**Session 20 - Journey to Edona - Family DnD - The Villainy of Zezzek**

Background: Zezzek is in Edona but for how long? What to do once you get there and find him?

1. [Jack DMs]

Edona background: Old King Dimas died suddenly of an unknown plague. Sir Ellington replaced him as king after a long political battle between the five major houses (House Valor, House Ellington, House Tamagor, House Talon, and House Muhala). The presumptive replacement, Lady Valor, initially was claiming the throne but suddenly had a change of heart and threw her support behind Sir Ellington, as did House Talon and House Muhala).

All Magic shops have been closed. Know one knows why. All 6 shop owners were all invited on a retreat in the mountains and never returned. Inventory items have disappeared.

House **Tamagor** - led by **Grim** and **Nethra**. They have been working with **Sky** (fairy queen). Tamagor is aligned with the Order of [] Knights, Eclipses Order! They provide guard protection for House Tamagor. **Delmora**, **Vishal**, and **Viviana** are all [] Knights. Sky is providing magical protection to the house and surrounding grounds. She thanks them for helping **Selune**.

Viviana is Valathar's sister. She has joined the [] Knights and become a Paladin. She has been helping living with an older dragonborn gentleman who goes by the name Sven who's ship was destroyed at sea 5 years ago.

2. Edona arrival - info gathering leads players to **Delmora**, a Paladin in the service of House Tamagor. Delmora will lead players to meet with Grim and Nethra.

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3. Initial meeting. Grim and Nethra believe Old King Dimas was murdered and Zezzek has replaced him. They talked to a local rogue - **Lump** - who admitted to having prepared a plate of poisoned Grave Cookies, Dimas's favorite. Lump disappeared shortly after and has not been seen. There have been several assassination attempts on Grim and Nethra in the past few weeks too.

Sky proposes seeking spiritual guidance. Nethra proposes doing recon in the city to figure out how to get to

4a: Sky wants the Paladin's wizards, and druids to join together and do a ceremony to get divine favor. They go off into the forest, do a ritual. Mid-ritual, an evil spirit attacks. Group must maintain concentration:

* at most two can break at a time
* spend 1 action rejoining the ritual
* no other concentration spells can be cast mid ritual

After the attack: An ethereal voice speaks:

*From north and south, from east and west, Six heroes come, by fate's behest.*

*They'll prove their might sending fiends to graves, helping folks, freeing slaves.*

*With creatures help, they shall be known. Evils rot, they will atone.*

*Six elden wands, their powers combined, will break the chains that devils bind.*

*Wielded atop Loistava's Tower; deep attunement frees their power.*

Sky: Wands? [...] Sky reveals there is an Elden tree in

4b: Everyone else, go with **Vishal** and **Viviana** to do recon in the city to figure out how to get to Zezzek.

The Inns:

- The Scorpion's Tale

- The Inn of the Last Known Gnoll Gnome's Glow

- The Pub of the Northern Knights

- The Endless Ale Inn

- The Basilisk Keep

- The Storied Storyteller

- Queen Keisha's Cavern and Tavern

- The Moody Muskrat

- B and E's House of Healing (Bert and Ernie) and Wine

- The Three Haggard Hags

Nym uses his thieves' cant network to make contact with **Eli Stormtooth** -> **Jordana** -> **Telly** -> **Keif** -> **Scarlet**.

Telly is meeting with some mobsters that are shaking him down; need to fight them off before he can talk.

Scarlet will put them in contact with - **Thomlin** - a half-elf employed as a cook in the King's service. Thomlin will reveal that:

* The other houses are all preparing expensive gifts for the King and he will reward the winner with seats on his council. Their gifts will be presented in 3 days.
* The king is extremely paranoid about his personal security
* The king seems to be very fond of gold
* The king has an extensive collection of expensive looking rings
* The king disappears for long periods of time and then returns

5. Regroup, form a plan. Ring to the king? Sky/Grim/Nethra: Needs to be expensive and magical.

How to get it to the king? Pledge fealty to the king? Work with a different house? Secretly replace a gift from a different house? Work directly through Thomlin to do something? Masquerade as Thomlin and do something? Maybe a cursed ring? Would Zezzek fall for that?

6. No magic shops are around. Viviana mentions that she heard there is a magician's tower that recently appeared outside of town. She scaled the town wall and could see it from afar but when she got closer, it had disappeared. Perhaps this wizard could help if they could get closer. Olomumboro could also help enchant something but she fears her magical creations would not be impressive enough. Olo recognizes the towers. She thinks it might belong to Min, a retired Wizard known for being a bit silly. He loved jokes and riddles. Would often spout seeming nonsense but sometimes had deep truths as well. Many other professors of magic just found him annoying and refused to talk to him. Olo met him once and found that he was very kind but hard to figure out what he means.

7. Min's Tower: can be approached backwards, or with a mirror but avoiding direct eyesight, or whatever else they come up with. Once approached, Min will say the opposite of what he means every time (just for fun, he finds normal conversation boring). He won't come out when they knock or ring the bell but if they announce they are leaving and then start to leave, he will come out look up at the sun and say "such awful weather, such a terrible day for visitors. Would you like to leave at some point?" Once inside his tower, he will ask: "would you like to go hungry?"

**Moothalamoo**: You once met a wizard named Min at a tavern in the Lydian Isles. You had a good time with him drinking ale and discussing bread recipes. You noticed at the time that he only spoke in haikus and he seemed to do this just for fun. Min doesn't speak in haikus now but he is still eccentric. Share this knowledge with the heroes once you meet Min.

**Eclipse**: The party will likely split into two groups. You can go with either group. Choose the group that you feel could use the most help in case there is a fight.

**Grymwald**: 1) Rather than storming in an confronting Zezzek in battle, help the heroes gather information first. Grymwald suspects that Zezzek is well protected and likely still to powerful to be taken on directly. 2) Also, intimidate the hell out of the ruffians harassing Telly and maybe you can avoid a fight?

**Nym**: Rather than storming in and confronting Zezzek in battle, help the heroes gather information first. Rogues know Thieves' Cant and can quickly learn the underground dealings in any town. Use this knowledge to 1) find allies in the town and 2) later to help find a way to get to Zezzek.

**Valathar**: You have a sister named Viviana that you haven't seen for many years. You will meet her. How would Valathar react to meeting her? When you do meet her, have your character do this. If you role play well here, you may get some helpful information.

**Zawn**: Sky will ask for your help and guidance in doing a ritual to summon knowledge from the ancient gods of Satumaa. Help the party find a good secluded place to do the ritual and make sure everyone knows that they must maintain deep concentration otherwise the ritual will break. If more than 2 people break deep concentration at the same time, the ritual will fail.