

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

Date: February 10th, 2024

Session 7: Restwell Keep

Campaign Date: 10th Snow 3,524 SD

Characters

Cleon, Halfling Rogue (Tom)

Katezur, Half-Orc Barbarian (Kahlan)

Orion, Elf Fighter (Palin)

Tama Bakaina, Shifter Wild Magic Sorcerer (Chel)

Tortos, Turtle Battlemaster Fighter (Andy H)

Valentina, Human Fighter (Kaylee)

Wren, Fairy Bladesinger Wizard (Gabe)

DM: Rew

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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.

The heroes briefly meet the elder elven priestess, Chendera. Next, they spend some time speaking with Mother Aran, the proprietor of the Stumbling Giant tavern. She asks the Well Met Heroes about what it is that is meaningful in their lives as adventurers. She points the party toward the local constable, Lord Drysdale, for some possible work. Lord Drysdale gives them options of tasks that his forces cannot handle.



There are only a dozen full-time guards who are assigned to watch over Restwell keep and the nearby villages of Foxgarden and Rye. Children are often employed as lookouts. The able-bodied are drilled only occasionally as militia. Scarecrows man the walls and towers. This place could easily fall to any sort of concentrated attack. Lord Drysdale even offers to lease the empty tower of the keep in an effort to raise funds to hire more guards. Tama takes Drysdale up on the offer, and secures the northwest tower farthest from the keep's gate right along the steepest part of the hill the keep stands atop.

At Lord Drysdale of Restwell Keep's request, the Well Met Heroes venture to the deserted complex of Quasqueton. The nearby farming village of Foxgarden had recently been raided by "demons made flesh" and one civilian, Grandpa Scotch, continues to go missing following the attack. In addition to any magic and riches the heroes might find, Drysdale would be relieved to have this fellow back safely, or at least have something to tell their next of kin.

This underground keep of Quasqueton was once the domain of two adventurers, Zelligar the Unknown and Rogahn the Invincible. As the Well Met Heroes approach, they are set upon by a cadre of Malmyrdons. These green lumpy monsters are naught but demons made flesh through foul magic. They pepper the party with arrows and lock up with the front line fighters of the party but they are no match. After a short rest, the heroes pass through the ruined portcullis of the ruined complex. As they approach the atrium, they hear the magic mouths permanently set in the walls speak.

"WHO DARES ENTER THIS PLACE AND INTRUDE UPON THE SANCTUARY OF ITS INHABITANTS?" the east mouth shouts. After a moment, and drowning out any attempted reply by the party, comes the reply from the west mouth: "ONLY A GROUP OF FOOLHARDY EXPLORERS DOOMED TO CERTAIN DEATH!" Then both mouths will shout in unison, "WOE TO ANY WHO PASS THIS PLACE-THE WRATH OF ZELLIGAR AND ROGAHN WILL BE UPON THEM!" The mouths then begin a loud and raucous laughter, which fades in intensity as the twin mouths disappear from view. They are a permanent feature of the stronghold, and it reappears on every visit.

This alerts the garbage monster nearby crunching on the bones and corpses of the Wyrmslugs slain by the previous party. The heroes engage and slay that mindless beast as well. They decide to take the west door this time, leading into the wing of the complex that once belonged to Rogahn the Invincible.

In that wing of the complex they find an abandoned smithy. There the party locate a number of magic items. They realize that Rogahn's smithy included a forge of Orichalchum, an enchanted Atlantean metal known for its power to create magic artifacts. The Well Met Heroes realize that if they could clear out Quasqueton, they may be able to use the forge themselves. Any character with the Arcana skill and proficiency in smith's tools could create an enchanted metal +1 weapon at a cost of 2000 gp each once per downtime, or twenty enchanted pieces of ammunition for the same cost and time. If a hero or group of heroes spend 2000 gp to repair the forge and re-equip the smithy, they have access to this capability.

Next, the Well Met Heroes approach the personal chambers that once belonged to Rogahn himself. As they work to disable a loud spear trap, they hear a commotion from inside. The fight is on! Inside, another incarnation of the mage Markessa commands two vampire knights, three ghouls, and a half-dozen fresh zombies. The elf woman calls herself "Corpse Markessa" but continues all the vainglorious boasting and insults that "Enchanting Markessa" produced from when the Well Met Heroes explored Zelligar's wing of the complex. Her desiccated muscles and

drooping, loose skin mark her as one of the intelligent undead, and one dry, glassy eye hangs loose in its socket. Quick checks by Tama are even more confusing. "Corpse Markessa" is a full six-inches taller than "Enchanting Markessa," and the wounds inflicted on the original are not seen on this new one. "Corpse Markessa" claims to have never met Tama. However, Tama continues to dimly recognize the endless taunts and insults, if not the timbre and tone of the undead creature's voice. After a tight battle in which Tortos and Wren were both knocked unconscious, Corpse Markessa was finally caught dead in the chest with Cleon's unexpected crossbow bolt. As the undead mage collapses, the party collects everything of value they can find and then makes an escape before alerting the Malmyrdons camped in the nearby Barracks.

Rewards:

Each member of the party gained 1000 XP and 1000 GP total from reward money and loot taken from Quasqueton each. A number of common magic items were purchased from Welmet and several were found in the Quasqueton Smithy as well.