

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

Date: June 22nd, 2024

Session 32: Acolyte of the Flayed Messiah

Campaign Date: 22nd - 23rd Plain, 3,524 SD

Characters

Calledras Shadowblade, Shadar-Kai Grave Cleric (Sheila)

Flynn Artus, Circle of Spores Druid (Karen)

Gill Spindrift, Water Genasi Monk (Mike)

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

Kijin, Reborn Paladin (Tori)

Shenzaiah Oneiros, Tiefling Evoker Wizard (Hal)

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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22nd Plain, 3524 SD

The people of Welmet rely on the Lunip crop as a way to preserve and spice foods. A significant part of the city's economy relies on exports of this spice, harvested largely from the Halting Swamp. This year, there has been a problem with the crop. Because of this critical shortage, Sanguinar Dufny recruited the Well-Met heroes to check up on the crop, and try to sort out the difficulty in harvesting this summer.

Kijin and Apollo had been to the Halting Swamp before. Earlier this year, they came in search of Milton the Bard. This cretin had assassinated a local nobleman, and then had escaped away from the city of Welmet. They and their companions found his undead corpse and destroyed it at a place called the Dusk Haunt, a forgotten shrine to Set.

Callie knows that the Halting Swamp is the home to a particularly sinister cult of necromancers who call themselves the Disciples of the Flayed Messiah. Back in Leng, Gill occasionally encountered the Cult of the Flayed Messiah in person. They were always proselytizing, telling everyone that the end of the world was coming and their "savior" Artus could save your souls only if you joined them. Gill found them disturbing and violent. He witnessed that it was common for these cultists to carve their own skin off for use as a spellbook of sorts.

As the Well Met heroes near the end of their trip into the Halting Swamp they encountered a necromancer commanding a legion of muddy, animated corpses covered in a sticky, black mold. Rather than attack immediately, this necromancer who called himself Grond began to question Flynn. "Who are you?" he asked. "What brings you here?" After confirming that Flynn was not someone he knew, presumably a colleague or superior from the context of his questioning, the battle was joined. Grond threw his monsters at the party, doing his best to knock them out and "take Flynn's skin" for himself. The Well Met heroes were victorious. They find that the flesh of Grond's back was carved off of him to create a sort of handbook of lessons created by "The Flayed Messiah" himself.

The Well Met heroes wanted to learn more. They traveled to the village of Corpsebump to spend the night. This village appears to be built on a hill created by the body of a titan covered by centuries of swamp grass and mud from the Halting Swamp. It is the largest of the Lunip farming villages within the Halting Swamp. There, mayor "Turtle" Greencap is in charge of the efforts to raise and harvest the spice Lunip. Several of the heroes approach the pen of the large, carnivorous war ducks native here who are raised for their eggs and ability to locate the Lunip in the swamp. These creatures are kept in a "pen" partially made of the ribs of the titan that created the village's "bump." They meet Velma, the commoner tending to the dangerous animals. As Flynn calms them with some loving tongue-rubs, Velma tells the sad story about how she and the other workers in Corpsebump are in "crippling debt" and could never escape. The company would ruin her! When she reveals that debt is a mere seven gold, the Well Met heroes are amazed. Kijin gives Velma enough gold to clear that debt and more, and then hires Velma on as a hireling to tend their cookhouse on the spot.

The Well Met heroes next meet with mayor "Turtle" Greencap. He is immediately cowed at the sight of Flynn. After Shenziah threatens to allow the druid to "skin him alive" he explains that the crops are being taken by wet, flayed animated corpses covered in black mold not unlike the ones that attacked the Well Met heroes earlier that day. Even that very night, there will be scores of them out finding the Lunip, harvesting it, and then bringing it to the Dusk Haunt, a forgotten temple on a hill that was once a shrine to Set. The heroes retire to Velma's hut and spend the night resting along with her seven younger brothers.

23rd Plain, 3524 SD

The next morning, the heroes venture to the Dusk Haunt, following the trails of the moldy zombies. They make preparations to attack, and even offer Velma a spear. There, they find more of the undead processing the Lunip by preparing it to be dried. They burst in and realize that these flayed undead beings are also supported by several Fungus Freaks - silent arcane mushroom beings who exist off of rot and pain. Only Flynn clearly hears their salty language as they struggle against the Well Met heroes. After a quick battle, the rotten zombies and the Fungus Freaks are neutralized.

