

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

Date: January 23rd, 2025

Session 81: The Tainted Forest

Campaign Date: 23rd, Glacier 3,525 SD

Characters

Araki Sparktongue, Lizardfolk Sorcerer (Clint)

Calledras Shadowblade, Shadar-Kai Grave Cleric (Sheila)

Dustyn Darqnyss, Half Elf Arcane Trickster (Dustin)

Percy, Tiefling Battlemaster Swashbuckler (Declan)

Skipper, Grung Swashbuckler (Alex S)

Toro, Minotaur Paladin (Nicholle)

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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The group is following directions into the Tasty Forest and comes across this clearing that is obviously a well established waypoint. The clearing is encircled by shrines to different gods. Callie realizes that the main shrine with a stylized egg appears to belong to Semuayana, patron god and creator of the Lizardfolk race.

They hear a commotion overhead and look up to see a dragon spirit forcing down one of the lizardfolk town members possessed by a demonic essence. This spirit warns the party "do not kill the host," instead warning the party to restrain the attacks from the town members possessed by demonic forces. As the spirit finishes talking, the party hears shouting in Draconic and people running through the woods towards them.

An elf, once a mighty sorcerer who has been infected with the taint of demonic possession leads a group of lizardfolk villagers to attack the party. The party manages to capture most of the villagers non-lethally, allowing a cleric and his cadre from the nearby village of Scalewood Haven to perform exorcisms to restore these poor folk. The mighty sorcerer whose vomit powers scoured Toro and Percy mercilessly, was also captured. His case was more pronounced, so he was led away by the lizardfolk cleric who arrived to help.

After the fight, Erkakt greeted the party as old friends. Apparently Araki has been talking about them extensively. He explains that several members of their town were linked to the Feywild and are being contaminated by Juiblex's essence. The aspects of Juiblex from the slaying of his physical form on the Material Plane are coalescing around and in them creating a demonic incursion they need help containing. He explains Araki is scouting behind enemy lines to find the remaining corrupted individuals for them and will point them towards Araki.

The Well Met Heroes follow the magic deeper into the Tasty Forest. They encounter a dark ritual to summon Juiblex back to the Material Plane in process. Apparently, there was a powerful Forbiddance spell on the location the demon lord was banished to so he was able to keep a toehold in the material plane. The ritual involves corrupted cultists, demons of all shapes and sizes, three former colleagues of Erkakt, and a variety of abused lizardfolk villagers. Within that group, Araki has hidden himself. As the Well Met Heroes approach, they spring their trap.

The Well Met Heroes easily tackle the demons and cultists. They have a problem with the three colleagues of Erkakt. Tarnak, The Iron Scaled charges into battle but is eventually crushed by Toro. The sinister butterflies that surround the air around Seralith fall dead to the ground after she is shot cleanly with an arrow by Dustyn. Finally, the Well Met Heroes team up to break down Azran, The Verdant until he can be destroyed by a powerful magic touch by Callie that inflicts the final wounds on the mold-covered half elf.

With the mortals gone, Juiblex loses his final toehold on the material plane and disappears back to the Abyss from whence he came.

Rewards:

Each member of the party gained a total of 4000 XP from this adventure.