jarxis questions an informant, juicing him with the power of rainbows. They learn that the cow is magical, and in fact talks. Flynn manages to track the animal to the Docks District. Kliff intimidates the mobsters of the **Horned Devil Gang** who were holding the cow, scaring them from the barn without a fight. Thanks to Shenzaiah's scholarship, they realize that it is not a talking cow at all but instead a polymorphed bookkeeper. Wren manages to destroy the enchantment after Isidore bonds with the bookkeeper as a fellow "money guy." They learn that the Von Lune family might have some skeletons in their financial closet, and make sure that the guy is allowed to go free. They take a completely different cow to complete their deal.

11th Hill, 3524 SD

The Well Met heroes, flush off their success with the quest of the Von Lune cow, decide to head toward Restwell Keep to complete the liberation of **Quasqueton**. Wren knows that if the Well Met Heroes can clear out the evil that lurks below the forgotten stronghold of Quasqueton, that will open up the "Forge Magic Weapon" downtime activity that will allow one with the Arcana skill

and proficiency with Smith's Tools to create +1 magic weapons and spell foci. Along the way, they happen upon a group of mercenaries torturing three lizard folk, calling them cannibals and demanding that they "dance" for their amusement.

Kliff's late partner Ekani was slain in an attack by a bunch of mercenaries. Kliff, remembers that these trained mercenaries nearly all bore a patch or tattoo of a sinister smiling face somewhere on their body. These goliath mercenaries wore the same design, prompting a fight. They are loud and boastful, calling themselves collectively **The Rictus**. Despite some complications caused by fireballs launched by the ogre magi in the mercenary group, they all lie dead. The lizardfolk thank the Well Met heroes, and "invite them for dinner" in their home in the Murderous Woods. Kliff questions the last living goliath mercenary and learns that one of those responsible for the attack, a mercenary goliath named Varruk has moved south and now is perhaps garrisoned in the Crooked Peaks just beyond the Murderous Woods.



Isidor had some investigation of the unfinished stronghold Quasqueton on his list. 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. However, they failed to file their tax returns for years and thus their estate owes back taxes. The Invisible Hand asked that he recover any documentation with respect to ownership so that the installation may be auctioned as a piece of unique real estate to reimburse the city state.

The party meets with some of the leaders of Restwell Keep. Jarxis has many questions for the elder elven priestess Chendera now that they've learned that she was once the paramour of Rogahn the Fearless. She gives some insight into the "bromance" between he and Zelligar, but is unable to tell anyone why the two have gone missing for over a century.

Next the party meets with the vainglorious marshall of the keep, Lord Drysdale. Drysdale attempts to "one up" Isidore in the pedantry department, but finds himself hampered by visions. He is vexed and leaves. The entire party spends the night at the Stumbling Giant tavern in Restwell Keep.

12th Hill, 3,524 SD

Flynn reveals that there are times she enters an altered state of consciousness as a Circle of Spores druid. In this dreamy twilight of mushrooms and ferns, Flynn has met a supernatural friend. She calls herself [Leitra, the Maiden of Rot](#). While being deeply disturbing and powerful, this horned, fiendish witch seems to use her demonic powers wisely. She has become a companion and fellow traveler to Flynn in the altered consciousness of the dream realm.

This morning, Flynn recently from a dream in which the Maiden of Rot lamented that something evil and necrotic was consuming the very fabric of reality beneath the ruined passages of Quasqueton. Leitra promises Flynn favor in the future for investigating the crumbling, unfinished stronghold.

Wren suspects that reality itself may be tearing up deep within the unfinished catacombs below Quasqueton, allowing direct access to the Feywild. It starts in Flynn's mind, but it spreads. The Rot of Reality begins obscuring the party's perceptions of reality. They see others as corpses for a moment, or horribly disfigured or dismembered. As they traveled to Quasqueton, Flynn spoke to several animals that were just "not right." At one point, a cow with a chicken's head was questioned using Speak With Animals. The creature looked up weakly and whispered "help me" in a creepy voice 🧟.

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. Something diseased and evil now lives in the tunnels below the unfinished stronghold. The party braves the magic mouths of the entranceway and heads into the lowest levels of Quasqueton.

They find a room with a series of magic pools. After some research and trial and error, they find a brass key that has no door as well as a small fortune in gold coins.

Just then a bounty hunter named Olga appears from a rogue portal from the Feywild. This shadowy Eladrin stabs Jarxis, poisoning him and rendering him paralyzed. A half-dozen gnomes appear with magic missile pistols, ready to cover the bounty hunter's retreat with the artificer. "His bounty will be rich indeed!" the Eladrin coos, "He has stolen so much candy from the Unseelie Court!"

Jarxis and Wren both know that these gnomes are soulless automatons serving the Feywild. These beings are not mortal as much as they are servitor souls of the Unseelie Court who will just be reborn once they are needed again. The Well Met heroes rally and defeat this threat. With everyone back on their feet, they feel the rot of reality pull at them. They know they have to make their way to the source of the disturbance.

They find an ancient statue of Leitra, the Maiden of Rot connected in a surging, green arc of magical circuit to a Fungus Witch sitting on a purple throne. To the mushroom-folk's side a fungus dragon lurches into the air to attack while from four small groves burst waves of spore-minions to stab and rot the party.

The heroes are immediately put on their back foot by the fungus dragon. Its breath weapon nearly gets the best of Isidore and Wren is forced to search for cover in some magical darkness. However, Kliff and Jarxis hold the center of the battlefield while Flynn and Shenziah work together to destroy the magical circuit. Jarxis drags the Fungus Witch toward Kliff for the killing blow with a boomerang-cable. The circuit is broken, so the fungus dragon punches its way out of the depths of the complex and makes an escape. Once reality returns to normal, Isidor finds the Deed to Quasqueton among the treasures held by the fungus mage.

Rewards:

Each member of the party gained a total of 2000 XP from this adventure and received a total of 2100 gold coins each. A number of magic items were also retrieved.