

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

Date: November 9th, 2024

Session 63: Tell Me Why This Has To End

Campaign Date: 9th Village, 3,524 SD

Characters

Bubo, Owlin Druid (Lynn)

Jarxis Euclid, Leprechaun Artificer (Jim)

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

Link, Dhampir Bard (Tori)

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.

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9th Village, 3524 SD

In the early hours of the 6th of Village, something alien fell from the skies just west of Welmet, near Quasqueton. The Well Met Heroes traveled to the Crooked Peaks to learn more about what had happened. They found a featureless black cube, three stories across that has violently landed, leaving a gash in the nearby terrain. The party approached, and Jarxis immediately located the door. As it popped open, they found an alien room featuring a basalt pyramid dominating the space. Eight stone tables were arrayed around this central feature. In one corner on a throne of purple quartz an individual who looked exactly like Gondra, but was not Gondra lounges in a skin-tight bodysuit adorned with gold and purple glints of magic. This individual, clearly a vessel created by the Toymaster to hold whatever sinister spirits come from beyond time and space to serve the King in Yellow, began a conversation.

This being who was not Gondra explained how the King in Yellow collects realities like unique shells at the beach and looks forward to drinking the dreams of all the mortal beings of Aperta-Mundi. Only the flesh of Artus, the Flayed Messiah kept the forces beyond space and time at bay. The entire party of Well Met heroes were hit by a blinding blast of pain, and an array of Illithid masters and their Moorlock servitors appeared from where they were invisibly hiding.

The heroes took some damage, and at one point Kliff's brain was nearly sucked from his skull by one of the alien Mind Flayers, but the heroes were victorious. In the chaos, the man who was not Gondra escaped.

The heroes investigated the chamber. The party learned that the pyramid is some sort of a portal powered by a spellcaster sitting on the purple throne and perhaps supplemented by others held on the eight tables without their consent. Link destroyed the pyramid. Jarxis discovered some clues hidden behind the throne.

- A map to the nearby fallen village of Hearthvale
- A broken silver symbol depicting a triangle with four lesser triangles within
- A brazen signature indicating that the creator of the note was someone or something named Apophis

The Well Met Heroes were shaken. Kliff explained how Hearthvale was his home, destroyed by the Rictus Mercenary company who were enthralled by the Fey assassin Oleg over a decade ago. Link illustrated that the broken symbol was perhaps precious to them, and nearly came to blows with Jarxis when the leprechaun asked what "flavoring" it had. Finally, Shenзия told everyone the tale of how she became to be haunted by a being from the hells who is named Apophis.

The party travels the afternoon to the site of the Hearthvale massacre, and are shocked to find it very nearly just as Kliff remembered it before it was destroyed. Tornic the Blacksmith worked at his forge, and the goliath Liria the Dreamer put down what they were doing as the group approached. Kliff choked up as even Little Bram ran ahead toward the group to meet them. He was joined by a young woman who Link recognized immediately as Malon. She greeted the Well Met heroes and confirmed that she was in fact a rancher who raises horses with her father.

Kliff asked if they knew where the orc woman Ekani was. Dagra the Crag Carver pointed to the hut that Kliff shared with his lost bride before the massacre standing just as he remembered it. The twins Kaela and Maere explain that Ekani is a traveler staying with a minotaur who just arrived to start a business. Kliff and Toro rush to the door. Kliff is overcome with emotions seeing Ekani again, just as Toro begins to shed a tear at seeing his dead brother Tyr again.

Meanwhile, the other adventurers are shocked and looking for answers. What had happened here? Shenзия met Goldran, one of her colleagues at the Citadel whose body was consumed during the failed ceremony. He was just as she remembered him, and he explained that his last memory before waking in the strange mountain village was that moment before he died and his soul was captured. Shenзия grilled him, telling him that he could not possibly be here and insisting that he explain things. Shen came to a horrifying realization and faded from the village. Bubo sought out his brother the Wise Owl. Despite his brother looking very much like how Bubo remembered Bubo called him out as a fake. Bubo then also disappeared.

Unlike the others, Jarxis is not at all surprised when his good friend Crowley Twangle appears. "Wake up, Jarxis!" the leprechaun yells. "Wake up! You are in danger!" A gnome who calls

himself Bartelby appears and takes Crowley back to Aljebra prison. Jarxis fades from view, followed closely by Link.

Things are more complicated with the big, sad boy club. Tyr asked his brother Toro to stay and help “run the business.” He was affable and friendly just as Toro remembered him, with no memory of his death at the hands of the Moonlit Mafia. Toro was unable to cope, and could only croak that he’s got to go. Meanwhile, Kliff had a crisis of faith as he realized that for whatever reason Ekani did not remember him. After some truly touching moments, the dragonborn barbarian reminded Ekani of who she once was by asking her if she remembered her axe. She understood at that moment that “everything had always been for him,” echoing some of her final words when she was alive. Ekani told Kliff that she loves him and is proud of him. She wanted him to keep living for her. Kliff shared his feelings as well, as the Well Met heroes all found themselves back within the portal cube.

The Illithids had never lost the first fight. Instead, they managed to overpower the Well Met heroes with the initial blast, and as they dreamed of better times the aliens from beyond time and space were moving to secure the party to the stone tables. They were already draining their dreams and souls to power the portal pyramid. Another battle raged in which Kliff and Toro both lept to attack the being that is not Gondra. The shadows of their loved ones flickered between them and their opponents, delivering blow after blow. Once all the monstrous beings from beyond time and space were dealt with, the heroes destroyed the cube in reality.

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.