

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

Date: February 3rd, 2024

Session 6: Quasqueton

Campaign Date: 3rd Snow 3,524 SD

Characters

Gwendolyne, Human Cleric (Zoe)

Okum, Dwarven Berserker Barbarian (Steven)

Rowan, Eladrin Paladin (Leslee)

Sonny Skylark, Air Genasi Monk (Sara)

Tama Bakaina, Shifter Wild Magic Sorcerer (Chel)

Wren, Fairy Bladesinger Wizard (Gabe)

DM: Rew

3rd Snow 3,524 SD

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.

At Lord Drysdale of Restwell Keep's orders, the Well Met Heroes venture to the deserted complex of Quasqueton. The nearby farming village of Foxgarden had recently been raided by "demons made flesh" and three civilians were kidnapped in the attack. In addition to any magic and riches the heroes might find, Drysdale would be relieved to have those folk back safely, or at least have something to tell their next of kin.

This underground keep was once the domain of two adventurers, Zelligar the Unknown and Rogahn the Invincible. As the party ventures into the entrance passage, they see several wall paintings showing the studious mage Zelligar plying his magical arts and Rogahn displaying his skills at martial dominance. They reach the atrium where they find three dead bodies as well as three doors. As they investigate the dead, they are attacked by a cadre of Wyrmslugs from the right door. The battle is tough, but the heroes are victorious. They manage to capture one of the hive-minded creatures who introduces himself as "Duk." The heroes force the Wyrmslug to "take them to their leader" whom Duk says is Lorowen.

As Duk the Wyrmslug explained, he leads the party right into a trap notifying his kin psychically as they approach. Once again, a battle rages. This time, the Wyrmslugs are joined by a large pinkish, fungoid, crustacean-like alien creature. It's head is a convoluted ellipsoid composed of fleshy rings and covered in antennae. Its crustacean-like body has giant lobster-like claws and a pair of membranous bat-like wings. This being speaks through a kind of device that hangs from

a chain around its neck. It cruelly introduces itself as Lorowen and begins to attack the party with magic and psychic bolts.

The Wyrmslugs led by the alien are defeated, and the Well Met Heroes investigate the laboratory they defended. This space was once used by the mighty mage Zelligar, but now had become a workshop for the mistress of this wing of Quasqueton, the Enchantress Markessa. In it, one of the three hostages is found prepared for some sort of surgical procedure that would affect her face and ears. Another has been brainwashed and left in a vegetative state. A third has been slain, and his old broken body lies beneath a sheet as if an autopsy had been performed.

As the Well Met Heroes review their grim discoveries, they are attacked by the master of the East Wing of Quasqueton. Enchanting Markess, little more than a bandage-covered elven woman flanked by a ghoulish aid, commands a squad of skeletons and a huge skeletal juggernaut to attack. Enchanting Markessa's words, but not her voice seem eerily familiar to Tama. Like music that she can't place. It kind of annoys her. The battle goes poorly for the Well Met Heroes at first, but eventually they win the day. As Enchanting Markessa perishes, Tama asks the surgically altered elf if they know her and to tell her everything she knows. All the bloody elven necromancer could blurt out is, "There will always be...Markessa."

Rewards:

Each member of the party gained 1000 XP and 1000 GP total from reward money and loot taken from Quasqueton each. A number of common magic items were found as well.