

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

Date: July 30th, 2024

Session 41: The Greatstorm

Campaign Date: 30th Desert, 3,524 SD

Characters

Alto Temple, Firbolg Druid (David)

Corbin Pryme, Human War Cleric (Tony)

Dustyn Darkness, Arcane Trickster (Dustin)

Gondra, Human Druid (Stephen)

Kurg, Feytouched Druid (Adam)

Tortos, Turtle Fighter/Cleric (Andy)

DM: Rew

30th 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 have traveled to Alpenwald, following the guidance Tortos had been given by the hag in exchange for the ability to know the location of the Greatstorm. They see the great peak ahead of them, a forgotten volcano known only as “The Crucible.” The Great Storm rages, even now in the middle of the Summer. Ormm has brought these adventurers together to determine the aim of the Cult of the Volibear and stop it before it gets worse.

The heroes investigate a small shrine to Ornn, worn by weather and time. They are attacked by a great white dragon. She calls herself Hoargrudge, the Eye of the Storm. She makes a flyby attack, wounding Dustyn dreadfully with searing cold breath before climbing back into the storm that surrounds the dormant volcano. As the storm increases in ferocity, the party presses forward following the path up the slope to the summit.

The Well Met Heroes approach an ambush of Goliath Volibear cultists. They stand with what must be the stupidest giant. With a combination of magic and trickery, the party manages to scare the ambushers away only to confront them on territory more suitable to them further up the hill. The heroes easily defeat these cultists on the steep path further up the slopes.

At a big switchback, more cultists await the approaching heroes. They discuss amongst themselves how Hoardrudge has a ceremony planned and none should be able to disturb it. Another dumb giant stands ready to push an avalanche down the hill at the switchback. The heroes summon giant eagles to fly up to the cultists. They defeat the cultists with some struggle, but are ultimately victorious. They leave the dumb giant to mumble to himself about peanut butter, oblivious that he should have known anything was amiss.

The heroes cross the summit of the volcano. There, igneous rock has cooled, leaving a shallow “bowl” of space. Here, two frost giants help Hoargrudge shatter some ingots of a sacred metal to empower the Great Storm. The heroes attack, engaging the cultists and giants. Tortos engages the white dragon, keeping her from destroying more ingots of Infernum. The fight rages, and at one point it looks very bad for the heroes. However, they eventually slay both magic giants and drive Hoargrudge off into the storm. Only a critical shot from Dustyn manages to bring down the mighty dragon, putting an end to the destructive Greatstorm...for now.

Rewards:

Following the adventure, the heroes find some valuables and magic items in a nearby cave. Tortos recovers six motes of Infernum which can be forged into magical flaming weapons. Each member of the party gained 3000 XP and 3000 GP each from this adventure.