**Session 21 - The Perfect Gift - Family DnD - The Villainy of Zezzek**

Background: House **Tamagor** - led by **Grim** and **Nethra** are working with **Sky** (fairy queen). . **Delmora**, **Vishal**, and **Viviana** are all **Mercy Bringer Knights** working for Tamagor. Need to get a ring with a special jewel to **King Ellington** - Zezzek. The 6 magic shop owners/wizards left for a retreat and never returned. Go look for them.

1. Search mountain forest [Jack DMs]

2. While searching, they see a tower. 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.

3. 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?"

4. Min (dis)agrees to help. Produces whatever they ask, e.g. an exquisite ring. Cost is ... .

5. Implement the plan. Wing it.

**Moothalamoo**: You once met a wizard named Min at a tavern in the Lydian Isles. You had a good time with him drinking milk 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**: Delmora, Vishal, and Viviana are all Mercy Bringer Knights. Pick one to become closer friends with and invite them to come along with you all before heading out to look for the wizards..

**Grymwald**: Help the heroes decide on the best method to get the tracker jewel to King Ellington. Be creative. Remember, Zezzek (King Ellington) is extremely powerful and extremely suspicious. Also, remember that Grim and Nethra have spies in the 4 other houses that can help, if needed.

**Nym**: You'll come across an odd tower. Help the heroes remember that this isn't the first time they have seen it. It's the same tower they saw in Skyvale that disappeared when you got close. It's a wizard tower.

**Valathar**: The heroes need to get the jewel (ring?) to the king. Draw a picture of what it might look like. When you do find a wizard to help, show them your design so that they will know what to make.

**Zawn**: You also \_should\_ know the Guidance spell. It's a cantrip so you can cast it as many times per day as you want. It helps another ally by giving them 1d4 add on to any ability check. Ideally, you should be using this spell multiple times every session. To earn your inspiration point this session, use this spell at least 2 times. Just listen for any time someone needs to do an ability check like for Perception, Stealth, Nature, Medicine, etc.

A bit of magic knowledge that Zawn would know: Your Wild Shape ability lets you change forms; it requires magic to do so (although no spell is involved). Divination Spells like Detect Magic (level 1) and True Sight (level 6) can both detect magic including Druids in Wild Shape form. Given how suspicious Zezzek appears to be, trying to Wild Shape around him would probably not work. However, there is one spell that can help you avoid being detected: Nondetection.

======

***Non-detection****: Level 3 Abjuration spell. Can be cast by Bard, Rangers, and Wizards. Takes 1 action to cast, the target must be touched, and will last for 8 hours. For the duration, you hide a target that you touch from divination magic. The target can be a willing creature or a place or an object no larger than 10 feet in any dimension. The target can’t be targeted by any divination magic or perceived through magical scrying sensors.*

======

So Moothalamoo \_could\_ cast this but I don't think he has learned the Non-detection spell yet.

So I'm sharing this all with you because it might inform the plans the heroes make to get the tracker device to Zezzek. Maybe don't Wild Shape around Zezzek but Wild Shaping around pretty much anyone else in Edona is likely to go undetected.

Also this information about how Wild Shape and the Non-detection spell work might be helpful in the future too.