

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

Date: January 13th, 2024

Session 3: Forest of Fronds

Campaign Date: 13th Glacier 3,524 SD

Characters

Cleon, halfling rogue (Tom)

Katezur, human barbarian (Kaylee)

Orion

Tortos, turtle battle master fighter (Andy)

Valentina, human fighter

Wren, fairy bladesinger wizard (Gabe)

DM: Keith

13th Glacier 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.

The heroes are recruited by **Sanguinar Peri**, an officer of the de facto leadership organization known as the Sanguine Order, to travel to the mountain of Alpenwald to investigate some threatening phenomenon. They receive some help in the form of Potions of Health and blessed crossbow bolts, and they make their way there.

That night as they made camp, they were attacked by a band of skeletal warriors led by a Coldlight Walker. This fight went poorly for the Well Met Heroes, but they managed to power their way through and collect a number of minor magic items. After a little more rest and some healing potions, the party continued on their way.

They discovered some evidence of foul play. A rune in the form of a six-pointed snowflake was found. The potential to control the minds of those who come in contact with it suggests that the snowflake might have once belonged to **Queen Aberyst**, a hag who had ruled through by dominating her followers' psyche in the era of Barbarians and Pirates.

An Ice Mephit named "Icey" describes how his master, the druid **Laskal** seems to have recently fallen under the thrall of just such a hag and is causing trouble throughout the area. He leads the party to the bend of a river where the druid has set up his shop.

The Well Met Heroes try to sneak up on the druid Laskal, but fail. Laskal controls the mind of the Mephit and at least one party member, and awakens a huge tree to fight off the party. Luckily,

the rogue identifies that the strange tiara on the druid's head seems out of place. Not only is it dainty and made of tarnished silver, it has a similar six-pointed star design of the rune. The rogue snatches it off the druid's head, and Laskal is returned to normal. With the barbarian's mighty swing of a greataxe, this particular artifact of Queen Aberyst's influence is destroyed.

Rewards:

Each member of the party gained 1000 XP and 1000GP each as well as a bunch of magic items.