Session 27 - Wish Fulfillment with Figs and Dragons - The Villainy of Zezzek

Recap: Wands attuned. Fig is Tabitha; Nym doesn't remember.

Background info: Lady Es'kova -

Encounter 0: Fig wants to go see a healer named **Lady Es'kova**. Lady Es'kova's has a very small farm house on the outside of Loistava.

Setting: *Lady Es'kova's farm sits nestled in a gentle valley just beyond the town's outer boundaries, a picturesque landscape that seems both welcoming and slightly mysterious. The farmhouse is a sturdy stone structure with deep red clay tiles, its walls adorned with intricate herbal drying racks and hanging bundles of medicinal plants. Wrought iron trellises covered in climbing medicinal vines frame the windows, and wind chimes made of what appear to be bones and copper tubes create a soft, haunting melody in the breeze.*

*The farm itself is not a typical agricultural setup. Instead of standard livestock, Lady Es'kova keeps a collection of extraordinary creatures that serve both practical and magical purposes. In a large enclosed paddock, you can see several hippogriffs - magnificent creatures with the front half of an eagle and the body of a horse. These are not mere beasts of burden, but carefully bred companions that help her collect rare herbs from mountainous and hard-to-reach locations.*

*Near a bubbling herb garden, several oversized salamanders with iridescent scales bask on warm stones. These aren't ordinary amphibians, but fire salamanders bred for their healing properties - their secretions can be used in potent alchemical remedies. Their scales shift between deep crimson and burnished gold as they lazily observe their surroundings.*

*In a specially constructed greenhouse, magical plants grow alongside more mundane herbs. Moonlight orchids that only bloom under specific celestial conditions intertwine with* regenerative moss *that can rapidly heal wounds when properly prepared. A few animated vine creatures tend to the more delicate specimens, their tendrils carefully pruning and watering with unexpected gentleness.*

*A small pond near the farmhouse hosts what initially look like blue-green ducks, but closer inspection reveals they are actually shape-shifting water spirits - useful for detecting impurities in water and serving as early warning systems against magical contamination.*

*Lady Es'kova herself, a Tiefling with deep purple skin marked with intricate silver ritual scars, moves through this extraordinary farm with the practiced ease of a master healer and unique animal handler. Her golden eyes seem to take in every detail, every subtle magical interaction between her extraordinary creatures and the landscape around her.*

Lady S for short is a powerful healer. Fig knows Lady S and she'll be able to provide a bread recipe:

\* Edorilian Leprechaun Wheat - Lyrian Isles

\* Salt from the Great Thrakian Desert - NE of Loistava.

\* Blood from a Red/Blue/Black/Green dragon - ???

\* Water elemental water - available on Lady S's farm

\* Hippogriff milk - available on Lady S's farm

\* Spell of Greater Restoration - Zawn

\* Must be eaten at midnight at a location of import

Lady S suggests they visit a fellow animal handler, Agnes and Angus McPhail, who are known for their work with more dangerous critters.

Encounter 1: Agnes and Angus's Farm

Setting: *Agnes McPhail's underground domain is a marvel of engineering and draconic symbiosis, carved into the rocky cliffs overlooking the southern sea. The entrance is deliberately unassuming - a large stone archway covered in maritime lichen and sea-worn moss, reinforced with ancient dwarven stonework that blends seamlessly into the cliff face.*

*The main entrance opens into a vast network of interconnected caves, masterfully expanded and refined over generations. The first chamber serves as a kind of antechamber and living space, with smooth stone floors inlaid with complex magical runes that help regulate temperature and provide ambient lighting. Massive magical lanterns fueled by bioluminescent algae cast a soft, shifting blue-green light throughout the space, giving it an ethereal underwater feel.*

*The living quarters are carved directly into the stone walls - multiple levels of rooms connected by spiral staircases and bridges made of a combination of worked stone and carefully treated dragon-scale reinforced walkways. Agnes's personal quarters feature windows that look directly out to the sea through carefully carved stone apertures, allowing her to watch her dragons flying in and out of the cave system.*

*The dragon caves themselves are a breathtaking sight. Multiple chambers of varying sizes accommodate different dragon species and ages. The largest cavern opens directly to the sea through a massive archway, allowing dragons to come and go as they please. The cave walls are covered in magical temperature-controlling runes, with specific zones for different dragon types - some hot and dry, others cool and humid.*

*Breeding platforms are strategically placed at different levels, with nesting areas that mimic natural dragon habitats. Some areas are lined with heat-retaining stones, while others have intricate water features and mineral-rich soil for egg incubation. Magical barriers and tracking runes ensure the safety of both the dragons and any potential visitors.*

*A fascinating feature of the complex is the dragon nursery - a carefully controlled environment where young dragons are raised and trained. Here, magical constructs assist in feeding and initial training, with Agnes overseeing the entire process. Interactive magical projections help young dragons learn hunting and flying techniques without risking their safety.*

*The technical infrastructure is equally impressive. A sophisticated system of underground rivers and magical water channels provides fresh water, while ventilation shafts cleverly disguised as natural rock formations ensure proper air circulation. Storage areas are filled with specialized dragon feed, medical supplies, and magical equipment for dragon care.*

*Agnes herself is a formidable presence - a human woman in her late fifties, with steel-gray hair always pulled back in a practical braid, wearing enchanted leather armor covered in dragon scale patches. Her eyes are sharp and intelligent, constantly scanning her domain and monitoring her draconic charges.*

*The entire complex speaks to generations of careful breeding, magical expertise, and a deep, profound understanding of dragons as intelligent, complex creatures - not just animals to be controlled, but partners to be respected and understood.*

--------

Angus is out on a training flight. Agnes greets the heroes on arrival.

