

Session 11 Outline

Recap:

- Freed a mysterious fairy sprite from inside a ball of dark energy within the mirror realm. The spite can't talk and simply sings/hums. It is able to power the pink bubble keeping the Verdant Refuge safe
- Varinn confronted the group and kidnapped Jeremy
- Fought some slime monsters (Thalor used some slime as skin moisturizer)
- Bought some merch from Buzzworth
- Brought the water sample to Charles who identified that there is liquid metal within the water
- Met Thalia Ironforge, who suggested that the liquid metal could be tempered if cold enough. She also was enamored with Kebo-Wan and offered to enrich their weapons with pixie dust. She also took the crossbow to try and put it in a different mold.
- Kebo-Wan found his cousin Charkee taling to old man Timothias. Kebo-Wan fought Timothias 1v1, but he got wrecked (especially in the kidneys). Still, Timothias was impressed enough that he allowed him to keep training with the Tenderizers.
- Lori requested that they look for more sprites. Strad/Vaaneth negotiated that since the GDP (grasslands domestic product) would increase, they should get property in return.

At Verdant Refuge

- Thalia gives back weapons, which are now Fairy blessed (+1 against undead)
- She couldn't figure out the crossbow

I tried putting the crossbow in the mold like you asked. It poured into the hand crossbow molds perfectly! There was just enough material for both but.. it just wouldn't hold its shape. After I took it out, the metal just recombined into its original form. I thought maybe it wanted to stay together, so I also tried using the heavy crossbow mold since that's all one piece. Same story unfortunately, it returned to its original form after I took it out. Maybe we could get better results if you could cool it down more...

- The town is a bit more lively. There are more people out and about now that they don't have to chant the protection ritual. You see a group of builders drawing out blueprints and measuring some logs.
- You hear some shouts and cheers coming from a small group of gnomes and halflings who are forming a circle.
 - Within the circle, you see two gnomes engaged in a fierce free-style dance battle.
 - If you battle them, they recommend trying out at Derek's Academy for Dancing Fighters. They know that it's east of the Gallant Grasslands, on the other side of Hobblegate Boarding School for Gnomes.

Towards Lake/Grove

- On the way to lake, there is **[DC 15 Perc]** to notice some acorns. Investigating this will lead to finding the evil warlock squirrel HexTail the Nut-o-Mancer practicing the Raise Dead spell (He creates 3 CR1 ghouls). He will turn invisible and flee if he feels too threatened. -At the lake,

The serene water is a deep pitch black color. **[Arcana check]** You can feel a dark necrotic energy coming from beneath the water. It is similar to the dark energy you encountered in Morgana's mansion, but more concentrated. **[DC 12 Inv]** On the east side of the lake, you see a large structure whose walls are covered in plants. While these plants may once have been lush and green with flowers and fruits, they are now dark and shrivelled

- There are lots o' locks guards patrolling the water as well as some Zarunite Guards. The three guards who Strad nat20 convinced will vouch that they are from the circus. Major Markus (Morgana's brother) is skeptical. He wants the guards high alert looking for Morgana (only been one day, so maybe no one found her body yet). He asked Varinn for some extra troops to help.

Glimmerglade Grove

- Maze-like dungeon. See map legend for room by room description

There is a door with no visible handles or locks. There are several scenes carved into and around the door, all depicting portrayals of two or more humanoid figures standing in groups. Several races are represented among the figures - from left to right there are depictions of a halfling, an elf, a fairy, a dragonborn, a human, and a dwarf. There are statues on either side of the door; the one on the left depicts an elven ranger with a bow and quiver slung across her back, arms spread wide in a friendly gesture. At the bottom is the enscrip topn "Aestar" (Evlish for "together"). The statue on the right depicts a tall dragonborn barbarian wielding a two-handed axe and holding it in position to swing downwards with a ferocious attack. The enscription at the bottom says "Re" in draconic.

| word | language | translated | description |
|----------|-----------|------------|---|
| All | Halfling | Lur | The statue depicts a cheerful, stout halfling standing with hands on its hips, wearing a simple tunic and boots. |
| Together | Elvish | Aestar | An elven ranger with a bow and quiver slung across her back, arms spread wide in a friendly gesture |
| We | Sylvan | Phe-remlit | A majestic stag deer looking into the distance, accompanied by a fairy smelling a flower. |
| Are | Draconic | Re | A tall dragonborn barbarian wielding a two-handed axe and holding it in position to swing downwards with a ferocious attack. |
| The | Common | The | A human bard sitting on a stool and strumming a lute, she wears a fancy cap with a feather in it and her mouth is open in song |
| Key | Dwarvish | Muol | There is a statue which depicts a dwarf priest in long, flowing robes, with his arm raised and his head tilted back. However, the hand of the lifted arm is broken off. The plaque at the bottom reads "Muol" |
| Red | Celestial | Pounnem | An aasimar stands with serene grace, its celestial features carved in perfect harmony—radiant wings unfurled and a gentle, peaceful expression that conveys both divine beauty and strength. |

| word | language | translated | description |
|---------|----------|------------|--|
| Herring | Infernal | Myrrulq | The statue of a female tiefling exudes regal power, with spiraling horns and a flowing cloak, her poised stance and coiled tail hinting at both beauty and deadly purpose. |

- players need to navigate the Glimmerglade Grove in order to find the remaining statues. Once they find them all, saying the passphrase aloud will open the door, which holds yet another dark orb. Also, there is a staircase which leads to a secret passageway underneath the lake.