



ADVENTURERS LEAGUE

Jay H. Anderson

LOST IN THOUGHT

PART ONE OF THE DREAMERS STORYLINE

Phlan's refugees are being assaulted on the road and taken into the Underdark to become illithid thralls. Can the characters save some of the travelers and uncover the mastermind of this evil operation? Only a delve into the Underdark will tell.

CCC-MIND 01-01

a four-hour adventure for 11th-16th level characters

D&D
**ADVENTURERS
LEAGUE**TM

Lost in Thought

With the liberation of Phlan, refugees from the city have been invited back to start their lives anew. But trouble strikes when one family of refugees goes missing while on the road to Phlan. The new Chancellor seeks answers. Will the adventurers find out what happened to the missing refugees or will they be lost forever?

*A Four-Hour Adventure for 11th-16th Level Characters
Part 1 of the Dreamers storyline*



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INTRODUCTION

Welcome to *Lost in Thought*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Dreamers™* storyline season for Tidewater.

This adventure takes place between Phlan and Hillsfar near a group of Farmsteads in the Moonsea region of the *Forgotten Realms™*.

This adventure is designed for **three to seven 11th-16th level characters** and is optimized for **five characters with an average party level (APL) of 13**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

Determining Party Strength

Party Composition	Party	Strength
3-4 characters,	APL less than	Very weak
3-4 characters,	APL equivalent	Weak
3-4 characters,	APL greater than	Average
5 characters,	APL less than	Weak
5 characters,	APL equivalent	Average
5 characters,	APL greater than	Strong
6-7 characters,	APL less than	Average
6-7 characters,	APL equivalent	Strong
6-7 characters,	APL greater than	Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

PLAYING THE DUNGEON MASTER

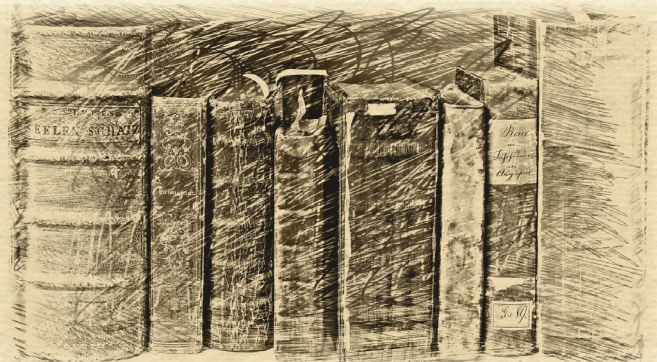
You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.



ADVENTURE PRIMER

"The mind is a strange and wonderful thing. I'm not sure it will ever be able to figure itself out. Everything else maybe, from the atom to the universe. Everything except itself."

- Dr. Dan 'Danny' Kauffman,

Invasion of the Body Snatchers

ADVENTURE BACKGROUND

In the Underdark, a mind flayer colony has found its numbers too small to be sustainable. To fix this, they need raw materials, i.e. more humanoid servants. The colony is too vulnerable for a direct harvesting of victims. Instead, they have devised a cunning plan to regularly have servants sent to them.

Along the Iron Route between Phlan and Zhentil Keep, a small nameless collection of farmsteads sits beside the road, offering travelers respite. Just over 6 months ago, the mind flayer colony silently infiltrated this community and attacked the farmsteaders while they were in small isolated groups. Several victims were taken back to the colony. But others were subjected to intellect devourers who consume their victim's brains, take over their bodies and gain all of their memories. These intellect devourers took over their victim's previous lives, leaving the remaining farmsteaders unaware until it was too late. A few short months later, the intellect devourers had taken over almost all of the farmsteaders, becoming the new "farmsteaders."

The "farmsteaders" then targeted travelers who would stay overnight in the area. Travelers would periodically stop by for some minor trade, some food, and for a bed to rest for the night. When these travelers were small in number, the "farmsteaders" would subdue them in their sleep. The captured prisoners would then be taken to a cave in the nearby rocky hills where there is a tunnel that led to the Underdark, back to the mind flayer colony. The prisoners would be watched over by a couple of "farmsteaders" until the mind flayer colony sent a weekly caravan to pick them up. The "farmsteaders" would do this infrequently enough to avoid drawing notice from nearby cities.

With recent events in Phlan drawing more refugees to return back to the city, these farmsteads have seen more families traveling through, often alone. Guards have now been patrolling the Iron Route as well, though infrequently. Still, the "farmsteaders" continued their operations, sending several families traveling alone to their colony in the Underdark instead. With the increased frequency of travelers, they've hoped that few, if anyone, would notice some of them missing.

Wyatt Gurkitch, a wereboar, is the lone original farmsteader left. A year ago, he was the only threat in the area as he regularly fed upon single travelers com-

ing through. When the mind flayer colony attacked, he escaped and fled to the woods. Despite his evil nature, he still has a sentimentality that keeps him in the area, hopeful that he can return home. But with each week that goes by, he grows more fearful that will never be the case. Instead, he silently watches the activities of the "farmsteaders" looking for an opportunity.

Recently, the Fireheart family traveled to the area. Inspired by a speech given by the new Chancellor of Phlan, Calypso, they were traveling to Phlan to start again with their lives there. Unfortunately for the Firehearts, the "farmsteaders" captured them when they stopped for the night. Unfortunately for the "farmsteaders", Calypso has now noticed.



LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure. Each NPC and location should have an entry with a phonetic pronunciation and one-three sentences describing them.

Calypso (ku-Lip-so). Calypso is a former adventurer and sorceress who was recently elected as Chancellor of Phlan. She's headstrong, overly confident, and charming of speech and face. Calypso is a tiefling sorceress near 30 years of age who is often playing with fire, literally. (She likes fire, a lot.)

Fireheart Family (Fire-hart). The Fireheart family are refugees from Phlan. They left when the Great Virulence took over the city. They met with Calypso who took a shine to the family and convinced them it was time to return home. The Firehearts went missing during their trip back to Phlan.

"Thul Bivens" (Th-owl Biv-ins). "Thul Bivens" in his former life was a veteran warrior, with a large frame bearing the scars of several battles. Now, "Thul Bivens" is one of the 2 innkeepers at the "Bivens" Inn, greeting travelers and deciding on which ones will be subdued by the "farmsteaders" next.

"Olma Bivens" (Ole-mah Biv-ins). "Olma Bivens" was once a cleric of Mystra. Now, "Olma Bivens" is the better of the 2 innkeepers at the "Bivens" inn who does most of the cooking, cleaning and repairing to maintain the inn. "Olma" is a woman of average height and unkempt hair. She often ignores all those around her unless specifically addressed.

Tana Windwood (Taw-nah Wind-wood). Tana is a 15-year-old girl, with a slim but athletic frame. She is dressed in traveler's clothes with several dirt smudges all over. Tana usually tends to the horses and occasionally hunts small game with her parents. Right now, she is scared out of her mind, wondering who she can trust to help her, which is overriding the normal expression of her personality.

Kira Dulsauer (Kear-ah Dull-sair). "Kira" was once an adventurer divination wizard who had retired to this area, doing work as a sage to pass the time. Now, "Kira" uses her magic on behalf of the 'farmsteaders', spying on potential targets, while still maintaining appearances as a sage. "Kira" is a woman in her mid-forties, with dark brown hair slowly turning grey. A small aura of magic is about her from her mage armor spell.

Wyatt Gurkitch (Why-ut Grr-kitch). In his younger days, Wyatt was an evil thug who preyed on many. Now, he has tired of that life and has settled down to become a farmer. That doesn't stop him from feeding on the occasional victim. Wyatt is irredeemably evil, but like the other original farmsteaders, still a victim. Wyatt is a very hairy, stout man with a flat tipped nose. His clothes always have some sort of rip or tear in them.

ADVENTURE OVERVIEW

The adventure is broken down into three parts:

Part 1. Missing Firehearts (20 Minutes) The party meets with Calypso and is asked to find the Fireheart family and deal with whatever may be responsible.

Part 2. "Farmsteaders" (135 Minutes) The characters arrive at the farmsteads and investigate the Firehearts disappearance. It isn't long before they can see that not everything is as it should be.

Part 3. Rescue the Windwoods (85 Minutes) Following leads from their investigation and using information from allies they may have meet, the party hunts down the cave the Firehearts and others were taken to and have a chance to rescue the Windwood family.

ADVENTURE HOOKS

For each character, choose an appropriate reason why they are traveling to Phlan.

Previous Adventures. If the characters have previously participated in adventures in and around Phlan, they may already be in the area looking for work or helping refugees.

Patrolling the Iron Route: With refugees being invited back to Phlan, the Chancellor of Phlan has hired mercenaries to patrol the Iron Route between Phlan and Zhentil Keep. The character may be one of the more elite patrol guards.

Monster Hunts: While Phlan was under the control of an ancient green dragon, many new threats also moved into the area. The leadership of Phlan have been hiring strong adventurers to deal with the more dangerous ones, paying good coin to go with the work.

