Session 28 - The Power of Mind Control - The Villainy of Zezzek

Let's craft an exciting D&D adventure for your high-level heroes! I'll break down the session into key components that will provide an engaging and memorable experience.

**Session Overview: The Wheat of Whispers**

**Hook and Initial Investigation** As the heroes arrive on the island, they'll first notice something feels off. The typically vibrant and boisterous leprechaun communities appear subdued and fearful. They can gather initial information through:

* Subtle signs of struggle in the wheat fields
* Hushed conversations from local leprechauns
* Mysterious tracks and remnants of recent conflict

**Encounter 1: Initial Infiltration** The heroes will discover a work camp where some leprechauns are being forced to harvest Edorilian Wheat. This encounter should feature:

* A mixed group of slavers (perhaps a combination of humanoid mercenaries and monstrous creatures)
* Magically-enhanced overseers using enchantment magic to control workers
* Environmental challenges like magical wheat-based traps and illusion barriers

**Unexpected Encounter: The Wheat Spirits** To add a unique twist, introduce sentient wheat spirits who have been disturbed by the enslavement. These spirits could:

* Provide cryptic information about the BBEG's true intentions
* Offer a challenging mini-encounter that tests the heroes' problem-solving skills
* Potentially provide a magical item or ritual component if approached creatively

**Encounter 2: Rescue and Resistance** A more significant combat and roleplaying encounter where heroes must:

* Free a group of enslaved leprechauns
* Defeat a more powerful slaver lieutenant
* Navigate complex magical wheat field defenses

**Magical Items and Rewards** Given their high level (18), the rewards should be unique and thematic:

1. **Breadblade of the Harvest** - A magical sword that can transform wheat into temporary healing potions
2. **Whisperweave Cloak** - Provides enhanced stealth in agricultural environments
3. **Rune of Wheat's Blessing** - A consumable item that grants temporary protection against mind-controlling effects

**Final Escape and Chase** The session could culminate in a dramatic escape sequence where:

* The heroes must protect the freed leprechauns
* Face off against a powerful minion sent by the BBEG
* Navigate treacherous magical wheat field terrain

**Thematic Elements to Incorporate**

* Magical wheat with unique properties
* Leprechaun culture and their connection to the land
* The BBEG's larger, more sinister plan involving the wheat

**Difficulty Considerations** Since the party is level 18, ensure:

* Complex, multi-layered encounters
* Challenging environmental interactions
* Opportunities for creative problem-solving
* High-stakes roleplaying moments

Encounter 1: Fly to the **Isle of Edorilia**: uneventful. This island is pocketed with 5 small leprechaun villages around the edge of the island. Each town is inhabited by leprechauns, fairies, and gnomes. There are no initial signs of enslavement. People seem normal and friendly albeit a bit weary of strangers. Most leprechaun's have not heard of the adventurers nor Zezzek. While flying in, they do notice one of the fields has been completely burned. When asked about it, people get cagey and change the subject. Each of the 5 towns has a mayor. and favorite town pet (hamster town, lizard town, koi town, crow town, and tarantula town). All the inn's and taverns are for little folk. Tarantula town on the north end of town has the only inn for large people in the isles. It has 8 rooms with 8 beds for larger folk. The Inn is known as the ***Tall Tales Tavern***.

The Tall Tales Tavern is run by a mischievous leprechaun named Finnegan O'Pintle. He stands about 3 feet tall, with a bushy red beard, sparkling green eyes that constantly twinkle with mischief, and a patchwork waistcoat that looks like it's been sewn together from various colorful scraps collected over decades.

Finnegan is known for two things: brewing the most potent (and smallest) mugs of ale in the realm, and spinning the most outrageous stories that always begin with "Now, let me tell ye a TRUE tale..." - which invariably means the story is completely fabricated. Adventurers come from miles around not just for his ale, but for his legendary storytelling that grows more elaborate with each drink served.

His catchphrase when serving human-sized adventurers is, "Mind yer head, and mind yer manners!" - usually said with a wink and a laugh that suggests he's already planning some playful trick.

Encounter 2: After investigating the burned field, some clues [tbd] lead to the volcano located at the middle of the isle. The players are led to a secret room located behind a waterfall at the base of the volcano. Very steep cliff walls. Inside, the walls are lined with unlit torches. At the top, they emerge in the caldera. There is a vast wheat field. Leprechaun's are being forced to work in the field. The baddies are a bunch of leprechauns and gnomes riding around on golden retrievers and husky-looking dogs.

