

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

Date: July 11th, 2024

Session 36: Foray into the Sunken Cathedral

Campaign Date: 11th Desert, 3,524 SD

Characters

Beatrix, Centaur Barbarian (Kyra)

Flynn Artus, Circle of Spores Druid (Karen)

Gondra, Human Druid (Stephen)

Jarxis Euclid, Leprechaun Artificer (Jim)

Tarra, Hareingdon Hexblade (Bea)

Toro, Minotaur Paladin (Nicholle)

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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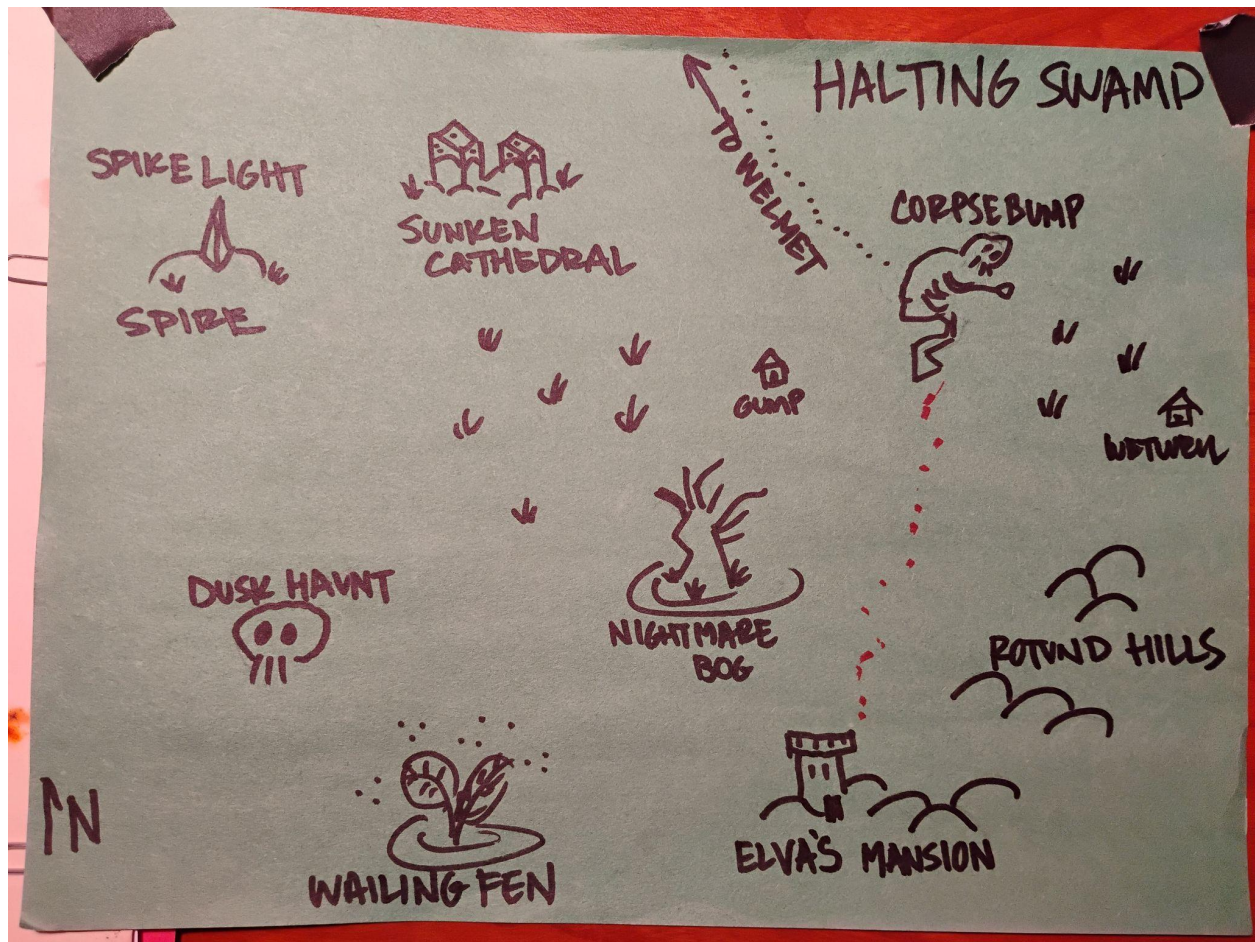


