

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

Date: November 2nd, 2024

Session 62: The Toymaker's Tower

Campaign Date: 2nd Village, 3,524 SD

Characters

Apollo Von Lune, Half-Elf Paladin (Colin)

Araki Sparktongue, Lizardfolk Sorcerer (Clint)

Celica Berriman, Elven Bladesinger Wizard (Danny)

Gondra, Human Druid (Stephen)

Jarxis Euclid, Leprechaun Artificer (Jim)

Pancakes, Housecat Bard (Rex)

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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2nd Village, 3524 SD



The Well Met Heroes traveled to the Ironclad Ravine to identify the issue with mantichore attacks. There, they found a tower hidden in some magical haze at the bottom of the great canyon. They were met by a surprisingly loquacious monster who called himself "Sphinx Blackbeard." Sphinx explained that the entire Ironclad Ravine belongs to "The Master of the Toyshop" and that the Well Met Heroes were not welcome. After a poorly chosen comment from the party triggered the beast, the mantichore charged, joined by a second mantichore from the sky and a chimera from within the tower. The Well Met Heroes managed to deal with these abominations easily. Pancakes inspired the fighters and Araki attacked from distance with magic. Jarxis tossed the massive chimera into the tower. Celica and Gondra finished off one mantichore, while Apollo confronted Sphinx himself and won the duel.

Next, the party scouted out the tower and looked for the best entrance. The Well Met Heroes decided to enter the tower through a window. As they pass into the tower they feel as though

they entered a demi-plane. There, they found a humid, darkened laboratory. A dozen large glass tubes stood covered in condensation. Inside, the group found several half-grown bodies of Gondra. They also discovered a body that appears like Sanguinar Dufny and an emptied glass tube that they determined was labeled [Ara Elamyar](#). In a desk, the group found letters written from famous hags and witches including Graeae and Fangrumbler. In one letter, Pancake's old mistress told Fritz the toymaker that they do not appreciate his attempts to woo them. An encoded log book describes the configuration and progress of these "skinsuits" as Fritz calls them.

In another room, the Well Met Heroes discovered four rat-men discussing "the master" and his plans for them. At first, they seemed happy to talk with the party until they realized that Pancakes the talking cat was among the party. The rat folk attacked. One fled through a comically large mouse hole. The party decided to send Pancakes down it. He discovered a whole clan of rat-folk who chased Pancakes into the dance room chanting "Death to Cats!"



There, a hideously tall, lanky faceless dance master puppet with magically spinning mouth-blades for hands stood before a teddy bear on a pedestal. A nearby couplet described the situation.

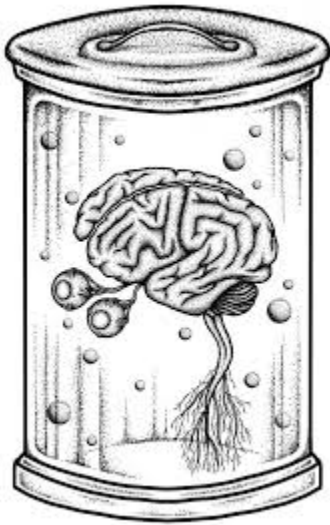
*In a tower where shadows entwine,
The toymaker's laugh rings like wine.
He called out with glee,
"Dance well, or you'll see,
My giant marionette will outshine!"*

With Araki's help, Pancakes performed a perfectly choreographed rumba to defeat the dance master puppet at his own game. Rather than fight the murderous being, the Well Met Heroes claimed the teddy bear which they learn is actually a semi-intelligent dancing shield.

The Well Met Heroes discovered a room of shadow puppets. The stories told by these vignettes seemed eerily familiar to the Well Met Heroes. One describes how one leprechaun stole someone's name to become an artificer. In another, a child loses his mother only to serve his wicked father unwittingly. In a third, a faithful tomcat is turned into people by a generous witch. The Stolen Memory Theatre continues, but absolutely none of the stories seem to resonate with Gondra.

Next they discovered the quarters of the Toymaker. He was naught but a dry preserved corpse laying as if asleep on his bed. It appeared that the entire room was little more than a museum showpiece. They inspect the body and discover that its head was neatly sawed open. Jarxis muses that the Toymaker is probably just a brain in a jar somewhere.

The party immediately discovered Fritz the Toymaker in his industrial lab where he is in fact little more than a brain in a jar on animated metal legs. He was flanked by several young clones of himself and a score of puppet horrors. There was a discussion. Terms for investing in the creation of “skinsuits” as Fritz called them are offered. The Well Met Heroes learned from the brain that was once Fritz the Toymaker that although Gondra looks like the clones made for the King in Yellow, his body somehow has a soul. Fritz could not fathom how that happened.



There was a battle, but the result was never really in jeopardy. Jarxis grabbed three of the clone artificers and slammed them into the walls and machinery of the giant laboratory. Celica slashed at the puppets strings, removing their powers. Araki twinned his spells to charm several of the puppets. Gondra tied the strings of several puppets together, disabling them. Apollo moves to smite the brain in a jar that is all that is the Toymaker. Pancakes leapt from puppet to puppet, causing them to attack one another rather than hit him.

The Well Met heroes were victorious. In the aftermath, Jarxis researched the encoded log book found in the first lab to see if there was a way to determine if someone was a skinsuit or not.

Rewards:

Each member of the party gained a total of 4000 XP from this adventure. Additionally, each member of the party received a total of 4000 gold coins as well as a number of magic items taken from the Toymaker's tower lair.