Family DnD : Session 13 : Return to Unicorn Forest : The Villany of Zezzek Saga

**Background:**

Party has new fancy gear, and is healed up. Heading back to see if they can capture the nightwing. Have 3 nights to go. No longer being tracked by Sharelle.

**Overview:**

Step 0: finalize the plan.

* tracker? look at scrying spell placed on a small item + map. then reverse pickpocket the item or put it on night wing? If so, they can track nightwing back to cliffs near Southwick.
* Impersonate Markus? disguise spell or nym's deception skills. but then what?
* just fight? Sharelle will leave on nightwing, Murshk can be interrogated.
* silently observe? after shouting for markus, and no response, Sharelle uses magic to force open the door, observe it's empty, and will quickly leave.
* go invisibly and hop on nightwing? Olo: won't nightwing feel you still?
* shapeshift into tiny form and hitch a ride? sure: but party separates. Olo suggests: maybe we could use a magical tracking device that does the same thing?

Step 1: Travel back to unicorn area with Olo, uneventful. Half elves are all gone.

Step 2: [do plan]

* Sharelle will approach at night, shapeshifted as a monk rider. Her henchman, Murshk, is riding on Duskwind (the night wing) too. They see the destroyed fence before landing and proceed with high caution. They land next to the cabin and order Markus to come out.

If fight commences, Sharelle will attack but try to escape on Duskwind before leaving. Murshk gets left behind. Olomumboro has truth serum. Murshk reveals:

\* Zezzek's main base is some place "central" and they land in a cave along a rocky ocean shore line. Zezzek travels a lot on his own though.

\* Zawn has been sent to Meznobarrazzan with other druid slaves to harvest fire orchids. However, shortly after Zawn's arrival Sharelle had to go visit there because of a Druid uprising.

\* Sharelle is preparing another targeted attack against the heroes using mind controlled creatures that are smarter.

\* Murshk has a magical +3 mace on him that can do force or thunder damage.

**Quests:**

*Moothalamoo*: collect some of the wood fencing material - bracelet material.

*Eclipse*:

*Grimwald*:

*Nym*:

*Valethar*:

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Session 14(?)

Zyzzifel Island

A frost dragon, a fire dragon, and a are being abused for blood. They are kept in 3 rock caves under the ice and are chained up with massive adamantium chains. 3 wizards are being forced as slaves to put sleeping spells on the dragons. 3 slave giants are then forced to stab them with spears and collect blood. There is a 4th cave that has several smaller dragons, a nursery.

One evil warlock - Waldo - runs the operation with the help of many frost and fire imps that follow Waldo's orders. Waldo's patron is Czul'aki. If interrogated, Waldo may reveal that Czul'aki and Zezzek are working together now.

Arrival:

1: Heroes land near a Giantess Wizards home, Olaga. She's kind and helpful. Her husband has been kidnapped by an evil warlock and taken north. The land is extremely cold and covered with ice. Lots of rolling hills and occasional pine trees. Dangerous to be spotted by dragons unless you are on good terms with them. Summer cloaks?

2: Traveling north, heroes must travel slowly and stay in the shadows of pine trees and avoid dragons flying by overhead. During first night, a dragon sneaks up on them. It is a fire dragon called Falix - the baby dragon freed from Lady Ariel's estate. Falix agrees to travel north with the heroes and will keep them safe from other dragons. Falix says his mother has been taken prisoner and is somewhere up north too. He believes he's found the entrance to a cave/former castle/ruin that has imps guarding the entrance.

3. Fight [fire imps?] to get in. Falix is too large to get in; will stay guard at the gate.

4. inside: four main cave rooms. Each is guarded by a tough monster. [fights]

5. In the first 3 cave rooms, there is a slave dragon and a slave giant that can be freed.

6. The last cave room is guarded by Waldo and the [creatures]. [Big fight]

7. Free the nursery dragons

Hidden tunnel in nursery: leads to a mausoleum: [traps/treasures]