[...talk...]

No red/blue/black/green dragons here. These are all very powerful, and rare. There is a Red Dragon's lair north of here though. Hm...

Agnes offers to let heroes take dragons out for training flights if Dragonborn are handling the dragons (they have innate skills here). Grim can convince Agnes to take out a dragon if one of the dragons "chooses" Grim.

Each player gets matched to a dragon.

Encounter 3: Practice training flight with Agnes. They are doing some practice maneuvers over the ocean with their dragons.

3 Red Dragons attacks mid-flight - The largest is being ridden by a Githyanki rider wearing all red and black leather. Agnes yells, "fly away, you fools, we are no match!!!". The mid-sized red dragons are guarding the entrance ways back into Agnes' estate. The large red dragon attacks Agnes and she seems to have become unconscious.

The dragons:

1. **Zirathax** the Prismatic: A shimmering dragon with scales that change color based on its mood, shifting through every hue of the rainbow. Its body appears almost translucent, with light dancing through its crystalline scales. Magical Properties: Can refract and redirect magical attacks, turning enemy spells into harmless light shows. Able to create complex illusions that blend seamlessly with its own changing appearance. Interesting Past: Zirathax was once trapped in a magical prism for centuries, which permanently altered its physical form and magical essence, granting it its unique color-changing abilities.
2. **Shadowmaw** the Whispering: A pitch-black dragon with fur-like scales that absorb light, making it nearly invisible in darkness. Its eyes are bottomless pools of swirling gray mist. Magical Properties: Can communicate telepathically with shadows and manipulate darkness. Able to pass through solid shadows as if they were doorways. Interesting Past: Raised by a forgotten shadow cult, Shadowmaw was trained to be a living weapon of stealth and psychological warfare.
3. **Stormbark** the Rootweaver:: A moss-covered dragon that looks more like a walking forest than a traditional reptilian creature. Its scales are made of bark, and living plants grow directly from its body. Magical Properties: Can communicate with and control plant life, summon rapid plant growth, and heal using natural magic. Capable of transforming parts of its body into different types of wood or vegetation. Interesting Past: Stormbark was originally a powerful druid who was transformed during a magical ritual gone wrong, merging completely with the natural world.
4. **Sonic** the Resonant: A sleek, silver dragon with musical note-like patterns on its scales. When it moves, it creates melodic sounds that seem to vibrate with magical energy. Magical Properties: Can manipulate sound waves to create devastating sonic attacks, create complex illusions through sound, and communicate across vast distances through harmonic frequencies. Interesting Past: Resonance was originally part of an ancient bardic order that used music as a form of magical communication and warfare.
5. **Chrona** the Temporal: A dragon with scales that seem to exist in multiple time periods simultaneously. Parts of its body appear young while others look aged or even from different eras. Magical Properties: Can slow down or speed up time in localized areas, glimpse potential future outcomes, and briefly exist in multiple moments at once. Interesting Past: Chronoscales was accidentally caught in a temporal rift during an arcane experiment, causing its unusual time-fractured existence.
6. **Ember-Heart** the Compassionate: A fae dragon unusually known for its empathy and healing abilities, with scales that glow with a soft, warm light instead of the typical aggressive fire. Magical Properties: Can heal wounds through gentle flame, sense emotional states, and create protective barriers of warm, comforting energy. Interesting Past: Raised by a monastery of peaceful monks, Ember-Heart rejected traditional draconic aggression in favor of understanding and healing.
7. **Whisperwind** the Ethereal: A translucent dragon that seems to partially exist between the material plane and the ethereal realm. Its body is like a living mist with occasional solid crystalline formations. Magical Properties: Can phase between planes, become completely intangible, and communicate with spirits and otherworldly entities. Interesting Past: Whisperwind was trapped between planes during an arcane experiment and learned to navigate multiple realities as a result.
8. **Runescale** the Arcane: A dragon covered in constantly shifting magical runes and symbols. Its body looks like a living spellbook, with each movement causing its magical inscriptions to rearrange. Magical Properties: Can instantly learn and recreate any spell it witnesses, create magical constructs directly from its runic markings, and analyze magical energies with incredible precision. Interesting Past: Runescale was once the personal librarian and magical researcher for an ancient archmage, accumulating knowledge over centuries of study.

**Secret Missions:**

**Moothalamoo**: The party won't be able to get to the Lyrian isles by ship (blame the leviathans). Help the heroes find an alternative. Also, today might be a good day to use some powerful creative spells.

**Eclipse**: If you see a sailor or sea captain in town or at the inn or at the docks, go talk to them. They may have useful information for the party. You may need to talk to multiple sailors/captains to be persistent.

**Grimwald**: Encourage party to spend the night at the *Halo’s Heart Tavern* (same place you stayed last time) before embarking to the Lyrian Isles. Also, Fig will leave for a bit and return with a plan. When she does, go along with it.

**Nym**: Encourage the party to go to the Loistavan docks and get a ship to secure passage to the Lyrian isles ASAP. Also, once you do get your memories back (not today). Tabitha/Fig is going to demand you give her a damn good reason why you gave up your memories of her. You better come up with a good reason why if you want to regain her as a friend.

Also, as the most agile member of the group, use your agility to collect an ingredient that will be helpful to getting your memories back.

**Valethor**: The heroes will be attacked by a powerful flying creature. When this happens, retreat. But before you do, inflict damage to the creature using your flying sword.