

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

Date: August 8th, 2024

Session 43: Hunting the Hunters

Campaign Date: 8th Island, 3,524 SD

Characters

Apollo Von Lune, Half-Elf Paladin (Colin)

Araki Sparktongue, Lizardfolk Sorcerer (Clint)

Dustyn Darkness, Arcane Trickster (Dustin)

Jarxis Euclid, Leprechaun Artificer Armorer (Jim)

Kurg, Feytouched Druid (Adam)

Toro, Minotaur Paladin (Nicholle)

DM: Rew

8th Island 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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Araki recruited a number of Well Met Heroes to help supply a starving village of lizardfolk in the Murderous Woods. [The initial invitation was on a well-written note sent by courier.](#) The other adventurers had a few questions when they joined Araki in a cart filled with all sorts of tasty meat foodstuffs headed toward the Cracked Hills. It was unclear where the cart and the food had come from, and there was no good intelligence about what happened to the lizardfolk hunters who supplied food for Greenscale Village.

Once the heroes reached Greenscale Village they meet with Brak, the leader of the settlement. He seemed sick and haggard since the heroes have seen him last. They learned that all the hunters of the village have gone missing in the past month. For the past forty-five days game had increasingly become more and more scarce, causing the lizardfolk here to starve. Many left seeking refuge elsewhere, a few had committed suicide, and some less savory lizardfolk had even taken to cannibalism—raiding recent graves for flesh. Brak tells the heroes that the alien obelisks to the west showed up in the past few months just after the beginning of the year, and warns the Well Met Heroes not to enter the Death Forest to the north.

The party trekked out to investigate the alien obelisks. There are glyphs of elemental fire that spew cones of flame inscribed on these strange chunks of stone. Jarxis managed to identify them, and Kurg disabled these jets of flame using his trusty wildfire spirit, Ignus. Just as Brak described, these stones appear to have fallen from the sky earlier in the year. Using magic,

Dustyn is able to read that these bits are part of the Temple of the Shattered God. There is also mention of the Bronze Temple in the text, but Dustyn is flummoxed. He read a bit identifying the source of these alien stones as Hyrule, a place outside the time and space of Aperta-Mundi.

The Well Met Heroes continued their trek toward the hunting grounds where the lizardfolk hunters were last seen. The most eagle-eyed of the party saw some of the hunters standing motionless in the forest. As they moved to investigate, they were ambushed by a swarm of small bark-covered, stick-like mutant aliens named Lobatum. As the Well Met Heroes engaged the foul mouthed Lobatum, the lizardfolk hunters approached. Their fleshless skulls were covered with a green parasitic alien clover of some kind that had reanimated the corpses of these dead hunters.

As the heroes recovered from the battle, Dustyn caught sight of an elk similarly infected by the parasite that had been scouting the party. It bolted toward the north once it realized it had been spotted. Toro followed the trail, but lost the path at the clearing of a colossal tree. After another short break for Kurg to summon an owl familiar to help scout the area, they discover the cleaned skeleton of a huge predatory bird in the nest. Jarxis climbed the tree anyway, and investigated a titanic nest. He found only a few gold coins in addition to the skeleton. As Jarxis prepared to go back down, he spotted a grove of completely alien plant life off in the distance. It strongly resembled the parasitic clover and the woody Lobatum they had just fought. He jumped from the nest and almost flattened Toro before activating his jump boots. The party headed off in the direction of the grove.

As the party entered the grove, they are mocked by two new types of alien plant-beings who identify themselves as Armap. These mutant forest creatures looked like big humanoid flowers covered in stone armor. They were defending a shrine at the center of the grove that featured a particularly brilliant fiery ruby. A huge plant-creature known as the Entrita appeared. This terrifying creature lurking behind the shrine carried a giant steel blade on the end of one arm that easily fileted everything it could. It also had several long lengths of rope-like tendrils of woven vines to reach out towards the heroes and pull them closer. Once the heroes were pulled in, it tried to infect them with the parasitic weeds while its fists brutally beat on them, dealing devastating amounts of bludgeoning damage.

The battle was long and brutal, with a few losing consciousness briefly, but the heroes are eventually victorious in their struggle with the massive Entrita and its escort of Armaps and Lobatum. As the battle wound down, Jarxis grabbed the alien ruby. As he examined the Infernal Ruby he saw images within its crystal structure. These visions were of a stern older father figure and several alive-looking half elves that resembled the corpses that might have been sewn together to create Kijin. The party decided to give this artifact to Apollo for safekeeping and to ask Lin what its purpose might be.

The heroes returned to the village to give the lizardfolk the news. They are saddened by the news of the hunters' passing, but relieved that the alien plants that have been infecting their food had been defeated. Araki is overheard reporting into a sending stone that their

performance was satisfactory like I promised and the threat had been neutralized as well as something about being respectful. Araki then tells the party that the lizardfolk don't have a lot of money and they hoped they would accept these items as payment.

Rewards:

From this adventure, each member of the party gained 3000 XP, several assorted magic items, as well as a specialized magic item from a mysterious benefactor that Araki apparently represents