Campaign/Game: Well Met Adventures - D&D 5e **Date**: July 16th, 2024

Session 38: Tomb of the Murderous Mage
Campaign Date: 16th Desert, 3,524 SD

Characters

Apollo Von Lune, Half-Elf Paladin (Colin)
Flynn Artus, Circle of Spores Druid (Karen)
Jarxis Euclid, Leprechaun Artificer Armorer (Jim)
Pancakes, Housecat Bard (Rex)
Shenzaiah Oneiros, Tiefling Evoker Wizard (Hal)
Wren, Pixie Bladedancer (Gabe)

Celica Berriman, Elven Bladesinger Wizard (Danny)
Dink, Kobold Circle of Stars Druid (Jake)
Dustyn Darqnyss, Human Arcane Trickster (Dustin)
Elen Fay, Wood elf Ranger (Rylee)
Gondra, Human Druid (Stephen)
Gorlock, Astral Elf Warlock (Alex S)

DM: Rachel & 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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Twelve Well Met Heroes unite for a very special two-table event! In this game, two parties of “Well Met” heroes worked together to foil an evil wizard’s plan and escape from a dangerous madman’s tomb.

Using the crystal ball at Quasqueton, Calledras Shadowblade performs an augury to determine the source of the mysterious disturbance that has been spinning magical power throughout the continent of Biomia. Depleted but successful, a special team is dispatched to investigate. Twelve Well Met Heroes find their way to a hidden tomb in the center of the Sovereign Desert. They descend flights of stairs into a magnificent towering marble and brass chamber. There, they see several ghostly figures. Every figure looks similar and wears just about the same clothing. However, each of these aspects of the Murderous Mage are very different. Zelligar the Unknown, previously thought long dead following his mysterious disappearance from Quasqueton, addresses the Well Met Heroes. He reveals a plan to use the trials of the heroes to “jump start” the final stages of a titanic Sphere of Annihilation. While other ghostly personalities of the Murderous Mage are not necessarily completely on board with this idea, they fall in line.

The stairs and tunnel behind the heroes collapse and the group is divided into two groups of six adventurers as they run for cover.

The first group found itself split off into a hallway lined with magical traps. In between each of the traps the Well Met heroes discover scribbles on the wall depicting half-finished spells written by Bavamar, presumably another aspect of the Murderous Mage. Along this hallway, a mysterious zombie joins the one Flynn brought with her. After a brief investigation, they find that this zombie had been behind an illusion that hid a small alcove in the hallway behind them. This new zombie does not attack the party, and reaches down to pet Pancakes before going with everyone else. This zombie is named Francine by Flynn. Next the heroes encounter Bavamar's workshop, with various tools, books, potion residues, and arcane research notes. A diagram for a spell activation interface here provides the party with a head start on solving a puzzle. Flynn raises the corpse found here as a third zombie now on the party's side. Wren casts comprehend languages and is able to converse with the new zombies to determine they do not intend to harm the party, but have little other information. The newly-raised zombie is able to identify himself as Frank, and that he was tortured before dying.

Following this the hallway splits. The party takes the left path, where they find an assortment of dismantled traps. The floors here are apparently swept clean by the aspect of the Murderous Mage they find in the chamber following this hallway. The laid back Ynfyd decides to help the party, with the belief that test subjects have the right to live. The party convinces him to leave the tomb and move to Kognomobia, and he supplies them with information on solving a new puzzle for a different magical interface than before.

After leaving the friendliest Mage aspect, the party comes to another split in the hallway. They decide to explore the dark and trapped hall that connects to the branch they didn't take previously. The party braves the mechanical traps to find a clockwork puzzle that they then solve. This provides a V2 Battle Automaton to the other party.

The second group led by Dustyn and Celica find themselves in some sort of an art gallery. Gondra finds that all the art objects include a black sphere of nothingness in each piece. Dink finds some curious wines hiding in a gilded throne. Dustyn inspects the statue of the Murderous Mage, a monolith of stone that still somehow changes its countenance magically even as it is perceived. Dustyn tinkers with an art piece that magically releases Roghan the Fearless elsewhere within the Murderous Mage's complex.

