

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

Date: July 20th, 2024

Session 39: Oculon 1: Slimes of Bwystfil-Dinas

Campaign Date: 20th Desert, 3,524 SD

Characters

Callie, Shadae-Kai Grave Domain Cleric (Sheila)

Flynn Artus, Circle of Spores Druid (Karen)

Lin, Half-elf Dhampir Bard (Tori)

Pancakes, Housecat Bard (Rex)

Shenzaiah Oneiros, Tiefling Evoker Wizard (Hal)

Wren, Pixie Bladedancer (Gabe)

DM: Rachel

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.

* * *

Sheila Fangmeyer greets the party at the entrance to the GAUDI Council chambers. She is a personable rakshasa who serves as secretary for the Council. She informed the party of who each council member was, and that each of them had a quest available. The party chose to speak with Oculon the Beholder, the advocate for aberrations and those not directly represented in the Council.

The party meets Oculon, a purple beholder wearing a red Hawaiian shirt over two of their eye stalks and drinking from a "#1 Dad" coffee mug. The office has beach chairs and umbrellas amidst small piles of sand. Oculon tells the party of three orc taverns that were impacted by slimes. Sheila Fangmeyer supplies a map showing the Vegan Bar, the Meat Tavern, and the Booze Bar.

The party goes to the Vegan Bar first, finding the place having been shut down for 3 days now, with the orc proprietor standing outside, hair in a man-bun. The party searches the ground floor, which is destroyed with all edible materials consumed. It was divinely determined that slimes do indeed have souls. The slime left a bright green residue behind as it went into the basement. It had eaten nearly all of the stockpiled foods in the basement by the time the party engaged it in combat. The large slime attempted to fight back, but the party finished it off before it could do much. It split once due to cold damage and spewed slime residue and half-digested plant matter when it was destroyed, from which a sample was taken. The party took a short rest to clean up and have a coffee supplier by the owner that ended up being more whiskey than coffee.

Heading to the second bar, the party found the Meat Tavern to be surrounded by a crowd of angry orcs who all wanted in to eat. They were only calmed by a thunderclap spell. The orcs parted for the heroes, and they were allowed to enter the place that had been closed for 2 days. A similar scene greeted them, with the main floor being ransacked of all food, though this scene had a butcher block instead of a bar. The party found the residue of a red slime that lead into the meat cooler in the back. The meats here were not as thoroughly picked clean, but the party found evidence that this slime had grown enough to split. The party did find one slime on the ceiling, and a second one on the ground found the party shortly after the fighting started. These slimes put up more of a fight, getting a few hits in where they grappled their target whenever they hit. These were split by bludgeoning and slashing damage on a few occasions, though pouring alcohol in them seemed to weaken their grip. After defeating them and taking another short rest (and taking a sample), the party moved on.

The final location was the Booze Bar, where they found the owner surrounded by patrons who were passed out, drunk. The party entered to find a brown slime residue that rapidly ignited when in contact with fire, but seemed to be unaffected by that fire once burning. The slime in residence was actively consuming the alcohol behind the bar, and the party quickly engaged. This slime did split from both piercing and slashing damage, but not bludgeoning, and was able to inflict poison on the few people it hit. This slime was destroyed, with a third sample taken, before the party returned to Oculon for their rewards.

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.