After clearing the room where the Lunip is processed, Flynn sends her owl familiar to scout other rooms. Upstairs, several monuments of Set stare eerily. The familiar moves downstairs and locates a room where the Lunip is stored and dried. A final chamber awaits, with some ominous chanting emerging from within. The heroes prepare to enter.

The heroes encounter a dark ritual in progress. A putrid, mold-covered fleshy giant Corpulent Juggernaut is being enchanted from Lunip-treated meat and bone of sacrificed cultists. More Fungus Freaks stand nearby, drinking in the anguish and pain of the flayed cultists powering the ritual. A young woman who looks very much like Flynn is clearly running the ritual. As it ends she addresses the Well Met Heroes. She seems shocked to meet Flynn, and introduces herself as "Quornelia, Acolyte of Artus." She explains how the Flayed Messiah will come and save everyone using the words found beneath the flesh of his firstborn child. The heroes quickly realize that except for her head, neck, and hands Quornelia has had all the skin carefully peeled from her body. Instead she holds her skin in her hands like a limp balloon. The text of dark rituals are clearly visible where the skin once connected to her bones and muscles. The whole "suit" of her skin has clearly been cured with a generous helping of Lunip. The Acolyte of the Flayed Messiah and her goons attack.

Kijin squares off against the Corpulent Juggernaut. It nearly swallows the paladin several times. Kills and Flynn deal with the soldiers of the Flayed Messiah. Gill rushes the wizard Fungus Freak. Although he connects with his attacks, he isn't able to put the alien mold-being down. Luckily, he is saved by Callie. The two of them engage the acolyte. Shenziah gets very quiet. Her eyes roll back in her head and she begins burning down targets with explosions of fire and bolts of lightning, turning the tide of the fight.

The Acolyte of the Flayed Messiah looks to make an escape. Quornelia teleports and weaves between heroes on her way out the door. At the last moment, Velma appears and spears Quornelia, slaying the sinister necromantic warlock with a critical blow.

After the fight, Kijin "glitches" changing rapidly between multiple forms from the life-draining attacks of Quornelia the Acolyte. Shenziah reveals the fact that she "blackened out" and remembers nothing from the fight itself. Flynn explains everything she knows about the apparent connection between her and this cult. She knows nothing about Quornelia or the Flayed Messiah. However, she reveals that Artus is Flynn's last name. Is there some sort of connection? Flynn's hometown was destroyed by necromancers when she was an infant and her aunt Catia saved her. Flynn thought she was an only child and did not know her parents' names because her aunt died while she was still pretty young. Quornelia mentioned her aunt Catia was a deserter from the cause of the Flayed Messiah. Flynn now obviously having necromantic mushroom powers makes it seem like the whole Flayed Messiah thing may be a bit of a family matter...

Rewards:

Each member of the party gained a total of 2000 XP from this adventure. Additionally, each member of the party received a total of 2000 gold coins for recovering the lost Lunip stores that the cult had harvested to make undead monstrosities and cure flayed skin. A number of magic items were also found including the axe used by Quornelia's head guard, and the skin of the Quornelia herself.

Gill,
Back in Leng, you've
encountered the Cult of the
Flayed Messiah. They were
always proselytizing, telling
everyone that the end of the
world was coming and their
savior Artus could save your
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Disturbing and violent bunch.
It was common for them to
cut their own skin off and use
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Kijin,
You've been to the Halting
Swamp before. Earlier this
year, you came in search of
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had assassinated a local
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of Welmet. You and your
companions found his
undead corpse and
destroyed it at a place called
the Dusk Haunt.

Tarra,

~~The Halting Swamp reminds
you of the wastelands~~

~~surrounding the Cavern of
Eternity, an infamous place
within the Feywild that exists
outside of time and space.~~

~~Lunip can be used to
enhance a spellcaster's
command of the undead.~~

~~Perhaps the semi-magical
properties of Lunip are
derived from here?~~

Shenziah,
You've been having disturbing
dreams wherein your rabbit
was trapped in a demiplane
known as the Swamp of
Oblivion. You try to save it - to
save your colleagues. Inside
the demiplane is an elder evil
THING. Maybe even the
same one you tried to
summon? Everytime you
awaken with shame at what
has happened.

