

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

Date: December 1st, 2024

Session 72: Slaad to See You Go

Campaign Date: 1st Festivalia!, 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)

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

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

1st Festivalia!, 3524 SD

Fearing that the power of The Shroud of Forgetting, a magical power the heralds of the King in Yellow have placed on Biomia grows with each passing day, the Well Met Heroes travel to Biomia Beach to find the next crash site of the black cubes.

Along the way, they encounter a coven of demonic frog-creatures. These Slaad are grouped around an abyssal monolith. As the heroes approach, several newts led by two Red Slaad approach and attack.

After the battle the heroes investigate the abyssal monolith. They realize that the text on it described some sort of a contract between a demonic prince named Apophis and the King in Yellow himself. It seems odd, particularly because such deals are more of a thing amongst devils and not beings of pure chaos such as Slaad.

As the Well Met heroes approach Biomia Beach, they see a village. There, they make preparations for some sort of a festival. Along the beach itself, they see the same pyramid used to power the Shroud of Forgetting that they had encountered before. The heroes attack from a nearby wood with surprise, with Kliff sprinting in at full speed.

The two Illithids by the pyramid are protected by a Forcecage which keeps them from being targeted by the heroes, but keeps them from joining the fight in turn. They continue to work through some sort of a ritual to complete the activation of the pyramid to begin stealing the memories of all nearby sentients. The avatar of the King in Yellow sat mockingly on his throne of purple stone, strangely avoiding the fight.

Skipper darted in and out of the fight poisoning the Slaad. Dustyn faced off against the Green Slaad. Kliff and Flynn attacked the Red Slaad, joined by Kliff's late partner Akani. Callie held the center against the onslaught of Mind Flayers and demonic newts.

Flynn's conjured dragon proved to be a challenge for the Illithids. It was only once Flynn's concentration dropped that the dragon was dispelled. The Blue Slaad confronted Callie, nearly inflicting a deadly disease but Skipper stepped in and ended the demon with a well-placed rapier thrust. As the last of the Slaad were dispatched, the advanced Mind Flayer dropped the Forcecage and the final battle began in earnest. Callie, Kliff, and Flynn were repeatedly bombarded with mind blasts, leaving Skipper and Dustyn to save the day. The alien Illithid leader, another of the Heralds of the King in Yellow is slain by Kliff as it tries to escape.

The Well Met Heroes shut down yet another site meant to build the Shroud of Forgetting, but two still remain. They are defended by a murderous storm controlled by a lesser native deity, the Volibear. Can the Well Met Heroes destroy the King in Yellow and all his demonic aids before it is too late?

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 along Biomia Beach.