Session 29 - The Downfall of Zezzek - The Villainy of Zezzek

Encounter 0: Heroes spot brain-dogs (Intellect Devourers). Chase them down a tunnel. Large heavy gate comes down. Map shows Zezzek leaving to Edona again.

Encounter 1: The elden brain and the pylons/platforms and the 3 pools creating a forcefield.. Brain is in the middle of a fleshy room. The brain is 10' by 20' by 10'. It is connected to 6 tubes that each feed to a pylon evenly spaced around it. The brain is clearly alive but doesn't talk or move. It is being contained by a magical forcefield.

1a) Disable the forcefield. 3 pools of a water-like substance, each generating a color of light feeding the forcefield.

Heroes need to work with their partner. The paired wands can emit magical energy of a certain wavelength that can disrupt the forcefield's energy waves. They can first need to link their wands together so that the wand's magical energy is passing between them. They then need to pass a series of arcana/nature/religion/survival checks (DC 22) to position themselves in the room to maximize the dissonance with the forcefield. Each success helps them position themselves better by taking a step to the left or right or forward or backwards. [Don't tell them heroes the difficulty of the check... just the "feeling" they get on which direction to go].

Players can now access the pylons and platforms.

1b) Players can now access the platforms. Heroes must use their wand to open up the platform and stand on it. They don't know this but the Elder Brain can give them help, as needed.

One platform can be activated at a time. The West (cat), South West (turtle), and South East (unicorn) platforms must be activated in that order. If they are activated out of order, then everyone on a platform takes 10 psychic damage and everyone gets teleported off. Heroes can use magic or arcane checks or searching to discover runes that have 1, 2, and 3 slashes indicating the order: I, II, and III

East pylon - has the symbol of an octopus on it

*aligns psychic amplification green :* ***[INT]*** - challenge is mental math problems that must be solved

North East pylon - has the symbol of a gorilla on it

*aligns psychic amplification blue :* ***[STR]*** - an unseen force presses down on you

North West pylon - has the symbol of an owl on it

*aligns psychic amplification red :* ***[WIS]*** - your mind is transported to a magical forest where you must find and consume edible mushrooms and not deadly mushrooms

1. West pylon - has the symbol of a cat on it

*opens initial control circuit :* ***[DEX]*** - your mind is transported to a large city that is magically disappearing from north to south. the streets are lava. you must use parkour to keep moving and not touch the lava.

2. South West pylon - has the symbol of a turtle on it

*disrupts power flow :* ***[CON]*** - your mind is transported to prison in a hag's lair. You are being fed disgusting old moldy rotten food and must keep eating or fail.

3. South East pylon - has the symbol of a unicorn on it

releases elder brain : **[CHA]** - your mind is transported to a court before a powerful queen. you must perform song and dance for the queen or else fail.

While standing on the platforms, characters must make Ability Checks (DC 24) using the ability indicated for the platform. 1 check per round. On a failed check, they get teleported off and take 10 force damage. If players continue to wield their wands, then a spiritual animal of that form comes out of their wand and helps them make the check. Hero gets advantage on the check.

For added difficulty, Intellect Devourers with 60 HP each keep entering the room and attacking anyone with an intelligence score 20 or lower. Players on a platform can't attack.

Once all platforms are activated (being stood on for 1 round), a control panel comes down that looks like it's made out of flesh and wires. Heroes can use their wands to command their spirit animals to power it off.

Everything in the room goes dark. The wands deactivate. The flesh seems to be quickly dying of necrosis. Weird shouts of agony can be heard from every direction and then silence. Map shows Zezzek coming back.

Sky, Derrick, and Tabitha run into the room.  *"We're here to help!"*

Elder Brain says: \**He\* has returned. I must leave before I become entrapped again. You have my eternal gratitude.*

Encounter 2: Room of Reckoning. [assuming scroll is read]

Players teleport to the room with Derrick.

Encounter 3:

Zezzek enters, stage left and says "I've had enough of your meddling! You were just nuisances before but now I am starting to get... angry.... time to die!!!" He then waves his wand while attempting to cast a death spell and it does not work. A look of horror crosses his face and he screams out: "What have you done?!? Do you know what I had to sacrifice to get my name in that book?!? How did you... no, never matter, I will destroy you all the slow way."

Roll for initiative.

[the final show down]

Intellect Devourers Combat

Secret Missions:

**Moothalamoo**: Your level 20 feature is called **Signature Spells**: *When you reach 20th level, you gain mastery over two powerful spells and can cast them with little effort. Choose two 3rd-level wizard spells in your spellbook as your signature spells. You always have these spells prepared, they don't count against the number of spells you have prepared, and you can cast each of them once at 3rd level without expending a spell slot. When you do so, you can't do so again until you finish a short or long rest.*

Your secret mission is to pick a signature spell, tell it to me before the session begins, and then cast this spell sometime during the session.

**Eclipse**: Your level 20 feature is called **Emissary of Redemption**: *You become an avatar of peace, which gives you two benefits:*

* *You have resistance to all damage dealt by other creatures (their attacks, spells, and other effects).*
* *Whenever a creature hits you with an attack, it takes radiant damage equal to half the damage you take from the attack.*

*If you attack an enemy, cast a spell on it, or deal damage to it by any means but this feature, neither benefit works against that enemy until you finish a long rest.*

Your secret mission is to not attack any enemy the entire session except for Zezzek. You can still help the other heroes and deal damage to other creatures using your Emissary of Redemption feature.

**Grimwald**: Your level 20 feature is called **Primal Champion**: *At 20th level, you embody the power of the wilds. Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.*

Your level 18 feature is called **Indomitable Might**: *Beginning at 18th level, if your total for a Strength check is less than your Strength score, you can use that score in place of the total.*

Your secret mission is to tell me your strength score (not the + modifier) before the session begins and then do 3 different things this session that require a strength check. Examples include: Grappling an enemy, shoving an enemy (moves them back 5 feet), knocking an enemy prone (they have disadvantage on attacks until they stand up), bending bars, breaking down doors/chests, lifting gates, etc.

**Nym**: Your level 20 feature is called **Stroke of Luck**: *At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20. Once you use this feature, you can't use it again until you finish a short or long rest.*

Your secret mission is to use your Stroke of Luck feature at least once during the session.

**Valethor**: Your level 20 feature is called **Extra Attack**: *You can attack three times whenever you take the Attack action on your turn.*

Your secret mission is to deal over 100 damage in a single turn to an enemy and then do it again the next round.

**Zawn**: Your level 20 feature is called **Archdruid**: As an Archdruid, you can wildshape an unlimited number of times. You can also cast your druid spells while wildshaped.

Your secret mission is to wildshape 3 or more times and also cast 3 spells while wildshaped.