

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

Date: December 11th, 2024

Session 73: Shenziah's Redemption

Campaign Date: 11th Festivalia!, 3,524 SD

Characters

Flynn Artus, Circle of Spores Druid (Karen)

Jarxis Euclid, Leprechaun Artificer (Jim)

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

Lonnal, Harengon Bladesinger (Danny)

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.

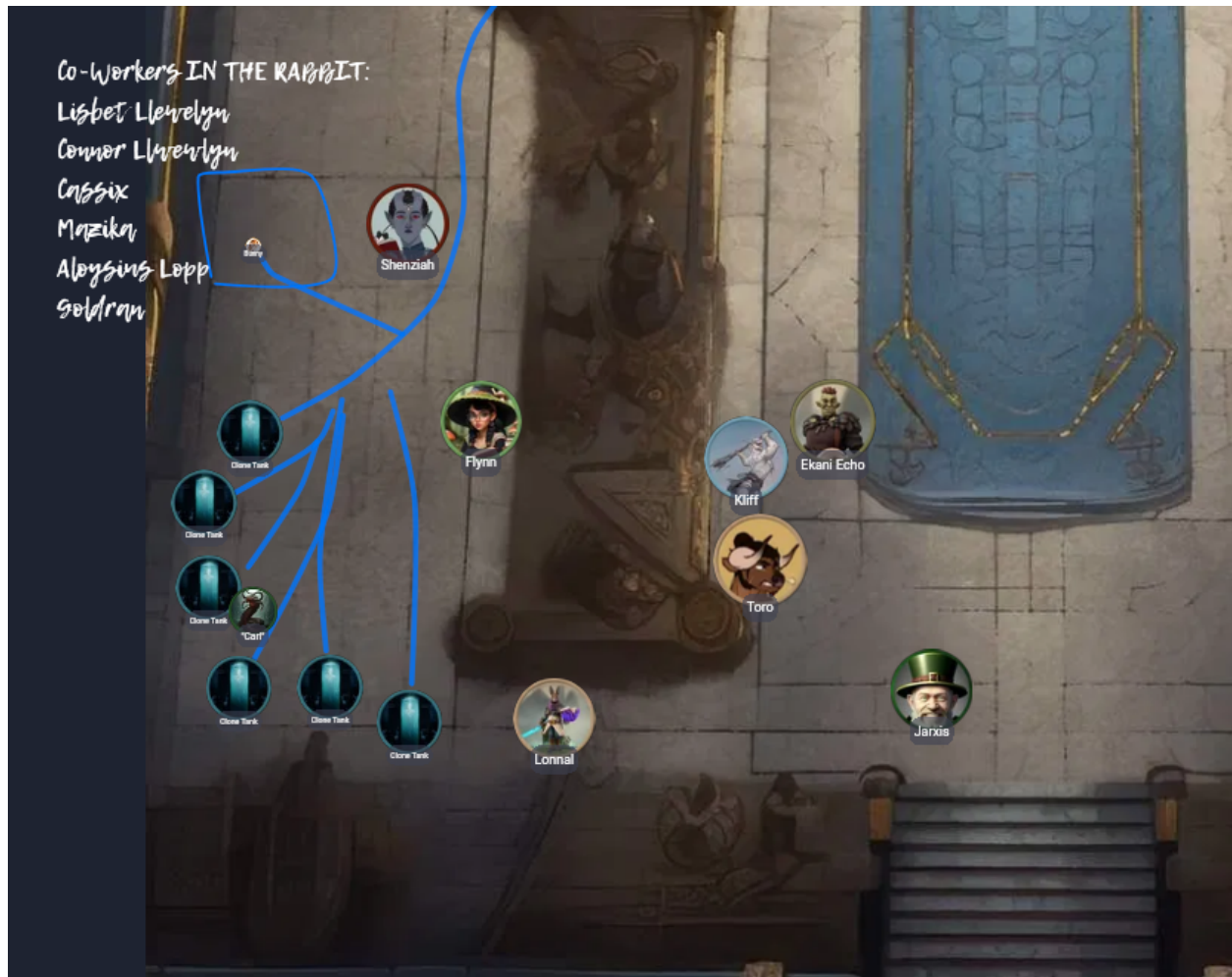
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11th Festivalia!, 3524 SD

In Quasqueton, the Well Met Heroes meet to help Shenziah escape the terrible burden that has befallen her. They hope to remove the malicious being from her mind and soul, as well as transfer the souls of the six other casters who were imprisoned in the rabbit into new soulless bodies created using the rubric of the Toymaster. "I'm Okay" is the name of the rabbit.

Jarxis demonstrates the plan. For some help, he has employed "Carl," an alien half-worm half-octopus planar surgeon who wears a monocle despite being eyeless. Carl holds a very normal if technical conversation with Jarxis as he helps the leprechaun set up the tanks of warm liquid goo that holds the "skinsuits" created using the Toymaker's schematics. All of these bodies possess more than a passing resemblance to Gondra despite being soulless husks.

The Well Met Heroes start the process. An alien machine with a glass bottle to hold the tainted demonic force begins to seep the entity from Shenziah. At first everything is calm and rational. However, in an instant the bottle breaks, and the malevolent force that had been sharing a conscious soul with Shenziah breaks forth. The heroes must face Apophis!



As the great cobra devil emerges, he calls to his bros. A portal opens up, and a number of Slaads emerge. Throughout the battle, a number of “frat Slaads” join the fight with names including “Big T”, “Jordan!”, “Kyle”, “Jimmy”, “Jasper the Bastard”, and “Chad”.

Flynn locked down the Slaad portal and risked life and limb to save the bunny with all the souls. Kliff and Ekani refused to be knocked down by Apophis and delivered a lot of damage. Jarxis was a gadgeteer menace. Toro was a goring rush support king.

After spending over a year trapped within her soul, some odd details come out from Apophis. Some of the juicy details include the fact that Shen is at least sixty years old. She has been using life-extending magic. She also hasn't talked to her parents in forty years. They might already even be dead for all she knows. She is also obsessed with all manners of soap and scented perfumes, perhaps because of her extreme vanity. At one point, Shenziiah finds herself briefly in control of the demonic monster's body, just as he had once controlled her. She makes good use of that time to get her revenge.



The Well Met Heroes got the Slaads under control and defeated Apophis. They completed the procedure and Shenziah was freed of her bonds and all those who were involved in the original ceremony were revived with a new body.

Rewards:

Each member of the party gained a total of 4000 XP from this adventure as well as a number of magic items that fell from the portal of Slaads.