The heroes are then attacked by animal-headed fiery demons walking up the walls of a well in the center of the gallery. As the Well Met heroes deal with them, they feel a dangerous malaise plague them. They must move on or else begin to suffer dangerous harm.

Gondra orders the art pieces by the size of the black sphere in an effort to make sense of them all. He realizes that these pieces tell the story of the mage Vesprus as he tinkered with oblivion as a child, learned magic within the temple of Oghma, specialized in annihilation following the

sinking of the temple by Bahkmé, and ultimately his personality magically joining the Murderous Mage.

In a further chamber, the heroes hear echoes of a dog barking in the distance. They encounter yet another ghostly aspect of the Murderous Mage. Murg is a sad sack wizard down on his luck. He lost everything including his dog spot when he was double-crossed by Zelligar. He was once a mighty seer and Divination wizard, but he never saw this coming. Dink turns into a cat and Gondra turns into a dog very much like Spot. They learn that in the final chamber, the heroes will discover six pillars that are meant to keep the sphere under control as it grows. Once the Murderous Mage starts destroying those pillars, only destroying those controlling the sphere can keep Welmet from certain destruction.

The two groups of heroes encounter each other in two rooms separated by some arcane bars. Here, the two groups take a short break and talk amongst themselves. Their rest is interrupted as danger threatens the two groups.

With little fanfare, angelic summons appear in the center of the chamber and mechanical constructs emerge from support pillars. The angels pose little difficulty despite their smites, but the armored constructs don't go down easily. Most of the angels fall to Apollo's fierce blows. With the last one destroyed with a fiery backhand from Shenzaiah, Jarxis has a good look at the back of one of the faceplates, which clearly says, “Property of V1-OL3NCE.” At the end of this encounter, a mechanical voice states that they have passed the test and may proceed through the now open door.

In the other passageway Infernus, another aspect of the Murderous Mage, attacks the second group. A curious construct joins the second group to help with the fight. A pit opens up, swallowing Infernus for a bit and giving the party time to finish off the demonic allies following Gondra’s bolt of lightning. Once Infernus and his flaming minions are destroyed, the second group is once again plagued by the dangerous malaise and they are forced to flee deeper into the complex once again.

The second group encounters a laboratory of some sort. They begin to toss it looking for anything helpful. They are visited by another aspect of the Murderous Mage with a jester’s hat on. Kaiwael mocks the heroes, telling them that they should nihilistically face the end and laugh.

The second group reaches the final chamber first. They sneak in and take positions hiding behind rubble. Sure enough, there is a titanic black sphere of nothingness there. Several demons are already pushing down the pillars of control. Two aspects of the Murderous Mage are here. Vesprus from the art room is working to wrest control of the huge Sphere of Annihilation from the pillars and cause some damage, while Zelligar spots the Well Met Heroes and mocks them. “Pray to whatever gods you have! Time for annihilation!”

A hallway of long decayed traps does not inhibit the party's mad rush to get to the end of this dungeon. At last, the first party can see the titanic black sphere of nothingness in the final room.

From across the massive chamber, they see their comrades fighting aspects of the Murderous Mage, just as they do on their side. Bavamar seems rather inconvenienced that the party survived the test, so now he's going to deal with them himself. Laresh seems distracted, but cackles as the fight starts.

During the course of the battle, two pairs of heroes switched between the first and second group using a teleportation device of some sort. Shenzaiah is knocked unconscious with Bavamar's necrotic hail, but Pancakes quickly brings her back with a well timed healing spell. All the aspects of the Murderous Mage are defeated before the pillars fall, and the titanic Sphere of Annihilation wastes away to nothing in an impressive explosion that blows a hole in the roof and collapses the rest of the complex. The heroes find a fortune in gold and magic items.

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 4000 gold coins as well as a number of magic items.