Order of the Gauntlet (Faction Assignment). The Order has heard that a refugee family under their protection is traveling back to Phlan. The Windwoods helped many escape Phlan when the Maimed Virulence took over the city. They are honor bound to see them returned safely.



PART 1. MISSING FIREHEARTS

Estimated Duration: 20 minutes

The adventurers meet with Calypso who asks the adventurers to find out what happened to the Fireheart family. She fears the family has gone missing.

GENERAL FEATURES

The Cracked Crown Inn is a well-loved inn. Though the windows are dirty and the furniture is a bit unkempt, many of the citizens of Phlan enjoy its homey charm and rustic comfort.

Light. The inn is dimly lit, by sparsely placed oil lamps.

Smells and Sounds. The inn smells of pipeweed and chili. The sounds of conversations and laughing fill the common room.

Weather. Outside, it is late summer. Clouds overhead fill the sky, bringing a cool air to Phlan.

A. MEETING WITH CALYPSO

The adventurers are directed to the Cracked Crown Inn for their meeting. Calypso awaits them at a table within.

The smell of pipeweed and chili fill the air of the Cracked Crown Inn. Despite its somewhat dirty windows and shabby furniture, the inn's common room has ample customers from varying backgrounds enjoying a midday meal.

A small gout of flame catches your eye, drawing your attention to a tiefling with a grinning smile. She beckons you over to her table, with several empty seats.

ROLE-PLAYING CALYPSO

Calypso is a former adventurer and sorceress who was recently elected as Chancellor of Phlan. She's headstrong, extremely sassy, overly confident, and charming of speech and face. Calypso is a tiefling sorceress near 30 years of age who is often playing with fire, literally. (She likes fire, a lot.)

Trait: Calypso enjoys being known for her work and likes to make sure everyone appreciates it, nearly to the point of snobbery. If a solution isn't obvious, she's likely to provoke the situation somehow (likely with fire).

Trait: Calypso is very willing to embrace new friends and often treats them as if they've been close friends for life.

Flaw: There's no room for caution in a life lived to the fullest.

DEVELOPMENTS

Calypso invites the adventurers to sit with her and buys each of them a drink. She then introduces herself as Chancellor of Phlan and asks for the adventurers' names in turn. After the pleasantries are done, she launches right into the matter at hand.

Read or paraphrase the following of what Calypso shares with the adventurers:

- With Phlan having recently been liberated from the control of an ancient green dragon, Calypso has called for the refugees of the city to return home. To help protect returning refugees, Calypso has paid for patrol guards to travel the length of the Iron Route and to remove threats to travelers.
- Calypso traveled to nearby cities speaking to the refugees to spread this news, including Mulmaster and Hillsfar. One group of refugees she met was the Fireheart family (wife and husband with a teenaged son). Their house was destroyed during the dragon's initial attack. Calypso was so enamored with them (she loved their family name) that she pledged to help them rebuild their home.
- Calypso expected them to have arrived 6 days ago based on the last message she received from them. They have not arrived yet.
- At first, Calypso worried that the Fireheart's simply changed their mind about returning home. While speaking with one the Iron Route patrol parties, she learned that they met the Firehearts on the road a few days travel away. They have not been seen on the Iron Route since.
- It's possible that the Firehearts decided to change their mind, traveling to a different destination. But Calypso feels that to be unlikely and wants to make sure. She asks the adventurers to find out what happened to the Fireheart family.
- The mission is simple, so Calypso offers 500 gp to the adventurers for this. Normally, she would call for less renowned adventurers. But with the last sighting of the Firehearts being many days old by the time anyone from Phlan arrived in the area, she felt it would take persons of notable skill to track them down.
- If, gods forbid, the adventurers discover some big threat happened to the Firehearts and the adventurers deal with the threat or provide information on a larger plot, she will pay 2000 gp more for their efforts.
- If the adventurers try to negotiate for more pay, she rocks back in her chair and groans with annoyance (mainly because she remembers how she often did the same). Rather than negotiate, she flat out will offer to double all the pay. She doesn't negotiate further.

- Calypso offers a roughly drawn map of the last sighting of the Firehearts. The patrol guard met them during a midday meal like this one. The next inn that the Firehearts would have likely reached to rest overnight is the Bivens' Inn. She suggests that the adventurers start their search there.
- Calypso also knows of an adventurer, named Kira, who retired to that general area. Kira is a diviner who works as a local sage, but more importantly owes Calypso for saving her life once. Calypso tells the PCs visit Kira if they need assistance to find the Firehearts and to use the favor Kira owes Calypso as payment.

Calypso answers the questions that the adventurers have regarding this, though she's already gone over the pertinent details. She requests they rent mounts if they do not own one, and to tell the merchant they rent the mount from to charge it to her. If asked, she can summon the Iron Route patrol guard who last met the Firehearts. However, other than giving a general description of the area where they met (a dozen farmsteads clustered together, fields, river, small forests, and rocky hills), the guard does not have any other information to provide.

If the adventurers cast a divination spell to learn about the Firehearts, they will be unable to receive any answers, which concerns Calypso if told about this. (See the sidebar in Part 2 about divinations for more guidance regarding divination spells).

If asked why she used a gout of flame to catch their attention when they walked in, she simply shrugs and says it was the first thing she thought to do to catch their eye.

After the adventurers finish asking their questions, Calypso takes her leave to tend to other city duties. The adventures can make whatever preparations they wish, including buying any equipment they need from Phlan's shops. Mounted, it takes them just under two days to reach the location that Calypso directed them to.

When the players are ready, proceed to Part 2.

TRICKS OF THE TRADE

Passive Skills. It can be helpful in this adventure to have the characters passive **Wisdom (Perception)** and **(Insight)** values handy. It doesn't hurt to also collect their passive **Dexterity (Stealth)** or to roll for the players so they do not immediately know the results of these skills.

Only do this if you feel it would enhance the fun of the adventure. You know your players best, and while some will enjoy the suspense, others may not.



The Cracked Crown

PART 2. “FARMSTEADERS”

Estimated Duration: 135 minutes. Leave at least 60 minutes to handle the ambush and the aftermath.

The adventurers journey to the collection of farmsteads where the Firehearts were last seen. While they investigate, an ulitharid is alerted to their presence. An ambush party is formed to dispose of the adventurers, unless the adventurers figure things out and proactively deals with it first.

GENERAL FEATURES

The general features of the farmsteads are as follows:

Terrain. These farmsteads are built near a river that runs through the area, a few miles away from the Moonsea. Fields, small forests, and rocky hills make up the majority of the landscape. Dirt paths lead between the farmsteads and the Iron Route. Most of the vegetation is a bit dry from a lack of recent rain.

Weather. It is late summer, the weather is cool and pleasant, with low winds. A few clouds dot the sky.

Light. During the day, visibility is bright, with the clear skies for the sun. At night, moonlight is enough to illuminate most areas dimly. Inside the farmstead buildings, common areas are lit brightly by oil lamps and most private rooms have windows with wooden shutters to control light coming in from outside.

Smells and sounds. An idyllic quiet, punctuated by the sounds of birds and farm animals, some moving through the dry vegetation. The air mainly smells fresh and clean, though also periodically present is the smoke from the farmsteads and the stench of animal droppings.

“FARMSTEADER”

The adventurers will be talking with the “Farmsteaders” often. Most are polite and will pretend to be helpful. Often they will tell lies or will say statements that are true enough because they left out certain key details.

All of them have practiced lying to others. Each time a “farmsteader” tells a lie or a statement that is true enough, compare that to the adventurers passive *Insight*.

For lies, adventurers with a *passive Insight* of DC 17 know that something was off with the answer the “farmsteader” gave.

For true enough statements, a *passive Insight* of 25 or higher is needed. If confronted, most will either ignore the accusation or make up some lie to cover it and refuse to elaborate further.

Adventurers who request to roll an *Insight* check go against the same target DCs.

A MYSTERY INVESTIGATION

The adventurers are trying to solve the mystery of what happened to the Firehearts. They will meet “farmsteaders” that will try to appear as normal, but in reality are under the control of intellect devourers. As the adventurers interact with various people, they should slowly become more and more suspicious of what is truly happening. Ultimately, this should culminate with the adventurers either attacking the “farmsteaders” or the “farmsteaders” ambushing them.

As you present this mystery investigation to the players, every few minutes or so, regularly give them small clues to keep their investigation progressing if they find themselves stalled. As their suspicions increase while they travel to multiple locations, start prompting them to make skill checks or grant advantage on their skill checks to allow them to get clues of the true nature of the situation. During this, the “farmsteaders” will try to misdirect blame to an evil lycanthrope in the area, Wyatt Gurkitch, to buy them time to build their ambush party.

Particularly intuitive players may figure this out fairly quickly before the ambush party even forms. Reward them by only having part of the ambush party attack first, with the rest attacking when appropriate (or fleeing if too many of them have been killed). Use the Timeline of Events sidebar to determine what the “farmsteaders” are doing while the adventurers investigate.

