

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

Date: October 18th, 2024

Session 60: Defense of the Infernum Shrine

Campaign Date: 18th Farm, 3,524 SD

Characters

Apollo Von Lune, Half-Elf Paladin (Colin)

Araki Sparktongue, Lizardfolk Sorcerer (Clint)

Dustyn Darqnyss, Half Elf Arcane Trickster (Dustin)

Flynn Artus, Circle of Spores Druid (Karen)

Shenzaiah Oneiros, Tiefling Evoker Wizard (Hal)

Toro, Minotaur Paladin (Nicholle)

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.

* * *

18th Farm, 3524 SD

The heroes enter the Infernum mine, led by a timid mine worker named Buscemi. They combat grubs in the mess hall. They fight off several zombie-like animated corpses. They find that they are not conventional undead beings, but instead monstrous beings infected with a sort of slime mold with an alien intelligence.

The Well Met heroes traveled to the lowest level of the mine. Here, they find many walls are covered in the alien green slime. They were attacked by more animated corpses, as well as a huge monstrous being packed full of white pus with blasphemous limbs.



They found a final room, covered in green slime. With Apollo leading the charge, they met the threat of the Herald of the King in Yellow. He was little more than a man-shaped slime dressed in mage's robes. With the threat to the Infernum mine resolved, the Well Met Heroes were able to allow the minsters to sell motes of Infernum.



Rewards:

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

Epilogue:

The following new downtimes have been opened by this adventure. [Please find the entire list of downtimes hosted here.](#)

- Enchant Advanced Magic Weapon
 - Now that the Heartforge of Ornn has been secured and staffed by acolytes of the Great Creator, you may travel there to help enchant an existing weapon to be a

+2 magic weapon. No skills or proficiencies are required to lead the acolytes in their enchantments.

- 5,000 gold
- 5 effort

- Enchant Advanced Spell Foci

- Now that the Heartforge of Ornn has been secured and staffed by acolytes of the Great Creator, you may travel there to help enchant an existing spell foci to be a +2 foci. No skills or proficiencies are required to lead the acolytes in their enchantments.

- 5,000 gold
 - 5 effort

- Enchant Magic Armor

- Now that the Heartforge of Ornn has been secured and staffed by acolytes of the Great Creator, you may travel there to enchant an existing suit of armor with a +1 enchantment. No skills or proficiencies are required to lead the acolytes in their enchantments.

- 8,000 gold
 - 5 effort

- Enchant Shield

- Now that the Heartforge of Ornn has been secured and staffed by acolytes of the Great Creator, you may travel there to enchant an existing shield with a +1 enchantment. No skills or proficiencies are required to lead the acolytes in their enchantments.

- 8,000 gold
 - 5 effort

- Forge Ring of Protection

- Now that the Heartforge of Ornn has been secured, you may travel there to forge a Ring of Protection +1 if you have both the Arcana skill and proficiency with Jeweler's tools.

- 12,000 gold
 - 10 effort

- Forge Infernum Weapon

- Now that the Infernum Mine has been opened, you may travel there to purchase a mote of Infernum and work with the acolytes of the Great Creator to make you a flaming metal weapon. This weapon must be a metal weapon. You may use a bonus action to cause flames to erupt from it. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the weapon is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a bonus action to quench the fire.

- 3,000 gold
 - 10 effort
- Forge Infernum Armor
 - Now that the Infernum Mine has been opened, you may travel there to purchase a mote of Infernum and work with the acolytes of the Great Creator to make you a suit of fire-resistant half-plate or full plate armor. This armor gives you Resistance from Fire.
 - 3,000 gold
 - 10 effort