Encounter 3: Roll initiative.

Battle is rather easy. attacks are mostly thrown spears (size of arrows), that have mild poison and sleeping effects.

Everyone is fighting a mind controlled sentient creature.

Encounter 4: return to the Inn. Mayor comes and rewards them with a map that leads to a chest with magical artifacts. These artifacts are all too big for the wee folk anyhow so best that the heroes have them. Heroes find the chest by the waterfall where the water mist makes a perpetual rainbow 😛 It's late in the evening now.

Players return to the Inn.

Encounter 5: players go to bed for the night. beds have been turned into teleportation portals. They each get teleported to an ethereal arena where they must fight.

The enemies:

**1. Min**: The wizard. does powerful magic. Meteor storm, fireball, etc.

**2. Tuula:** Moss Giant from the Whispering Woods.

**3. Morgina** - Dwarf met near Karak's Spring Village, Grimwald's good friend.

**4. K'ora** - Orc leader who helped the heroes in the Karakian Emerald Mines.

**5. Seraphina Stormcaster**: Mermaid from the Tristian Caves. She fights with a magical trident.

**6. Grim Tamagor**: Nobel from Eldoran who helped with the gift giving

**7. Sky**: Fairy Leader from Skyvale:

8. **Sharelle**: Shapeshifter

**Sharelle:**  Medium Fiend (Tiefling, Shapechanger), Chaotic Evil

**Armor Class** 18, **Hit Points** 200 (20d8 + 100), **Speed** 40 ft.

+4 | +5 | +5 | +3 | +2 | +6

### **Saving Throws:** Dex +10, Con +10, Wis +7, Cha +11

Fire, Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Darkvision 120 ft., Passive Perception 12

**Shapechanger.** Sharelle can use her action to transform into a Medium or Large beast with a CR of 5 or lower or revert to her true form. Her statistics remain the same except for her size and speed, and she gains the natural attacks of the form she assumes. She can remain in this form for up to 1 hour or until she uses an action to revert to her true form or is reduced to 0 hit points.

**Hellish Resistance.** Sharelle has resistance to fire damage.

**Infernal Legacy.** Sharelle knows the *Thaumaturgy* cantrip. At will, she can cast *Hellish Rebuke* (as a 3rd-level spell). She can also cast *Darkness* once per long rest.

**Magic Resistance.** Sharelle has advantage on saving throws against spells and other magical effects.

**Legendary Resistance (3/Day).** If Sharelle fails a saving throw, she can choose to succeed instead.

**Shapeshifter's Recovery.** Once per short rest, Sharelle regains 50 hit points as a bonus action.

**Multiattack.** Sharelle makes three attacks: one with her Claws, one with her Infernal Blade, and one with her Firelash.

**\* Claws.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 5) slashing damage.

**\* Infernal Blade.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 9 (2d8) fire damage.

**\* Firelash.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target.

*Hit:* 14 (2d8 + 5) fire damage, and the target must succeed on a DC 18 Strength saving throw or be pulled 10 feet closer to Sharelle.

Legendary attacks:

**Move.** Sharelle moves up to her speed without provoking opportunity attacks.  
Summon: She can summon fire imps at will to assist in fighting

**Grim Tamagor:** *Medium humanoid (human), lawful good*

**Armor Class** 26 (plate armor, shield, defensive fighting style) **Hit Points** 385 (30d10 + 210) **Speed** 40'

+7 | +3 | +7 | +3 | +5 | +8

**Saving Throws** Wisdom +12, Charisma +15 **Skills** Persuasion +15, Religion +10, Intimidation +15 **Damage Resistances** magical bludgeoning, piercing, and slashing damage **Damage Immunities** radiant, necrotic **Condition Immunities** charmed, frightened, poisoned **Senses** divine sense 60 ft., passive Perception 20 **Languages** Common, Celestial **Challenge Rating** 22

Special Abilities

* **Divine Aegis**: Can use Divine Smite at maximum effectiveness without spell slot expenditure
* **Aura of Protection**: Allies within 30 ft. gain +5 to saving throws
* **Legendary Resistance (3/Day)**: Can choose to succeed on a failed saving throw

Actions

* **Multiattack**: Makes three attacks, two with Holy Avenger and one with either Divine Judgment or Beacon of Hope.
* **Holy Avenger**: *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) radiant damage plus 36 (8d8) additional radiant damage against fiends or undead.
* **Divine Judgment**: *Ranged Spell Attack:* +15 to hit, range 120 ft., one target. *Hit:* 44 (8d10) radiant damage, and target must make a DC 23 Wisdom saving throw or be banished to a demiplane for 1 minute.
* **Beacon of Hope**: *Area Effect*: 30-foot radius, DC 23 Constitution saving throw. *On Failed Save:* All enemies take 55 (10d10) radiant damage and are blinded until the end of their next turn.

