

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

Date: January 20th, 2024

Session 4: Caves of Chaos

Campaign Date: 20th Glacier 3,524 SD

Characters

Apollo Von Lune Half Elf Paladin (Colin)

Bernard Stonesmith Dwarven Artillerist Artificer (Jo)

Dinku, Elven Paladin (Tori)

Dunbeg Nimblepaws, Hareingdon Rogue (Stuart)

Tama Bakaina, Shifter Wild Magic Sorcerer (Chel)

Alice, Human Barbarian (Kyra)

Robbit, Grung Evoker Wizard (Leo)

DM: Rew

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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 have traveled from Welmet to Restwell Keep. From there, they venture west to explore the Caves of Chaos. They have learned that several caravans have been attacked in the area, with one recent attack that left no trace of the guards and merchants who were part of it. As they approach the site of the caves, they are confronted and attacked by a dozen Malmyrdons. These beings are demons made flesh and they exist on the mortal plane only to inflict harm and make misery. The Well Met heroes dispatch these beings easily.

The heroes scout out a variety of five caves. One cave has a decomposing caravan guard right outside it. Tama collects a few moderately poisonous mushrooms from outside this entrance. They choose to investigate one that has a huge opening and smells of terrible body odor. Inside, the deep snoring of a giant identifies the current occupant. The half-eaten body of a caravan guard shows the party that this monster means business. As Apollo goes for the nearby chest hanging open the giant wakes and attacks. After a quick, furious battle the monster is defeated. Robbit finds a greatsword in the muck below the brackish pond within the cave.

Next, the Well Met heroes investigate a cave from which they hear more of the demonic Malmyrdons gambling. As they enter, they realize that the game involves bodily harm to two more innocent caravan guards. A torrid fight develops in the narrow hallway between the gambling den and the door, the Well Met heroes manage to break the monsters leader, a dire

troll named Gurka, but one the leader's death knight companion goes down the party makes a hasty retreat before the troll can raise more allies and counter attack.

Rewards:

Each member of the party gained 1000 XP and about 675GP each as well as a bunch of magic items. Alice receives a magic greatsword and Dunbeg finds a suit of magic studded leather armor, and a few potions are found as well.