**Session 23 - The Sylph Brigade - Family DnD - The Villainy of Zezzek**

**Background**: A group of evil rangers have been helping Zezzek. They are known as the Stormhunters and have captured 18 sylphs, imprisoning them in specially crafted crystal cages that nullify their air magic. The Sylph's breath is captured in tiny crystals which are shipped to Zezzek. The rangers use cruel magic to force the Sylph into and out of the crystals. The Crystals also block their Sylph magic and cause their wings to wilt. Local dryads, nymphs, and other Sylph have gathered to help, but they need experienced heroes to coordinate the rescue. The entire operation is going on around the Alorian Elden Tree, an extremely tall, pokey, dark wood tree; it looks extremely old and weathered and has just a few boughs with green leaves left.

**The Situation (from inside to out) [map it out]:**

- The Alorian Elden Tree

- 18 Sylphs imprisoned in 6 crystal cages

- 6 Guard Tents, 2 rangers per tent, 4 guard towers

- Protective wards and traps

- Dryads, Nymphs, and Sylphs have congregated outside to try and break in

**Allies**:

6 Dryads - Led by **Aila Oakweaver** - neither good/evil, a fierce protector of forest and Elden Tree

- knows hidden paths through forest, coordinates with trees, Can control local vegetation

6 Nymph - Led by **Mara Mistflow** - a strategic thinker, she is decisive and soft spoken

- control small weather patterns, control the water, limited healing, can make wipe an hours worth of memories

6 Sylph - Led by **Vy Mothwing** - very emotional, desperately wants to free other Sylph

- can turn invisible, fly quickly, bite and cause sleep

Camp Security Measures:

**Magical alarm system** - like a dome, only vis with magic, if touched, causes electric shock and flying snake and serpents arrive in under 20 seconds

**Animal patrol** - Flying snakes routinely circle outside the dome looking for any interference

**Ranger patrol** - Rangers routinely circle the inside of the dome. They have been seen on the outside too.

**Communications** - Rangers have been seen talking into magical stones and voices coming out of stones.

Phase Jack: TBD

Phase 0: Upon arriving to the area, the heroes are first ambushed by the Sylph (several bites, heroes sleep).

After making peace, heroes meet the leaders, Aila, Mara, and Vy. Need to make a plan. Mara leads the discussion. Relates her observations about the existing magical protections around the camp. Aila expresses concern for the tree. Mara says, let's do 1) Recon, 2) Disrupt (to learn more), and then 3) meet for an attack plan

Phase 1: Recon: Players come up with something to get more info. As a result, they learn:

- DC 10: Dryads spy through trees to observe that the captured Sylph need rescued soon.

- DC 15: the dome shield does not go underground but ground is very rocky

- DC 18: once per day, at midnight, a different ranger recasts the dome shield spell. the dome goes down briefly during the change over

- DC 20: There are extra magical protections in nearby trees, movement based magic missile traps

- DC 22: There are patterns in the guards movements - every two hours they are grouped on the North side.

Phase 2: Disruption: whatever the heroes come up with:

Dome: does not seem to be vulnerable to interference except can be used to create false alarms

Dome: metal can be used to extend shock... short circuit it maybe? or turn it against the rangers?

Traps: Can be triggered with stones covered with animal fur.

Traps: maybe fast flying creatures can outrun the magic missiles - or bee swarm can trigger it but the missile will go through the bees and hit something on the other side

Phase 3: meet and form a plan:

Ideas:

- lure guards out with diversions leading some away into the forest

- fake supply wagon, or zezzek visit

- sneak in at midnight, sneak attack from inside

- tunnel underneath (need distraction or coverup to hide digging)

- extra allies (?) ents?

Phase 4: Do the plan: Rescue the Sylph.

Phase 5: The Elden Tree responds.

- last 3 wands distributed. One for each hero.

- Sylph are free. Dryads, Sylphs, and Nymphs.

- Other loot: TBD

Secret Missions:

Moothalamoo: Help the heroes do reconnaissance on the magical dome to learn more about it.

Eclipse:

Grimwald:

Nym:

Valathor:

Zawn: Use a new spell, e.g. Augury, or Maelstrom, or Greater Restoration.