

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

Date: July 23rd, 2024

Session 40: Mothers of Daughters

Campaign Date: 23rd Desert, 3,524 SD

Characters

Araki Sparktongue, Lizardfolk Sorcerer (Clint)

Dustyn Darkness, Arcane Trickster (Dustin)

Flynn, Circle of Spores Druid (Karen)

Gondra, Human Druid (Stephen)

Kurg, Feytouched Druid (Adam)

Tortos, Turtle Fighter/Cleric (Andy)

DM: Rew

23rd 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.

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The heroes arrived in the Nightmare Bog, a lowland filled with pooling waters in the Halting Swamp. They are attacked by strange creatures who they later learn are Gibdos. They seemed to be half-insect, half-mummy creatures from a strange alternate plane of existence. Their guide Hooker (formerly known as Grooter) is brutally murdered by these beings as they rise from the ground. The Well-Met heroes quickly learn these monsters are vulnerable to fire attacks and are quickly dispatched

The party debates amongst themselves about how to proceed through the bog. They considered speaking with Graeae, the hag of the who lives by the Tree of Woe, but decided to follow the treasure map that Dustyn had “procured” to a titanic stump first. There, they find a lair of some sort guarded by a pet hydra. Remembering to use acid to prevent the hydra from regenerating, they’re able to defeat the fire-breathing hydra without much difficulty. Searching the lair, they found a secret door hiding crude bedding and an altar with a perverted mockery of a god of magic on it. In the main chamber they found some art, a magical summoning chamber, and a large mangled statue of the same god of magic—its arm unnaturally twisted, and all sorts of loot. They cleaned the place out and took a few trophies from the beast.

Next, the heroes proceeded to the Tree of Woe. There, they presented a few gifts to the green woman who identified herself as the hag, Graeae. Graeae offers “a boon to be determined later” for the party members who manage to drive out “a rival” who lives in the Wailing Fen. The heroes accepted the hag’s offer.

Graeae welcomed the heroes into her house. It is large and more magnificent on the inside than the outside. There, Flynn meets privately with a woman named Ardora who introduces herself as Flynn’s mother. She tried to explain what may have happened in Flynn’s past. Ardora insists that she is not angry at Flynn for ending Quomilea. Ardora didn’t even know of Flynn’s existence, and had been told her sister, Catia, committed suicide rather than spirit her firstborn child away. Ardora explains that the Flayed Messiah, Flynn’s father according to this strange woman, made a great sacrifice to keep a powerful being known as the King in Yellow at bay. She explained that if the Messiah fell, it would require Flynn to make a similar sacrifice to save Aperta-Mundi from madness and destruction.

The next day, the Well-Met heroes traveled to the Wailing Fen. They found Fangrumbler, the monstrous Blood Hag there along with a whole cadre of the Gibdo. Rather than attacking, the heroes wisely engaged the hag in conversation. She is in fact, Graeae’s daughter, and has grievances with her mother for wrongs—real or imagined. She agreed to “be gone” to appease her mother, revealing she already got her revenge by tearing a hole to the universe to let in these strange Gibdo creatures.

Fangrumbler offered further information at a steep price. She gave Tortos information on where to find The Greatstorm in exchange for nearly all of his cherished memories from his past. All she could offer Gondra, however, are “more questions.” She sent the heroes over a nearby hill where they found a dozen graves, the latest no older than six months ago. The curious Well Met Heroes began to uncover what was buried at the markers. Each grave held a corpse that looked exactly like Gondra, each in an appropriate state of decomposition. They looked back and the hag, Fangrumbler, and her cadre of Gibdos had mysteriously disappeared without a trace.

Rewards:

Each member of the party gained 3000 XP and 3000 GP each from this adventure.