The Disappearance

# The missing circle

After one day of waiting the party hears that a coastal group of druids have gone missing near Daggerford.

While the group leaves Ulfgar will offer his services and will follow them to help find Wind-leaf.

Along the road they come across a small camp of Kobold who will recognize them and beg for mercy. If granted mercy then the kobold will ask if they will protect them from a group of bandit orcs that keep coming by and robbing them. There are 5 orcs.

If they fight the orcs they will receive 1 PP from the Kobolds for helping them and find 46CP on the orcs.

# Return to Foxdale

They will be immediately greeted with cheers and fanfare. **Anissa Elsinore** (human noble, lawful good) – The village’s current mayor, walks up to them and greets and thanks them again for saving the town from Cathrax. She will then ask if they were following Wind-Leaf. She will explain that she came through here 2 days ago.

**Haedrig, the dwarf,** will offer them free room and board for the night at **the bristled boar.**

# Daggerford

Once in Daggerford they see a city busy with all sorts of trade. Being a port town and apart of the major trade highway makes it a powerful hub for trade. Once inside the city they get this feeling like they are being watched, but looking around reveals no one paying attention. Going to the major inn they will find it ran by a dark skinned man named **Emeral.** With a persuasion DC of 16 he will tell them where the circle of coastal druids met. If they don’t persuade him he says he will talk for 5 SP.

He will tell the party that the circle generally met on one of the tiny inlets 5 miles outside of Daggerford.

# The druid’s sanctum

As the party arrives they will notice all the animals that would normally be here are nowhere in sight. Nothing really appears out of place. The beautiful place is perfectly clean it seems. A perception DC of (17) will reveal that there is a section of the stone on the floor that is messed up. It has a strange seem around it.

A young half elf druid named **Aliana** will enter and question them as to why they are here and where the archdruid is.

She will explain that she was here investigating a disturbance in these parts, but when she arrived here the other druids were nowhere to be found. She then will point out a secret message written in druidic.

“An enemy underneath…-WL”

# Underneath the Sanctum

As they go down the recently carved passage **Ulfgar** will note that it was made with magic, perhaps by druids. The passage way opens up into a rounded chamber with intricately shaped patterns along the walls. To the left and right are rounded tunnels lit by blue crystal torches.

In front of the party two druids and an Alhoon Stand prepared to attack. Looting will yield 10 GP, 2 gems, and a wand of yew

Both tunnels to left and right will have an Alhoon and 3 possessed druids. Each one will provide 50 GP and a Staff of Summon animal.

From the two chambers there is a tunnel that leads to a central chamber.

# The central chamber

In here the party sees the bodies of druids with their brains extracted. Ulitharid and two Alhoon will attack the group. After defeating the Ulitharid the group will realize they don’t feel like they are being watched anymore. Looting will reveal a black ***Extractor Staff***, 12PP, a set of Fine clothes, and a crumpled up piece of paper.

After defeating the group they will realize that the Archdruid and Wind-leaf are not down here. Aliana can read on the paper “East of the Misty fo-“

From this chamber is another tunnel that leads to another exit on another inlet. From here the party can get back to Daggerford.

# The Misty Forest

Across the main trade highway the party sees the Misty Forest. It has been none for its abundance of rangers, druid circles, and more recently hordes of orcs.

The forest is beautiful and green, Mist sweeps in from the High moors nearby giving the place a very mysterious feel.

Then 4 orcs and an orc war chief come out to kill you guys. Defeating the orcs and looting gives one spear, and 22 GP

Once through the forest you guys come out to the High moor you guys feel as though you are being watched but see no one around.

# The High moors

It was created in when the fallen kingdom of Miyeritar was destroyed by the Vyshaantar Empire's magic’s during the Crown Wars. The land scape is dotted with ancient ruins from a time long gone. They must make a Wisdom or Intelligence DC (18). If they don’t pass then they begin to feel like they don’t need Wind-Leaf anymore, and decide to go home. If they overcome (overcoming the elder brain can be done any number of ways, either via a spell, or perhaps an Eidolon) the elder brain then they must choose to search one of the three cardinal directions (North, East, or South)

Upon getting to the ruins to the EAST they see a door leading to the underground. It appears to have strange dots upon the door, similar to brail. They cannot enter without Reading it and solving it. It says,

“I'm simple for a few people.
But hard for them to hear.
I live inside of secrets.
I bring people's worst fears.
What am I?”

The Truth.

