Session 17 - Locating Aliana - Family DnD - The Villainy of Zezzek

0: Things to remember: players are cursed. flatulence, bunny, and extra crit successes/failures. The aura changes to a "good" aura. You suspect Sky in Skyvale is up to something. Reroll critical failures ("1" only) if your alignment is good.

1. On the way into town, a Nightvale tree - very broad, dark leaves, makes it appear like night underneath. It's one of the elden trees. Players will be given two wands, if they worship.

2. After leaving the Nightvale tree, 2 stone golems appear on the trail blocking passage. They immediately attack. https://www.dndbeyond.com/monsters/17025-stone-golem . On death, each stone golem petrifies one player. Petrification can be undone with a Greater Restoration spell. If no one knows this, it can be obtained from a magic shop in Nightvale for a hefty price.

3. Arrival to the town of Nightvale. Heroes will need to spend a day or two investigating the city, asking for clues.

- They notice a high number of jewelry shops selling pearl necklaces.

- Missing person poster - **Clover Oakenfield** - description says she is a dragonborn that lives on a houseboat in the bay, is a pearl diver, and has gone missing. As a dragonborn, local police aren't actively helping.

\*\*\* *Clover thread*: Clover's mother, **Zaza Oakenfield**, lives on the same houseboat in the river (leading to the bay). Will ask the heroes to help find her. Says she was last seen leaving for work one week ago at 5am. She never came home. Her work buddies claim she never arrived for work. She has a coworker - **Torvald** - another pearl diver, who seemed kinda jealous of Clover's deep diving skills.

The pearl divers can be found at the docks in the morning. Or in the harbor bars/taverns in the evenings. Torvald is very rude, loud, and unhelpful but denies having anything to do with Clover's disappearance. Torvald jokes that he's happier now that she's gone. Says all Dragonborn are stupid and only good for shark bait.

Clover actually left town on a boat to search for her father who went missing 5 years ago. Zaza thought Clover was too young to go off on her own and so Clover snuck away. The only person who knows this is a third coworker, **Katarina**, a tiefling who helped her escape. Katarina will only divulge this information if magically persuaded, or someone BRTs with her a lot. *Katarina's parents are Mik and Vik.*

4. Investigating mermaid tears (and/or Clover). Information sources:

- **The docks - Pete**, **Smalls**, and **Varuk**. 1) Some workers know of Clover but not well. 2) Mermaids: They say that there are hundreds of myths and stories about mermaids. They are sirens that capture sailors. They are evil sea witches that steal sailor's gold. They are beautiful creatures that steal sailor's gold. They are mischievous creatures that magically move islands and change the weather to get sailors lost. You sense that a lot of bad stuff that happens to sailors gets blamed on mermaids. None of them have ever seen an actual mermaid (sober).

- The taverns: **Katarina**, **Torvald**, **Maude**, **Stork** - the pearl divers. They all love playing darts and cards. 1) They all know Clover, see above. 2) Maude claims to have seen a mermaid once while pearl diving. No one believes her. She describes the mermaid as dark-skinned, long silvery hair, silvery shimmery scales, and long skinny arms and fingers. Maude's foot was caught on seaweed and the mermaid helped her get free.

- The pearl shops: Shopkeepers: **Aliana**, **Bort**, and **Tosha**. Alina is perhaps eating alone or eating with Mik and Vik.. 1) No info on Clover. 2) Tosha and Bort don't believe in mermaids. Aliana is a mermaid living secretly on land.

5. *The big main clue*: **Aliana** or a retired ship captain couple, **Mickael** and **Viktoria (Mik and Vik)**, will relate the following story. They discovered an underwater cave system under an island to the east after being attacked by a leviathan. Mik and Vik found their way into the cave system which is home for the last remaining mermaids in Satumaa. Alina helped Mik and Vik escape out and get back to the mainland. The island is called Lady Wilma's Watch and it is at the southernmost tip of Drakonia/Aloria. It has steep cliffs on all sides, and a big elden tree on top, known as Illuminance - the tree is tall and has leaves that glow. Illuminance serves as a lighthouse for ships sailing the southern sea. Aliana will refer them to Mik and Vik for passage. Mik and Vik and Aliana will help but only for a price. Aliana is an outcast and is living in exile; she doesn't really want to go back. Mik and Vik are enjoying retirement but do miss being on a boat. All 3 will agree to help if the heroes can help free Aliana's husband, **Tamil**, from jail. He has been locked up for 2 weeks by a corrupt policeman, **Tag**, over a dispute about the policeman's child that kept stealing jewels from their shop. Tamil goes to trial tomorrow. Players can break him out tonight, or help defend him in court tomorrow.

5a) *The breakout*: draw the jail on an island on the map. 4 guard towers. Players need to sneak in, get through the main gate, find Tamil, help him escape unnoticed. Then Aliana and Tamil will sneak away to a new village/life.

5b) *The trial*: Beforehand, players can gather evidence. Two neighboring shop keepers also witnessed the theft and can ID the child, Rolf. They fear retaliation too but can be coaxed into testifying. The trial, there will be a defense lawyer who defends Rolf. They have their own "eye witness" that says Rolf was playing with 2 halfling kids, **Milo** and **Halfred**, in the park all day and nowhere near the shops. During recess, players can quickly find the two and they will happily tell the truth - they don't like Rolf - he steals from them regularly. If you give them some candy, they'll come to the courthouse right now and testify. Candy shop is across the street.

6. The Journey to the