Session 03 : 2024-04-07

1. Long Rest

- Read the letter, Zawn notices rare Azureal Moss growing on walls

- Selune wants to get out of here and return home - missing fairies

- sleep / heal / restore / bubbles(?)

2. Sky's Vale

- Greeted by Vita and Horm - Reveal map - https://inkarnate.com/m/EXyK9X-skys-vale/

- Party has 3 days to fully heal from magic warts and 3 days until Ball, shop around (make covert purchases too)

- Sky's sanctuary: - *Mayzela* - druid, cares for injured animals - Can help Selune find her way home

- Karinda's workshop : *Karinda* Orc - she sells quarters, makes barrels, wood shields, etc.

- Tam's Weaponshop - *Tam* Dragonborn - basic weapons - 2 days to make most things

- Sari's Supplies - *Sari* Human

- General supplies store, well stocked

- Olaaf's Arcanarium - *Olaaf -* Tinker Gnome Wizard

- Has items magical items listed at https://media.wizards.com/2020/dnd/downloads/dnd\_essentials\_rulebook.pdf at standard prices - also, bubble glasses?

- Will buys magical ingredients like Azureal moss, dragon scales

- Min's Tower - mystery no one has seen Min in 5 years but lights sometimes go on

- Finn's Fine Fishies - *Finn* - Human - lots of fish, will buy rare fish

- The Candle and Torch Inn (CAT Inn) - *Vita* and *Horm*, Halflings - Rooms are 1 gold per night, including meals

- Cassia : cook, Malx : bard gleeman, Markku and Piia : waiters / staff

**Secret Missions:**

**Zawn** - find someone in town who can help Selune return home

**Moothalamoo** - buy something at 3 different shops

**Grimwald** - Ask about your kidnapped brethren, make a covert purchase

**James** - Find someone in town that knows where the estate/ball is. Maybe someone rich?

**Nym** -: come up with a plan to get 3 people into the ball - what skills do you have to help? you have 2 days (in game time, this session) to figure something out.

**Eclipse** - steal something from a shop - but be careful; don't get caught. Give the thing you stole to someone else.

3. While eating dinner at CAT Inn, bounty hunters come in, pick a fight to kill the dragon born

4. (optional) travel to Westwick - random encounter?