**Session 24 - The Crypt of Vecnian Knights - Family DnD - The Villainy of Zezzek**

**Background**: Elden wands obtained. Now for some psychic weapons.

Encounter 1: *The object trade*: The third chamber has a skeletal being that cannot be hurt/damaged. She sounds old and somewhat tired with existence (Myrkyyl from BG3). He says that the heroes must sacrifice an object of great value to them to proceed. Before the encounter, skeletons suddenly appear. They are all vulnerable to sun damage. Eclipse can clear them all in one round.

Encounter 2: *The memory trade*: The second chamber contains an ancient librarian spirit who collects memories. The key here can only be exchanged for a genuinely happy memory. The player must describe their memory in detail, and upon doing so, that memory becomes fuzzy in their mind. The librarian assesses the memory's emotional weight. Players might need to debate whose memory to sacrifice. Creates interesting roleplay opportunities as characters share meaningful moments.

Encounter 3: *The destroyer*: Heroes walk out onto a ledge and realize it's a stone carving in the form of Vecna's hand. The heroes are all paralyzed. Heroes can't talk. A ghost appears and asks: "Choose the form of your destroyer?" First player to hand me a paper with a "destroyer" wins! And then... "Roll for initiative".

Encounter 4: *The champion*: The same ghost appears again and says. "Thou hast done well". "Now choose your champion from amongst your group." First person to submit a hero... wins! A doppelganger appears and they get to fight that doppelganger.

Encounter 5: *The Ethereal Orchestra*: Players enter a chamber where ghostly musicians play an endless waltz. Three keys hover, vibrating in resonance with specific musical notes. Challenge: Players must figure out that they need to dance with the ghosts. Each key responds to a different dance style (formal waltz, wild jig, slow ceremonial). Success comes from matching the rhythm and showing respect to the ancient customs. Failure causes the music to become discordant, requiring them to start over.

Moothalamoo: You'll have two chances today to submit an "answer" written on paper. Be the first person to submit an answer. Note that you are not the only hero being given this exact same secret mission. So when the time comes, act fast.

Eclipse: You'll have two chances today to submit an "answer" written on paper. Be the first person to submit an answer. Note that you are not the only hero being given this exact same secret mission. So when the time comes, act fast.

Valathor: You'll have two chances today to submit an "answer" written on paper. Be the first person to submit an answer. Note that you are not the only hero being given this exact same secret mission. So when the time comes, act fast.

Grimwald: When the heroes are asked to submit an "answer" written on paper, let the kids take the lead. Also, when the orchestra starts to play, help get the heroes dancing.

Nym: When the heroes are asked to submit an "answer" on paper, let the kids take the lead. Also, when it's time for the orchestra to play, have some fun halloweeny dancy music queued up and hit play!

Zawn: When the heroes are asked to submit an "answer" on paper, let the kids take the lead. Also, when the heroes first enter the crypt, do something to help them have light.