

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

Date: May 11th, 2024

Session 24: Survival of the Shiftiest

Campaign Date: 11th Hill, 3524 SD

Characters

Dunbeg Nimblepaws, Badgermon Swashbuckler (Stuart)

Gibbert, Human Gloom Stalker Ranger (David)

Kurg, Feytouched Druid (Adam)

Tarra, Harengdon Hexblade Warlock (Bea)

V1-AL, Warforged Alchemist Artificer (Rachel)

Thomas, Half-Elf Gloom Stalker Range (Kwyn)

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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11th Hill, 3524 SD

The Well Met heroes traveled to the underground burrow of "The Bronze" on a colossal undead crab through ancient sewer tunnels carved into the rock and half-filled with brackish, wet sewage. Each of the Well Met Heroes had a unique motivation for visiting the underground complex below KoGnombia. Tarra was just fresh from emerging from the Feywild where they started their story. Gibbet was on hand to explore Lower KoGnombia and perhaps win a bride, Dunbeg was there to find his friend V1-AL was there to find evidence that would point them toward where their creator is, based on an arcane document created by a magical lawyer based in The Bronze. Thomas is looking for a lost pet. Doggo the dog was taken a few weeks ago in a heist situation.

The heroes' crab is immediately invaded by a bunch of marauding rat-men led by a powerful stormvermin. They demand money from the party and the handful of passengers. The Well Met heroes leap into action and put an end to the Rat Bastards.

The crab driver, a necromancer named Leviticus was so relieved at the heroes defending him he promised that any travel through Lower KoGnombia will be free as long as he can reach them. The Bronze is the result of a titanic mining operation. About a dozen great pillars hold up the roof of a massive cavern. Each of these pillars seems to have windows, and is like a

skyscraper. To the west is a swamp of diapers. Everyone in The Bronze wears a diaper, and the “Nappies” corporation makes a mint selling them throughout the burrow.

The party is greeted by a young kobold named Julez. She invites the Well Met Heroes to a variety show that is meant to perform that very evening. Julez invites the heroes to perform. Dunbeg and Tarra decide to meet Julez at the theatre to perform as the lute / bagpipe duo named “Bag of Lute.” V1-AL heads out to the law offices of Hermano Arbitrage, the magical lawyer. Kurg and Gibbert head to the Bronze Botanical Gardens.

V1-AL meets with Arbitrage, a flamboyant practitioner of Legalmancy. Arbitrage reveals that the warforged actually has two creators, and it was a disagreement between them of one sort or another that prompted them to emancipate V1-AL. Thomas contends with the lying Deena the zookeeper to free Doggo, the lost pet. Kurg and Gibbert are attacked by a carnivorous plant, but not before Kurg’s whispers tell him that there is a threat at the theatre and Gibbert buys a cup of black mold on sale to wear as a mustache to impress Julez.

On the way to the Bitemore Theatre, Dunbeg and Tarra witness a gang fight between gnomes and kobolds. Mercutio the gnome is slain, driving his best friend Gnomeo into a blood-crazed frenzy. The gnome pants spattered in blood as he fixed his gaze on the two Well Met heroes. They discuss the show, and learn that Gnomeo is in fact deeply in love with Julez the kobold.

The heroes arrive at the theatre. They meet the Bronze’s biggest star, Yennifer Lurez (“Y-Lu” for short). Y-Lu is demanding and fickle, and her ample posterior is enhanced by her sodden diaper. Dunbeg meets his friend who has sponsored the show as a way to promote his new liquor “Briar Patch Whisky.” The party meets Trolldegarde, who asks for help with some lyrics to the song he hopes to sing. Julez expresses her love for Gnomeo after the gnomish gang member is mentioned. The party learns that Rizzo “the rat” wants to shut the show down because he wants to buy out the Bitemore Theatre when the show bombs to use as his own “rat trap.” The party witnesses stage manager Price Lowly being murdered violently by Y-Lu just as places are being called.

Bag of Lute goes on first. They play a set featuring “Diaper Dash” and “Bag Nomance.” Trolldegarde goes on next, singing lyrics chosen by the party and set to the tune of “We Didn’t Start the Fire.”

Chorus: WE DIDN'T START THE FIRE CAUSE THE BRONZE BEEN BURNIN' AND THAT'S REAL CONCERNIN' WE DIDN'T START THE FIRE YEAH WE WOULD TRY TO FIGHT IT BUT WE'D BE INDICTED	Lyrics: "Book of mud's a big thing" "Magic mouths muttering" "Sanguine order" "Caves of chaos" "Dragon Twister rocks!" "Self De-Flenser 5K" "Compass Rose is on the way" "Turnip trivia's a drug" "Gladice gives her friends a hug" "Smelly feet" "Restwell Keep" "Soul Contract of our boy Pete" "Captain Ou-At has a plan" "Wizard fears those mimics, man" "Bronze robot pyramid" "Zelligar knows what he did" "What did we learn?" "How much we earn?" "Why not let this greenhouse burn?"
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Finally, the headliner Y-Lu takes the stage. Just as she starts performing, a gang of rat-men storm the theatre. Led by the mercurial Rizzo, Stormvermin assaults each door supported by plague wizards. In the crossfire, Yennifer Lurez is slain. At first the fight looks bad for the Well Met heroes. Julez is cornered by the rats, and must be saved by Gnomeo. Trolldegarde's arm is broken off in the melee. A dire rat-giant crashes through a wall adding to the chaos. Eventually, the heroes are able to rally together to defeat the Rat Bastards gang. In the quiet after the fighting, Trolldegarde reattaches his limb and offers to perform a marriage ceremony for Gnomeo and Julez now that they have finally realized that they are meant for each other. Dunbeg and Tarra serve as the best man and maid of honor.

Rewards:

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