Kliff,

The people of Welmet rely on the Lunip crop as a way to preserve and spice foods. A significant part of the city's economy relies on exports of the spice. However, your village sought Lunip out as a way to bridge the gap between the past and the future. It was specifically used in remembrance rituals.

Flynn,

In your regular “trips” with your patron and friend Leitra the Maiden of Rot you’ve learned that she was not always a deity. She took on the demon lord Zuggtomy’s Crown where that demon of rot was defeated by her arch-nemesis Juiblex within the Cavern of Eternity, a location outside of time and space.

In an earlier age of Aperta-Mundi, the demon lord Juiblex rampaged through the Feywild, leaving much destruction in its wake. It sought its arch-nemesis Zuggtomy, finally catching up to her in the Cave of Oblivion. Juiblex was defeated, trapped inside a demiplane known as the Swamp of Oblivion. Zuggtomy's powers were absorbed by Leitra the Maiden of Rot.

Callie,

You would know that the Halting Swamp is the home to a particularly sinister cult of necromancers who call themselves the Disciples of the Flayed Messiah.

The Halting Swamp is crawling with poisonous creatures of all stripes. The water snakes and alien fungus freaks are particularly disturbing. Be warned.

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Cruel Greataxe of Leaping

Weapon (Greataxe) Requires Attunement

The bearer attuned to this +1 magic weapon may choose to re-roll damage from critical hits scored with this weapon. They must take the second result.

Once per long rest, the bearer may cast the Jump spell on themselves as a bonus action.

The skin of Quomilea may be kept as a unique magical item. It may be used to cast the following spells as rituals using Charisma as the spellcasting ability attribute.

Detect Magic

Unseen Servant

Gentle Repose

Silence

Feign Death

Phantom Steed

Rary's Telepathic Bond

Opening Agenda

- Check in
- Downtime
 - Shopping / Buy magic items
 - Purchase real estate in Welmet
- House Rules
 - Healing Potions = bonus action
 - Long and Short Rests
 - Critical Hits (Max + Roll)
 - Counterspell
- How much XP will be awarded?
- Some players have played more...
- Inspiration Tokens (You can do it!)
- Does everyone have Miniatures & Dice?

- X Card: PVP / Violence to animals

- **I'd like your help** to make this game fun for everyone.
- If anything makes anyone **uncomfortable** in any way just lift this card up, or tap it.
- **I am uncomfortable with PVP**. Rivalry is okay, murder and larceny between characters is not. I have a monopoly on bad things for the party and I'll take control of your character once you cross that line.
- I know it sounds funny **but it will help us play amazing games together** and usually I'm the one who uses the X-card to help take care of myself.
- **The people playing here are more important than the game we're playing.**

Strong Start

- Attack by a Grond and his creatures
 - Describe the Halting Swamp
 - Grond is unsure what to do about Flynn
 - He begins to proselytize!
 - He calls forth the Demon or Rot!
 - He flees to try to tell Quomilea

Persons Places Things

Lunip

Halting Swamp

Corpsebump

- Mayor "Turtle" Greencap
- Velma

Timelessness

- Feywild
- The Cavern of Eternity
- The Swamp of Oblivion
- Leitra the Maiden of Rot

The Dusk Haunt

- Disciples of the Flayed Messiah
- Grond
- Qwizel leader of the F.Freaks
- Quomilea of Artus

Scenes

- Attack by a necromancer and his creatures
 - Describe the Halting Swamp
- The Village
- The Dusk Haunt
 - Entranceway
 - Stairs down to crypt level
 - Quomilea is using the Lunip to try to reach the Cavern of Eternity for Artus

Secrets and Clues

- Kijin knows where the Dusk Haunt is
- The Fungus Freaks are kind of helpers feeding off of byproducts of the magic

Grond

AC 15 HP 50 / 100 / 150

+6 / DC 14

Eldritch Blast x2 1d10+4 Can't regain HP

Negative Energy Flood 5D12 Necrotic CON
save for half

Dimension Door

Demon of Rot

Large Fiend

Armor Class: 17 (natural armor)

Hit Points: 84/147/210 (14d10+70)

Speed: walk 30 ft.

