Session 19 - Voyage with Mic and Vic and Aliana part 2 - Family DnD - The Villainy of Zezzek

Background Notes:

Encounter 1: The first Island: [Jack DMs]

**Encounter 1: The second Island:**

Smallish Island, Large Lighthouse on top. Ran by a small family of Tinker Gnomes. The light in the lighthouse glows from magic. The tower is white and pink stripes. They have a small cottage and garden at the base. Outside their house are a few barrels of fresh rain water. The Gnomes are: **Telleesa** (mom), **Mavo** (dad), and kids: **Jen'ai**, **Tor'ai**, and **Kiips**. Jen'ai and Mavo often fish together but have had bad luck lately. Family is surviving on turnips and potatoes. They are friends with **Mic** and **Vic**. Mic and Vic have brought some supplies including fresh veggies and cured meat.

**Encounter 2: The mermaid caves known as Tristia:** Aliana stays on shore; wants heroes to request permission to return.

Under the island are a network of water caves where the mermaids live. Mermaids are very solitary.

Entrance to the cave system is by a beautiful reef on the south end of the island and is guarded by 3 tiger sharks. They can be battled or charmed but mermaids will act to keep them alive as they are also friendly pets.

Three mermaids emerge, the council leaders. They are the head of the group of ~300 mermaids that live here.

**Esmerelda Stormstrong:** Leader of the council/clan, head of food and wellness

**Seraphina Stormcaster**: member of the council, head of security

**Sylphessa Stormswell:** member of the council, High Priestess - head healer

**Mermaid Tears**: Snails that only are found in the cave system. The snails are sacred to the mermaids. They collect the snail slime and turn it into powerful Elixirs and Potions. 1 year ago, an entire cave room of Mermaid tears disappeared. They set up magical traps to protect all the entrances as a result. Last week a giant leviathan attacked one of the entrances and killed the 3 tiger shark guards and also 3 of the 6 mermaids that came to help. Unfortunately (or fortunately) the entrance was destroyed. Seraphina was in the fight and saw a mermaid-like creature fighting with the leviathan but the mermaid was not anyone from this clan. Seraphina secretly followed the mermaid back to a ship where the mermaid climbed aboard and disappeared. Seraphin found several mermaid tear shells in a water tank - the snails were dead. Seraphina left and the ship hasn't been seen after this. Seraphina suspects this mermaid was behind the attack and is highly sus of a stranger mermaid like Alianna.

Encounter 3: Seraphina will verify that Aliana is not the mermaid that attacked. Aliana goes to reunite with her parents, **Rolf** and **Luminara**. She is crying as she approaches. Rolf cries and gives her a big big hug and says: "I've missed you so much. I never thought this day would come". Luminara looks shocked and in disbelief. She also gives her a big hug and says "I just can't believe this is happening. It's impossible. I just can't believe it is really you, my Aliana."

Aliana quickly pulls a knife and stabs Luminara in the arm. Luminara says "Curse you bloody fools! I should have known you would show up. I end you tonight!!!" and shape shifts into the form of a sea serpent.

Encounter 4: **The fight with Sharelle / Sea Serpent!**

The cave system wards include an anti-teleportation magic that keeps Sharelle easily escaping. Her only escape is to fight her way out.

Sea Serpent: can breath under water and above water. The serpent deals double damage to objects and structures.

Str | Dex | Con | Int | Wis | Cha

+9 | +4 | +6 | +5 | +2 | +0

AC: 20 : HP: 400

***Multiattack.*** The serpent makes two attacks: one with its bite and one with its Constrict. It can't make both attacks against the same target. Instead of making a bite attack, it can use its Swallow.

***Bite.*** *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 34 (4d12 + 8) piercing damage.

***Constrict.*** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage, and the target is [grappled](https://www.dandwiki.com/wiki/5e_SRD:Conditions#Grappled) (escape DC 16). Until this grapple ends, the creature is [restrained](https://www.dandwiki.com/wiki/5e_SRD:Conditions#Restrained), and the serpent can't constrict another target.

***Swallow.*** The serpent makes one bite attack against a Large or smaller creature it is [grappling](https://www.dandwiki.com/wiki/5e_SRD:Grappling). If the attack hits, that creature takes the bite's damage and is swallowed, and the [grapple](https://www.dandwiki.com/wiki/5e_SRD:Grapple) ends. While swallowed, the creature is [blinded](https://www.dandwiki.com/wiki/5e_SRD:Conditions#Blinded) and [restrained](https://www.dandwiki.com/wiki/5e_SRD:Conditions#Restrained), it has [total cover](https://www.dandwiki.com/wiki/5e_SRD:Cover) against attacks and other effects outside the serpent, and it takes 21 (6d6) acid damage at the start of each of the serpent's turns.  
 If the serpent takes 30 damage or more on a single turn from a creature inside it, the serpent must succeed on a DC 21 [Constitution](https://www.dandwiki.com/wiki/5e_SRD:Constitution) [saving throw](https://www.dandwiki.com/wiki/5e_SRD:Saving_Throw) at the end of that turn or regurgitate all swallowed creatures, which fall [prone](https://www.dandwiki.com/wiki/5e_SRD:Conditions#Prone) in a space within 10 feet of the serpent. If the serpent dies, a swallowed creature is no longer [restrained](https://www.dandwiki.com/wiki/5e_SRD:Conditions#Restrained) by it and can escape from the corpse using 20 feet of movement, exiting [prone](https://www.dandwiki.com/wiki/5e_SRD:Conditions#Prone).

Encounter 5: The cleanup:

Sharelle Info dumps:

Her next stop was to go to Edona to deliver wheat and mermaid tears. **Zezzek** has taken over as king of the city but is staying in disguise and goes by the name of **King S'val**.

Aliana reunites with her father, Rolf. They will go off to rescue their mother (unless heroes really want to side quest it). Rolf and Aliana give heroes linked tracking jewelry gems. They used them to stay "close" in Aliana's exile. Rolf even used them to secretly visit Aliana a few times.

Mermaids gift the heroes 7 Elixirs of Wellness: They increase constitution score by 6 for 1 day, including HP buff in the form of temp HP. They also gift the heroes 1 vial of anti-magic. It can be taken directly or added to a container (e.g. a barrel of wine); all that drink it lose the ability to do magic for 24 hrs.

Moothalamoo: The mermaid cave system is guarded with powerful magical wards/protections. Try to discover what protections are in place.

Eclipse: Talk with the mermaid council. Try to convince them to end Aliana's exile so she can come back and visit her parents.

Grimwald: Help the heroes become friends with the 3 council members.

Grimwald: Help the heroes decide what to do with the shapeshifter - Sharelle. The mermaids can keep her prisoner indefinitely, if needed. They can keep her from performing magic and escaping. This session (or at the beginning of the next one) you may be able to get some intel from Sharelle. Where is the real Luminara? What can/will she tell you of Zezzek's plan?

Nym: Become buddies with Seraphina. If you do, she may reveal some helpful information about the protective wards.

Valethar: Always guard the exits/entrances.

Zawn: Try to tame/pacify the 3 tiger sharks rather than fight them.