The area that the adventurers are traveling to is so small that it does not have a name. It is just over a dozen homes and farmhouses. For most travelers, it is a potential stop on the road for a warm meal, minor trading and comfortable bed. But for some small traveling groups, this area contains a more sinister threat.

Over the course of several months, almost all of the inhabitants in this area have been taken over by intellect devourers, gaining their victims’ bodies and memories. They took over their victim’s previous lives, maintaining the normal appearance of this area and becoming the new “farmsteaders”.

Many travelers are left unmolested by the “farmsteaders”. But occasionally, particularly when a small group of travelers are staying overnight, the “farmsteaders” will subdue their new victims, and then take them to a cave in the hills a few miles away. There, they transfer over the new victims to a weekly caravan from the mind flayer colony in the Underdark.

In some cases, when the intellect devourers encounter travelers stronger than their existing body, they subdue the traveler and transfer to the new body, discarding the previous one. Over the months, several former adventurers who stayed in this area alone were subdued by “farmsteaders.” An intellect devourer would transfer to the new body, with the former adventurer becoming a new “farmsteader.”

Below is a list of locations that the adventurers may visit in this area. The “farmsteads” will be friendly and polite to the adventures, while they telepathically communicate to plan against the adventurers. At first, the adventurers should be unaware of what is truly going on. Over time, they may gather clues to the real nature of the “farmsteads” and confront them once they have learned enough. At the same time, the “farmsteads” will inform the ulitharid of the adventurers’ presence. The ulitharid will be concerned that the adventurers will learn too much. Using its communication abilities, it will have the “farmsteads” secretly gather themselves to later surprise attack the adventurers.

It is up to you as the DM to determine the location and set up for the “farmsteads” attack on the adventurers. The “farmsteads” know the area well and are using telepathic communication to coordinate their assault. Use the Timeline of Events sidebar to help determine when the attack occurs.

TIMELINE OF EVENTS

The following represents a rough timeline of events to help guide you in determining when the “farmsteads” will assault the PCs.

After the PCs leave the first location with the “farmsteads”, when the PCs are at the...

Second Location: The “farmsteads” from the first location meet up with an ulitharid in the nearby woods. The ulitharid starts contacting all of the “farmsteads” to organize an assault group.

Third Location: The ulitharid has finished coordinating the assault group. The ulitharid travels towards the outpost to inform them about the PCs. The “farmsteads” from the first location briefly return to their original location. The members of the assault group begin readying their weapons and armor. If the PCs are currently meeting with “farmsteads” who would be part of the assault group, those “farmsteads” wait until the PCs leave first.

Fourth Location: The location is deserted of “farmsteads” as they are currently meeting up and are traveling to the PCs to ambush them.

DIVINATION SPELLS

It is likely that the adventurers will cast divination spells, beyond what they may ask the sage, Kira Dulsauer, to cast for them. Any requests for information regarding the current location of the Firehearts directly, or anything regarding the mind flayer colony are blocked (from a large scale effect similar to a *Mordenkainen’s Private Sanctum* spell).

But, if the adventures confine their questions to subjects in the farmsteads above, answers are possible. Use the divination answers to provide players with additional clues to solve the mystery without outright giving them the entire truth of the situation. Let the players put all the pieces together, not their magic spells.

The notable locations that the adventurers can visit:

- The Bivens’ Inn.
- The Sage “Kira Dulsauer”
- Surrounding Lands (with Birchwood Ridge and the Wagon Pyre)
- The Outlying Farmsteads.

AREA A. THE BIVENS’ INN

The adventurers meet the “Bivenses”. Friendly innkeepers, they will pretend to be helpful while trying to avoid giving any useful information.

Along the main road in the area, you see a post with a large sign affixed with “Inn” written on it in with a fading green paste. A short dirt path leads west of the road from the post to a small farmstead with a two story house at its edge. A barn is visible just off the home’s southern corner.

Walking up the path, the chickens scurry away as you approach. The entrance is a set of double doors, with one door slightly cracked open. You can hear the sounds of mugs clinking within.

Opening the door, you see a small common room with a few tables and a bar. Behind the bar, a broad-shouldered man looks up with an awkward smile. “Welcome to the Bivens’ Inn,” he announces, setting down the mugs he was holding, ready to pour drinks. A staircase and two back doors lead further into the building.

“Thul” greets the adventurers, welcoming them inside. He quickly offers them food and drink if they wish, and rooms if they ask. “Thul” will soon realize that the reason the adventurers are here is to uncover the activities of the “farmsteads.” “Thul” will be a gracious host while responding to the adventurers, and will look to mislead the adventurers from any suspicions they may have regarding him or his fellow “farmsteads”.

“Olma” will periodically enter the common room, tending to various house chores to maintain the appearances of a tidy inn, despite her unkempt look. She speaks only when she feels she must, even to “Thul”. When “Olma” realizes why the adventurers have come to this area, she contacts “Thul” telepathically to coordinate their falsehoods.

Both “Thul” and “Olma” invidually are far better practiced liars than the others (+2 to Insight DCs). Below is what the adventurers can learn from the “Bivenses”.

- “Thul” has not seen the Firehearts (*lie*). “Olma” remembers the Firehearts staying the night but then they left (*lie*).
Note: If “Thul” or “Olma” realizes that they’ve contradicted the other, they will telepathically communicate and verbally present the story from “Olma” as the correct one, with “Thul” claiming faulty memory as the cause of the contradiction (*lie*).
- They are the only inn within half a day’s travel from here (*true*).
- This area is home to just over a dozen farmsteads in a 2 mile radius. They can provide directions to them (*true*).
- A local sage, “Kira”, who specializes in divination magic lives in the area and they can provide directions to her (*true*).
- A wereboar has been rumored to be attacking people in the area, but they haven’t seen it (*true enough*).
- The wereboar could have likely attacked the Firehearts (*lie*).

If the adventurers press “Thul” on any suspicions of his words, “Thul” will mention that he’s been having some trouble with romantic relations with his “wife” (*true*) and that he has made some recent ‘mistakes’ that he prefers not to talk about, which has had an effect on his memory (*true enough*).

If the adventurers press “Olma” on any suspicions of her words, she will simply remark back in a sharp tongue that the adventurers have made her angry (*true*) and “Olma” refuses to talk to the adventurers any further.

ROLE-PLAYING “THUL BIVENS”

“Thul Bivens” in his former life was a veteran warrior, with a large frame bearing the scars of several battles. Now, “Thul Bivens” is one of the 2 innkeepers at the Bivens Inn, greeting travelers and deciding on which ones will be subdued by the “farmsteaders” next.

Trait: “Thul” seeks to make all of his guests at ease, acting as a friendly and consoling barkeep. He is also quick to offer a smile, though it always looks awkward on him. “Thul” usually focuses conversation on his guests, to avoid talking about himself.

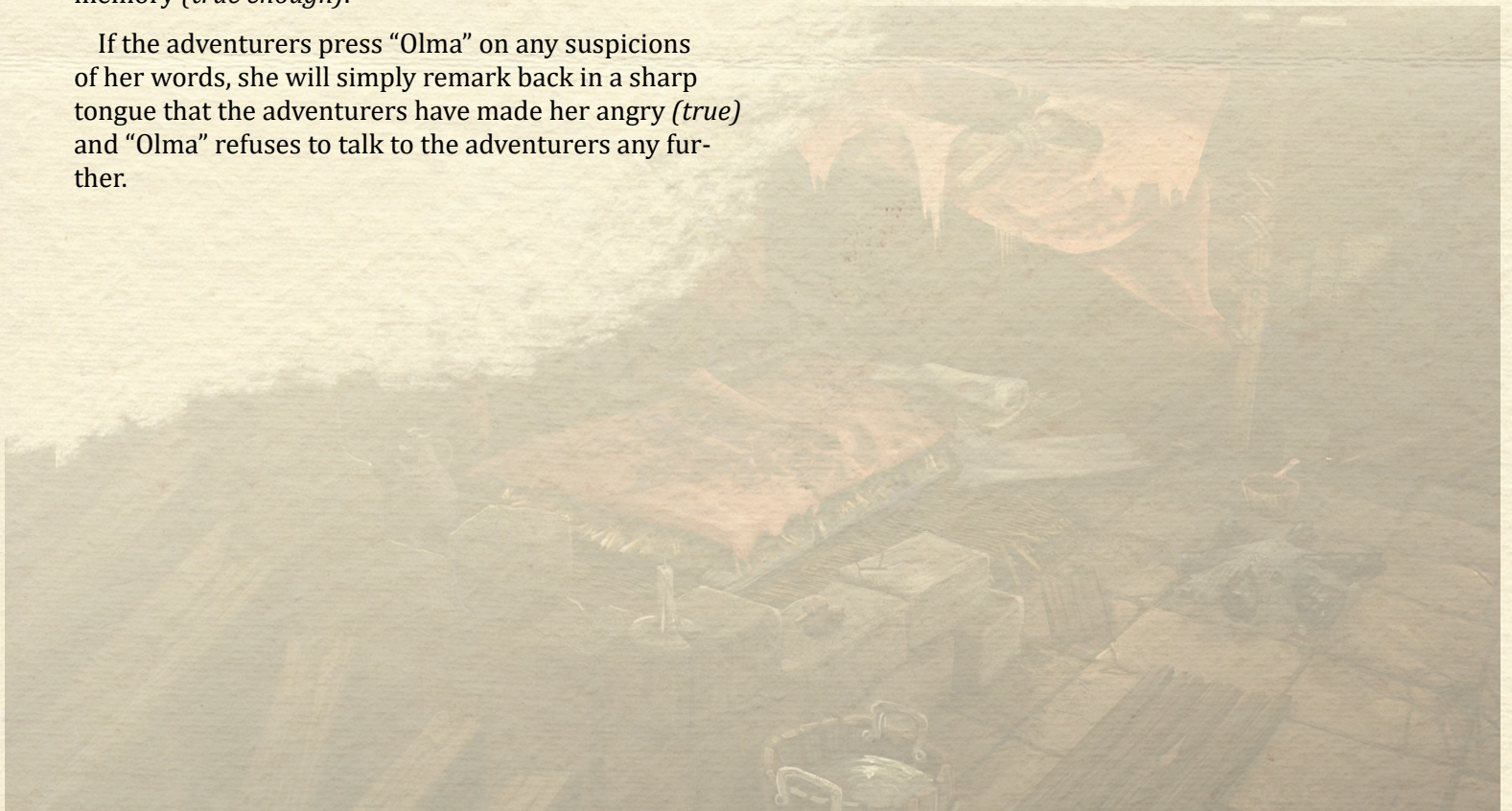
Flaw: “Thul” sometimes makes up lies on the spot to cover for when guests feel uneasy around him. These lies are often created without coordinating the details with his “wife”.