# The City of Brains

Once inside they find the place is similar to the other place they were in under the druid’s temple, but definitely larger. The first chamber, the entry way, shall have a Mind-flayer and 2 orc warriors. Looting will give 50SP.

# Western Barracks

 The Party enters the western Barracks, it has beds and a few racks of weapons. There are 2 Mind-flayers, an Ulitharid, and 3 Drow archers. Looting will yield a set of Mithril chain mail, and a Longsword +3. From here the party may go south to **the storage room**.

# Eastern Barracks

 The party enters the eastern barracks, it has beds and a few racks of weapons. There is 1 Mind-Flayer, an Ulitharid, an orc war-chief, and 3 orcs. Looting will yield a Rapier +3 and a set of Mithril chain mail. From here the party may go south to **the Library**.

# The Library

 The library is filled with blue crystal light and stone tablets on maybe a handful of stone tablets. There are 2 Alhoons. After defeating the Alhoons they may do a perception check of (19) and they will find a secret door behind one of bookshelves. Inside is a scroll with the spell ***Wish.***From here the party may go NW to **the East Lab** or West to **the Storage room**.

# The Storage room

 Filled with food and clothes. Oh and 15 Kobolds. Looting will yield 24 GP. A perception check of (18) will reveal a secret room. Inside is a **Gem of Seeing.** From here the party may go northeast into the **West lab** or East to **the Library**.

# East Lab

In here the party Sees all manner of strange experiments. People cut open and laying on tables. Some weird elf Minotaur combination hanging in the corner. In here there is an Alhoon. From here the party may go north to **the east sleeping Chambers** or west to **the west labs**.

# West Lab

 In here the party Sees all manner of strange experiments. People cut open and laying on tables. Hanging in one corner is a weird Mind-flayer dwarf mix. There is an Alhoon. From here the party may go north to **the west sleeping chambers** or East to **the East Lab**.

# The West sleeping chambers

In here is completely dark, with light the party sees many beds obviously designed for the mind-flayers. There is a Mindwitness. Looting yields an Eye. From here the Party may go north to **the guard post.**

# The East sleeping chambers

 In here is completely dark, with light the party sees many beds obviously designed for the mind-flayers. There is a Mindwitness. Looting yields an Eye. From here the Party may go north to **the guard post.**

# The Guard Post

 Up ahead the party sees Reinforced gates that are closed. To get in they will have to break it down, or pick their way in. Reinforced gate: AC 17 Hp= 30.

 Once through the gate there shall be an Alhoon and 2 Mind-Flayers. Looting will yield a spear + 2 and an *Extractor staff.* From here the party may go south to **the Brains chamber**, west to **the western sleeping chambers**, or **east to the eastern sleeping chambers**.

# The Brain’s Chamber

 Inside is an ominous purple glow, floating in a vat of strange purple fluids is a massive brain with strange black tentacles coming out of it. This is the elder brain. The leader of the Mind-Flayer society.

# Enemies

**Possessed Druid of The coast**

**Armor Class 13**

**Hit Points: 75**

Speed30 ft. ft.

STR 10 (0) DEX 12 (+1) CON 13 (+1) INT 12 (+1) WIS 15 (+2) CHA 11 (0)

Proficiency Bonus+2

**Skills:** Perception +4, Nature +3, Medicine +4

Passive Perception 14

Languages: Druidic plus any two languages

**Challenge 4 (1,100 XP)**

**Spellcasting**: The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid **spells prepared:** Cantrips (at will): druidcraft, produce flame, shillelagh 1st level (4 slots): entangle, longstrider, speak with animals, thunderwave 2nd level (3 slots): animal messenger, barkskin

***Actions***

**Quarterstaff Melee Weapon Attack:** +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with shillelagh

**Possessed Drow**

*Medium humanoid (elf), neutral evil*

**Armor Class 15 {chain shirt)**

**Hit Points 13 (3d8)**

Speed 30ft.

