

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

Date: November 23rd, 2024 18:00

Session 66: Hail to the King

Campaign Date: 23rd Village, 3,524 SD

Characters

Calledras Shadowblade, Shadar-Kai Grave Cleric (Sheila)

Dustyn Darqnyss, Half Elf Arcane Trickster (Dustin)

Flynn Artus, Circle of Spores Druid (Karen)

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

Link, Dhampir Bard (Tori)

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.

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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

21st Village, 3524 SD

Flynn's mother reaches out once more, asking for the chance to communicate about an important matter. Several of the Well Met heroes brave the stiff rainstorm to reach the Purple Padlock, one of the heroes' favorite taverns located in the Adventurer's District of the city of Welmet. Doe, the server is offering a special on "Potato Sushi." Skipper greedily eats his fill. Soon, Ardora arrived. She looked very much like Flynn's mother with the same hair and stature but no glasses. Ardora broke the news that Artus, the Flayed Messiah had been murdered on the 5th of the month of the Village, and warned that the Heralds of the King in Yellow had already arrived. Ardora asked Flynn to consider giving up her livelihood and making a sacrifice to stop the King in Yellow. Ardora offered the fact that she had the knowledge to prepare Flynn for a lifetime of serving as the bulwark against the coming of the King. She offered to give Flynn some more time, and asked that she travel to Alpenwald to see for herself that the assault on Aperta-Mundi was already underway.

Unfortunately, Illithid servants of the King in Yellow were able to track Ardora and dimension-doored into the tavern. They targeted Flynn, and many of the other patrons fall unconscious in the crossfire of the psionic bolts. Ardora collapses in the fight, and once these monsters are slain she awakens with no memories of why she was there.

22nd Village, 3524 SD

The Well Met heroes began their journey to Alpenwald. Along the way, they share some stories about their lives. Kliff shared the story about how he met his partner, Akani. Callie asks Dustyn about his past, sensing that despite being a rogue he has a noble bearing. Dustyn tells the Well Met heroes about how he was cast out of elven society for being a bastard. Link described their favorite meal, a heart radish. Skipper reveals that he has only been alive for eighteen months.

23rd Village, 2524 SD

The storm grew stronger as the Well Met heroes reached the camp of the Mind Flayers in a hollow in among the mountains of Alpenwald. It appears that they were in the midst of setting up an alien pyramid to create the Shroud of Forgetting - a method to harvest the memories of all sentients on the continent, if not the world of Aperta-Mundi.

Flynn took advantage of the storm, directing lightning bolts at many of the nine Illithids in the camp. Kliff rushed in, cleaving through clusters of Morlocks. Kliff is confronted by the Avatar of the King in Yellow itself, and his brain was nearly consumed. Callie hung back, using spells to engage the Heralds of the King in Yellow from afar. Dustyn had bad luck, but landed some critical strikes toward the end of the fight. Skipper lept from fight to fight, knocking Morlocks out of the fight, while Link moved to help support Kliff against the Avatar of the King. Link finds themselves in deep trouble when the Avatar locks them both alone together in a wall of force, but Link manages to teleport away before the Avatar can close the deal. As the last of the Morlocks and Illithids are slain, the Avatar disappears from the battlefield in a cloud of vapor, probably to be seen again very soon.

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 camp of the Illithids in the Alpenwalds.