

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

Date: December 22nd, 2024

Session 78: Treasured Memories

Campaign Date: 22st Festivalia!, 3,524 SD

Characters

Dustyn Darqnyss, Half Elf Arcane Trickster (Dustin)

Flynn Artus, Circle of Spores Druid (Karen)

Gondra, Human Druid (Stephen)

Jarxis Euclid, Leprechaun Artificer (Jim)

Link, Dhampir Bard (Tori)

Skipper, Grung Swashbuckler (Alex S)

Tortos, Turtle Cleric (Andy)

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

22nd Festivalia!, 3524 SD

Fearing that the power of The Shroud of Forgetting was nearing a point where it could no longer be opposed, the Well Met Heroes travel to the Pine Highlands to locate the final crash site of the black cubes.

Before the battle, the heroes share the memories that they fight to keep from being consumed by the King in Yellow. Gondra and Flynn treasured the memories of the friends they made as part of the Well Met Heroes. Jarxis shared that he admires the memories of the Feywild before it was destroyed. Dustyn considered memories of his mother. Skipper considered memories of his time working with Captain Morgan. Tortos, who had already given up memories to the great hag Graeae, shared that he treasured his time with the Well Met Heroes building up the Heartforge of Ornn. After that, the heroes got down to business, making plans and sharing items to get the best chance of winning the fight. A montage of potions shared and spells cast was created, including the creation of a paint gun to tag an invisible target.

As the Well Met Heroes approached the site of the final pillar of the Shroud of Forgetting, they witnessed that not only was there another avatar of the King, but that the King in Yellow himself had appeared on the prime material plane in his real, non-clone body. He was not aware that Orn and Tortos had been preparing for his arrival. Tortos spent weeks enchanting a powerful artifact with the help of the Orn faithful. This relic of legendary power, an iron mask that would generate an uncommon heat, would allow the Well Met heroes to dampen the King in Yellow's astounding powers of regeneration.

As the Well Met Heroes crested the ridge, they saw an unnatural hill with a blasphemous, black tower of infernal stone. On top of it was the final Pillar of the Shroud of Forgetting. This device insidiously attacked the Well Met Heroes, draining their memorized spells from their minds as they fought.

Arrayed before them was yet another tentacled Avatar of the King in Yellow, the invisible, alien, fungus lobster monstrosity Mi-Go that nearly killed Jarxis, and another clone of Gondra chanting before an empty stone throne. An array of Illithids and Morlocks advanced to engage the party.

Just like the last time they fought, Link charged the tentacled Avatar of the King in Yellow. That allowed Jarxis, Tortos, Dustyn, and Gondra to focus on the clone and the Mi-Go. Flynn concentrated on healing and summoned a Gem Dragon to help Link with the Avatar. She kept many of the Well Met Heroes in the fight while Skipper prevented the horde of remaining mind players from flanking the party. Beneath her skin, ancient runes of an unknown origin glowed dimly throughout this battle with the King in Yellow, a sign that Flynn was in fact the true scion of the Flayed Messiah. Dustyn managed to tag the Mi-Go with the paint gun early, ending the monster's advantage of invisibility.

Soon, the clone of Gondra completed his ritual, and the true King in Yellow appeared on the throne. He seemed bored by the Well Met Heroes, and attacked the party idly with bolts of telekinetic energy and mind blasts. Dustyn's critical strikes with poison from hiding meant

nothing to this being, and it managed to slap Ornn's artifact from Tortos' hands as he surged forward to stop the King in Yellow. It even mocked the Turtle for being slow.

Link just destroyed the Avatar after several strikes. Dustyn manages to escape several lethal magical attacks from the Mi-Go including a Disintegrate spell and repeated Toll the Dead spells.

The King in Yellow sunk three of his tentacles into Jarxis's brain. Jarxis took that as the Demigod volunteering for a ride on the ol' Jarxis brand jetpack. Jarxis dragged the monster up by the tentacles, burned the enchanted mask onto the King in Yellow's face, punched him in the gut for good measure, then teleported away with rainbows belching from his rocket boots.

Up until then, the King in Yellow was healing savage wounds. Once Jarxis affixed Tortos's powerful mask to his tentacled face, that changed. As the Ornn's magic leached away his regeneration, the Well Met Heroes massed in attack. This allowed Dustyn Darqnyss to strike a mortal blow from a distance against the living Demigod as he sat astride his throne haughtily hurling out bolts of powerful psychic energy at any that dared approach him.

Rewards:

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