

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

Date: June 1st, 2024

Session 27: Murderball!

Campaign Date: 1st Plain, 3524 SD

Characters

Corbin Pryme, Human War Cleric (Tony F)

Flynn, Circle of Spores Druid (Karen)

Jarxis Euclid, Leprechaun Artificer (Jim)

Kijin, Reborn Paladin (Tori)

Tortos, Turtle Fighter / Cleric (Andy)

Wren, Pixie Bladedancer (Gabe)

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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1st Plain, 3524 SD

Kognombia veterans Flynn, Jarxis, Kijin, and Wren were joined by newcomers Corbin Pryme and Tortos representing the Kognombia Adventurers' Guild against their rival, the Adventurers' Guild: Kognombia Chapter in a ~~friendly~~ exhibition match of Murderball. The game was a fantastic back-and-forth match, despite the fact that AG:KC's team was stacked with a great deal of "new" adventurers who included a troll and a top amateur murderball player. Ironically, the scales were tipped when one of AG:KC's ~~ringers~~ adventurers ended up choking spectacularly, giving the KAG team a major advantage; which was converted to a win when an extremely hyped Jarxis easily overpowered him, gaining Corbin and Tortos their Class D licenses... and a great deal of fame for the whole team, for better or worse.

The next day the victors received their first mission: To handle a wayward adventuring party who decided to go rogue and murder a client, which is a PR nightmare for KAG. The team quickly tracked their targets to the outskirts of Little Feywild, where after partaking of some quick street delicacies, they found their quarry by following a trail of petty ~~bullshit crimes and bickering~~ wanton destruction; after observing a great deal of infighting (and overall edgy) behavior, the team laid out a plan to spring a trap on them.

Overcome with greed and the lust for bloodshed, the "tomfools" were successfully ~~read~~ ~~runnered~~ lured to an alley with the promise of collecting a bounty; it would've been a perfect trap

if it weren't for some of the local Kognombia fauna, which complicated matters considerably. Close calls were made even closer with desperate spellcasting, but ultimately the day was won, and the corpses of those who "found out" were left to feed the vermin.

What did we learn?

- Neither veggies nor drugs solve everything.
- ALWAYS READ THE FINE PRINT.
- Robbing a magic weapons vendor is never a good idea.
- ...It makes the dream work!
- Friendly fire isn't.