

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

Date: October 17th, 2024

Session 59: Defense of the Heartforge of Ornn

Campaign Date: 18th Farm, 3524 SD

Characters

Calledras Shadowblade, Shadar-Kai Grave Cleric (Sheila)

Celica Berriman, Elven Bladesinger Wizard (Danny)

Jarxis Euclid, Leprechaun Artificer Armorer (Jim)

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

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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18th Farm, 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. Below 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 returned from Welmet to the Heartforge of Ornn to oversee its restoration. As they worked to restore the facility to working order along with a team of pilgrims of Ornn, they are attacked by a group of assassins from the Feywild.

The famous Feywild artificer Walfo McBeans leads a team of three Fey associates into the sanctum. He insults all the Well Met heroes in turn, turning to laugh along with his comrades. He is focused on Tortos, and in taking the "prize" of the Anvil of Eternity" for his own work in the Feywild.



The battle is joined, and Walfu proves to be a most sinister opponent magically trading the lives of his leashed goblins to counter and dispel the heroes' magic. Gargantua, a fey goliath crunches up rocks that give him multiple furious attacks. Malice, the emo eladrin wizard tosses fireballs and lightning bolts throughout the sanctum. Finally, Sinafey the rogue becomes invisible and sneaks through the battlefield to deliver sneak attacks. Later, a titanic sucker-mouthed horror crashes through from the floors below, trying to take the anvil.



After a struggle, the fey assassins are slain. Their bodies fall to dust as they are forcibly returned to their home plane. Waldo specifically calls out that he cannot die on the material plane that day. The horror is dispatched by Tortos' Wall of Fire even after nearly winning a tug-of-war with Kliff for the two-ton Anvil of Eternity.

Rewards:

Player characters received a total of 4000 XP each for the defense of the forge.