STR 10 (+0) DEX 14 (+2) CON 10 (+0) INT 11 (+0) WIS 11 (+0) CHA 12 (+1)

Skills Perception +2, Stealth +4

Senses darkvision 120ft., passive Perception 12

***Languages*** Elvish, Undercommon

**Challenge 1/4 (50 XP)**

*Fey Ancestry.* The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

*Sunlight Sensitivity.* While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

***Shortsword. Melee Weapon Attack:***+4 to hit, reach 5 ft., one target. *Hit:* 5 (ld6 + 2) piercing damage.

***Hand Crossbow. Ranged Weapon Attack****:* +4 to hit, range 30/120

ft., one target. *Hit:* 5 (1 d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

**ULITHARID**

*Large aberration, lawful evil*

**Armor Class 15 (breastplate)**

**Hit Points 127 (l 7dl O + 34)**

**Speed** 30ft.

**STR** 15 (+2) **DEX** 12 (+l) **CON** 15 (+2) **INT** 21 (+5) **WIS** 19 **(+4) CHA** 21 (+5)

**Saving Throws**: Int +9, Wis **+8,** Cha +9

**Skills** Arcana +9, Insight **+8,** Perception +8, Stealth +5

**Senses** darkvision 120 ft., passive Perception **18**

**Languages Deep** Speech, Undercommon, telepathy 2 miles

**Challenge 9 (5,000 XP)**

***Creature Sense:*** The ulitharid is aware of the presence of creatures within 2 miles of it that have an Intelligence score of **4** or higher. It knows the distance and direction to each creature, as well as each creature's Intelligence score, but can't sense anything else about it. A creature protected by a *mind blank* *spell*, a *nondetection* spell, or similar magic can't be perceived in this manner.

***Magic Resistance****:* The ulitharid has advantage on saving throws against spells and other magical effects.

***Psionic Hub:*** If an elder brain establishes a psychic link with the ulitharid, the elder brain can form a psychic link with any other creature the ulitharid can detect using its Creature Sense. **Any** such link ends if the creature falls outside the telepathy ranges of both the ulitharid and the elder brain. The ulitharid can maintain its psychic link with the elder brain regardless of the distance between them, so long as they are both on the same plane of existence. If the ulitharid is more than 5 miles away from the elder brain, it can end the psychic link at any time (no action required).

***Innate Spell/casting (Psionics).*** The Ulitharid’s innate spellcasting ability is Intelligence (spell save DC 17). It can innately cast the following spells, requiring no components:

**At will:**  *detect thoughts, levitate*

1/day each: *confusion, dominate monster, eyebite.feeblemind, mass suggestion, plane shift* (self only), *project image, scrying, telekinesis*

**ACTIONS**

***Tentacles. Melee Weapon Attack:***+9 to hit, reach 10 ft., one creature. *Hit:* 27 (4dl0 + 5) psychic damage. If the target is Large or smaller, it is grappled (escape DC 14) and must succeed on a DC 17 Intelligence saving throw or be stunned until this grapple ends.

***Extract Brain: Melee Weapon Attack:***+9 to hit, reach 5 ft., one incapacitated humanoid grappled by the ulitharid. *Hit:* 55 (l0dl0) piercing damage. If this damage reduces the target to 0 hit points, the ulitharid kills the target by extracting and devouring its brain.

***Mind Blast (Recharge 5-6):*** The ulitharid magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 17 Intelligence saving throw or take 31 (4dl2 + 5) psychic damage and be stunned for l minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Mind Flayer**

*Medium aberration, lawful evil*

**Armor Class 15 (breastplate)**

**Hit Points 71 (13d8 + 13)**

Speed 30ft.

STR 11 (+0) DEX 12 (+1) CON 12 (+1) INT 19 (+4) WIS17 (+3) CHA 17 (+3)

Saving Throws lnt +7, Wis +6, Cha +6

*Skills* Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4

Senses darkvision 120ft., passive Perception 16

*Languages* Deep Speech, Undercommon, telepathy 120ft.

**Challenge 7 (2,900 XP)**

***Magic Resistance.***The mind flayer has advantage on saving throws against spells and other magical effects.

*Innate Spel/casting (Psionics).* The mind flayer's innate spellcasting ability is **Intelligence (spell save DC 15).** It can innately cast the following spells, requiring no components:

**At will: *detect thoughts, levitate***

**1/day each: *dominate monster, plane shift* (self only)**

**ACTIONS**

***Tentacles. Melee Weapon Attack:***+7 to hit, reach 5 ft., one creature. *Hit:* 15 (2dl0 + 4) psychic damage. If the target is

Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

***Extract Brain. Melee Weapon Attack:***+7 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. *Hit:* The target takes 55 (lOdlO) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

***Mind Blast (Recharge 5-6).***The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Mindwitness**

*Large aberration, lawful evil*

Armor Class 15 (natural armor)

Hit Points 75 (l0 d l0 + 20)

**Speed** O ft., fly 20 ft. (hover)

STR 10 (+O) DEX 14 (+2) CON 14 (+2) INT 15 (+2) WIS 15 (+2) CHA 10 (+O)

**Saving** Throws Int +5, Wis +5

Skills Perception +8

Condition Immunities prone

**Senses** darkvision 120 ft., passive Perception 18

**Languages** Deep Speech, Undercommon, telepathy 600 ft.

**Challenge** 5 (1,800 XP)

***Telepathic Hub.*** When the Mindwitness receives a telepathic message, it can telepathically share that message with up to seven other creatures within 600 feet of it that it can see.