11th Desert, 3,524 SD

The Well Met Heroes met their local guide, Grooter in Corpsebump. He thanked Jarxis and Flynn profusely for saving him from the Moonlit Mafia earlier this month. The Mafia kidnapped the entire population of the village of Corpsebump for the sole purpose of torturing them to create the arcane drug "Liquid Pain." Unfortunately, Grooter lost his right hand in the fracas, but he is more than satisfied with his new prosthetic hook. He asked the party to call him by his new nickname "Hooker" in celebration of his new situation. "Hooker" guided the party to the Sunken Cathedral, a ruined temple of Oghma that had been corrupted by the trickster deity Bahkmé.

The Well Met Heroes traveled to the Sunken Cathedral for a variety of purposes. Jarxis is aware of an infestation of the demonic Vitriolaks who have the resources to make more powerful poisons. Flynn learned that there are more Fungus Freaks lurking there by smelling their spore-borne conversations. Gondra tagged along to investigate the recent draining effects of necromantic magic on the natural world in and around Welmet. He realized someone or

something was doing something huge—like creating a massive Sphere of Annihilation! He also heard that such an endeavor was once attempted in the Sunken Cathedral just before it was corrupted and sank into the swamp. For Tarra, her alien weapon cajoled her to seek out whatever lurks in the forgotten temple. Toro arrived to help destroy the Fungus Freaks. He wants to keep them from providing more drugs to the Moonlit Mafia, the group responsible for what happened to his brother. Beatrix recently joined the Well Met heroes to secure the safety of all the poor farming villages in the Halting Swamp.



The heroes entered the temple through the bent bars of the front door portcullis. Just inside they encountered a trash monster that attacked from a collapsed tunnel. After making quick work of that, the heroes investigated the sanctum of Oghma. They find it has been corrupted, marked with art and sigils that demonstrate the temple's patron was subtly changed from Oghma to Bahkmé. They learned over a century ago this temple was the domain of a famous mage who was a scholar of "annihilation" named Vesprus. The heroes found a hidden compartment with [a manual that shows \(in theory\) how a Sphere of Annihilation is created.](#)

Next, the heroes explored the West Tower of the Sunken Cathedral. They found a large hole in the floor of the first level with a ladder leading down into a moldy-smelling room. Jarxis dropped a powerful explosive down the hole. The heroes follow this barrage and mop up the few remaining Fungus Freaks that survived the explosion. The heroes investigated the blown-out library. At first they lament the loss of the texts, blaming it on Jarxis' explosive. However, they quickly discerned that all the books were ruined long ago by the moisture of the surrounding swamp.

The party moved on. Jarxis disabled two traps on the way to another room that held a half-dozen Fungus Freaks. After defeating these beings, the heroes found evidence that a sinister adept of the Flayed Messiah traveled to the Sunken Cathedral along with the Fungus Freaks. [They find a skin-bound reader describing some teachings of the Flayed Messiah](#), as well as some letters discussing the fact that someone named "Ardora" is coming to the Welmet area soon.

The Well Met Heroes descended into the heart of the Sunken Cathedral. This deeper vault was protected from the wet swamp by powerful magic. Inside, a fallen paladin of Oghma named Kolyik listened to two ghostly wizards as they discussed the details of creating a powerfully large Sphere of Annihilation. The heroes identified the first of these ghosts as "*Zelligar The Unknown*," the wizard who created Quasqueton who was presumed long dead. The other ghostly figure was identified as "*Vesprus*," the scholar of annihilation who once lived in this place.

Standing by Kolyik was a half-skinless adept of the Flayed Messiah named Runks, a Fungus Freak wizard who called itself Kroi, and several Vitriolaks. The heroes are discovered, and a fight breaks out, and the two ghosts immediately disappear. Tarra's alien blade called out in glee as she locked eyes with the skeletal paladin Kolyik. The undead paladin carried a broadsword made of a material that looked very similar to that of Tarra's weapon. Immediately, the two wielders suddenly understood these weapons' motivating force: "THERE CAN ONLY BE ONE!"

