Family DnD - Session 12 - Journey to Kariwood

Recap: gnomes free. Tuula will dismantle the fence. Giant's Prayer Stones acquired.

1. While traveling to Kariwood - Wraith wolves attack. Stats below.

1.5 Heroes get help from a stranger - a wizard that is also traveling in the forest.

2. **Olomumboro**

- knows Sky, Fairy from Skyvale.

- was here looking for unicorn dung too; has been looking with magical spectacles that lets her see in the dark. couldn't find them.

- has helpful information (see below)

3. **Town of Kariwood** - near the edge of the forest. Mossy stone houses (trees are sacred). Center of Town is **Elderleaf Yavanna** - one of five remaining giant ancient trees that are hundreds of thousands of years old. The town of Kariwood exists, in part, to protect Elderleaf Yavanna. Wizards and Druids and other adventurers journey from afar to visit Yavanna as it is believed that she is able to bestow blessings on the pure of heart. Any blessings are very personal and should be kept to oneself.

- Town is known for selling the finest magical weapons, armors, and items.

- Very expensive housing. Halflings live in the trees using wood from naturally felled trees. Dwarves and elves live in fine mossy stone houses. Shops are extremely clean. Town buzzes with good magical vibes.

- Town includes a magical shop - inspiration for Moothalamoo.

- if investigated, Yavanna has stopped blooming, no one knows why.

- if visited, Yavanna will bless the 2 heroes with:

- a small wooden wand with unknown properties. the wand feels warm to the touch and is calming to hold.

4. Travel to the Teleportation runes - then on to... [tbd]

Goals:

**Moo**: buy 1 new magical item. meditate at the roots of Yavanna (get a silvery blue wand)

**Eclipse**: buy 1 new magical item. meditate at the roots of Yavanna.(get a silvery green wand)

**Grimwald**: buy 1 new magical item. make a new friend.

**Nym**: buy 1 new magical item. make a new friend.

**Valathar**: buy one new magical item. Tell Oromumboro about your quest.

**Zezzek's backstory, as told by Oromumboro:**

#### **Early Life**

Zezzek was once a promising young wizard who taught Arcane History at the prestigious Mystra Academy of Magical Excellence and Power located in West Vale. I was his student at the time and he was my favorite teacher. He was known for his brilliance and dedication to the art of wizardry but he also had a hunger for power and was always delving deeper into the mysteries of the arcane. However, his insatiable thirst for power often led him to experiment with evil spells and dangerous rituals.

#### **Tragic Incident**

During one of his experiments, Zezzek accidentally unleashed a powerful Demon from another plane of existence onto the Academy: the arch-demon Czul'aki. Czul'aki wreaked havoc at the Academy, resulting in the death of many of my fellow students and professors. Though Zezzek managed to banish Czul'aki, he was left scarred—both physically and mentally. The academy blamed him for the catastrophe, and Zezzek was expelled in disgrace.

#### **Descent into Darkness**

Little is known about Zezzek after this. However, I have captured a demon, Orzi, who is in Zezzek's command. Orzi was gathering Druids to be slaves in Meznobarrazzan (hell). I learned from him that Zezzek is rebuilding power in Meznobarrazzan. I have also learned that Zezzek's heart is filled with bitterness and resentment. Zezzek has returned to this world and is now obsessed with proving his worth and gaining the power that he feels he is owed. He has mastered many ancient and evil sources of magic. He now believes that controlling others is the only way to ensure that he will never be rejected or powerless again. The weapon he is building is called "The W2M3C" - I don't know what that means though. I know he is gathering magical ingredients but I only know of Fairy Dust and the Unicorn Dung thanks to Sky from Skyvale. I also know he has a shapeshifter who has been working for him; according to Sky, you have met her as well. Unfortunately, I do not know where he is. Do you?

Wolf 1 (Alpha): Hit Points: 200 AC 18 Attack: 3d8+8

Wolf 2: Hit Points: 100 AC 18 Attack: 2d8+8

Wolf 3: Hit Points: 50 AC 18 Attack: 2d8+8

Wolf 4: Hit Points: 50 AC 18 Attack: 2d8+8

Wolf 5: Hit Points: 50 AC 18 Attack: 2d8+8

Wolf 6: Hit Points: 50 AC 18 Attack: 2d8+8

Wolf 7: Hit Points: 50 AC 18 Attack: 2d8+8