

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

Date: May 25th, 2024

Session 26: The Yodfather

Campaign Date: 25th - 26th Hill, 3524 SD

Characters

Calledras Shadowblade, Shadar-Kai Grave Cleric (Sheila)

Jarxis Euclid, Leprechaun Artificer (Jim)

Lin, Dhampir Bard (Tori)

Loxis, Changeling Sorcerer (Carter)

Magthrum Keengift, Dwarven Wizard (Beth)

V1-AL, Warforged Alchemist Artificer (Rachel)

DM: David

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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25th Hill, 3524 SD

Callie, Jarxis, and Lin joined Kognombia Adventurer's Guild newcomers Loxis, Magthrum, and V1-AL in participating in a "mutually beneficial" partnership program with "PunjiPros", a company that specializes in elaborate traps/puzzles; where in their test facility, they met Senior Engineer Glimmerwick Tinkersprocket, and Junior Engineer II Tobber Fiddlewhistle. The goal was to overcome Tobber's "journeyman's puzzle" which was a *smashing* new spin on a classic. After a few close brushes with death, the team managed to "solve" the puzzle, and were thusly rewarded with cake. After dealing with Glimmerwick's disappointment in the puzzles' "lack of panache", Tobber stormed out of the building, vowing to make his own trap company.

26th Hill, 3524 SD

The newcomers were then officially inducted into the adventurer's guild, where they received their first mission, which was a subcontract from Crimson Adherent Sgt. Pillbox to raid a goblin drug house, for selling illicit substances without the proper permit. The house in question was located in the alley behind Shady Alley Street Alley, and turned out to be a daycare sandwiched between two other ~~obvious fronts~~ reputable businesses.

After some deliberation about whether or not they were in the right alley, Jarxis asked about their "premium childcare" services in near-perfect thieves' cant. They were led to another alley to a speakeasy, where they met Ricket the Rat, (A.K.A. the Yodfather), who pegged them for

narcs. After seeing dozens of his moblins shredded/eaten/blown up, Ricket finally met his end as his soul was sucked from his body; but not before shouting "You haven't heard the last of the Moonlit Mafia!"

What Did We Learn?

- A sophisticated dungeon requires sophisticated traps.
- Drift: the term for debris that has been pushed downstream by the current, or in some cases, traffic.
- Be careful when picking the front for your drug house.
- The law applies to mafias too.
- Comedy isn't the only thing that comes in threes.

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.

