

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

Date: December 15th, 2024

Session 75: Feywild Apocalypse

Campaign Date: 154th Festivalia!, 3,524 SD

Characters

Flynn Artus, Circle of Spores Druid (Karen)

Jarxis Euclid, Leprechaun Artificer (Jim)

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

Ivan Jovanov, Assimar Sorcerer/Paladin (Cosimo)

Lonnal, Hareingdon Bladesinger (Danny)

Wren, Pixie Bladedancer (Gabe)

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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15th Festivalia!, 3524 SD

The Well Met Heroes had created the Fey Crossing to transition to the Feywild, but as the year ended they found that the inhabitants of the Feywild were using the times that the crossing was active to ferry refugees from the Feywild. Olldail, the Fey Lord did his best to move as many folk from the Feywild to the material plane as Juiblex rampaged through destroying everything in its path.

On the first night that the Fey Crossing was active since the heroes last returned from the Feywild, thousands of gnomes and fey from the Seelie court streamed through. They brought news that the queen was killed and subsequently forgotten when they hit the King in Yellow's Shroud of Forgetting. Once dead and forgotten, these beings ceased to exist. The heroes themselves couldn't even remember who or what the ruler of the Seelie was! Many gnomes named Bartleby also made the crossing, and in becoming mortal gained the ability to form memories and took on a soul of their own.

Several of the LOSERS made the crossing here as well. They helped try to save as many as they could, but were sad at the destruction that Ara Elmayar had wrought on her home plane.

Lonnal, Jarxis, Kliff, and Wren travel to the Red Moon Keep. They know that Ivan, one of the Beacons who fought against Juiblex long ago is still alive there, and they asked for his help. Of course, the ancient Krakozian joins the group.

Flynn is visited by Leitra, the Maiden of Rot. She admits that she has been alive much too long, and wishes to help with the current state of affairs. She gives the Crown of Zuggtomy to Flynn, instructing her to use it as bait to lure the demon lord Juiblex back to where he came from as that was the method that Ara used to draw the monster to the Feywild in the first place.

A second Fey Crossing is triggered. This one brought the refugees of the Unseelie court, including many goblins named Bertrum who also gained sapience as they became mortal. Among the refugees are the remainder of the LOSERS and Crowley Twangle who is dead, and yet still soldiers on as a ghost because he is, "too stupid to die."

Wren returns to her room, and encounters Ara Elmayar sitting in her study deep within Quasqueton. Ara talked to Wren, telling her that "she never meant for this to happen" and explaining that she was "so angry when she lost Wren's father." Wren has nothing but contempt to give to the dark mage, so she takes her leave. Wren communicated the situation to the others, and needed a moment to collect herself. Lonnal finds an envelope. Inside was a term paper he wrote for Ara Elmayar so long ago. Lonnal decides not to leave again. He lost friends before focusing on vengeance, and he maintains that he would never do so again. Kliff does his best to soothe his companions.

The Well Met Heroes prepare for the third and final Fey Crossing, planting bombs and using magic to choke the passage of those emerging from the portal. Just after the Sugarplum Spectre and Markessa emerge, Flynn drops a Wall of Stone blocking anything else from emerging. Oleg still has a burning desire to see Akani die so it goes right for the ghost of Kliff's betrothed. Markessa struggles against the heroes, but they are ready for her. Even her most powerful spell, a curse of horrid wilting is simply ignored by Lonnal.

As Kliff fought, more and more of his village appeared as ghosts to fight Oleg. They fought with hammers and pitchforks. They launched slings and arrows. As Akani and Kliff delivered the final blows, all of Kliff's ghosts attacked as one, putting an end to the Sugarplum Spectre.

Just as the battle seemed to be under control, the Wall of Stone was smashed apart by the demon lord Juiblex. The battle continues, with Kliff momentarily swallowed by the monster and Ivan's magic dispelled. However, a wicked attack from Wren went a long way toward shutting the demon lord down.

However, even this would not destroy Juiblex for long. Even as the heroes bested it, the beast continued to regenerate and return to its original strength. They had to dispose of this monster. Lonnal opens a portal to Asmodeous' castle, Flynn tosses Zuggtomy's Crown in, and the badly-wounded Juiblex is banished back to the abyss from which he came.

With the Feywild destroyed, it became a desolate wasteland. In the post-apocalyptic Feywild, a being known only as the King of Ashes now rules over whom or whatever is left of the desolate place. Jarxis explained this adventure afterwards like this.

"Well Celica wasn't really in her right mind. The spirit of a powerful Planeswalker Archmage named Ara took over her body. I guess the person we knew as Celica was actually a clone of Ara that had implanted memories.

So Wren's auntie Markessa cast a spell that let the original Ara take over Celica's body. So maybe our friend Celica is still in there, or maybe the spell wiped her out forever. Either way Ara ran somewhere far away across the planes.

The stabby bunny wizard chased her for several hundred years, and made quite a convincing case that hunting Ara can waste centuries to no effect. If we ever get word that Ara will be somewhere I will volunteer to go drill into her skull and poke around to see if Celica's still in there."

Rewards:

Each member of the party gained a total of 4000 XP from this adventure as well as a number of magic items and gold given by the fleeing Feywild refugees in exchange for their hospitality.