

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

Date: September 26th, 2024

Session 57: Queen Fritchey II: Upstairs Neighbor Behavior

Campaign Date: 26th Forest, 3,524 SD

Characters

Araki Sparktongue, Lizardfolk Sorcerer (Clint)

Althea, Human Sorcerer (Kelda)

Calledras Shadowblade, Shadar-Kai Grave Cleric (Sheila)

Link, Dhampir Bard (Tori)

Pancakes, Housecat Bard (Rex)

Vita, Goblin Fighter (Roman)

DM: Rachel

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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26th Forest, 3524 SD

The adventures were provided the customary welcome to the GAUDI Council chambers by the Rakshasa, Sheila Fangmeyer, with all members in attendance except for Oculon. After some deliberation, the party chose to speak with Queen Fritchey.

Upon entering the plush and lavish room, Queen Fritchey told the party of a threat that had been delivered to an up-and-coming grunge rock band known as Upstairs Neighbor Behavior. They are scheduled to have a debut performance at the orc-run bar, Basement Dweller, and received a note from the North Side Lizardfolk that told them that if they perform, they would be killed. Queen Fritchey asked that the party provide protection for the band to ensure their first big performance goes well.

The party then made their way to Basement Dweller to meet with the lead vocalist, an orc named Freddie Mithril. The other band members included a hobgoblin on lead guitar, a hill troll on bass guitar, and a drider on drums, but they were set to arrive a bit later. Freddie gives them the note, which was apparently made by a mechanical print device. Callie determined that there was a distinct and unique smell of oil on the paper. The note itself simply stated, "Do not perform tonight, or the North Side Lizardfolk will kill you."

The party then set about securing the venue. Althea began ritual casting Alarm spells on the windows while Vita "secures" the contents of the bar, though there was a spot where dog-like fur was found just behind the bar. Pancakes and Link stay in the bar area to keep watch. Callie and Araki enter the kitchen area in the back, where they find evidence of dog fur in spaces that could be used to hide in. Callie tracks this back to a storage closet, where there were 4 members of the East Side Kobolds hiding.

Before anything else can happen, a kobold wearing heavy armor stands up and attacks. It does not take long to subdue them, but Callie and Araki do withstand two fireball spells cast by two of the kobolds that hadn't been wearing armor. Link casts Speak With Dead on one, who tells the party that they were trying to sneak into the venue tonight, and had poorly-made fake IDs to buy alcohol with. Link gave them a ceremonious farewell, allowing them to become reincarnated at some point in the future.

With the disturbance dealt with and the venue secure, the bar staff and remainder of the band arrived to finish setting up. Vita placed a rope barricade around the stage, Pancakes and Link inspected the band's equipment, Araki and Callie prepared to be entrance security, and Althea finished setting up alarms on the windows. A break room was discovered up some stairs in the kitchen, which included a door to the alley behind the bar. With all entrances known and secured, patrons were let in and the band began their performance.

Upstairs Neighbor Behavior did indeed live up to the reputation Queen Fritchey gave them, and they were able to play their first set with no interruptions. They took a half hour break, with Althea and Vita following the band to the break room. The others set up guard positions within the bar area itself.

Just as the band was about to start their second set, Callie heard the dull roar of a group of Lizardfolk approaching down the main street. Pancakes, Araki, and Callie left through the front door discreetly, but Vita chose to alert the crowd to the threat by yelling about it. This, as was feared, immediately cause the now panicked mob to stampede out any entrance they could find, mainly the front door. The band and bar staff went through the kitchen toward the back alley, and Link, Althea, and Vita chose to follow them.

Just outside the front entrance, a group of 6 Lizardfolk had approached the bar with weapons out. Three were brandishing spears and three had automatic firearms. Callie and Araki moved in to split them up, with Link and Pancakes supporting them from further back. Most of the Lizardfolk went down quickly, but all three unloaded their guns at Pancakes and Araki.

Meanwhile, two Lizardfolk had approached the bar from the alley, one with a spear and one with a gun. Althea and Link stayed sheltered by the door while Vita ran in to engage the spear bearer. With their teamwork, they were able to take down both combatants before they reached the door.

With the threat settled and the remainder of the performance canceled, the party returned to Queen Fritchey for their reward. Most of the guns were turned over, but Pancakes did hold on to one for later investigation.

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.