

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

Date: June 18th, 2024

Session 31: March on the Moonlit Manse

Campaign Date: 18th Plain, 3,524 SD

Characters

Apollo Von Lune, Half-Elf Paladin (Colin)

Araki Sparktongue, Lizardfolk Sorcerer (Clint)

Calledras Shadowblade, Shadar-Kai Grave Cleric (Sheila)

Kijin, Reborn Paladin (Tori)

Ingyrixywyckliff "Kliff" Rimeclaw, Dragonborn Ancestral Barbarian (Declan)

Magthrum Keengift, Dwarven Wizard (Beth)

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.

* * *

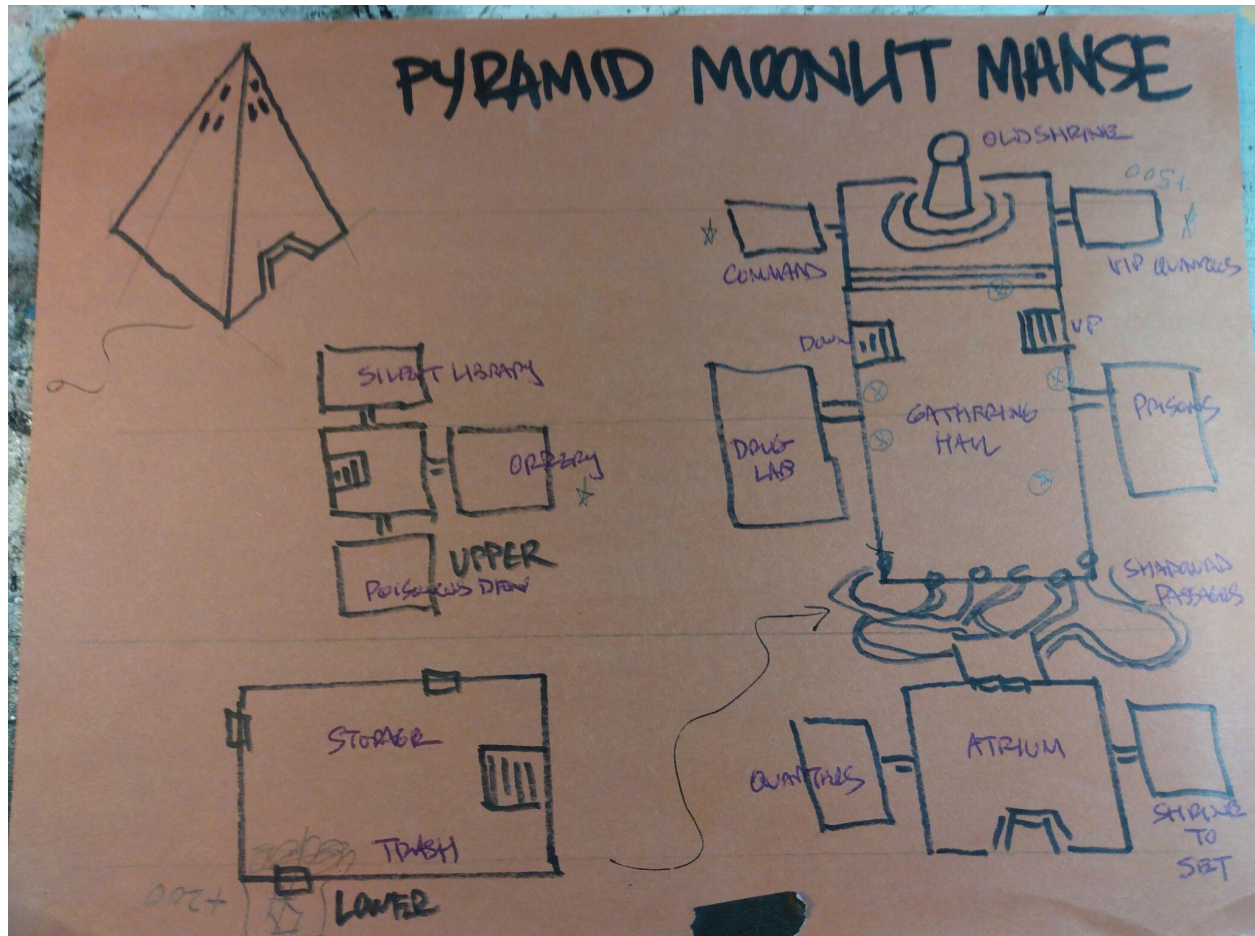
18th Plain, 3524 SD

Apollo has invited a number of Well Met Heroes to join him at the Purple Padlock, a local pub in the Adventurer's Quarter of Wellmet. As they enter, they see Apollo in a tense, animated conversation with an older man. The Well Met heroes immediately join them. Kliff is heard to utter the words, "Is this guy bothering you?" to Apollo. The man introduces himself as "Edven Athotep" and explains that he is simply a "family friend" and thanks Apollo for his time casually calling him the "Prince" of the Von Lune family.

Apollo greets his friends. Araki offers Apollo a generous gift - a custom made suit of full plate armor. Apollo explains that through a spy he has managed to identify the source of Shank, a powerful new street drug that has recently begun appearing in the city of Welmet. He asks for the heroes' help to put an end to this threat.

At the edge of the Sovereign Desert, this pyramid was once a mighty temple to the deities of the moon and the underworld. Apollo explains to the Well Met Heroes that the Moonlit Mafia has desecrated the temple and taken control of it for themselves. The temple has three levels. The top level features a chamber featuring an orrery as well as a view of the surrounding desert. The lower level is used for storage. The main level features a defensible atrium and a main room with a ruined shrine as well as four large but unconnected rooms.

