

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

Date: September 17th, 2024

Session 54: The Vault of Arachno

Campaign Date: 17th Forest, 3,524 SD

Characters

Bubo, Owlin Druid (Lynn)

Calledras Shadowblade, Shadar-Kai Grave Cleric (Sheila)

Dustyn Darqnyss, Human Arcane Trickster (Dustin)

Elen Fay, Wood Elf Ranger (Rylee)

Gorlock, Astral Elf Warlock (Alex S)

Lucille, Owlin Warlock (Kati)

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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17th Forest, 3524 SD

The Well Met Heroes ventured to the newly uncovered Vault of Arachno just west of Wavewood in the Pine Highlands. Dustyn had been framed in a series of spider-themed heists in the past in and around the village of Wavewood. The party found the entrance to the vault in the cliffs of the highlands bordering the Sunken Gloom, a thick bog. In the first room, they discovered a fountain of sorts with a stone monument. The walls were covered with wooden sarcophagi carved to look like men with three sets of arms. Calledras detected undead lurking in several of these wooden caskets. The party destroyed them with bombs, fireballs, and steel. Dustyn detected a secret door on the far wall. Gorlock discovered two buttons on the fountain, one with a skull and another with a bolt of lightning. They fished some treasure from the fountain.

As the party entered the first room, a stone wall fell to close their exit. From deeper in the vault a group of skeletons attacked, led by an arachnoid soldier, a skeleton with three sets of arms. The heroes dealt with the assault easily. As they left, they discovered that the buttons on the fountain changed the ambience in the room and created a light show.

The heroes continued deeper into the vault, unable to turn back. They discovered a room with a ceiling covered in thick webs. After the Well Met Heroes burned the webs away, they discovered four tight tunnels leading away from each corner and up into the ceiling. Bubo and Lucille flew

up and investigated two of the tunnels. Gorlock cleverly used prestidigitation to discover that the piled chests in the corner of the room were, in actuality, a colony of mimics. Three giant spiders emerged and attacked. The mimic colony grabbed Gorlock with its barbed tongue and dragged the warlock toward a series of slaver jaws. The party managed to heal Gorlock and drag him to safety. The spiders were shot to death by Dustyn and Bubo. The mimics were dispatched shortly after that. Some more treasure was found within the corpse of the mimic colony.

The Well Met Heroes entered another room with a monument describing what lay ahead. This room was trapped. Callie and Bubo were sprayed with webbing from the walls as soon as they entered. The trap was triggered by their body heat. Callie opened the door to the left and was ambushed by more skeletons and arachnoid soldiers. Behind the party, more undead were teleported to catch the party in a pincer maneuver. The master of the vault, the six-armed mage Arachno himself, appeared. He called forth Delilah, a gigantic demonic spider, which attacked immediately.

Arachno pinned several of the party members with webs before he faced Callie. At one point, the arachnid mage banished Dustyn, but Bubo's Moonbeam burned him badly enough that he lost his concentration. Dustyn returned just in time to take the final shot that slayed the cursed mage.



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 taken from the vault.