

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

**Date:** November 16th, 2024 18:00

**Session 65:** The Brainworm

**Campaign Date:** 16th Village, 3,524 SD

## Characters

**Jarxis Euclid**, Leprechaun Artificer (Jim)

**Tawp M'ahkin'mi**, Kenku Warlock (Jarom)

**Link**, Dhampir Bard (Tori)

**Celica Berriman**, Elven Bladesinger Wizard (Danny)

**Dustyn Darqnyss**, Half Elf Arcane Trickster (Dustin)

**Skipper**, Grung Swashbuckler (Alex S)

**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.

\* \* \*

### *5th Village, 3524 SD*

On Village 5th, the Flayed Messiah passed away, crushed by forces beyond the control of any mortal. The last bulwark against the King in Yellow was gone.

### *6th Village, 3524 SD*

In the darkness of the early morning, black cubes three-stories tall to a side fell out of the sky in several places across Aperta-Mundi. They crashed into the ground, leaving gashes across the countryside. From within these bases of operations, the Heralds of the King in Yellow began to prepare the way for their master. There were reports of crashes in the [following places](#).

- Alpenwald
- Biomia Beach
- Crooked Peaks
- Pine Highlands
- Shivering Mire
- Sovereign Desert

### *16th Village, 3524 SD*

The Well Met Heroes headed out into the Sovereign Desert to investigate one of the black cubes that recently fell from the heavens. As the heroes traveled, Jarxis described to the party how it was probably similar to the cube he had encountered about a week ago. He explained that the Herald of the King in Yellow he encountered looked like the druid Gondra. The heroes shared some of their earliest memories, including Jarxis stealing Feywild travelers' underwear, Celica's time on the boat coming to Biomia from Civorea, Tawp's childhood and how he got his name, Skipper's time as a mate on a swamp boat, and Dustyn's noble childhood before he was outed as a bastard of elven nobility.

The party was attacked by Illithids and Moorlocks. Celica is knocked unconscious by mind blasts. She managed to survive but much of her earliest memories are "stolen" from her. The heroes reached the oasis of Melody Springs where they met a young goat herder named Enzo. The Well Met Heroes find that the herdsman has some odd "holes" in his memories, and push on further toward the village. There they met an older dwarf missing a leg named Marg Lubstout. He also suffered from missing memories. Jarxis gives Marg a wheel for a leg, and despite the crippling pain the dwarf takes to it, calling himself "Wheelie Marg." Marg tells the heroes about a "celebration" that the village has planned for months in a nearby hollow. The party followed all the footprints leading away from the village.

In a small depression near Melody Springs, the heroes encountered a strange sight. All the villagers stood around aimlessly, waiting for someone to sit on the purple throne that looked much like the control center of the black cube Jarxis had encountered earlier. As Dustyn and Skipper sneak closer, another Herald of the King in Yellow looking exactly like Gondra the druid, emerges from a nearby ruin. The villagers line up, and one by one their fondest memories are drained only to be replaced by thoughts of a "celebration" that is always happening in the future. The power of their thoughts were stored in a nearby pyramid of slate stone.

The Well Met Heroes attacked. Celica uses a Wall of Fire around the Herald. Jarxis bombs two Illithids in dragon's breath. Dustyn and Skipper fight off Moorlocks on the right flank while Link and Tawp hold the left flank from Moorlocks. The party seems to have the fight well in hand when a titanic purple Brainworm crashes up from the ground. It nearly swallows Skipper whole and gets a big bite on Celica. Ultimately, Link manages to get the beast to try to swallow its own poisonous tail, and it perishes just as Jarxis and Celica manage to defeat the Herald of the King in Yellow.

The party returns to Welmet with the newfound knowledge that the King in Yellow planned to invade to consume all of the mortals' fondest memories. How long could Aperta-Mundi stand against such a foe?

### **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 looted from the emptied black cube that fell from the heavens.