

# Session 6

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## Recap

- Horace the Horse
- Got to Verdant Refuge
- Got way too many powders from Charles the Alchemist
- Got fancy clothes for the wake and planned a heist
- Met Thalia the Ironforge and got sword blade infused with pixie dust

## Lore

- Morgan Sr. has high expectations of his necromancer family: sorta addams family coded
  - he died 10 years ago, but the family consistently casts speak with dead on his corpse to communicate with him as if he is still part of the family
- Morgan Jr.
  - tries to live up to the spooky vibe expected of
- The Divine council Warlock betrayed the others and helped Marwinn
  - is now a squirrel with black hair
- Marsha is mother and is chhangeling. Still alive but very old and senile

## Ideas

- Go to the wake
  - Morgan and Varinn are there: they give vague hints about using kaysa to resurrect Morgana
  - Cast Speak with Dead on Morgana, but her throat is shot through and she can't speak
    - motivates full resurrection using kaysa
- Marsha wants the corset back, says it's important for relationship with Raven Queen, but too senile to adequately explain details
- There is a puzzle in the mansion which unlocks Morgan Jr.'s secret room devoted to his guilty pleasure of Glimmer G-pop (dnd equivalent of kawaii jpop)

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## Puzzles

### 1. 5 lever puzzle

A primary first helps open the door The second lever will sound like a roar The last lever pulled is the color of sky After the second will buzz like a fly.

- color:sounds = black:roar,yellow:buzz,blue:flute,green:wind,red:bell
- correct answer red,black,yellow,green, blue
- correct order opens a compartment with triangle lock key

key engraving = "Five from the right"

### 1. Mirror Puzzle

- One room has a giant mirror taking up the whole wall

- Some things are different in the reflection:
  - Chair out of place
  - key on fireplace mantle
  - cloak hanging on coat rack can be found in closet in nearby room or worn by wake attendants
  - necromancy book is on side table next to chair: book is on the table in front of Morgan's corpse at the main ceremony
- locating/placing all 3 objects in right spot causes key to appear on fireplace mantle

key says "Five from the left"

## 2. Key Puzzle

- There is an ornate metal doorway with triangular array of keyholes of size 15.

above door says **DARK MAGIC RITUAL ROOM: AUTHORIZED NECROMANCERS ONLY**

clue below bottom row of keyholes says "3 in between"

- Need to obtain the two keys and place in correct slots
  - 5th row, keyholes 1 & 5
  - 13th row, keyholes 5 & 9
- solving one row makes something click into place and the keyholes light up green
- solving both rows makes the triangle part in half and open to reveal spooky corridor
  - ominous runes carved into wall with blood, torture devices strewn about, skeletons, etc. At the end of hall is simple wooden door which says

**CHAMBER OF ETERNAL SCREAMING - DO NOT ENTER OR YOUR SOUL WILL MELT**

- The room is devoted to Morgan Jr.'s secret obsession: Glimmer G(nome)-Pop
- Inside there is pulsating blue and pink lights like a rave, with a discoball and the sound of G-pop music playing. There is countless G-pop paraphenalia
  - The posters feature "The Gumdrops" an all-female G-Pop group consisting of three Forest Gnomes and a Rock Gnome drummer. They have enormous, magically enlarged eyes and brightly dyed hair.
  - There are life size cutouts of Kira, Bop, and Lulu (the group Glitter Morning)
  - Song: Cast Your Heart (at 9th level)

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## Wheel O' Powder

- Base powder effects

color	effect	siide effect
silver	+force dmg (doubled for monsters)	
green	+2 init and 5 movespeed	con save or puke
blue	fly spell	legs feel like jelly
orange	necrotic resistance	radiant vulnerability
purple	+spell slot	

color	effect	siide effect
turquoise	nice body high	wis save or mind high too intense
magenta	turn into moose	very hungry for plant life
cyan	dispel magic (unpolymorph)	
brown	shrink & +10 str	con save or diarrhea
black	summon raven familiar	wis save or talk in squaks
grey	after one turn, revert to where you were when you took the powder	int save or chronurgy sicknesses
red	go into rage (half dmg )	str save or get butt cramp
white	haste	the lethargy happens <i>first</i>
gold		

### **BAD**

1. Spaghetti 4 handz
2. 55/whoofh
3. The Runs
4. Rubber Bones
5. Helium Voice
6. Swell up uncontrollably
7. Taste with the entire surface area of your body, which is super distracting (Taste the Rainbow)
8. Frightened by nearest creature (percieve them to have said something harmful )
9. Start glowing
10. Grow a beard
11. Start hearing voices

### **GOOD**