

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

Date: September 21st, 2024

Session 55: Corpse Therapy

Campaign Date: 21st Forest, 3524 SD

Characters

Dustyn Darqnyss, Half Elf Arcane Trickster (Dustin)

Elen Fay, Wood elf Ranger (Rylee)

Gorlock, Astral Elf Warlock (Alex S)

Celica Berriman, Elven Bladesinger Wizard (Danny)

Jarxis Euclid, Leprechaun Artificer Armorer (Jim)

Shenzaiah Oneiros, Tiefling Evoker Wizard (Hal)

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.

* * *

21st Forest, 3524 SD

For various reasons, the Well Met heroes found themselves in the infamous burrow of "The Bronze," deep in the caves below greater Kognombia. With no memory of how she got there, Shenzaiah found herself on the teleportation platform hanging from chains high above the great canals of The Bronze. As she snapped awake, she was attacked by an Illithid assassin! Luckily, the other Well Met heroes arrived in the burrow on the teleportation circle at this time. A quick battle ensued, but the Well Met heroes were victorious. Jarxis took the body of the attacker for later study.



The Well Met heroes had a brief discussion, sharing information about why they had arrived in The Bronze. Jarxis and Elen Fay both had a reason to visit a mushroom man imprisoned in Riykers prison on an island in the Tar Stream. Elen Fay learned that there was a convict in Riykers Prison named Velvetcap who could help them make a Venom Bow. Jarxis heard that this same inmate had information on what it meant if the King in Yellow were freed. Gorlock had also traveled to the burrow in search of information for his Genie patron. Dustyn and Celica came in search of a dwarf or a gnome, named Fulpo, wanted for murder. Dustyn wanted to collect a bounty on this individual, while Celica wanted to know more about Fulpo's contact with

the King in Yellow. Shenziah didn't reveal the fact that they found themselves in The Bronze following a memory loss incident. Shen had no idea how or why they had arrived in the burrow of The Bronze.

The Well Met heroes decided to see if they could learn more about Velvetcap, imprisoned in Riykers Prison. The heroes managed to get a meeting with Velvetcap. This mushroom man revealed that he had worked for the Flayed Messiah in the past and that the Illithid attacker was one of the "Heralds of the King." Of course, these heralds were allied with the King in Yellow, a mercurial figure located beyond time and space. Velvetcap revealed that the attackers might be in The Bronze to kill the Flayed Messiah to hasten the arrival of the King in Yellow. The heroes managed to win Velvetcap's freedom. The party showed the mushroom being the body of the Illithid assassin. As more questions were aimed at Velvetcap, he died as a brain on four clawed appendages tore itself from within him, killing him instantly. Despite the brain going for Dustyn's face, the heroes were able to destroy this new threat quickly.

With the legged brain dispatched, Shenziah was approached by two private detectives. They said they worked for Woldron, a relative of a magical researcher at the Citadel named Goldran. They confronted the mage, asking what had happened to Goldran's soul, as they were simultaneously not alive and their soul was unreachable. Jarxis suggests that Shenziah could use some magic "there-apiary" to help resolve the string of blackout incidents she's been experiencing.



Based on the gravedigger robe worn by the Illithid assassin, the Well Met heroes decided to visit a particular graveyard in Medina Cemetery. As they approached, they saw some gravediggers perfecting their craft. The party entered a mausoleum, where they found four more Illithids disguised with illusions as undertakers. The heroes attacked unexpectedly, gaining the upper hand. One Illithid managed to escape down the stairs. The monsters counter-attacked as more of the clawed brain monsters emerged from the gravediggers. The party pursued the monsters to the cellar. There, they saw a gnome matching the description of Fulpo, the murderer. With Jarxis leading the way, the party defeated the heralds of the King in Yellow.

What did we learn?

- Illithid corpses can be compacted tightly with the right equipment
- Diaper style is the height of fashion, with older fashions “in the pants” and newer ones “outside the pants” of the wearer
- Only locals call it “Le Bronze”
- There is a twelve-team competitive gravedigger league running out of the Medina Cemetery
- The emissaries of the King in Yellow want to kill the Flayed Messiah to hasten their master’s arrival to Aperta-Mundi

Rewards:

Each member of the party gained a total of 3000 gold coins. A number of magic items were also retrieved. Player characters also received a total of 3000 XP each.