

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

Date: December 14th, 2024

Session 74: The Final Showdown

Campaign Date: 14th Festivalia!, 3,524 SD

Characters

Apollo Von Lune, Half-Elf Paladin (Colin)

Araki Sparktongue, Lizardfolk Sorcerer (Clint)

Link, Dhampir Bard (Tori)

Shenzaiah Oneiros, Tiefling Evoker Wizard (Hal)

Tortos, Turtle Cleric (Andy)

Zenaida McRoura, Elven Druid (Bridget)

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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14th Festivalia!, 3524 SD

The heroes all met at the Heartforge of Ornn. There, Tortos was building a device to perhaps put an end to the King in Yellow when he arrives in another week. Araki, Link, and Shenzaiah helped in the preparations. The heroes were joined by Zenadia, who told the stories about a cult of orange-robed monks who served the King in Yellow, returning from the dead to carry out their master's orders. They are led by Zelft Stormfront, an undead madman who was responsible for Zenadia's family's deaths. Shenzaiah looked wonderful, now taking care of herself.

Apollo smelled the scent of werewolves, and a quick fight revealed that lycanthrope scouts of the Moonlit Mafia had made a deal with the Heralds of the King in Yellow. They also reveal that Apophis once served the king and that now Volhir, the lord of the storm and sworn enemy of Ornn also works to protect the monster from beyond time and space. The King in Yellow used an augury to learn that a device was being made to stop him.

A fight erupts as waves of undead monks leading demons made flesh attack the Heartforge. Araki controls the flow of enemies using a well-placed wall of fire. A pair of tiny-headed giants sizzled their way through the wall next followed by a white dragon that dug through the roof of the sanctuary. A storm giant champion of Valhir emerged next. Meanwhile, Stormfront could not dispel Araki's wall of fire. All the most powerful elements of the Greatstorm's attack had to push through a damaging wall of fire.

The Well Met heroes were victorious! Tortos collected all the elements of the dragon and giants that could be harvested and built a weapon that will serve as a symbol of the Heartforge's Master Smith in perpetuity.

Rewards:

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