+5/+3/-2

Damage Immunities: poison

Damage Resistances: cold, lightning;

Condition Immunities: poisoned, prone,
charmed, fatigue, paralyzed

Senses: tremorsense 90', passive

Perception 11

Languages: Abyssal, telepathy 120'

Special Abilities

Blood Sense: Can pinpoint by scent the
location of creatures that aren't Constructs
or Undead within 30' of it.

Magic Resistance: Advantage: spell/magic
effect saves.

Actions

Multiattack: One Bite and two Tentacle or
three Tentacle attacks.

Bite: Melee Weapon Attack: +8 to hit, 10 ft.,
one target, 14 (3d6+4) piercing damage and
(2d8) necrotic.

Tentacle: Melee Weapon Attack: +8 to hit,
25 ft., one target, 11 (2d6+4) piercing
damage and demon can attach its tentacle
to target. Instead at the end of each
attached player's turns each creature with
tentacle attached loses 9 (2d8) hp due to
blood loss and demon gains equal temp hp
equal. Break free by cutting for 15 hp in one
attack or STR 16

Zombies

AC 9 Mv 30' HP 1

Save vs damage or not destroyed

Hit their heads at disadv to kill in one shot

Ghouls

Medium Undead

Armor Class: 13

Hit Points: 5/22/40 (5d8)

Speed: walk 50 ft.

+2/0/-1

Damage Vulnerability: radiant

Damage Immunities: poison

Damage Resistances: necrotic

Condition Immunities: charmed, fatigue,
paralyzed, poisoned

Senses: darkvision 60 ft., passive

Actions

Paralyzing Claw: Melee Weapon Attack: +4
to hit reach 5 ft. one target. Hit: 5 (1d6 + 2)
slashing damage. CON DC 11 or lose move
and bonus action next round

Bonus action: Disengage

Trollkin Reaver

Large Humanoid Neutral

Armor Class: 13 (hide armor)

Hit Points: 44/82/127 (11d8 + 33)

Speed: walk 30 ft.

+4/+1/0

Saving Throws: Con +5

Skills: Intimidation +5, Survival +3

Senses: darkvision 60 ft., passive

Special Abilities

Regeneration: The trollkin reaver regains 5
hp at the start of its turn.

Actions

Multiattack: The trollkin raider makes two
warhammer attacks

Hammer: Melee Weapon Attack: +6 to hit,
reach 5 ft., one target. 9 (1d10 + 4)

Howl of Battle: The trollkin reaver howls a
battle cry. Make one weapon attack as a
reaction with advantage on the attack roll.

Soldiers of the Flayed Messiah

MAGIC WEAPON LOOT

AC 18 (armor)

Hit Points: 143 (22d8 + 44)

+4 / +3/+2

Condition Immunities: charmed, exhaustion, poisoned

Senses: darkvision 60 ft., passive

Perception 12

Special Abilities

Turning Defiance: The iron ghoul and any ghouls within 30 feet of it have advantage on saving throws against effects that turn Undead.

Actions

Multiattack: The iron ghoul makes two weapon attacks

Weapon: Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2D6 + 4) slashing damage.

Fungus Freaks

Medium Plant Neutral Evil

Armor Class: 15 (natural armor)

Hit Points: 12/24/48

Speed: walk 20 ft.

+3 / +1/ 0

Senses: darkvision 60 ft., passive

Perception 10

Damage Immunities: poison

Condition Immunities: poisoned

Actions

Multiattack: The myconid can use its Eject Spores. It then makes one or two Spore-Coated Fist attacks.

Spore-Coated Fist: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage plus 7 (2d6) poison damage.

Eject Spores: The myconid ejects one of the following types of spores at one creature it can see within 15 feet of it. CON 14 or 3d6 poison

Quomilea of Artus

Warlock of the Flayed Messiah

AC 15 Hit Points: 80/120/160

+8 / DC 16

Eldritch Blast x3 1d10+4 Can't regain HP

Harm: Reduce HP max by (49) 14d6

necrotic save for half;

Disintegrate 10d6 + 40 force damage on fail

Negative Energy Flood 5D12 Necrotic CON save for half

Legendary Actions:

- Single eldritch blast
- Negative energy flood
-