Apollo shares a map of the ruined pyramid temple. He guesses that the leader of the cult could be found in the dining chamber, the command chamber, his quarters, or overseeing any rituals being done in the Orrery Chamber.



The Well Met heroes emerge from the secret tunnel at the southwest corner of the main room. Inside they find several mafia men as well as a group of drug-addled junkies. A fey dwarf in a suit of laminated wooden armor proclaims, "The drugs are just about done," before retreating to a side room. The party attacks! They quickly subdued several of the mafia men. One leader calls herself Diantha before painfully transforming into a werewolf in the heat of battle. She retaliates, targeting the paladins Apollo and Kijin. Three of the Feywild dwarves in wooden armor emerge from the drug room. One calls himself "Grimace Social", and says he takes orders from a fey creature of some sort named "Wolfo McBeans." He motivates the junkies to attack by offering them another hit of "Shank", a brand new drug originating from the Feywild. Shank is made of porcupine-shark venom, pixie feet, and crushed lollipops. He says he will win

so much candy from his boss Walfu by killing the Well Met heroes, but Grimace gets more than he bargains for. The werewolf Diantha is knocked out by the paladins. Grimace gets beaten by Callie's raven guardians, and her undead servant. A lizardfolk who calls himself Kildoom appears from the VIP room. He begins launching magic necrotic bolts. As the heroes grind the wooden-armored Fey drug-dealers down, Kildoom gets angry. He drops his polymorph spell and returns to his rightful form—a young green dragon! The party finds him challenging! Several of the group are nearly downed from Kildoom's poisonous gas breath weapon. However, in the end the dragon is surrounded and dispatched.

While the party takes stock of their surroundings, Kijin takes the green dragon's hide. The stockpiles of "Shank" and the lab are destroyed. The heroes free a prisoner who introduces himself as Sanguinar Dufny. The party gets a few answers from him. He says that he's "sure" the Moonlit Mob are backed by one of the noble houses of Welmet. The VIP room is looted for a ransom of gold furniture and fixtures. Kijin decides to keep the gold bed found here. Then the Well Met heroes scout out the basement. There they find an old crypt of a fallen hero of Konshu. Apollo seems ashamed at the sight of this brave, unturnable hero and how he was remembered by his moon deity.

In the command room, the heroes find a number of maps of Welmet and the surrounding area. Within the city itself, they find a list of three locations. They see that there are active entries for the Temple Quarter, the Nobles Quarter, and finally the Graveyards and Gardens District. The entry for the Docks District has been crossed out. The Well Met heroes muse that these entries correspond to other bases or "Moonlit Mansions," that the mob controls.

In the Silent Library, they find a number of secrets appropriate for extortion and blackmail. Looking through the entries, they learn a few juicy secrets. Sanguinar Mundane has a crippling gambling problem that has allowed them to gain control over the powers that be in the city. The leader of the Temple of Isis and Osiris has forsaken Osiris, removing him completely from the liturgy which could lead him to consequences if that secret was exposed. Finally they learn the supply of Lunip, a rare spice that is important to the economic well-being of Welmet, is failing. Something is destroying the crops in the Halting Swamp.



The heroes hear a voice coming from the Orrery Chamber. They open the door and see a huge illusory head of Moonlit Markessa, one of the Markessa clones¹ that have plagued the Well Met Heroes, speaking with a spellcaster shrouded in tenebrious darkness. Moonlit Markessa curses the heroes, vowing to fight them in person another day. A trio of werewolves and two invisible cobra-men defend the spellcaster. Callie manages to bring the orrery down on the spellcaster's head revealing him to be none other than Edven Athotep, the nobleman who confronted Apollo in the first scene. He mocks Apollo, and rants at how disappointed he is that the "Prince of the Moonlit Mafia" has betrayed his oath to his family business. As the heroes dispatch Athotep's retinue and fight him in earnest, his Contingency spell kicks in and teleports him safely away from the pyramid to fight another day.

In the aftermath, Apollo is crushed. He believes that he has betrayed everyone he knows in some way or another. The other Well Met heroes don't believe that at all. They understand that adventuring changes adventurers, and they harbor no ill will towards Apollo. Kliff decides to discuss going after the remainder of the mob once Apollo recovers from this ordeal. He must come to terms with his feelings before they can proceed in the quest to quell the mafia. Kliff knows that seeing Apollo crying and laying his heart bare isn't the time to criticize or berate him for his past. Instead it was the time to comfort him and show kindness.

Kijin explains to Apollo that they don't know how long they have left. They see their time on the mortal plane of Aperta-Mundi coming to an end, and want Apollo to know he is loved.

Epilogue:

In the weeks following the heroes' attack on the pyramid, Sanguinar Dufny notified the Order of his kidnapping and subsequent rescue. His suspicions were verified by an investigation. The noble house of Von Lune was in fact supporting the mob's cause. The assets within the city belonging to the Von Lune family are seized, but for some mysterious reason everything of value is gone before the authorities arrive. Apollo's father, Vuleonn Von Lune remains at large. Apollo knows the location of several other Moonlit Mansions, but chances are they are also abandoned by this point now that the Moonlit Mafia knows that their "Prince" spilled their blood. Apollo caused much disruption in the underworld, and could face strong retribution for his betrayal, potentially tempered only by his estranged father's choices.

Rewards:

Each member of the party gained a total of 2000 XP from this adventure and received a total of 2700 gold coins each from the loot found in the pyramid. Each character received a set of Goggles of Night from the human members of the Moonlit Mafia. Kijin took a gold bed in exchange for 700 gold of the shared loot. Callie took the supplies that supported the Moonlit Mob's operation to help build her own Poisoner's Den at a discount. A number of magic items were also retrieved.

¹ Specifically, [Enchantress Markessa](#), [Corpse Markessa](#), and [Keymistress Markessa](#).