

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

Date: May 11th, 2024

Session 23: At the Raven Queen's Behest

Campaign Date: 16th Hill, 3,524 SD

Characters

Apollo Von Lune, Half-Elf Paladin (Colin)

Calledras Shadowblade, Shadar-Kai Grave Cleric (Sheila)

Flynn, Circle of Spores Druid (Karen)

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

Lin, Dhampir Bard (Tori)

Sha'kron, Evoker Wizard (Jim C)

DM: Keith

16th Hill 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 Raven Queen contacts Callie with a mission. Callie is to locate the Shaar-Kai named Mutamin and retrieve his soul for the deity. The other Well Met heroes are similarly engaged in the quest. They are led to an Abandoned Tower in the Temple District of Welmet. They enter and find that there are several rooms in this enchanted tower, each matching a phase of the moon. In one room there are werewolves. They encounter a follower of the trickster god Bahkmé posing as Konshu. They defeat a follower of this trickster, posing as a follower of Konshu, and Apollo recovers a replica weapon identical to the staff he already wields.

They encounter an orrery. There is a shrine, and accidentally deactivate it. The heroes learn that they need to cast Moonbeam to reignite the orrery and move on. They finally encounter Mutami. He challenges Calledras saying that the Raven Queen will betray her just as she betrayed him. Shadow dogs attack in support along with a Lunar Dragon. At first the fight looks grim, but eventually the Well Met heroes make progress. Mutami tries to escape, but a critical strike from a Guiding Bolt cripples the Shadar-Kai death priest, and his soul is harvested. As they leave, the Abandoned Tower disappears from view, never to be seen again.

Rewards:

Each member of the party gained 2000 XP and 2000 GP each from this adventure. Callie recovered several spell books from the tower.