Session 18 - Voyage with Mic and Vic and Aliana part 1 - Family DnD - The Villainy of Zezzek

0. Things to remember:

- Items are being identified, will need a few more days. check back in a week.

- Aura has changed bad again. 1s and 2s are critical misses if you are a \*-good character.

- Clover Oakenfield has likely gone north.

- Mic and Vic will hook team with Aliana

1. Aliana is at her gem shop - The Silver Crab. The shop is filled with fish-smelling shipping nets and sailing gear with fancy jewelry laid out on the nets and in fancy chests. Aliana is very kind, has long flowy silvery gray hair with streaks of blue. She wears glasses that make her eyes look too big and wise. She wears a flowy blue and green sundress with pearls woven into the stitching. Her husband - Talik'a'vans, is in jail and will go to trial in the morning. He was accused of stealing from the magic shop. If they can help convince the judge to set him free, she will help.

1a) *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. Aliana won't be able to help if they take this option.

1b) *The trial*: Beforehand, players can gather evidence. Two neighboring shop keepers, **Gabra** and **Vilo**, also witnessed the theft and can ID the perp, a halfling 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 witnesses", **Jacko, Vilhelm, Tabi, and Klasha**. They each say that 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.

2. Heading out to sea. Two islands. Exploring around the first island...

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* DM Encounter Summary: Setting: The adventurers encounter Thalmos, a playful and curious Ice-tapus, in the depths of an icy ocean region. Thalmos swims near them, emitting an aura of magical frost, but it seems cautious and will not approach until it is tamed. Moothalamoo's Role: Moothalamoo, the party's magician, recognizes the creature immediately and shares its lore with the group. He explains that the Ice-tapus is a rare species, born in the coldest regions of the ocean but capable of living in any water temperature. Males, like Thalmos, are known to travel solo for most of their lives, much like elephant bulls. According to ancient myths, the Ice-tapus possesses powerful, innate magic, tied to the frost of their homeland. These creatures were believed to be guardians of frozen waters, and legends say that they can bestow ice magic upon those they deem worthy. Moothalamoo further reveals that to tame an Ice-tapus, one must demonstrate higher intelligence, such as by offering a witty joke or solving a riddle. If done successfully, the Ice-tapus will share its ancient wisdom.
* Taming Thalmos: The party must come up with a clever or witty joke to make Thalmos laugh or show interest. If they succeed, Thalmos will playfully swim closer, indicating its trust has been earned. Once tamed, Thalmos communicates by presenting the adventurers with a challenge in the form of four magical clues. Each clue, when solved, will lead to the final phrase.
* The Clues: Clue for "Frozen": "I come in the coldest of times, A state where water halts its chimes. Ice and snow make me complete, In my stillness, there's no heat." Answer: Frozen Clue for "Water": "I flow through rivers, lakes, and seas, A source of life for all that breathes. Though I take many forms and states, In every drop, the earth creates." Answer: Water Clue for "Yields": "To give way without a fight, I offer, I bend, in the face of might. What I hold, I freely share, To those who ask, I give with care." Answer: Yields
* Clue for "Power": "I surge with strength, unseen yet felt, With me, kingdoms rise or melt. In lightning's strike or in the sea, The force that guides both you and me." Answer: Power Phrase Solution: Once the party solves the four clues, they will have the phrase: "Frozen water yields power." Reward: Upon hearing the correct phrase, Thalmos will glow with approval and grant two adventurers permafrost on one of their weapons each. These enchanted weapons will deal ice damage during future combat encounters. This gift cements the bond of trust between the Ice-tapus and the party, and Thalmos will swim away, satisfied with the encounter.

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**Moothalamoo**: When you are acting as the Dungeon Master, remember that your number one goal is to make sure that everyone is having fun. What's not fun is when things go slow. So if you are unsure how to proceed "according to the official rules", that's okay. Just make stuff up as you go and do your best to keep it reasonable. Your secret mission is to not look up anything in the rule books or online or with ChatGPT during the session. Just improvise. Amy and I will help improvise stuff, as needed. Also, David will help keep track of the Dire Wolves hit points so don't worry about this part.

**Eclipse**: What might convince small halfling kids to help you out? Perhaps a yummy treat of some sort? Talk to the halfling kids and convince them to help you out, with the help of candy, as needed. You'll need to be able to speak Common to do this.

**Grimwald**: Role play that you want to break Aliana's husband out of jail rather than go to trial. Other heroes will be arguing otherwise. Let them win, but be grumpy about it. Jack's main secret mission is to make sure people are having fun (while he is the main DM) and to not slow things down if rules are unknown; you and I are both tasked with helping him improvise stuff, as needed.

**Nym**: The evil staff is of no use to the heroes. Convince the party to pay the shop owner to allow him to destroy it. Also, play good thematic music throughout the session.

**Valethar**: Before leaving town, go back to Clover's mother and see what she can tell you about her missing husband.

**Zawn**: Convince the party to go to trial before the judge. What might help them win the case? An eye-witness perhaps?