ROLE-PLAYING “OLMA BIVENS”

“Olma Bivens” was once a cleric of Mystra. Now, “Olma Bivens” is the better of the 2 innkeepers at the Bivens inn who does most of the cooking, cleaning and repairing to maintain the inn. “Olma” is a woman of average height and unkempt hair. She often ignores all those around her unless specifically addressed.

Trait: “Olma” has the personality of cardboard towards all humanoid races, treating them with little more care than she would a garden lizard. “Olma” believes herself to be superior to all humanoid races.

Flaw: “Olma” does not respect her “husband” and rarely plays along with his lies, preferring to ignore the situation altogether.



INVESTIGATING THE INN

If the adventurers decide to further investigate the Bivens Inn, they can learn the following.

- Examining the farm itself, **Wisdom (Nature or Animal Handling)** DC 15: There are notably fewer animals than there should be on this farm. If asked, “The Bivenses” will say that they sold them off to focus on simply being an inn (*true enough*).
- While around “Thul”, **Intelligence (investigation)** or a **Wisdom (Perception)** DC 14: “Thul” has battle scars more advanced than those found on most common people. If confronted, “Thul” will say that he was a sword for hire in the past (*true*).
- If looking in the private quarters of “Thul” or “Olma”, **Intelligence (Investigation)** DC 15: The adventurers find a strange ledger with dates and counting marks. 7 days ago, there is an entry with counting marks equal to the number in the Fireheart family. They will also find an *oil of sharpness* and *potion of invulnerability* kept in a closed chest (these are in addition to what the “Bivenses” carry/use).
- Upstairs inside the inn, if the adventurers start looking through all the rooms (no check needed), they will come across one where an entire family’s belongings (the Windwoods) still remain.
- The barn doubles as a stable. Inside there is a wagon with horses with several chests and small home furnishings within. If the adventurers look through the belongings (no check needed), they will find a simplistic portrait of the Windwood family (mom, dad, teen daughter, young son).
- If the barn is searched, **Intelligence (Investigation)** or **Wisdom (Survival)** DC 15: Early in the day, the search reveals set of tracks that belong to a child, leading away from the barn. The tracks are less than a day old and show that the child frantically ran away. (The tracks belong to Tana, see The Last Tenants below). Later in the day, the search reveals Tana observing the adventurers from the barn, having just recently returned (See The Last Tenants below).
- If asked about the other family whose belongings are still at the inn, “The Bivenses” will remark that they belong to the Windwood family who stayed overnight (*true enough*). “The Bivenses” will mention that the family stepped out to take a family walk in the surrounding area (*lie*).

THE LAST TENANTS

The evening before the adventurers arrive in the area, The Windwood family arrived at the Bivens Inn. The family went inside for lodging. Tana however prefers the company of the horses and, like always, she stayed with the wagon itself.

During the night, Tana awoke to see her family tied up and being forced at sword point into the woods by several “farmsteaders”, including “Thul Bivens”.

Many “farmsteaders” came to the barn to look through the Windwoods’ wagon. Luckily, the “farmsteaders” did not know to look for Tana. Tana’s mother locked eyes with Tana in the barn and mouthed the words “run and hide”. Tana did just that, running away from the inn. Tana ran to another farmstead’s barn, found it empty and hid within under a box, scared for her life. When dawn arrived, Tana could not help but to fall silently asleep. Luckily for Tana, the “farmsteaders” were too preoccupied with the other Windwoods to notice her fleeing and the farmstead Tana decided to hide in is currently vacant.

Early in the day, Tana sleeps quietly in a box that she had turned over at the nearby farmstead’s barn as a hiding place from the “farmsteaders”. If the adventurers find her tracks at the inn, they lead to here and a search of the barn reveals Tana sleeping. She is aided by a magical ring that belonged to her grandmother, a *ring of mind shielding* that only functions for members of her family.

Later in the day, after the adventurers have visited two locations, Tana wakes up and returns to the inn, hoping to reach the family horse and ride away for help. If the adventurers are present around the inn and barn, Tana observes them. If she determines that they are “good” folk she could trust, she will approach them quietly pleading for help. Tana wields a short sword the family kept for self-defense, but she will only use it if threatened and cornered.



If the adventurers find Tana and gain her trust, she tells them about everything she saw happen last night. She will also tell them the following:

- The Windwoods consist of Tana's mother, father and younger brother.
- The Windwoods are Phlan refugees and were on their way back to Phlan.
- The "farmsteaders" took her family into the woods towards the north.
- The "farmsteaders" last night all spoke in a language she couldn't understand (Netherese).

ROLE-PLAYING TANA WINDWOOD

Tana is a 15 year old girl, with a slim but athletic frame. She is dressed in traveler's clothes with several dirt smudges. Tana usually tends to the horses and occasionally hunts small game with her parents. Right now, she is scared out of her mind, wondering who she can trust to help her, which is overriding the normal expression of her personality.

Trait: Tana prefers the roughness of outdoors over the comforts of civilization.

Flaw: Right now, Tana will NOT trust anyone who looks like a farmsteader or a farmhand.

TREASURE

Tana offers the party a *potion of greater healing* to help them find her family.

AREA B. THE SAGE "KIRA DULSAER"

The adventurers come to "Kira Dulsauer", a local sage and former adventurer. She will pretend to be helpful while trying to misdirect them.

A lone house sits in a meadow next to a babbling brook. Unlike the others, there are no tilled fields or animal pens around this home. A small unkempt garden and an overgrown hedge are the only adornments. In many ways, the home looks more appropriate in a city neighborhood, rather than sitting by itself in a meadow.

"Kira" waits inside reading through books. When the adventurers announce themselves, she invites them inside to offer her services as a sage. She pours tea from a kettle that announces it is ready to drink with a whistle just as the party arrives, and even tells a bad joke to break the ice.

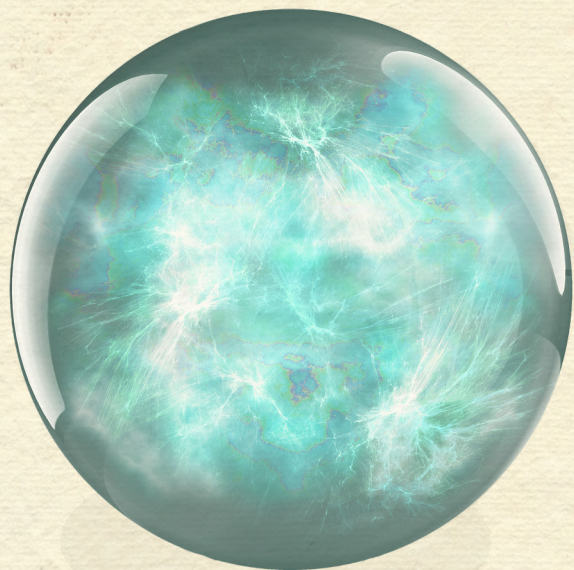
When "Kira" realizes the adventurers are looking for people that the "farmsteaders" have taken, "Kira" will explain that divination magic is best used to determine the fate of someone present rather than someone you

know secondhand. She then attempts to misdirect the adventurers to suspect a lycanthrope as being the possible culprit.

