**Zezzek's Ingredients**

* **~~Fairy Dust~~** *~~- need Moonglow Mushrooms and Skyvale Fairies to harvest~~*
* **~~Kotkan Eagle Eggs~~** *~~- Peaks of Mount Kotka~~*
* **~~Silvershroom Spores~~** *~~- mushrooms only grow near Edona~~*
* **Edorilian Leprechaun Wheat** *- somewhere in the Lyrian Isles???*
* **~~Unicorn Dung~~** *~~- Where??? I haven't heard of a sighting in over 100 years~~*
* **~~Tristian Mermaid Tears~~** *~~- ???~~*
* **~~Devilian Fire Orchids~~** *~~- My mother grew these down in Menzoberranzan!~~*
* **~~Silph's Breath~~** *~~- Silph Elementals are only found deep in forests~~*
* **~~Frost Dragon's Blood~~** *~~- ???~~*
* **~~Karakian Emerald Dust~~** *~~- mined near Karak's Deep - Orc territory~~*

*Zezzakk needs to double production but why? How many slaves does he have harvesting these ingredients? These ingredients are similar to that for a mind control potion... but what's he using them all for?*

https://inkarnate.com/maps/edit/13794611/

Ideas on getting to the underworld:

1. Shadowfall Passage: Within certain forests, where the shadows seem to stretch and merge with the earth, lies the Shadowfall Passage. This mystical pathway exists in the twilight between the overworld and the underworld, accessible only during the darkest nights when the boundaries between realms blur. Travelers must follow the path shrouded in perpetual twilight, navigating through eerie forests and spectral guardians to reach the underworld's entrance.
2. River Styx's Whispers: Hidden amidst a labyrinth of underground caverns lies the River Styx's Whispers, a network of subterranean rivers that wind their way through the earth's depths. These rivers are said to carry the whispers of lost souls and the echoes of forgotten dreams. Travelers seeking passage to the underworld must first find a way to access these hidden waterways, braving treacherous currents and eerie whispers that can lure the unwary to their doom.
3. Mirror of Eternity: Deep within the heart of a desolate desert lies the Mirror of Eternity, a massive obsidian structure reflecting the infinite expanse of the night sky above. Legend holds that the mirror serves as a gateway to the underworld, its surface a portal to the realm of the dead. To activate the mirror's magic, travelers must perform a ritual under the light of a full moon, channeling the celestial energy to open the gateway. Once activated, the mirror's surface ripples like liquid, allowing passage to those brave enough to step through its darkened depths.

**Sharelle**: the devil-ess who made this list.

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Zezzek's backstory:

### **Zezzek's Backstory**

#### **Early Life**

Zezzek was once a promising young wizard who taught Arcane History at the prestigious Mystra Academy of Magical Excellence and Power located in West Vale. He was known for his brilliance and hunger for power and was always delving deeper into the mysteries of the arcane. However, his insatiable thirst for power often led him to experiment with forbidden spells and dangerous rituals.

#### **Tragic Incident**

During one of his experiments, Zezzek accidentally unleashed a powerful Demon from another plane of existence, Czul'aki. Czul'aki wreaked havoc at the Academy, resulting in the death of many of Zezzek's students and fellow professors. Though Zezzek managed to banish the entity, he was left scarred—both physically and mentally. The academy blamed him for the catastrophe, and he was expelled in disgrace.

#### **Descent into Darkness**

Rejected and ostracized, Zezzek's heart filled with bitterness and resentment. He became obsessed with proving his worth and gaining the power he felt he deserved. Over time, his quest for power turned darker, as he sought out ancient and evil sources of magic. He came to believe that controlling others was the only way to ensure that he would never be rejected or powerless again.

### **The WWMMMC: The World Wide Meta Magical Mind Controller**

#### **Description**

The super weapon Zezzek is creating is an intricate device combining arcane technology and dark magic. It is designed to emit a powerful, enchanting signal that can override the free will of those within its range. The weapon requires several rare and dangerous magical ingredients, each with its own unique properties that contribute to the mind control effect.

#### **Mechanism**

1. **Mind Control Signal:** The weapon emits a magical frequency that targets the minds of individuals, creating a link between Zezzek and his victims.
2. **Enchantment:** Once the link is established, Zezzek can implant commands directly into the minds of his targets, compelling them to act according to his will.
3. **Range and Amplification:** The range of the weapon can be extended using additional magical components, allowing Zezzek to control large groups of people or even entire towns, or the entire world of Satamaa.

### **Zezzek's Plan**

#### **Goals**

Zezzek plans to use the weapon to create an army of mind-controlled followers, enabling him to seize power and exact revenge on the other Academy professors. His ultimate goal is to establish a new world order where he reigns supreme, and where his power and intellect are unchallenged.

#### **Strategy**

1. **Gathering Ingredients:** Zezzek is working with Sharelle and others to gather all the ingredients using slave labor.
2. **Testing the Weapon:** Zezzek has been conducting not-so-secret experiments to test the world-wide effects using various combinations of the magical ingredients at his disposal.
3. **Final Confrontation:** Once the weapon is complete, Zezzek plans to launch a series of attacks on major cities, using his mind-controlled army to overthrow governments and install himself as the ultimate ruler.

#### **TBD: Vulnerabilities**

The super weapon has a few weaknesses that the heroes could exploit:

1. **Disrupting the Signal:** Certain magical artifacts or spells could interfere with the mind control signal, freeing those under Zezzek's control.
2. **Destroying the Device:** The weapon itself is nigh indestructible. Targeted attacks on its core components would be useless. However, Eldenleaf wands can destroy it when wielded properly (with friendship!)
3. **Breaking Zezzek's Focus:** The weapon requires Zezzek's concentration to function effectively. Distracting or incapacitating him could disrupt his control over his victims.

Final Showdown:

In the caves by Southwick. Czul'aki guards Zezzek's HQ.

1. Battle against Czul'aki: The Elden Balrog from Menzoberrazen. Traditional battle.

2. The WWMMMC Machine - Elden Wands will disrupt the psychic energy. Can damage and destroy the machine. Three mind-controlled wizards appear to help defend. The wands can help break the link with Zezzek. Heroes need to figure out how - maybe target the wands