Session 16 - Hell - Family DnD - The Villainy of Zezzek

0: Entering Menzoberranzan: dark, a bit foggy/smokey, air is dry and cold. The ground feels unnaturally warm. Behind you is a mountain range, with many smoking volcanoes. You see a lava coming down hill from one of them. There is a small town ahead: Menzoberranzan. A small earth elemental walks by pulling a cart, it looks up and sees you and then continues on its way.

1. After a few minutes, you see a small water elemental walk by, it looks sad. It keeps shouting out the word: "Vlakki" "**Vlakki**"! [if they engage]. The elemental is a child whose name is **Queva**. Vlakki is their pet hell hound. They show the heroes a picture of them and vlakki playing together. Vlakki is lost. Queva asks for help to find her.

2. After moving around town, they meet an older looking wind elemental, Kumbo sitting on his porch in a cloud swing (like a tether ball but goes around in a circle forever). Next to **Kumbo** sits a massive hell hound. [if engaged] Kumbo says this is his pet hell hound, **Tcha'ko**. He saw another hell hound walk by a couple of hours ago. He asks the heroes to take Tcha'ko for a walk. They'll need two strong people to hold his leash.

3. After walking around with Tcha'ko, he sees a large blackbird, breaks freek, and chases after it and also goes missing.

4. Heroes find a well in the town while searching. Zawn remembers climbing out of it. The druids are in a chamber directly under here and you can go down the well to get there.

6. descending the wells leads to a magical glowing portal and the 3 puzzle rooms.

7. The inner chamber is an underground field where Devillian Orchids were being harvested. The field looks empty and desolate. The remaining druids are all gone. The fields look destroyed as if from a battle. The huts where the druids were living are all destroyed. The only thing left is the kitchen dining area which is half destroyed. If investigated, inside will be 1 barrel Portsmith Wine, 1 barrel of Capsian Rose Wine, and 1 barrel of wheat grains that are black and yellow.

8. Continuing the search, the hell hounds are found in the park by the lava river. they are walking and snuggling each other and very very happy to be together. They haven't seen you yet. How can you catch them?

9. returning Vlakki to the boy is uneventful.

10. returning Tcha'ko, the old man is very thankful. he asks where they are traveling next and if they would like a hand? He has a powerful teleportation wand that can take them to the top of any mountain in Satumaa.

Puzzles:

Puzzle 1: Setting: a shrine room to the Lady of the Night - a Tiefling deity. There is a talking statue/construct. The next door is magically sealed and has the words, "Call upon the Lady of the Night in sacred prayer and you may pass!". The construct introduces herself as an honest and loyal servant, Elizza. She says, you each may ask me one question. She loves to talk about the lady of the Night but won't say her name unless asked to say her name via a direct question. Her name is the password to move through the door. The Lady of the Night's name is, **Ka'lune**.

Puzzle 2: Setting: A shrine to **Gavolt** - There is a large statue of a man kneeling to tie someone else's shoe.

A mirrored doorway - (Door of politeness) - it mirrors everything including the character's reflection. The reflection blocks passage through. Only standing to the side and saying "please, after you" then the reflection will do the same and then disappear allowing you to pass through.

Setting: shrine to a dwarven goddess - Wilhelmina , known as the wisest dwarf to have ever lived and blessed with immortality for her many contributions to the ancient dwarves. On the ground is venn diagram on the ground that unlocks a door - each section has an altar and will activate when an item linking them is properly placed on the altar.

**Eclipse:**

1. You are the most experienced with prayers. When it's time to pray, be the voice of the heroes. Help come up with a good prayer.

2. If you meet an old person that is kinda stubborn, use your charm and go talk to it.

**Moothalamoo:**

1. There's a type of grain used to make bread that is black and yellow called Rostruma. It's often made into a bread called Rostruma Rolls that has black and yellow swirls. These rolls are a delicacy in the town of Telia in the Isles of Lyria. This information may come in helpful today.

2. If you meet a small child that might need help, kindly talk to it.

**Valathar:**

1. Your family has a myth/legend that your "10 times great" grandfather was a hero named Gavolt and you are his direct descendent. You remember a family story where Gavolt saved a village and afterwards insisted on cooking dinner for everyone in the town and did all the dishes himself. The only time anyone ever saw Gavolt get angry was at that dinner when a child forgot to say "please" when asking for the salt and Gavolt said "how rude!" but then Gavolt later apologized to the child and gifted him 100 lbs of salt. This information may come in helpful today. Use it to help the party move forward.

**Grimwald:**

1. Wilhelmina is known as the smartest dwarf to have ever lived and blessed with immortality for her many contributions to the ancient dwarves. She is famous for her logical thinking, engineering skills, and helping the dwarves first learn how to smelt strong iron and work copper/silver/gold/platinum into coins. You remember Wilhelmina was very fond of numbers and patterns. If you happen to reach a shrine to Wilhelmina with Dwarven writing on the wall, it translates to:

*Prime numbers, oh so special and neat,*

*You can't divide them, they're quite a feat!*

*Two, three, five, seven, eleven too,*

*Building blocks of math, tried and true.*

**Zawn:**

1. The heroes may encounter some scary looking but kind elemental creatures today. Help the other heroes not be fearful of them.

2. If/when you reach the Devilian Orchard Fields, roll play that you have PTSD and don't want to enter and you want the heroes to leave with you as soon as possible.

**Nym:**

1. Capsian Rose Wine hails from Nightvale. Portsmith Wine hails from Southwick. Share this knowledge with your fellow heroes at the appropriate time.