If the adventurers bring up Calypso, "Kira" will not remember her at first. If the adventurers persist, "Kira" will fumble thru her host's memories, while pretending to remember her by referring to her incorrectly, such as saying Calypso is a Hillsfar merchant instead of a Phlan adventurer/politician. After about a minute. "Kira" locates the correct memories. "Kira" will agree to cast spells for the adventurers for free when they bring up Calypso. Otherwise she charges them 100 gp per spell level of the spell, plus the cost of any consumed material components.

Sometime during the proceedings, if appropriate, "Kira" will offer to use her *crystal ball* to cast the spell *scrying* for the adventurers to find the Firehearts. She will retrieve the item, use it to cast the spell and upon completion, say that she was unable to scry on the Firehearts ("Kira" does all this, knowing in advance it would fail).

Also, "Kira" will offer to ritually cast *contact other plane* free of charge, unconcerned with the chance of going insane. When she does so, she successfully makes her Intelligence saving throw to avoid going insane. Further, she mentally asks the extra planar creature the questions she has, except she asks for the location of the lycanthrope, following up then with questions regarding the adventuring party. When she is finished with the contact other plane spell, she will inform the adventurers that she was told that the adventurers should "seek the lycanthrope" (lie) and that the lycanthrope can be found "Along Birchwood Ridge" (true). "Kira" can provide directions to Birchwood Ridge.



AREA C. SURROUNDING LANDS

A passive Wisdom (Insight) DC 15 (or an active check if a player specifically asks to make one) while “Kira” is explaining why she did not immediately remember Calypso, or while she is providing the results of her divinations, will inform the PC that something was off about the mannerisms from “Kira”. If that PC gets DC 20, they will feel that the mannerisms from “Kira” felt more like a performance. “Kira” will dismiss any such concerns, saying that it is simply a tendency of hers to come off that way, as it entertains most mundane folk.

“Kira” will also share the following:

- The Bivens Inn is where most travelers stop by. “Kira” knows the innkeepers, “Thul” and “Olma” well and can provide directions to the inn (true).
- This is the first time “Kira” has heard of the Firehearts (true). “Kira” will mention that one of the other “farmsteaders” may have met them (true) and that they could ask around.
- “Kira” does not have any farmland. The money she has left over from her adventuring days, in addition to the occasional coin she makes as a sage is enough to cover her expenses (true).
- “Kira” no longer tends to her garden having lost interest in it some time ago (true enough).
- (Bad joke): Want to hear a joke about a piece of paper? Never mind ... it’s tearable.
- (Bad joke): Two men walk into a bar. The third one ducks.
- (Bad joke): What do you get when you cross a snowman with a vampire? Frostbite.

If the adventurers look around the home of “Kira”, they will only find books of a variety of arcane subjects in various languages. If “Kira” is not present and the adventurers search, they will not find the spellbook that “Kira” uses (because she no longer uses one).

ROLE-PLAYING “KIRA DULSAER”

“Kira” was once an adventurer divination wizard who had retired to this area, doing work as a sage to pass the time. Now, “Kira” uses her magic on behalf of the “farmsteaders”, spying on potential targets, while still maintaining appearances as a sage. “Kira” is a woman in her mid-forties, with dark brown hair slowly turning grey. A small aura of magic is about her from her mage armor spell.

Trait: “Kira” is fairly insightful, able to regularly anticipate behavior in others.

Flaw: The original Kira often used humor to put others at ease. “Kira” now still uses humor, but since she does not fully understand the jokes, she tells them poorly.

This section should be used to cover the adventurer’s forays out into the surrounding lands (except the prisoner cave which is covered in Part 3). Beyond the expected features of the land, there are 2 locations of note that the adventurers can go to, Birchwood Ridge and the wagon pyre.

The lands in this area are simple enough. A small number of roads traverse the area, including the Iron Route that most travelers take. Various fields, small forests and rocky hills make up the rest of the immediate vicinity around the farmsteads. Deer, wild dogs, birds, a boar and other small game animals are the only audience around.

If the adventurers are going specifically to Birchwood Ridge or the wagon pyre, go to that section. Otherwise, after an hour of searching, have each PC make a **Wisdom (Perception or Survival)** check DC 18.

Those who succeed note the slightest hint of burned wood to their North. Otherwise, those who made DC 13 or above will detect the burned smell after 2 hours of searching.

In either case, go to the wagon pyre section. If none of the PCs reached DC 13, use the Birchwood Ridge section as the adventurers will come across it instead after 2 hours.

If the adventurers spent 2 hours searching, the “farmsteaders” will have moved farther along as if the adventurers have visited 2 locations while they are in this area.

1A. BIRCHWOOD RIDGE

As you travel, your group finds itself headed into a copse of birch trees. Beyond insects, the only signs of life other than yourselves is the single boar. Though now it too scampers away from you, leaving this area oddly lonesome.

The boar is actually Wyatt in boar form. He watches the adventurers from afar, fearful that they are the “farmsteaders” come to hunt him down. But he is used to having to outrun them as they always seem to know his exact location when they are nearby. When the adventurers don’t immediately hone in on him, Wyatt wonders if they are not with the rest of the “farmsteaders”, whereupon he changes into human form out of sight from the adventurers and approaches them from a distance. See the section for Wyatt Gurkitch.

If the adventurers attack Wyatt, either in boar or human form, Wyatt tries to escape. See the section for Fight or Flight.

1B. WAGON PYRE

Your nose leads you to this place. In the lee of a rocky escarpment, you see a large pile of burned wood. Bits of metal and the remains of constructed pieces are visible below the immediate surface. The fire has burned out long ago, but the charred wood still carries a strong smell.

This location is about a couple of miles from the farmsteads. When the “farmsteaders” take a family to send back to the colony, they are left with the task of disposing of the family’s belongings, including their wagons. The “farmsteaders” salvage what they can, but often end up with wagons and goods that they do not have interest in selling. Instead, the “farmsteaders” take the belongings out here and burn the remains. But the fire did not destroy everything.

The following information can be learned by examining the wagon pyre:

- **Intelligence (Investigation)** DC 15: This pile was not all burned at once. It has been added onto and burned bit by bit over the course of several months.
- **Intelligence (Investigation)** or **Wisdom (Perception)** DC 20: There are charred remains of personal belongings in the pile, including small jewelry, clothing, and basic supplies. (The jewelry is damaged and collectively worth 1 sp).
- **Intelligence (Nature)** DC 12: This was a controlled, tended fire that burned here.
- **Wisdom (Survival)** DC 15: Various humanoid tracks lead to and from the area.

DEVELOPMENT

While the adventurers look through the area, in human form, Wyatt watches the adventurers from afar, fearful that they are the “farmsteaders”. He is used to “farmsteaders” coming here only to burn things from a captured family.

Since the adventurers are likely not to doing anything to burn possessions, Wyatt wonders if they are not with the rest of the “farmsteaders”. He then approaches the adventurers from a distance. See the section for Wyatt Gurkitch.

If the adventurers attack Wyatt, either in boar or human form, Wyatt tries to escape. See the section for Fight or Flight.

WYATT GURKITCH

Wyatt Gurkitch has lived on these farmsteads for the past 20 years. Born a lycanthrope, Wyatt spent much of his earlier days as a brigand in one gang or another. In his older age, he wanted to settle down to a less dangerous life, becoming a farmsteader. Despite this, sporadically Wyatt would still feel a bloodlust welling within him, causing him to attack travelers on the road and consume them as food.

Six months ago, Wyatt discovered many of his fellow farmsteaders acting strange, neglecting their farms. A few weeks thereafter, they attacked him. As a lycanthrope, he easily fended them off at first, but they relentlessly kept coming. During one battle, Wyatt killed one only to see an intellect devourer emerge from the head of a “farmsteader” he just killed. Now fully grasping the terror that he was in the middle of, Wyatt fled his home and the community.

However, Wyatt found himself unwilling to leave completely. Though he is evil and does not consider his fellow farmsteaders friends, they were the closest thing he has had to family in a while. This has been his home for far too long. Wyatt has remained in the area, shifting between animal, humanoid and hybrid forms, to evade capture by the “farmsteaders”. Wyatt has told roaming guards about the strange happenings, only to find the guards captured themselves to become more “farmsteaders”.

Wyatt would regularly salvage basic supplies from a burned pile of discarded wagon parts in order to stay sane and alive. Wyatt is slowly getting desperate to kill all of the “farmsteaders” to avenge the original farmsteaders. But he is outnumbered and doesn’t have a plan to accomplish it.

Enter the adventurers unaware of Wyatt’s history. Wyatt hangs back at first in animal form to observe the adventurers. When they do not display any of the tendencies of the ‘farmsteaders’ and generally seem like they are unaware of what is going on, Wyatt will transform into human form out of the adventurers’ sight and approach them.

