

Session 5

Session 4 Recap:

- played prisoner's dilemma game
- got to library and paid for subscriptions
- Vaaneth and Ballar snuck into Varinn's personal vault using disguise/Wild Shape
 - found a mysterious note written in a strange language
 - Mysteriously, even using comprehend languages didn't decipher it
- Some books were found:
 - The Rise and Fall of Hærūn
 - Derek's Dance Diary
 - Ancient Fairies of the Gallant Grasslands
 - Argentum Arcanum: A Study of Chrono-Metallurgy
 - A Guide to Transfigurations & Polymorphisms
- Encounter with Varrin using mind altering magic on the squirrel, but his concentration got broken
- Whisky bought a novelty mug of Koverten the Kooky

Outline

- Finish up at library
- Lori meets them with horses (and a pony for Glow)
- Getting to grasslands, everything gets dark/spooky
 - There are some warlocks who try to stop the party: they say there is a funeral and want to see invites
 - Fight with warlocks or figure out some way to diffuse situation
- Verdant Refuge is in pink bubble powered by pixie dust
 - Lori asks to go investigate what is causing the darkness. It's thicker near the Great Fairy Fountain
 - Koba the Tortle is there and tells Ballar that things are dire in the Glimmeroot Caverns
- There is a wake happening at Morgana's Mansion

Details

Library Wrap Up

- Attention: the Library is closing soon: Patrons with a membership tier of 6 or less, please finish what you are doing and find your way to the exit. Patrons with a membership tier of 7 or higher who wish to stay later, please make your way to the overnight section of Koverten's Lounge. Patrons with a basic membership must return any tomes, scrolls, or artifacts before leaving. Patrons with a tier 1 membership wishing to check out scrolls must make their way to the front desk to sign the scroll ledger. Those with a membership tier 5 or more who wish to check

out artifacts must submit the artifact to a librarian to check if it is cursed.

Loudspeaker continues to outline case-by-case minutiae of what things are allowed/disallowed when leaving the library depending on subscription tier level

- Able to find book *Consistently Chaotic: Statistical Analysis of Wild Magic's Effects* which documents some rare cases where Wild Magic originating from a high level sorcerer permanently converted humanoids into animals. It calculates 0.0314 occurrences per 100 Wild Magics to transform everyone within 60 feet into a pangolin, with sample standard deviation of 0.2718

Journey to Grasslands

- Step on teleporter to exit library and appear at crossroads where Lori is waiting with four horses and a pony

There you are! I was just about ready to give up on you showing up.
- Need to make camp since it's already night.
 - High perception check might lead to discovering the fighter and monk squirrel sparring in the forest, bard squirrel has fashioned an makeshift ocarina out of an acorn and is playing it to conjure light and bardic inspire the others.
 - They scamper off to the tree-house hideout of secret society of super squirrels, though it is difficult to discover it. If they do discover it, the tree house is empty, but has signs that several squirrels have been living here.

Encounter

- The Shadar Kai warlocks take out a vile of pink glowing substance, mix in sorcerer's silver and combines to produce an inverted necrotic fairy **Ranged Warlock x 2** HP: 32, AC: 13, DC : 14
 - **Eldritch Blast** +6 to hit, 1d10+4 Force
 - **Hold Person/Hunger of Hadar** DC14 Wis save or be paralyzed/aoe darkness 2d6 cold/acid if start/end turn in it
 - **Misty Step**

Inverted Shadow Fairy x2

Verdant Refuge

- Giant pink bubble holds back the darkness: inside there are a circle of elves, fairies and pixies doing magic ritual to keep the darkness at bay
 - Most inhabitants are glad to see the party contracted to help their situation, though some are resentful that taxes had to be raised
- Characters
 - **Lori**
 - is curious if there were any leads found about Kaysa
 - is now sure that Morgana is perpetuating the darkness somehow, recommends searching her mansion
 - **Thalia Ironhand**

Thalia Ironhand is a sturdy dwarf, standing at about 4 feet tall, with a robust and muscular build that speaks to her years spent at the forge. Thalia sports a thick, intricately braided beard that reaches down to her chest, adorned with small metal beads and decorative clasps that reflect her craftsmanship.

- Drawven blacksmith who arrived in the village years ago, seeking solace after a devastating battle against necrotic forces.
- Lost her brother Thorn to the dark warlocks,
- experiments with incorporating pixie dust into metals.
- **Charles the Alchemist**
 - Eccentric Gnome who got kicked out of Hobblegate for his unconventional approach to alchemy
 - He recalls Derek from school, though they stopped being as close of friends once Derek's dance school started
- **Koba Stone-Fist**

Mansion

-There is a wake happening at the mansion for morgana

- 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

"Five from the right with 3 inbetween"