

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

Date: July 6th, 2024

Session 35: Hundred Foot Drop

Campaign Date: 6th - 8th Desert, 3,524 SD

Characters

Apollo Von Lune, Half-Elf Paladin (Colin)

Araki Sparktongue, Lizardfolk Sorcerer (Clint)

Flynn Artus, Circle of Spores Druid (Karen)

Jarxis Euclid, Leprechaun Artificer (Jim)

Kijin, Reborn Paladin (Tori)

Talvia Chione, Winter Eladrin Circle of Stars Druid (Selina)

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 Desert, 3,524 SD

The Well Met Heroes learned the “Hundred Foot Drop” was another “Mansion” of the Moonlit Mafia located in the Marketplace District of Welmet. The Mafia was running some sort of sports betting house, and distributing dangerous drugs including “Shank,” a substance that originates from the Feywild. The place was run by a lizardman named Caelus.



With the help of the new Well Met hero Talvia, Jarxis managed to convince Caelus, the don of the “Hundred Foot Drop,” that he was a Feywild drug maker who called himself “Sketchy Alabi.” Caelus invited him to the “big event” to present his “product” and perhaps make a deal--particularly now that the Shank supply had been disrupted with the loss of the pyramid Moonlight Mansion.

The “Hundred Foot Drop” turned out to be a venue for giant centipede racing. It also included a drug den where folk who suffer from addiction spend their time and money as the mafia preys upon them. When the heroes arrive, the centipede racers Crunch, Drippy, Comeback, Starlight, Steve, and Wobble are introduced and put into their starting positions.

In various different disguises, the entire team made their way to the upstairs VIP room of “Caelus the Lost”, a powerful lizardfolk sorcerer who believes that the flesh of sentient beings

makes him more powerful. As Jarxis looked to make a deal, Caelus revealed that he knew who Jarxis really was, and had lured him here to murder him for a Spriggan named Penculous who serves the Seelie Court of the Feywild. The Seelie court promised Caelus some new fancy drugs if they could slay any of the few remaining at-large [LOSERS](#) like Jarxis.

As the battle between the heroes and the lycanthropic members of the Moonlit Mafia began the heroes revealed themselves. Apollo and Kijin removed their disguises as armored Mafia guards. Flynn changed shape back to her normal form from that of a spider. Araki revealed himself not to be the trainer of Crunch the centipede, and Talvia double-crossed the Moonlit Mafia. Jarxis jumped right into the face of Caelus and his cobra-man bodyguard. Araki cast haste on Apollo, giving him the ability to deal out smite after smite to keep up with all the work Kijin was doing keeping the lycanthropic mafia at bay.

After the fight, the heroes questioned Caelus. He revealed that the drug making operation was moved to Elva's Mansion in the Halting Swamp. There, Edven Athotep is working to replace the inventory of drugs like "Shank" with other sinister addictive substances. Several heroes rush to intercept several mafia workers attempting to flee with the house's supply of Shank. They are successful and destroy all of the entire supply. Araki finds several magic items amongst the items collected by the Moonlit Mafia.

7th Desert, 3,524 SD

On the way to the Halting Swamp, the heroes had some candid discussions. On a recent "trip" with her patron and friend Leitra, Flynn learned that the Maiden of Rot knew a little about her parents. Through dreams and augury have unlocked the future of Aperta-Mundi, these two folk came to believe that this is the beginning of the end. In their warped imaginings, the answer to stop Oblivion lies within Flynn's skin itself. As it turns out, Flynn's aunt was in fact saving her life from being raised only to be slain as a sacrificial offering.



Apollo was asked about being part of the Moonlit Mob by Talvia. Apollo explained that he was previously known as the "Prince of the Moonlit Mafia," but that he had changed his ways. He renounced that title and was now an opponent of vice and the Mafia. Talvia seemed content with that answer.

8th Desert, 3,524 SD

They arrive at the village of Corpsebump in the Halting Swamp. A few of the Well Met heroes had recently been through this village built on a hill clearly made out of the bones of a titan. Unfortunately, they find it abandoned. There are no people or bodies, and there are signs of a struggle. The heroes track the path of several heavy carts south toward Elva's Mansion located on the foothills of the Rotund Hills on the edge of the swamp.

The heroes bluff their way in. Araki masquerades as Caelus, going so far as donning his comically large gold medallion. Inside, there are a dozen or more Moonlit Mafia foot soldiers preparing some sort of banquet. Talvia finds some loot in the Manse's storeroom. The heroes continue their ruse to get down the stairs into the final sanctum of the hideout.

In the sanctum of the Moonlit Mansion, the Well Met Heroes discover a horrible sight. Fungus Freaks, alien mushroom men who feed off of the negative feelings of sentients, have bound six of the local citizens of Corpsebump and tied them to sparkling crystals. On each of them, an alien magical tap of sorts drains their psychic essence to create a drug the party later learns is named "Liquid Pain." None of the others hear the whisperings of the Fungus Freaks, but Flynn does. She can smell their communications by spores just as clearly as someone hears speech. They gesture at Flynn. "F*ck!" they shout, "There is the one! Strip the casing from that f*cking mammal! For the cause!"



The heroes rush to engage as Elvia, the owner of the Manse herself, enters the fray from the left. She makes a gesture and a portcullis on the other side of the room opens releasing a fire-breathing hydra! A magical storm of ice conjured by Flynn kept the flaming Elva at bay until Jarxis could deal with her. Apollo and Kijin tag team the hydra. Araki and Talvia kept the monster from regenerating with a series of clutch acid spells. Toward the end of the battle as the hydra wears down, several of the Fungus Freaks flee. Flynn smells them saying, "F*ck! Time to betray these useless f*cking mammals. Let's get out of here! F*ck!"

The heroes cleared the facility of all the remaining Moonlit Mafia forces, freed the surviving villagers, and returned them safely home to Corpsebump. Following this adventure, they are collectively hailed as heroes amongst the poor farmers of the Halting Swamp.

Rewards:

Each member of the party gained a total of 3000 XP from this adventure. Additionally, each member of the party received a total of 3000 gold coins taken from the two "mansions" of the Moonlit Mafia, as well as a number of magic items.