

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

Date: September 7th, 2024

Session 49: Queen Fritchey I: Acid Washed

Campaign Date: 7th Forest, 3,524 SD

Characters

Dink, Kobold Circle of Stars Druid (Jake)

Elizabeth "Libby" Doe, Tiefling Bard (Tony)

Jarxis Euclid, Leprechaun Artificer Armorer (Jim)

Toro, Minotaur Paladin (Nicholle)

Pancakes, Housecat Bard (Rex)

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.

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As usual, Sheila Fangmeyer welcomed the party to the GAUDI Council chambers, and informed them of who was present. All members except for Aminia Twain had quests available, with Baphomet representing the Internals for the day. After some deliberation (and Pancakes getting belly rubs from Sheila), the party chose to take up Queen Fritchey's quest.

The party walked into Queen Fritchey's chambers to find a lavishly furnished office. The ancient black dragon Queen herself lay upon a plush chaise lounge, which Pancakes made his way to for some cuddles. Queen Fritchey requested help in making sure her teenage granddaughter, Princess Fergie, didn't cause any problems while she attended a play. Sheila then supplied a map to Queen Fritchey's manor.

Said manor was impressively carved out of a cliff face, with a door designed for humanoid entry at ground level and what was likely a ceiling entrance on the roof. Walking in, the party found a waiting area that was extravagant without leaving valuables that could be easily stolen. Princess Fergie was laying on a sofa, thoroughly absorbed in whatever was shown on a crystal orb (presumably a never ending sequence of short-form videos). She greeted the party with the typical dismissiveness of an angsty teen, "What up, nerds."

After a discussion of how to handle the situation, Fergie suggested a vault raid on her grandmother's hoard. She opened a secret passage and let the party lead the way. Jarxis and Dink easily found a pitfall trap in the first hallway, and as they were flying over it with Jarxis's rocket boots, also found the much more cleverly hidden second pitfall right behind the first.

Pancakes used his ring of jumping to make the jump across both pitfalls with little effort. Libby attempted to have Fergie carry her across, but her words were dismissed with disgust. Dink went back to cast jump on both Toro and Libby, and everyone was able to move forward.

The next obstacle was a 100 foot wide, 300 foot long lake of glowing acid, with a small boat sitting along the shore. Dink dipped a pinkie into the lake, to see how bad it really was; having the tip of said pinkie dissolved to the bone was enough to demonstrate the potency. Toro and Dink activated the boat's mechanical systems, which brought them safely across the acid (minus a few string whiffs of acid fumes). Jarxis carried Pancakes across with his still-active rocket boots with minimal difficulty. Then came Libby. She once again pleaded for the help of Princess Fergie, who agreed to carry her into the lake. To Libby's dismay, Fergie stopped halfway across and began to death-roll, with Libby clinging for dear life. After three dunks in the acid lake, Libby was able to convince Fergie that the party could put on a concert for her. A mention of the potential of a banjo being included did cause one last death roll, but the promise was enough to bring Libby to the far shore. As they approached, Pancakes began to play on his banjo while Jarxis used a Tesla coil to amplify the sound, which went far better than expected. Fergie looked absolutely radiant after her acid bath, with the acid cleaning and polishing her scales. Libby fared a bit worse, but after some healing and removing the dead skin, expressed appreciation at the acid peel.

The party continued deeper into the tunnel, not encountering any additional traps, until the tunnel went underwater. The path took a turn down into a submerged section, with no indication of how long it might take to get through it. Jarxis applied an ointment inside Toro's nostrils that gave him the ability to breathe underwater, then gave a sending stone to Libby before doing the same to himself. Toro and Jarxis went through first, and determined that the others should be able to make the swim, if they used the rope they laid behind them. The others all did make it through with no ill effects.

Just before the vault door, the party was confronted with an automated defense system that attacked them as soon as they entered the chamber. A large crystal within a clockwork apparatus generated a series of barriers around itself while an assortment of small turrets whirled to life around the room. Toro took the role of crowd control, very effectively taking down multiple turrets during his turn. Pancakes gave inspiration to whoever needed it, and allowed everyone to get into position at the start of the fight. Dink provided support and ranged damage to the turrets. Libby and Jarxis focused on taking down the barriers by casting dispel magic, and Jarxis brute-force attacking one. With a final shatter spell, Libby destroyed the crystal, while the others quickly finished off the remaining turrets. Jarxis attempted to put the crystal back together, which was unsuccessful, but did discover that it was created by the recurring figure known as V1-OL3NCE.

Princess Fergie used her acid breath to open the door to Queen Fritchey's vault. Inside was a truly impressive collection of memorabilia from the assorted performances across many years of the entertainment district's long history. In particular, a small shrine was established for Hercules the Hydra, the current star of the town, known for being a one-person choir at the Wisteria

Theater. While little of the collection was of direct value, Dink did steal a signed poster of Hercules without the rest of the party noticing. With a promise from Fergie that she would take the blame for destroying the crystal, the party returned to the living area until their duty was complete.

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.