

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

Date: June 29th, 2024

Session 33: Past The Index

Campaign Date: 29th Plain, 3,524 SD

Characters

Apollo Von Lune, Half-Elf Paladin (Colin)

Calledras Shadowblade, Shadar-Kai Grave Cleric (Sheila)

Corbin Pryme, a Human War Cleric (Tony F)

Gill Spindrift, Water Genasi Monk (Mike)

Jarxis Euclid, Leprechaun Artificer (Jim)

Wren, Fairy Bladesinger (Gabe)

DM: Miranda

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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29th Plain, 3,524 SD

The Well-Met heroes Traversed a portal that delivered them to the ship of Captain Ou-At.

Most of our heroes were new, having never before seen the magical ship captained by the mysterious old man Ou-At. However, Apollo had sailed many times on the Windless Sea, and knew something was wrong- the captain was not at the wheel. Instead, a floating blue illusion, faceless and featureless, welcomed the adventurers. She introduced herself as Bookmark, the spirit and namesake of the ship herself, and told the heroes that a great trial awaited them all.

Now that the compass rose was in hand, the ship could begin its most earnest journey. Bookmark congratulated them on finding the Compass Rose, an artifact concealed in a desecrated temple-island by an evil servant of Tomen, Bahkme the Mimic.

"Once a day, a location can be named anywhere in Aperta; if you are on the same plane, the stemens of the CR will point toward it. If you are not, they will point toward the nearest portal, gate, or method of traversing the planes."

The heroes path was made clear by Bookmark, mourning her indisposed captain; they were to travel to The Library Ephemeral, a meeting place of ancient heroes.

"The world is failing; someone is trying to end the story by writing a new one, one of stagnation where nothing can grow or change. Ou-At has been exhausted and can do no more to help you. It's up to you now. The heroes of the final chapter."

The path was treacherous; thanks to the advice of Gil, a huge series of bizarre whirlpools were avoided. The fisherman caught many fish of strange form and size, the cursed Windless Sea seemingly combining several animals together to create bizarre new kinds. Jarxis and Calledras did some snooping along with the others, discovering Ou-At, seemingly in a deep sleep, in his captain's quarters. During his snooping, he noticed the dirty stained glass windows on the doors depicted scenes of history from Aperta, of the King of Wellmet.

Finally, they arrived. The Library was huge, a circular building at the center curve of an enormous, crescent-moon shaped island. An ancient stone dock was there as if waiting for the adventurers, with a stone path leading up to the library itself lined by ten great, weathered statues of armored knights.

The doors were enormous, thirty feet tall, and inscribed all over with text in a myriad of languages. Scripts, writing, runes, dot-languages and pictographs showing the history of ancient Aperta Mundi, the great wars against darkness led by the now-mourned King of Wellmet and his ten legendary hero servants, the Quillscript Knights.

The Library Ephemeral was a single huge room. At one end, a huge, stone table with golden runes around the outside. There were ten stone thrones around the table, but one was blasted, magic-seared and broken.

The room was huge and circular, the floor covered with stacks of rotting, water-stained books and scrolls. Puddles and small blue flowers covered the flagstones...much like the red flowers the heroes may have seen once before, in a great temple-cave with a great red wolf. The walls were lined floor to ceiling in stuffed bookshelves a hundred feet tall.

Laying atop the table was a great beast- Index. He spoke;

"My sister, The Appendix, has been slain. Therefore I, the Index, challenge you to honorable combat, so that the birth of a final chapter may begin with a tale of heroism and fine conduct. Warriors, prepare yourselves. For this is the sole purpose for which I was made. "

He stood, shaking out his quills- little blue sparkles spread across the room. As he stepped off the table, he leaned down and grabbed an enormous sword, battered and rusted, that was lying there amongst the rubble. As he did, blue sparks coalesced down its edges and in his eyes; lightning crackles around his muzzle.

"Oh Vorpall Blade. Oh Terror of the Jabberwock. Be now my ally beloved, One. Last. Time."

A terrible howl rent the air.

Combat! Our heroes were successful. Upon his gentle defeat, he named them champions of the last chapter. Index tasked them with recovering the ten artifacts The Storytellers used at the dawn of time to shape Aperta Mundi, ten artifacts that were then gifted to their Quillscript Knights and lost to history. These were the only tools that could be used to destroy the monstrous Tomen...and in that moment, Jarxis made the shattering realization that Tomen, of course, is 'Nemot' reversed. The youngest of the ten Storytellers, who the little black book said had 'bent and twisted' himself to avoid the natural death that the other nine accepted.

Index then returned to the table, becoming a statue. Nine of ten empty doorways on the Library walls lit up, with one blasted and damaged like the tenth throne. Of the nine, three glowed white, and the heroes figured out they already had those three artifacts; the compass rose, the crystal tablet...and the little black book flumd. Over Index, they suspended those three artifacts...and Bookmark, who had come along attached to the little black book, arose.

The Library Ephemeral has now become the new junction point for future Windless Sea Adventures...as Bookmark told Corbin and Wren, with a bit of mischief, that she had recovered some memories she didn't know she was missing...

Memories of the little black book- The Journal Of The Queen.

Rewards:

Each member of the party gained 2000 XP and 2000 GP from this adventure. Several magic items were retrieved as well.