Gondra trapped the villains with magical briars that tore at their flesh as they moved to escape. Adept Runks opened a door releasing an undead horror. This undead being's scream weakened several of the heroes, as well as Runks himself. Jarxis easily finished the adept of the Flayed Messiah off. Flynn kept those affected by the scream in the fight with her powerful healing magic. Tarra and the paladin Kolyik clashed. Toro engaged the skeletal paladin to give Tarra some breathing room. Tarra's bolts of force magic destroyed the screaming undead horror. Beatrix sent most of the Vitriolaks on the upper floor back to hell. Flynn knocked the Fungus Freaks into the Spike Growth with a wave of water sending them to their deaths.



The heroes teamed up to defeat Kolyik. As the paladin fell, his weapon cracked in half releasing a cloud of alien magic. Like a lightning rod, Tarra's weapon absorbed the energy, giving it a new powerful enchantment and satisfying the enigmatic intelligence lurking within, for now¹.

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 as well as a number of magic items.

¹ Cue insidious cackling.

A Treatise on Creating a Sphere of Annihilation

Collect Rare Components

Obtain a Voidstone: Acquire a piece of Voidstone, a rare and unstable material known for its ability to absorb magical energy and matter.

Essence of Oblivion: Gather the Essence of Oblivion, a substance from the Negative Energy Plane. This might involve a dangerous planar journey.

Dark Matter: Procure a sample of Dark Matter, a highly unstable and destructive substance found in the deepest parts of the cosmos.

Other Rare Ingredients: Collect additional rare ingredients such as powdered black diamonds, nightshade extract, and the aqueous humor from a beholder.

Ritual Preparation

Create a Containment Field: Use powerful abjuration magic to create a containment field to prevent the Sphere from accidentally destroying everything around it during its creation.

Draw a Magic Circle: Inscribe a complex magical circle using a mixture of powdered black diamonds and nightshade extract. This circle will help focus the magical energies.

Prepare Foci and Talismans: Set up magical foci and talismans around the circle to aid in channeling and controlling the energy.

The Ritual

Channeling Negative Energy: Use necromancy spells to draw negative energy from the Negative Energy Plane and channel it into the Voidstone.

Binding the Essence: Perform a binding ritual to fuse the Essence of Oblivion with the Voidstone, using the ectoplasm to stabilize the process.

Introducing Dark Matter: Carefully introduce the Dark Matter into the mix, using precise transmutation spells to control its volatile nature.

Final Incantation: Recite the final incantation, a long and complex spell that weaves together elements of necromancy, transmutation, and conjuration.

Vademecum of the Flayed Messiah

This excerpt reflects the dogma of the text, emphasizing pain as a pathway to cosmic power.

Chapter 3: The Covenant of the Flesh

Behold, the flesh is but a vessel, a transient cloak that binds the soul.

To ascend, one must first embrace the agony of liberation.

For in the tearing of the flesh lies the pathway to enlightenment, the road to cosmic power.

Blessed are the flayed, for they have cast aside the mortal coil to touch the eternal.

In the pain of the flesh, the universe whispers its secrets.

With each strip of skin, the truth is revealed, layer by layer.

The blood that flows is the ink with which the universe writes its sacred texts.

Let your screams be prayers, and your agony, a hymn to the cosmos.

For only through suffering can one transcend the confines of the physical world.

The Flayed Messiah guides us, showing the path of righteous torment.

They who shred their flesh in devotion shall be granted the sight beyond sight.

The universe rewards the brave, the resolute, those who dare to embrace the razor's edge.

Pain is but a fleeting companion on the journey to eternal power.

Rejoice in your suffering, for it is the mark of the chosen.

Each scar is a sigil, each wound a testament to your unyielding faith.

The cosmos shall bend to those who wear their pain as a crown.

In the crucible of torment, the spirit is forged anew.

The path is not easy, but it is righteous and true.

For the flayed are the anointed, the harbingers of the cosmic will.

Their cries echo through the stars, a symphony of blessed agony.

And the universe listens, bestowing power upon those who dare.

The flesh is a prison; let the blade be your key.

Through the sacrament of flaying, one becomes a vessel of the divine.

Embrace your wounds, for they are the gateway to the infinite.

In the end, all shall see the glory of the Flayed Messiah, and the universe shall bow.