

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

Date: September 24th, 2024

Session 56: Expedition to the Heartforge of Ornn

Campaign Date: 24th Forest, 3524 SD

Characters

Araki Sparktongue, Lizardfolk Sorcerer (Clint)

Calledras Shadowblade, Shadar-Kai Grave Cleric (Sheila)

Celica Berriman, Elven Bladesinger Wizard (Danny)

Flynn Artus, Circle of Spores Druid (Karen)

Jarxis Euclid, Leprechaun Artificer Armorer (Jim)

Tortos, Turtle Cleric (Andy)

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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24th Forest, 3524 SD

Hidden deep within the Cragspire Foothills, far from the civilized city of Welmet, the Heartforge of Ornn is a colossal structure built into the bedrock of the mountain itself. Its walls are made from dark, volcanic stone, veined with glowing rivers of molten Infernum that pulse like the veins of a living being. Once the pinnacle of Ornn's divine craftsmanship, it now lies silent, its mighty bellows and furnaces long cold. In the center of the forge lies the Anvil of Eternity, a massive slab of obsidian said to be unbreakable. Beside the anvil, the forge's centerpiece is a towering flame known as The Pyre of Promises, which once burned with the divine fire of oaths forged between gods and mortals.

The heroes had traveled from Welmet to the Halting Swamp through the Rotund Hills to the Silverwood Vale. There, the beautiful birch trees identified a group of gnolls as “murderous two-legs” and suggested the heroes steer clear of their camp. Moving under the cover of magic, the Well Met heroes ran into a group of these monstrous beings returning from a potential ambush. Flynn cast a Wall of Fire at a key moment to keep the gnoll witchdoctor from making a difference. This was a big help as Tortos was knocked out of the fight quickly by the spellcaster's magical lightning ball.

After the fight, the party made camp. Jarxis asked Araki about the symbol on his shield. Araki said that it was the symbol of his hometown within the Tasty Wood. Araki showed Jarxis the magical mark that signified he was a friend of the lizardfolk of the Tasty Forest.

The party marveled at Araki's vibes as he was the most charismatic of the party members. Flynn and Jarxis shared some information about a recent trip Celica and Jarxis had made to The Bronze in Kognombia. There, they had learned that the heralds of the King in Yellow hoped to ambush and destroy Artus, the Flayed Messiah. These Illithids did so with the understanding that doing so would bring about the revelation of the King in Yellow that much faster. Flynn thanked Jarxis for the information and asked for some help. Flynn was interested in looking at what was actually under her skin to confirm whether or not it was instructions for a ritual to stop the King in Yellow was truly written on the underside of her skin. Flynn asked Jarxis, "Do you have a sedative?" before the surgery was performed, which prompted a flourish from Jarxis as he offered a rainbow of pharmacological wonders. Flynn did in fact confirm that there was some sort of "recipe" etched into the underside of her skin but stopped well short of reading the entire text. Jarxis semi-seriously offered Flynn gold for her skin, saying that there were methods to stay alive despite the skin loss in the Feywild. Flynn refused the request. As the healing magic was about to kick in to restore Flynn's skin, Celica and Flynn decided to become "blood brothers," and Celica cut her hand to co-mingle blood with the druid.

The following morning, the heroes traversed the west edge of the Ironclad Ravine. On the walls of the great canyon, they spotted deposits of precious metals and gemstones. The powerful Argent River ran through the ravine, cutting a swath east to the Windless Sea. The heroes made camp and rested.

That next morning, the heroes ventured into the Emberholt. This forest of mighty oaks always seemed to be in perpetual fall, with foliage of reds, orange, and yellow. Flynn remarked that the colors were because of a vein of Infernum running beneath the forest. This revelation prompted strong reactions from Jarxis and Tortos. Tortos sensed something related to Ornn. The Well Met heroes investigated and found a desecrated shrine. The shrine was inscribed with details about the Heartforge of Ornn, describing how the Anvil of Eternity, Pyre of Promises, and the Covenant Quenchpool could potentially be used to make new magic weapons, armor, and jewelry. The entrance to an Infernum mine was carved into the small cliff face behind the shrine. It had been completely blocked off by a collapse. Tons of debris would need to be removed to reopen the mine. The heroes realized they'd need to return with paid workers to reopen the mine and extract new motes of Infernum.

The next day, the heroes prepared for a battle. They made the final trek to the Cragspire Foothills in search of the Heartforge of Ornn. As they approached, the dark pines gave way to rock outcroppings and crunchy, black soil. The air became thin as they ascended and a smoky fog filled the air. There were remnants of ancient forges found along the way, and the grand entryway was covered in vines and foliage. Flynn asked the overgrowth to move aside and the Well Met heroes entered the Heartforge itself.

They found themselves in a magnificent antechamber made of volcanic stone. Subtle gold and silver inlays glowed with long-forgotten magic as Tortos moved through the hall. Jarxis and Araki's steps elicited a magical response from this place. Jarxis' steps each conjured an arc of rainbow-colored sparks while Araki's steps glowed a pale green. The Well Met heroes took a great winding staircase into the heart of the facility. There, they found a huge room made of black volcanic rock. The room was completely dark except for a single pool of light illuminating the Anvil of Eternity in the distance. The heroes saw more gnolls charging toward them from the darkness. "For the Greatstorm! For Volibear!" they shrieked as they entered battle. They were soon joined by an eye tyrant and three flame elementals, all servants of the Greatstorm.

After a quick battle, the Well Met heroes were victorious. However, winning the Heartforge of Ornn was not the same as keeping it. Will the Well Met heroes be able to supply and re-ignite this storied crucible of creation?

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.