Wyatt will ask questions to determine the adventurers’ intentions, while remaining 40 feet away since the adventurers are armed. A **Charisma (Persuasion)** or functionally similar check, DC 20, will cause Wyatt to trust that they are not the replaced “farmsteaders”. If the adventurers twice fail the check by more than 10, Wyatt decides not to trust the adventurers and will

leave. While Wyatt speaks to the adventurers, at no point does Wyatt willingly reveal them that he is a lycanthrope (unless attacked or fleeing).

If the adventurers attack Wyatt, either in boar or human form, Wyatt tries to escape. See the section for Fight or Flight

In addition, the recent events in the past half year, Wyatt tells the PCs the following (*all statements are true*):

- All of the “farmsteaders” are different now, including “Kira”. Wyatt believes that he is the last original farmsteaders left.
- “Thul” and “Olma” aren’t even the same people as they were before. They were guards that he tried to tell what was happening around here. When they confronted the others, they were captured and later became one of “them”. He found the real Thul and Olma dead in the forest months ago.
- They seem to talk with each other just by looking at them. And sometimes they seem to talk to someone while cocking their head to the sky.
- He has killed several of the “farmsteaders” before, and when he did so, some sort of creature climbed out of their heads through their ears (Wyatt believes the creatures climbed out when they teleported out). An **Intelligence (Arcana)** DC 22 check identifies these as intellect devourers from the poor description.
- A few of them always seem to know right where he is. He is fortunate that he is able to out run them as needed.
- The “farmsteaders” have been capturing travelers and taking them to some place north of the farmsteads.

ROLE-PLAYING WYATT GURKITCH

In his younger days, Wyatt was an evil thug who preyed on many. Now, he has tired of that life and has settled down to become a farmer. That doesn’t stop him from feeding on the occasional victim. Wyatt is irredeemably evil, but like the other original farmsteaders, still a victim. Wyatt is a very hairy, stout man with a flat tipped nose. His clothes always has some sort of rip or tear in them.

Trait: Though more than capable of violence, Wyatt strongly prefers quieter, simpler life.

Trait: Wyatt will do ANYTHING to avoid being captured.

Flaw: He never apologizes and never begs.

FIGHT OR FLIGHT

If the adventurers attack Wyatt, his first instinct is to run away. Generally, Wyatt tries to keep at least 40’ of distance between himself and the nearest adventurer. When the attack begins, Wyatt spends his first turn changing shape into a boar and running away, provoking opportunity attacks if necessary.

If the adventurers chase after him, roll initiative. During the chase, the adventurers can freely dash a number of times equal to 3 + their Constitution modifier. Wyatt can do this for 5 rounds. Afterwards, after each of their turns, they must succeed on a DC 10 **Constitution check** or gain 1 level of exhaustion. Wyatt has a +2 bonus to his Constitution checks and rolls with advantage (he’s used to running away). At the end of each creature’s turn, they roll a d10. Use the result on the Chase Complications table and that complication affects the next creature in initiative, Wyatt has advantage on all saving throws and skill checks to avoid a complication.

During the first round, Wyatt moves a total of 40 feet. Thereafter, Wyatt moves 80 feet per round. The adventurers will have to find a way to compensate for that speed difference during this chase in order to catch him. If at least 2 PCs can catch up to Wyatt at the end of a round past the first one, Wyatt stops to fight. Based on distance, determine how close the others are when the chase ended.

If at the end of any round, Wyatt is more than 80 feet from the adventurers, Wyatt makes a **Dexterity (Stealth)** check to hide from the party, with advantage.

Wyatt is a **wereboar**. If he stops to fight, he always does so in hybrid form. During the fight, Wyatt will yell out things in defiance of the “farmsteaders”, such as “You won’t make a slave of me like you did the rest” and “I’m done running from your strange cult, let’s finish this!”

Wyatt believes a horrible fate awaits him should he be captured here. His fear is so palpable that he is willing to chew his own body parts off to be freed. As such, Wyatt always fights to the death. Regardless of his fervor, Wyatt is likely to be defeated by the PCs with ease.

CHASE COMPLICATIONS

- 1 Your path takes you through a rough patch brush. Make a DC 10 Strength (Athletics) check or the brush counts as 15 feet of difficult terrain.
 - 2 Uneven ground threatens to slow your progress. Make a DC 10 Dexterity (Acrobatics) check to avoid it or the uneven ground counts as 15 feet of difficult terrain.
 - 3 You've startled a giant poisonous snake. It attacks you (+5 Atk) and on a hit deals 1d4+4 piercing damage and you must make a DC 11 Constitution saving throw, taking 3d6 poison damage or half as much on a successful saving throw.
 - 4 A hidden sinkhole threatens to derail you. Make an Intelligence (Nature) DC 10 check to avoid the sinkhole, or you fall within, suffering 1d6 damage from the fall, landing prone at the bottom of a 10 foot sinkhole.
 - 5 You spot a potential shortcut. Make a Wisdom (Perception) DC 13 check and on a success, you increase your speed by +15 feet for that round. Otherwise you are unable to identify the shortcut. Your speed is reduced by 10 feet for that round while you backtrack.
- 6-10 No complication

AREA D. THE OUTLYING FARMSTEADS

There are just over a dozen farmsteads in this area, other than the Bivens' Inn. Each of these farmsteads is made up of a house, barn, shack and agricultural fields for grain or animals. Each farmstead houses 1d3 "farmsteaders." As the adventurers talk with the "farmsteaders" here, they will be polite and ultimately unhelpful. After talking with several of the "farmsteaders", they will attempt to misdirect the adventurers to the lycanthrope in the area.

Below is what these "farmsteaders" share with the adventurers:

- They have not seen the Firehearts (*true enough, mainly because they don't remember them that well in the first place*).
- The Bivens Inn is where most travelers stop by and the "farmsteaders" can provide directions to the inn (*true*).
- A local sage, "Kira", who specializes in divination magic lives in the area and they can provide directions there (*true*).

- They have heard rumors of a lycanthrope attacking travelers in the area and perhaps the lycanthrope is to blame (*lie*). If confronted over this lie, the "farmsteaders" will admit to lying because that's what they thought the adventurers wanted to hear (*true enough*).

While the adventurers are walking around the farmsteads, have them each make one of the checks on the list below to learn additional information:

- **Wisdom (Animal Handling)** DC 12: These farmsteads should have more animals on them. It appears that these farms have fallen on hard times.
- **Intelligence (Nature)** DC 12: The crops in the farm fields look somewhat neglected, as if they haven't been tended to in days.
- **Intelligence (Investigation)** DC 12: There should be more people working on these farms. It's possible for the small number of "farmsteaders" that they've seen at each home to maintain the land, but it would be very hard on them to do so.
- **Wisdom (Animal Handling or Perception)** DC 12: There are several wild dogs persistently attempting to burrow into a low mound of dirt. If the adventurers go over, the dogs will run away and the adventurers they will see a person's foot sticking out of the dirt mound. See Bad Burial.
- **Wisdom (Insight)** DC 15: The "farmsteaders" overall seem guarded in their responses to the adventurers. If confronted, they do not elaborate on it, other than to say that the adventurer's presence makes them nervous (*true*).
- **Charisma (Performance)** DC 12: The overall feel that all of the "farmsteaders" give off is that of a performance for the adventures benefit.
- If the adventurers specifically say that they wish to sneak around the "farmsteaders" homes, **Dexterity (Stealth)** check DC 19: None of the "farmsteaders" are doing any sort of farming chores. Instead, they just seem to sitting inside doing nothing. If the adventurer gets inside a "farmsteader" home, they will find most of the rooms to be cluttered messes, as no one seems to clean up anywhere outside of the room where the main house door is.

BAD BURIAL

5 days before the adventurers arrive, the last remaining original farmsteader, Wyatt Gurkitch, was spying on the other “farmsteaders” looking to sate a bloodlust that was beginning to overtake him. Eventually, Wyatt attacked one of the “farmsteaders”. Other nearby “farmsteaders” were alerted via telepathy and Wyatt found himself fending off multiple foes. Wyatt prevailed and fed on as many as he could before fleeing a more concerted pursuit. The “farmsteaders” were more concerned with keeping up appearances for any visiting travelers rather than tracking down Wyatt, so instead they buried the bodies and went back to their ‘routine’.

However, the “farmsteaders” did not do a very thorough job in burying the bodies and the contents within has drawn scavengers.

The adventurers will immediately see the arms and foot of a dead “farmsteader” sticking out of the mound. Depending on what they do, they can learn the following:

- The bodies are buried poorly. They were stripped naked, dumped together in a small ditch and dirt heaped upon them. Most players should realize that the callousness of this burial is not normal, but if they do not make that connection, a **Wisdom (Insight)** DC 10 informs them of this.
- There are 5 bodies total buried here. All of the bodies have large puncture wounds where they have been impaled by horns.
- **Wisdom (Medicine)** DC 12: The bodies all have other wounds that could be attributed to a bludgeoning weapon.
- **Wisdom (Medicine or Perception)** DC 15: Most of the wounds are on the upper body, particularly around the head, even the puncture wounds. Further, all of the bodies have bloody ears.
- **Intelligence (Investigation)** DC 15 or **Wisdom (Medicine)** DC 20 (anyone specifically looking at the ears has advantage): The damage from the ears look as if someone was trying to dig inside their heads through the ears, leaving a bloody mess.