Legendary Actions

Grim can take 3 legendary actions between other creature's turns:

* **Healing Burst**: Heal allies within 30 ft. for 4d10 hit points
* **Holy Strike**: Make a single Holy Avenger attack
* **Divine Shield**: Grant an ally total cover and resistance to all damage until the start of Grim's next turn

Sky:

**Armor Class** 22 (natural armor) **Hit Points** 312 (25d20 + 75) **Speed** 30 ft., fly 60 ft.

+5 | +7 | +3 | +6 | +5 | +8

**Saving Throws** Dex +13, Con +9, Wis +11, Cha +14 **Skills** Arcana +12, Nature +12, Perception +11, Stealth +13 **Damage Resistances** cold, lightning, necrotic **Damage Immunities** poison **Condition Immunities** charmed, exhaustion, frightened, poisoned **Senses** darkvision 120 ft., passive Perception 21 **Languages** Common, Elvish, Sylvan, Primordial **Challenge Rating** 20

Special Abilities

* **Fey Glamour**: Titania can cast Mislead at will without using a spell slot.
* **Legendary Resistance (3/Day)**: When Titania fails a saving throw, she can choose to succeed instead.
* **Magic Resistance**: Advantage on saving throws against magical effects.

Actions

* **Multiattack**: Titania makes three attacks, two with her Moonlight Blade and one with either Faerie Fire Burst or Prismatic Ray.
* **Moonlight Blade**: *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage plus 14 (4d6) radiant damage.
* **Faerie Fire Burst**: *Ranged Spell Attack:* +14 to hit, range 120 ft., one target. *Hit:* 22 (4d10) radiant damage, and the target must succeed on a DC 22 Dexterity saving throw or be outlined in faerie fire for 1 minute (disadvantage on stealth, attacked with advantage).
* **Prismatic Ray**: *Ranged Spell Attack:* +14 to hit, range 150 ft., one target. *Hit:* Roll a d6 to determine the ray's effect:
  1. 16 (3d10) red fire | acid | lightning | poison | cold damage | or banishment for 1 min

Legendary Actions

Titania can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. She regains spent legendary actions at the start of her turn.

* **Arcane Teleport**: Teleport up to 60 ft. to an unoccupied space.
* **Faerie Charm**: Cast Charm Person at 5th level.
* **Moonlight Strike**: Make one Moonlight Blade attack.

This stat block represents a powerful fairy sovereign with significant magical prowess, combat abilities, and legendary actions that make her a formidable encounter for high-level adventurers.

K'ora: *Large humanoid (orc), chaotic neutral*

**Armor Class** 25 (legendary plate armor, shield) **Hit Points** 420 (30d10 + 210) **Speed** 40 ft.

+8 | +3 | +7 | +3 | +4 | +5

**Saving Throws** Str +15, Con +14, Wis +11 **Skills** Athletics +15, Intimidation +12, Warfare +10 **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks **Damage Immunities** poison **Condition Immunities** exhaustion, frightened, poisoned **Senses** darkvision 120 ft., passive Perception 14 **Languages** Common, Orc **Challenge Rating** 22

## **Special Abilities**

* **Legendary Warlord**: Kargak can take 3 legendary actions between turns.
* **Indomitable Presence**: Allies within 30 ft. have advantage on saving throws against being frightened.
* **Relentless Assault**: When Kargak is reduced to 0 hit points, he can choose to drop to 1 hit point instead (1/long rest).

## **Actions**

* **Multiattack**: Kargak makes three attacks, two with his Orcish Waraxe and one with either War Cry or Brutal Charge.
* **Orcish Waraxe**: *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) slashing damage, plus 14 (4d6) thunder damage.
* **War Cry**: *Area Effect*: All enemies within 30 ft. must succeed on a DC 22 Wisdom saving throw or be frightened for 1 minute. Enemies can repeat the saving throw at the end of each of their turns.
* **Brutal Charge**: *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 6) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 23 Strength saving throw or be knocked prone and pushed 15 feet.

