

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

Date: December 21st, 2024

Session 77: Divine Intervention

Campaign Date: 21st Festivalia!, 3,524 SD

Characters

Araki Sparktongue, Lizardfolk Sorcerer (Clint)

Link, Dhampir Bard (Tori)

Jarxis Euclid, Leprechaun Artificer (Jim)

Calledras Shadowblade, Shadar-Kai Grave Cleric (Sheila)

Kurg, Feytouched Druid (Adam)

Aylin, Astral Elf Soulknife Rogue (Ace)

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

21st 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 the Shivering Mire to find the next crash site of the black cubes.

As the heroes entered the swamp, they were attacked from ambush by a number of lizard folk. They were defeated easily, but it made the party concerned that the local lizardfolk population had fallen to the coercive power of the King in Yellow.

Aylin scouted ahead. She located the black cube and interacted invisibly with some of the lizardfolk standing guard. Aylin was able to identify where the forces of the King in Yellow were setting up another pyramid to focus the Shroud of Forgetting, a dark crooked tower deep in the swamp. Aylin also managed to convince these simple beings that they should leave the area in preparation of "tomorrow's festival."

Callie asked the Raven Queen to intervene. To everyone's surprise, her prayer was answered. The pillar of the Shroud of Forgetting was destroyed in a freak accident, causing the Heralds of the King in Yellow to howl in anger. The forces of the King in Yellow located the party and the Well Met Heroes found mind flayers using magical flight to fight them in the mire.

Another clone that looked like Gondra gave way to a yellow mind flayer, the avatar of the King in Yellow. Link unloaded a critical smite into the avatar of the King in Yellow causing significant damage and keeping it focused on the tall, alien child. Callie's touch inflicted the final wounds to put the monster down.

Araki threw up a wall of fire to blunt the main attack. Kurg filled the battlefield with plant growth slowing the monster's advance significantly. Aylin made the Mind Flayers pay with twinned blasters to the face. Callie radiated a circle of power for much of the battle, allowing her allies to throw off many of the attacks of the alien beings.

Jarxis was nearly killed by a Finger of Death and Disintegrate spell from an invisible alien fungus lobster monstrosity from space that Gondra would later identify as a Mi-Go. In the end the Well Met Heroes were able to finish off the avatar of the King in Yellow as well as all his supporting Morlocks and Illithids, but the Mi-Go was able to invisibly escape.

Rewards:

Each member of the party gained a total of 4000 XP from this adventure as well as a number of magic items that were taken from the black cube of doom.