If the adventurers bring this up to any of the “farmsteaders”, they will remark how awful it was when they found the bodies. They buried the bodies the best they could and tried to carry on with their lives. They believe that a lycanthrope rumored to be in the area attacked them (*true enough*). They didn’t bring this up before because they are all trying to forget that it happened (*lie*).

Even if the “farmsteaders” do not lie to them, have the adventurers all roll a **Wisdom (Insight)** check. DC 15 allows the adventurers to hear the callousness in the “farmsteaders” voices.

TRICKS OF THE TRADE

Speak with Dead. If any of the characters cast this spell the farmsteaders can provide the following information:

- **How did you die?** I remember being in a dark cave when something struck me in the back of the head.
- **Did you notice anything strange in the area before you died?** I was taken to a cave north of the farmstead, but I don’t remember where.
- **Are you a Fireheart/Windwood?** No.
- **Do you know the Firehearts/Windwoods?** No.

For any other questions keep in mind what you know about the adventure. These farmsteaders died when the intellect devourers took them to their cave and murdered them to take over their bodies. The spirits won’t remember anything about Wyatt’s attack, because they were already dead.

From the moment that the adventurers arrived and started asking questions about the Firehearts, all of the “farmsteaders” have been on alert. Collectively, they fear that the adventurers will discover ‘something’ that could either uncover their actual operation here, or worse, cause them to return home and bring back reinforcements. The first “farmsteaders” that the adventurers meet will go find the ulitharid in the forest to have him start contacting and coordinating an ambush party for the adventurers.

The ambush party consists of those “farmsteaders” who were adventurers or bandits in their former lives. They are “Thul Bivens”, a **gladiator**, “Olma Bivens”, a **priest**, “Kira Dulsauer”, a **diviner**, and from among the other farmsteaders, an **assassin** and another **veteran**. Inside each of these adventurers, there is an **intellect devorer**. “Thul” carries an *oil of sharpness*. “Olma” carries a *potion of invulnerability*.

Ambush Tactics: The ambush party gathers itself while the adventurers are traveling between their third and fourth locations. When the adventurers are at the fourth location, the ambush party looks for the best opportunity to attack, with “Thul”/“Olma” using their carried consumable item. If the adventurers are inside the Bivens Inn, the ambush party coordinates their first round of attack by having two members of the ambush party open the door to the inn to block the doorway while the spellcasters launch their greatest damaging spells inside. Elsewhere, the ambush party use any near-

by cover from houses or hills to approach the party, then they coordinate their first round of attack for an ambush by having the spellcasters launch damaging spells with the melee weapon wielders moving in to engage after.

If the adventurers are inside the inn, a **Passive Perception** of 22 is required to notice the ambush before it occurs, due to “The Bivenses” knowledge of the inn. Otherwise, a **Passive Perception** of 17 is required to detect the ambush. Based on the adventurer’s actions, adjust these target numbers as you feel appropriate.

It is entirely possible that the adventurers may figure out the situation before the ambush party comes. Using the above, determine the foes that the adventurers face if they attack before the ambush party forms. When the ambush party arrives to attack the adventurers, remove anyone the adventurers killed previously. If more than half of the ambush party is killed before they would ambush the adventurers, they flee instead, leaving the adventurers free reign, see the Aftermath section.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak:** Remove the **veteran** and **assassin** from other “farmsteaders”, change “Thul Bivens” to a **veteran**.
- **Weak:** Remove the **assassin** from the other “farmsteaders”.
- **Strong:** Add a **gladiator** and an **enchanter**, remove the **veteran**.
- **Very Strong:** Make the adjustments for a Strong party and change “Olma Bivens” to a **war priest**.

TACTICS

All of the members of the ambush party have seen numerous combats in their former lives and are using telepathic communication to coordinate. They should be played very intelligently, but fanatical. See above for how the ambush party tries to ambush the adventurers. The spellcasters coordinate their reactions to always have a counterspell ready. Where possible, when casting spells, the enemy spellcasters move more than 60 feet from any adventurer they can see to cast their spells before moving back within counterspell range. Melee combatants try to block the adventurers from reaching the spellcasters, focusing fire and prioritizing anyone capable of casting healing spells as their targets.

As each “farmsteader” falls, the intellect devourer teleports out and joins the combat.

After the first round of combat from their ambush, they attempt to take the surviving adventurers alive. When only 3 of the ambushing “farmsteaders” remain, the remaining attackers try to kill the adventurers, including attacking ones dying on the ground.

If at any point, only intellect devourers outside the body of “farmsteaders” remain, they attempt to flee,

fighting as a last resort if they cannot flee.

TREASURE

The ambush party are carrying 800gp in spell components, jewelry and coin. On “Olma”, she possesses a crude map to a cave in the hills to the north.

“Kira” carries her **Crystal Ball**.

DEVELOPMENT

Once the adventurers defeat the ambush party, the ulitharid immediately knows and starts contacting the “farmsteaders”. All of the “farmsteaders” stop their current activities and flees the area in different directions, looking to evade capture. The adventurers will deal with the ulitharid in Part 3.

The adventurers can freely search any location in the area. Give them advantage on checks to find hidden items in the “farmsteaders” homes. If the ambush happened at the inn, Tana Windwood comes out of hiding to approach the adventurers.

Anywhere else, Wyatt Gurkitch is nearby and approaches in the aftermath. In both of their cases, if the adventurers have not already had positive interactions with them, they are cautious in trusting the adventurers at first, but quickly come around when it is clearly evident that they are not with the rest of the “farmsteaders”.

They freely share their information, and direct the adventurers to north, stating that’s where the “farmsteaders” have been taking people that they’ve captured over the months. See the sections above for Tana Windwood and Wyatt Gurkitch for what each of them know. Under no circumstances will either Tana or Wyatt accompany the PCs to the north.

When the PCs are ready to proceed to the outpost in the north (or you feel that they are taking too long remaining in the farmsteads after they have been attacked), proceed to Part 3.



PART 3. RESCUE THE WINDWOODS

Estimated Duration: 85 minutes.

Last night, the Windwood family was taken by the “farmsteaders” to a cave in the hills to the north. A caravan from the mind flayer colony in the Underdark below is headed to the cave via tunnels to take the new prisoners. Thanks to the ulitharid watching over the “farmsteaders”, he alerts the caravan below when they come into range of his senses, causing them to speed up their efforts. Thus, the adventurers have limited time to make it to the Windwoods before they are gone.

AREA A. FINDING THE PRISONER CAVE

Expected Duration: 20 minutes

Now that the adventurers have uncovered the “farmsteaders” true nature, they should know that there is a cave to the north of the farmsteads where the “farmsteaders” took captured victims, and surmise that is where the Firehearts were taken days ago. And that a new family, the Windwoods, was taken there overnight.

They still have to locate this cave and reach it in time to rescue the Windwoods. To do that, the adventurers have to overcome a series of obstacles to reach their destination in time. Below are the list of obstacles they face and a list of methods by which the adventures can overcome it.

If the adventurers come up with a different way to solve the obstacle, allow them to use their idea instead at the same DC. Depending on how good their plan is, or how well you feel they are executing their plan, you can grant advantage on any check involved, or decide the adventurers overcame the obstacle without a roll.

