

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

Date: September 15th, 2024

Session 53: Fey Crossings

Campaign Date: 15th - 18th Forest, 3,524 SD

Characters

Celica Berriman, Elven Bladesinger Wizard (Danny)

Flynn Artus, Circle of Spores Druid (Karen)

Jarxis Euclid, Leprechaun Artificer (Jim)

Ingyirixywyckliff "Kliff" Rimeclaw, Dragonborn Ancestral Barbarian (Declan)

Tarra, Hareingdon Hexblade (Bea)

Wren, Pixie Bladedancer (Gabe)

DM: Rew

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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15th - 18th Forest, 3524 SD

Wren and Flynn invited this group of Well Met heroes for a dinner party. Despite always being at Quasqueton, Jarxis was not in fact one of those who live at the complex as some might believe!¹ The late summer dinner party celebration was warm and casual. Flynn set the tables with a gold fabric of Feywild flowers. Kliff brought a cask of a highly alcoholic beverage he called "Wyrms Spit." Jarxis shared a new recreational medicament he called Brainbow™ that allowed the party to actually see a brand new color—Grumpillion.

With the party in an appropriately relaxed mood, discussions turned to personal matters. Jarxis spoke of his origins in the Feywild and how he wishes to get vengeance on Walfo McBeans while freeing the freedom fighters of the LOSERS. Kliff spoke of finding the shadowy Olaf in the Feywild, overcoming the Hunger Curse and taking revenge for his role in Hearthvale's destruction. Tarra asked the others if they could understand the will and thoughts of their equipment as she could talk with her enchanted sword "Sparkles." Celica tried, but had no luck conversing with her rapier "Wreathed in Springtime." Flynn revealed that she had always wanted to visit the Marsh of Forgotten Monarchs that her patron Leitra had mentioned. Wren shared the fact that she had never actually met her Feyborn mother and father and was instead raised by the archfey 'Ollddail.

¹ The owners of real estate at Quasqueton are Wren, Flynn, and Shen.

The discussion turned to family. While Wren had no memory of her parents, Raya and Aelp Leraam, Celica shared a few stories about growing up with her thoughtful parents who emigrated from the Feywild, Helynna and Arafis Berrian. Tarra mused that since leaving the Feywild, her parents Thistlebur and Poppy are probably worried for her, since she left for Aperta-Mundi on a whim without much of a warning.

The assembled heroes begin to build a plan to visit the Feywild. With their capabilities combined they realize they had a shot. Wren had considered building a Fey Crossing in her giant tree once it matured, linking Quasqueton to 'Ollddail's Grove. Flynn's powers as a druid accelerated the giant tree's maturation, while Kliff's strength allowed the party to form a sort of archway within its roots to serve as the opening to the portal. Jarxis reveals the Matryoshkazafelbannia, a neverending nesting doll stolen from the Seelie court. It could be used to provide magical power for the Fey Crossing. Celica finishes the calculations on the plane-hopping. Tarra is the first through the portal, cutting a path through the planes with her magic sword, Sparkles.



The heroes arrive at Ollddail's grove. It is as Wren remembers it. They're met by a cantankerous gnome named Bartleby. "Oh, you guys again." he deadpans. "I guess you want to see Ollddail." He takes the Well Met heroes to see the wise, old, arboreal archfey. He embraces Wren, warning that they must talk quickly lest they rouse the dreaded "Sugarplum Spectre."

There was a discussion with the archfey. Celica learned that Sablerest Hollow, her parents' hometown, had a dark reputation because a scheming Fey witch lived in a castle overlooking the village. Ollddail revealed to Wren that her father was slain at the battle of Grentall Woods. The archfey revealed the fact that the LOSERS are all imprisoned in the terrifying Aldjabra Dungeon for Distastefuls and Dissidents. Bartleby seemed intrigued by Jarxis' discussion of Walfo McBeans, asking the Leprechaun if he could "get an autograph" and if he knew the famous Unseelie artificer. Jarxis kept his cool with the passive-aggressive gnome, despite the

fact that McBeans had done severe damage to Jarxis' reputation in the past. Bartleby reluctantly agrees to locate Olaf for Kliff.

As the sun sets on the Feywild, the party sends Bartleby off with a message for the Unseelie court. Just then, they begin to smell a sickly stench of rotten fruit and burned pancakes. Olldail calls out to the Well Met heroes, "The Spectre comes! Flee you fools!"

The heroes see a huge humanoid being made of blue cotton candy. Around it, cold sparkles of lightning arc between its limbs as it moves fluidly to crush Bartleby in a single shot. Five blue eyes orbit its featureless head, focusing on each of the heroes. Despite putting up a valiant fight in which they learn that the beast's vulnerability is thunder damage, the heroes are slain one by one. As the life is yanked from Flynn, the last adventurer on the battlefield the entire party finds itself, unharmed, back on the prime material plane, in front of the Fey Crossing that they had created.

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.