

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

Date: July 13th, 2024

Session 37: The Catacombs of Fort Sanguine

Campaign Date: 13th Desert, 3,524 SD

Characters

Araki Sparktongue, Lizardfolk Sorcerer (Clint)

Calledras Shadowblade, Shadar-Kai Cleric (Sheila)

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

Jarxis Euclid, Leprechaun Artificer (Jim)

Pancakes, Cat Bard (Rex)

V1-AL, Warforged Artificer (Rachel)

DM: Keith

13th Desert 3,524 SD

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.

* * *

The Well Met Heroes receive an urgent call from Sanguinar Peri. After some individual scenes, Fort Sanguine' is struck by a surge of necromantic energy immediately following an earthquake. Suddenly, the Fort comes under attack by ghouls and other rotted undead.. As the soldiers of the Sanguine Order push back against hordes of ghoulish animated corpses. The Well Met Heroes stand their ground within the Fort's temple and turn or slay the ghouls.

The party presses on. They discover that two Shadar-Kai magi, straight from the Shadowfell, were conspiring in the heart of the catacombs below Fort Sanguine. One mage fought off the Well Met Heroes with magic and conjured ghosts. The second focused mostly on containing the Void Stone. The heroes pushed their advantage, but one Shadar-Kai mage escaped. Araki used the power of his Hound of Ill Omen to track the mage.

They track down the mage to a witch's hut deep within the Halting Swamp, but instead they find a ghostly aspect of the Murderous Mage, Vesprus, from their visit to the Sunken Cathedral. He reveals that he has hired Shadar-Kai mages to help him recover the Void Stone that is stored



beneath the Fort. By removing this stone, the keep becomes vulnerable to magical attack. This ghostly aspect laughs and leaves the Well Met Heroes wondering what had happened.

Rewards:

Each member of the party gained 2000 XP and 2000 GP each from this adventure.