Session 25 - The Dark Journey to Loistava the City of Light - The Villainy of Zezzek

Encounter 1: Visit from a god and goddess. Myrkul and Ravina - the god and goddesses of death.

Myrkul: We want to end this "Zezzek nonsense". Zezzek is no longer just a powerful wizard. He has become a God in the realm of Satumaa. He has done this by adding his name to the Book of Time. This book is located in the Room of Reckoning. He then destroyed all passageways that lead to the Room of Records. Zezzek is immortal as long as his name remains in this book. You must destroy his Mind control machine and also remove his name from this book before you can destroy Zezzek himself. Only mortals can enter the Room of Reckoning. With the passage ways destroyed, Zezzek thinks that this is now impossible... but Ravina here is clever, very clever. She always plans ahead.

Ravina: Ah, you flatter me Myrkul. I simply like to have backup plans. In this case, I have simply provided alternative means of access to the Room of Reckoning. She hands over a special scroll of teleportation. This scroll can only be read by one who has never handled magic before. Once read, everyone standing within 10 feet will be transported to the Book of Time in the Room of Reckoning for 1 minute. You will have that long to find Zezzek's Offering and Destroy it. His Offering will have his mortal name - Zezzek - written on it somewhere. Be very careful what you do in that room. The balance of power within all of Satumaa resides within that room. If you destroy the wrong objects, you can destabilize Satumaa or even destroy all of Satumaa itself.

Mykul: Yes, even Ravina and myself have offerings located in the Room of Reckoning. And yes, you can make us mortals as well. We are the God and Goddess of Death itself. And lest you think that the Satumaa would be better without us? Think of all the suffering that would continue in a world without Death. Death is truly sad but even worse is eternal suffering.

Ravina: The choice is yours. The fate of all of Satumaa is in your hands. Be careful *when* you choose to take away Zezzek's immortality. I have only seen this done once before... when Myrkul and I destroyed Vecna, the former God of death. Vecna did not immediately realize he had lost his immortality but when he next attempted to use magic, he immediately knew that his power was diminished and that he was mortal again.

Myrkul - I see you have the Elden wands. You must attune these wands with haste. They will help protect you from Zezzek's mind control and can be used to dismantle his mind-control machine. I fear that Zezzek will use his new God powers to try and thwart you at every turn. Be creative in how you proceed.

2. Clover Oakenfield encounter - ??? she's traveling with a traveling circus? or she's trapped?

3: Nym turns into a werewolf at night. Attacks and kills a local girl. Players need to set things right.

4. Port town of Pori - famous for its lively music festivals. Folks are hostile to heroes. They are mind controlled. No one will offer help. Heroes cannot find boat passage. What to do?

5. Sea encounter - Leviathan attacks ship, it sinks? Zawn to the rescue?

Moothalamoo: Cast a level 6 or higher spell.

Eclipse: Use your "Rebuke the Violent" ability at least once.

Grimwald: Do a frenzy rage. Note that you get exhaustion afterwards.

Nym: Use your Uncanny Dodge and Skirmisher abilities in a single combat round.

Valethor: In a single combat encounter, use your Action Surge *and* Second Wind abilities.

Zawn: Cast a level 7 or level 8 spell.