

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

Date: January 27th, 2024

Session 5: Mud In The Forest Of Fronds

Campaign Date: 27th Glacier 3,524 SD

Characters

Calledras Shadowblade, Shadar-Kai Grave Cleric (Sheila)

Kisshin / Dinku, Reborn Eladrin Paladin (Tori)

Wren, Fairy Bladesinger Wizard (Gabe)

Shenzaiah Oneiros, Tiefling Evoker Wizard (Hal)

Zog, Half-Orc Barbarian (Micah)

Magthrum Keengift, Mountain Dwarf Evoker Wizard (Beth)

DM: Keith

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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 traveled to the Forest of Fronds. There the party saved a living tree. They met a troll who asked riddles named **Trolldegarde**. He was very interesting and nice, and the entire group wanted nothing but the best for this creature.

Later, the party ventured into a forgotten elven barrow. Inside, a malevolent ogre named **Kahrk** who had created a hideout of sorts where he and his followers could attack civilization from. The heroes managed to overcome him and the magic in the enchanted book he found in the crypt that gave him limited power over mud. Shenzaiah took the **Book of Mud** following the encounter with the intent of perhaps studying it to learn more about the age of the elves where it may have originated from.

Rewards:

Each member of the party gained 1000 XP and 1000GP each as well as a bunch of magic items.