

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

Date: June 6th, 2024

Session 28: The Cobra's Nest

Campaign Date: 6th Plain, 3,524 SD

Characters

Alto Temple, Firbolg Cleric of Pelor (David C)

Corbin Pryme, Human War Cleric (Tony F)

Jarxis Euclid, Leprechaun Artificer (Jim)

Loxis, Changeling Sorcerer (Carter)

Maré, Tiefling Way of the Four Elements Monk (Juliana)

Toro, Minotaur Paladin (Nicholle)

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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6th Plain, 3524 SD

On this day, several of the "Well Met Heroes" were spending time in the [Temple District](#) of the city of Welmet. Corbin and Alto discussed the worship of Pelor as they made their way from the Adventurer's Quarter as they discussed previous battles. Jarxis stopped into the temple of Ornn where he purchased some "used holy water" to use in his creations. The craftsmen priests of Ornn showed their approval of Jarxis' work, comparing it favorably to a powerful artificer who they knew nearly thirty years ago named V1-OL3NCE. Maré visits an elemental monastery named Elements Inc., led by an old soldier who supports the Temple of Tyr named Gromer. Toro, praying quietly at his home temple to the goddess Eldath, a nature deity of peace and serenity. His spiritual leader Ontravis approaches the minotaur and asks for some money. He worries that the Moonlit Mafia will return in two weeks and demand more "protection money" to keep the temple safe. Meanwhile, Loxis was visiting the hidden, underground church of Beshaba, the deity of accidents, bad luck, misfortune, and random mischief. A fellow with a half-moon amulet who calls himself Haulpin burst into the sorcerer's private alcove in the church, seeming to accidentally drop a crystal dagger. Loxis heard a scuffle from the atrium of the church on the other side of the velvet curtains that hid him. He picks up the crystal dagger and heads out into the district.

The Well Met Heroes are stunned by a brazen attack on the Temple of Tyr by a powerful smoke-belching Armored Combat Engine. It crushes in the doors of the temple and begins to

crush the bones of the elder priest, a Guru of Tyr named Malkus. The Well Met Heroes jump to put a stop to the attack. Maré knocks the engine prone allowing the heroes to pound the accursed device to bits.

The authorities arrive, led by Sanguinar Dufny. They interview the small crowd of locals. Sanguinar Dufny learns that the engine was in fact programmed using a crystal dagger that looks just like the one Loxis picked up. From the crowd, Haulpin says that he saw the changeling with the engine just before the attack. The Sanguinar begins to threaten Loxis with a search, but some quick thinking by Corbyn derails the threat.

Among the ruined metal of the engine, Jarxis discovers some pressed metal identifying that this engine was created by V1-OL3NCE over thirty years ago. After a thoughtful interview by Alto and Corbyn, the party learns that Malkus of Tyr was unable to pay the “protection money” demanded by the Moonlit Mafia, and blames them for the attack. He identifies Haulpin as the one who made the threats. The party meets with the craftsmen priests of Ornn and learn that the last purveyor of the creations of V1-OL3NCE is probably Buzz’s Curiosities in the Adventurer’s Quarter.

The heroes head to Buzz’s Curiosities. They meet the titular Buzz, and threaten him if he doesn’t tell them who he sold the Armored Combat Engine to. The Moonlit Mafia is already there, looking to tie up loose ends. Werewolves emerge from the back room, and some Moonlit Made Men attack the Well Met Heroes standing outside. The fight goes well for the heroes, and they discover some documents on the Moonlit Mafia stating that there is a “Moonlit Manor” in the Docks’ district known as the “Cobra’s Nest.” They learn that many of those in the Moonlit Mob are werewolves who are “blessed” by a being who pretends to be the deity Konshu. Their big leader is a half-elf named Moonlit Markessa.

The heroes come up with a plan of attack for the warehouse they find to be the “Cobra’s Nest.” Loxis poses as Haulpin and gets the Moonlit Men to open the door for Jarxis while Maré invisibly locks the werewolves out of their own warehouse, Corbyn faces off against two Moonlit Assassins and Toro and Alto burst in a side door. Later, the battle is joined by a half-cobra half man sorcerer. This Yuan Ti, who calls himself “The Cobra” hits Jarxis with a fireball and an ice bolt, but eventually the party is able to finish him off and shut down “The Cobra’s” protection racket.



Rewards:

Each member of the party gained a total of 2000 XP from this adventure and received a total of 2000 gold coins each from the loot in Buzz’s shop. A number of magic items were also

retrieved. Loxis sold the crystal dagger on the open market, exposing his identity to the Moonlit Mafia.