

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

Date: February 17, 2024

Session 8: Into the Sovereign Desert

Campaign Date: 17th Snow 3,524 SD

Characters

Calledras Shadowblade, Shadar-Kai Grave Cleric (Shiela)

Dinku, Reborn Paladin (Tori)

Jissal, Githyanki Warlock Fiend Patron (Finn)

Magthrum Keengift, Dwarven Wizard (Beth)

Wren, Fairy Bladesinger Wizard (Gabe)

DM: Keith

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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.

The Well-Met adventurers are assembled at an oasis in the Sovereign Desert by Sanguinar Peri. There are some marauding “bronze creatures” in the desert that the Sanguine Order would like some help investigating. After the heroes all introduce themselves they are attacked by some alien creatures with a powerful lightning attack. Jissal is knocked unconscious, but the entire party manages to emerge victorious.

Calledras uses magic to track the creature's origin. The party arrives at a huge bronze pyramid half-submerged in the desert sands. An eldritch bolt opens the top of it on a hinge, and the Well-Met heroes descend into its chambers on a rope.

They discover some sort of workshop with another disabled automaton creature. One of its arms are missing, and a curious metallic being attends to it. The heroes follow the being and discover a mechanical spider and centipede. A golem of lightning attacks. Wren was struck down by the initial attacks because she could not hide in time. Dinku cleverly managed to reverse engineer the machines of the pyramid to absorb much of the power of the lightning golem. Jissal trapped the weakened being in a metallic being, fooling it with a clever minor illusion.

How long will the lightning golem be fooled? What is the purpose of this alien pyramid and why has it been uncovered after eons buried? What about Trolldegard? Find out in the next episode of Hail and Well-Met Adventures!

Rewards:

Each member of the party gained 1000XP and approximately 1000GP. A number of magical items were also recovered from the pyramid.