**ACTIONS**

***Multiattack.*** The Mindwitness makes two attacks: one with its tentacles and one with its bite.

***Bite. Melee Weapon Attack:***+5 to hit, reach 5 ft., one creature. *Hit:* 16 (4d6 + 2) piercing damage.

***Tentacles. Melee Weapon Attack:***+5 to hit, reach 5 ft. ., one creature. *Hit:* 20 (4d8 + 2) psychic damage. If the target is Large or smaller, it is grappled (escape DC 13) and must succeed on a DC 13 Intelligence saving throw or be stunned until this grapple ends.

***Eye Rays.*** The Mindwitness shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

**1. *Aversion Ray****.* The targeted creature must make a DC 13 Charisma saving throw. On a failed save, the target has disadvantage on attack rolls for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**2. *Fear Ray.***The targeted creature must succeed on a DC 13

Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

***3. Psychic Ray.***The target must succeed on a DC 13 Intelligence saving throw or take 27 (6d8) psychic damage.

***4. Slowing Roy.***The targeted creature must make a DC 13 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn but not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

***5. Stunning Roy.***The targeted creature must succeed on a DC 13 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the start of each of its turns, ending the effect on itself on a success.

**6. *Telekinetic Ray.***If the target is a creature, it must make a DC 13 Strength saving throw. On a failed save, the Mindwitness moves it up to 30 feet in any direction, and it is restrained by the ray's telekinetic grip until the start of the Mindwitness’s next turn or until the Mindwitness is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is telekinetically moved up to 30 feet in any direction. The Mindwitness can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

**Orc War-chief**

*Medium humanoid (orc), chaotic evil*

**Armor Class 16 (chain mail)**

**Hit Points 93 (11d8 + 44)**

Speed 30ft.

STR 18 (+4) DEX 12 (+1) CON 18 (+4) IN 11 (+0) WIS 11 (+0) CHA 16 (+3)

**Saving Throws:** Str +6, Con +6, Wis +2

***Skills:*** Intimidation +5

***Senses***: darkvision 60ft., passive Perception 10

Languages Common, Orc

**Challenge4 (1,100XP)**

*Aggressive.* As a bonus action, the ore can move up to its speed toward a hostile creature that it can see.

***Gruumsh's Fury.***The orc deals an extra 4 (ld8) damage when it hits with a weapon attack (included in the attacks).

**ACTIONS**

***Multiattack.***The ore makes two attacks with its greataxe or its spear.

***Greataxe. Melee Weapon Attack:***+6 to hit, reach 5 ft., one creature. *Hit:* 14 (1d1 2 + 4 plus 1d8) s lashing damage.

***Spear. Melee or Ranged Weapon Attack:***+6 to hit, reach 5 ft. or range 20{60 ft., one target. *Hit:* 12 (1d6 + 4 plus 1d8) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

***Battle Cry (1JDay).***Each creature of the war chief's choice that is within 30 feet of it, can hear it, and not already affected byBattle Cry gain advantage on attack rolls until the start of the war chief's next turn. The war chief can then make one attack as a bonus action.

**ORC**

Medium humanoid (orc), chaotic evil

**Armor Class 18 (plate)**

**Hit Points 42 (5d8 + 20)**

Speed 30ft.

STR 18 (+4) DEX 12 (+1) CON 18 (+4) INT 12 (+1) WIS 11 (+0) CHA 12 (+1)

**Skills:** Intimidation +5, Survival +2

Senses darkvision 60ft., passive Perception 10

*Languages* Common, Orc

**Challenge 2 (450 XP**)

Aggressive: As a bonus action, the orog can move up to its speed toward a hostile creature that it can see.

**ACTIONS**

**Multiattack:** The orog makes two greataxe attacks.

**Greataxe:** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (ldl2 + 4) slashing damage.

**Javelin:** Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or Range 30/120 ft., one target. Hit: 7 (ld6 + 4) piercing damage.