## **Legendary Actions**

Kargak can take 3 legendary actions, choosing from the options below:

* **Weapon Attack**: Make one Orcish Waraxe attack.
* **Tactical Maneuver**: Grant one ally within 30 ft. an additional attack as a bonus action.
* **Intimidating Roar**: Force one creature within 30 ft. to make a DC 22 Wisdom saving throw or be frightened until the end of its next turn.

Min: *Medium humanoid (human), neutral*

**Armor Class** 19 (mage armor, shield spell) **Hit Points** 220 (40d6 + 80) **Speed** 30 ft.

+0 | +3 | +2 | +9 | +4 | +5

**Saving Throws** Intelligence +16, Wisdom +11 **Skills** Arcana +16, History +16, Investigation +16 **Damage Resistances** fire, cold, lightning **Condition Immunities** none **Senses** passive Perception 14 **Languages** Common, Elvish, Draconic, Abyssal, Celestial, Primordial **Challenge Rating** 21

## **Special Abilities**

* **Arcane Recovery**: Once per long rest, recover spell slots with a total level equal to half wizard level.
* **Spell Mastery**: Can cast two 5th-level spells without using spell slots (1/long rest).
* **Counterspell Mastery**: Can cast Counterspell as a reaction without using a spell slot.

## **Actions**

* **Multiattack**: Min can cast two different spell attacks in a single turn.
* **Prismatic Orb**: *Ranged Spell Attack:* +16 to hit, range 120 ft., one target. *Hit:* 36 (8d8) force damage, and target must make a DC 24 Constitution saving throw or be stunned until the end of their next turn.
* **Arcane Devastation**: *Area Spell Attack:* 30-foot cube, DC 24 Intelligence saving throw. *On Failed Save:* 44 (8d10) force damage and 44 (8d10) lightning damage. *On Successful Save:* Half damage.
* **Temporal Disruption**: *Ranged Spell Attack:* +16 to hit, range 90 ft., one target. *Hit:* Target must make a DC 24 Wisdom saving throw. *On Failed Save:* Target is banished to a demiplane for 1 minute, or until they use an action to return.

## **Legendary Actions**

Min can take 3 legendary actions between other creature's turns:

* **Cantrip Attack**: Cast a cantrip
* **Teleport**: Magically teleport up to 30 feet
* **Arcane Shield**: Gain temporary hit points equal to 2d10 + intelligence modifier

Tuula: *Huge giant (plant), neutral good*

**Armor Class** 23 (natural armor) **Hit Points** 435 (30d12 + 240) **Speed** 40 ft., climb 30 ft.

+9 | +2 | +8 | +3 | +6 | +4

**Saving Throws** Str +16, Con +15, Wis +13 **Skills** Nature +10, Perception +13, Survival +13 **Damage Resistances** cold, lightning **Damage Immunities** poison **Condition Immunities** poisoned **Senses** tremorsense 120 ft., passive Perception 23 **Languages** Giant, Druidic, Sylvan, Terran **Challenge Rating** 22

## **Special Abilities**

* **Forest Melding**: Can blend seamlessly with forest terrain, gaining full cover and advantage on stealth checks.
* **Regeneration**: Regains 20 hit points at the start of its turn if in contact with natural ground or vegetation.
* **Legendary Resistance (3/Day)**: When Tuula fails a saving throw, it can choose to succeed instead.

## **Actions**

* **Multiattack**: Tuula makes three attacks, two with Moss-Covered Greatclub and one with either Entangling Roots or Verdant Blast.
* **Moss-Covered Greatclub**: *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 28 (4d10 + 9) bludgeoning damage plus 14 (4d6) nature damage.
* **Entangling Roots**: *Area Effect*: 60-foot radius, DC 23 Strength saving throw. *On Failed Save:* Target is restrained by magical roots for 1 minute. Target can repeat the saving throw at the end of each turn.
* **Verdant Blast**: *Ranged Spell Attack:* +13 to hit, range 120 ft., one target. *Hit:* 36 (8d8) force damage, and target must succeed on a DC 23 Constitution saving throw or be poisoned and take an additional 22 (4d10) poison damage at the start of each of its turns for 1 minute.

## **Legendary Actions**

Tuula can take 3 legendary actions between other creature's turns:

* **Terrain Manipulation**: Cause difficult terrain in a 30-foot radius
* **Protective Bark**: Gain 40 temporary hit points
* **Root Strike**: Make a single Moss-Covered Greatclub attack

### **Morgina Stonefist, Master of the Mountain Path**

*Medium humanoid (dwarf), lawful good*

**Armor Class** 24 (Unarmored Defense) **Hit Points** 306 (40d8 + 120) **Speed** 60 ft., climb 30 ft.

+6 | +7 | +6 | +3 | +8 | +4

**Saving Throws** Str +13, Dex +14, Con +13, Wis +15 **Skills** Athletics +13, Acrobatics +14, Meditation +15, Survival +15 **Damage Resistances** poison, psychic **Condition Immunities** charmed, frightened, paralyzed **Senses** passive Perception 21 **Languages** Common, Dwarvish, Terran **Challenge Rating** 21

Special Abilities

* **Mountain Heart**: Advantage on saving throws against being pushed, pulled, or knocked prone.
* **Ki Mastery**: 30 Ki points, regains 4 Ki points on a short rest.
* **Diamond Soul**: Proficiency in all saving throws, can reroll a failed save once per long rest.

Actions

* **Multiattack**: Morgina makes four unarmed strikes or three weapon attacks.
* **Mountain Strike**: *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 24 (4d6 + 6) bludgeoning damage plus 22 (4d10) force damage. Target must succeed on a DC 23 Constitution saving throw or be stunned until the end of its next turn.
* **Crushing Stone Technique**: *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 28 (4d8 + 6) bludgeoning damage. The target is grappled (escape DC 23) and takes 18 (4d8) additional force damage at the start of each of its turns while grappled.
* **Thunderous Palm**: *Special Attack*: DC 23 Wisdom saving throw. *On Failed Save:* Target takes 44 (8d10) thunder damage and is pushed 30 feet away. *On Successful Save:* Half damage and not pushed.

Legendary Actions

Morgina can take 3 legendary actions between other creature's turns:

* **Stunning Strike**: Make an unarmed strike that can potentially stun the target
* **Rapid Movement**: Move up to half her movement speed without provoking opportunity attacks
* **Meditative Stance**: Regain 40 hit points

Seraphina: Medium monstrosity (humanoid), chaotic neutralArmor Class 22 (magical coral plate)Hit Points 320 (30d10 + 150)Speed 30 ft., swim 80 ft.

+6 | +7 | +5 | +3 | +4 | +5

**Saving Throws** Str +13, Dex +14, Con +12 **Skills** Athletics +13, Intimidation +12, Survival +11 **Damage Resistances** cold, lightning **Damage Immunities** poison **Condition Immunities** exhaustion, paralyzed, petrified **Senses** darkvision 120 ft., passive Perception 14 **Languages** Aquan, Common, Elvish **Challenge Rating** 21

Special Abilities

* **Legendary Warrior**: Can take 3 legendary actions between turns
* **Tidal Combat**: Advantage on attack rolls and damage rolls while in or near water
* **Amphibious**: Can breathe air and water

Actions

* **Multiattack**: Makes three attacks, two with Tsunami Trident and one with either Wave Crash or Storm Blade.
* **Tsunami Trident**: *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 18 (4d8) lightning damage.
* **Wave Crash**: *Area Attack*: 30-foot cone, DC 22 Strength saving throw. *On Failed Save:* 36 (8d8) bludgeoning damage and target is knocked prone.
* **Storm Blade**: *Ranged Spell Attack:* +14 to hit, range 120 ft., one target. *Hit:* 44 (8d10) force damage, and target must make a DC 22 Constitution saving throw or be stunned until the end of its next turn.

Legendary Actions

Coral can take 3 legendary actions between other creature's turns:

* **Trident Attack**: Make a single Tsunami Trident attack
* **Tidal Dodge**: Gain +5 to AC until the start of her next turn
* **Water Teleport**: Magically teleport up to 60 feet to an unoccupied space within or adjacent to water

This stat block represents Coral as a powerful mermaid fighter, master of both underwater and surface combat, with magical abilities tied to the ocean's might.

Legendary Gifts:

Moo: https://www.dndbeyond.com/magic-items/4742-robe-of-the-archmagi Robe of the Archmagi

Eclipse: https://www.dndbeyond.com/magic-items/5389-holy-avenger The Holy Avenger

Grim: https://dnd5e.wikidot.com/wondrous-items:dragon-vessel : Ascendant Dragon Vessel

Nym: https://www.aidedd.org/magic-item/ring-of-invisibility - ring of invisibility

Valethor: https://www.dndbeyond.com/magic-items/4574-armor-of-invulnerability : Armor of Invulnerability

Zawn: https://www.dndbeyond.com/magic-items/4863-crystal-ball-of-telepathy - crystal ball of telepathy