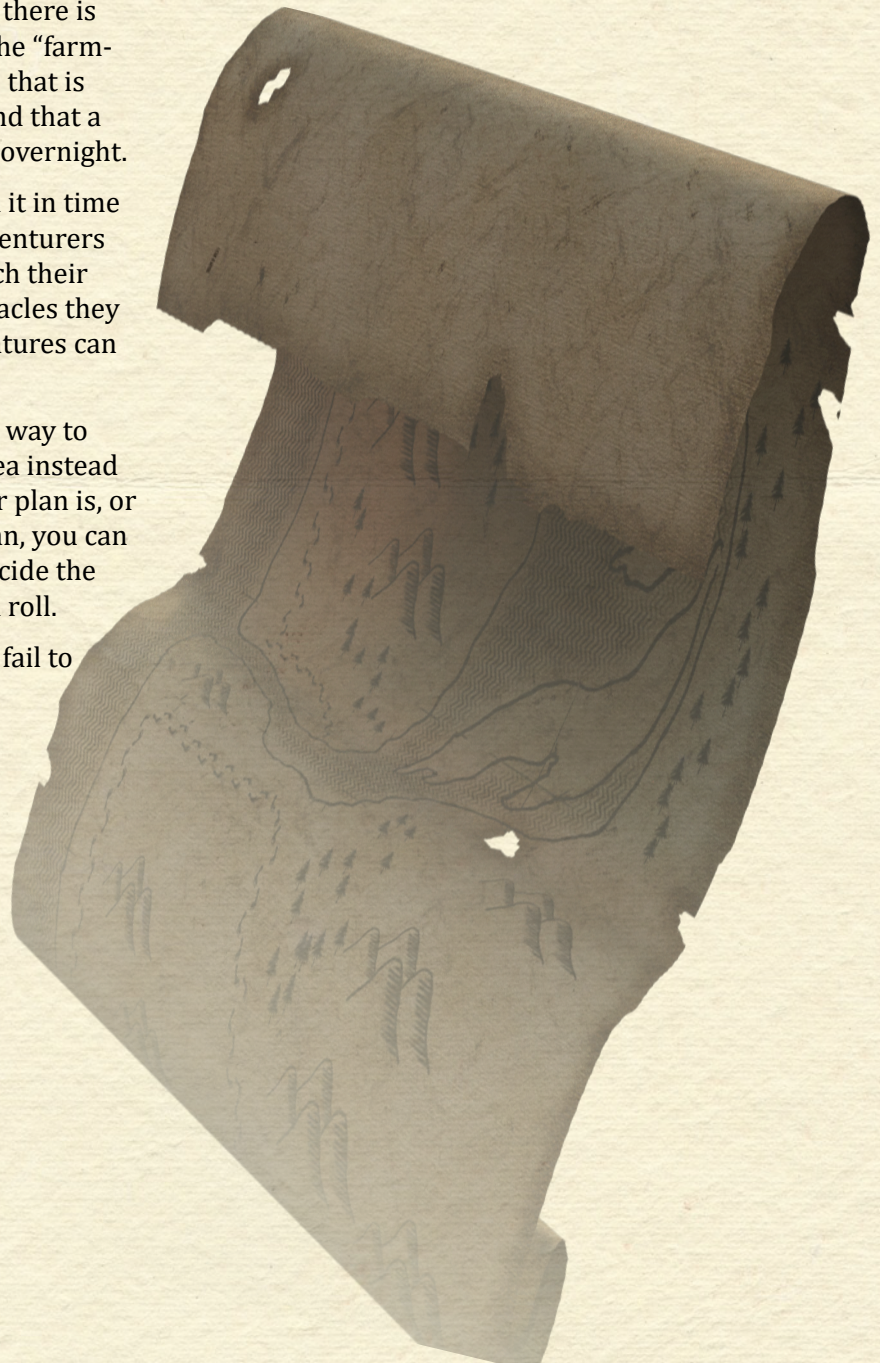
Keep track of the number of obstacles they fail to clear. This will become important later.

TRICKS OF THE TRADE

Consider using one of these methods for presenting the following obstacles to the players. Or blend the methods. Or use your own.

Freeform: Present only the overall situation to the players, asking them how they would like to resolve it. Have them make ability checks as appropriate when their actions would address one of the obstacles that follow. This method is best used with most groups, particularly those who embrace roleplaying.

Bulleted: Present each obstacle one by one to the players, asking them how they would like to resolve it. Prompt them with ability checks or appropriate insights their character may have that they can use to resolve the obstacle at hand. This method is best used if you’re running short on time or with groups more comfortable game mechanics over roleplay



O1. SURVIVOR KNOWLEDGE

Learn from the survivors that there is a creature in the area that all the “farmsteaders” telepathically spoke to from long range and that the “farmsteaders” could easily detect new arrivals.

Depending on who they have met, either Tana or Wyatt or both, they are grateful that the adventurers have saved them from the “farmsteaders”. As the adventurers talk with them, the adventurers realize that Tana and Wyatt know more than they realize. Very minor details to them may be of great importance to the adventurers. While speaking with them, a DC 12 **Charisma (Persuasion or Intimidation)** or **Intelligence (Investigation)** check can coax Tana and Wyatt to remember the following:

- One or two “farmsteaders” daily seemed to cock their head to one side and then speak to others nearby as if speaking to someone in their head that was nowhere nearby.
- When the “farmsteaders” go to take victims to the north, not all of the “farmsteaders” come back every time. They eventually return after usually about a tenday. In fact, it has been a tenday since two of them were last seen from a trip when they took victims to the north.
- They always seem to know when new visitors come into the area. Almost as if they had some sort of long range sense about it.

At this point, this obstacle is overcome. However, an **Intelligence (Arcana)** check DC 15 reveals numerous creatures in the mind flayer family of monsters capable of some of these supernatural abilities of long range detection and communication.

An **Intelligence (Arcana)** check DC 25 allows the adventurer to make the leap of logic that an ulitharid is likely the creature involved here.

O2. LOCATING THE PATH NORTH

Locate the general path north where the prisoner cave is.

The adventurers only know that north is the general direction to go. But that’s still a lot of ground to cover and not a lot of time to do it in. When they begin to travel north, they can narrow their search in several ways, only one of which is needed to be successful. If the players have the map from the “Bivenses” private

quarters (or from “Olma” after the ambush), they are already successful at this obstacle, since they can follow the map.

An **Intelligence (Nature)** DC 12 check reveals a nearby range of hills that would be perfect to take prisoners and transport them somewhere else, either overland or in tunnels below.

A **Wisdom (Survival)** check DC 12 allows the adventurer to find a trail north, with tracks regularly dotting the path in both directions.

O3. EVADING THE ULITHARID

Evade the detection of the ulitharid.

The adventurers may have discovered by now that there is a creature able to track creatures from afar, and may even realize that it is an ulitharid. An hour after the adventures defeat the ambush party, the ulitharid finds them. The ulitharid is mainly interested in visually spying on the adventurers using project image and will not engage in combat first. Those with a **passive perception** of 15 or better will notice the ulitharid. Otherwise, if they think to look, an active **Wisdom (Perception)** result of 15 or above allows them to notice the ulitharid. In addition, animals are uneasy around the ulitharid, with a **Wisdom (Animal Handling)** check DC 15 revealing the unease of nearby animals, signifying someone hiding nearby.

Simply finding the ulitharid is not enough to overcome this challenge. They will need to evade the ulitharid or otherwise defeat its ability to sense and report on their movements.

The adventurers can find and fight the ulitharid, which will defend himself. Or they can ignore it since it will not initiate an attack (this doesn’t overcome the challenge however). It is unlikely that the adventurers can use stealth due to the ulitharid’s creature sense power, unless they have sufficient spells to mask the minds of the entire party such as with mind blank or nondetection spells.

Note: This challenge should be difficult to overcome.

04. MAKING HASTE

Reach the prisoner cave quickly.

The Windwoods were taken that morning and do not have a lot of time. As such, as the adventurers set off for the outpost, they must make haste to save the Windwoods in time.

The adventurers can make a group **Strength (Athletics)** let them traverse the ground they need to quickly enough to get there in time. **Intelligence (Nature)** checks can be substituted for the Athletics check, representing the character traveling faster smarter, not harder.

Characters with a speed 40 feet or greater have advantage on the check. Creatures whose speed is 50 feet or better automatically succeed. The farmsteads do have horses if the adventurers think to search for them.

If the adventurers did not take a short rest since the fight with the ambush party, this obstacle should be considered successfully overcome.

05. FINDING THE PRISONER CAVE

Even when they arrive in the general area, they must still find the right cave where the prisoners are located.

The adventurers arrive at the rocky hills but they still don't know the exact spot where the prisoner cave is located. Even the crude map from the "Bivenses" is not specific enough to follow to find it exactly. The adventurers must search the area. An **Intelligence (Investigation)**, or **Wisdom (Insight, Nature or Perception)** DC 15 allows the character to intuitively hone in on the correct cave they are looking for in a swift manner. If they have succeeded at one prior obstacle but fail at this obstacle, they still find the cave but it takes a long time to locate.

The cave itself is a plain looking one, with a few bushes nearby visually obscuring the entrance. The main cave tunnel goes several hundred feet down below, with some tunnels branching from it that dead end after 40 feet or so.

06. AVOID ALERTING THE GUARDS

The guards are on alert to immediately attack the adventurers. The adventurers will have sneak into the area to scout it somewhat before making their move.

If the adventures have failed all of the other obstacle, do not deal with this obstacle. It is considered already failed. Instead, the ulitharid above and the "farmsteaders" from inside the prisoner cave find the adventurers outside the cave and attack them. Meanwhile, the caravan party has taken all of the victims and are well on their way in the Underdark.

Otherwise, the party has found the prisoner cave and should traverse it. The adventurers can make a group **Dexterity (Stealth)** check to catch the guards in the outpost unaware. If the adventurers have already failed one prior obstacle, then the guards are on alert and success means that the guards do not immediately attack when the PCs arrive, giving them potentially time to scout the situation ahead.

AREA B. THE PRISONER CAVE

Expected Duration: 50 minutes

General Features

The general features of the prisoner cave are as follows:

Light and Visibility. The cave is lit by torches in wall sconces throughout the area.

Terrain. The floor is uneven stone. Anyone moving more than 15 feet in a single round must make a DC 10 Acrobatics or Athletics check. Failure means that they fall prone having tripped over the uneven stone. The "farmsteaders" have advantage on this check.

Ceiling and Wall. The cave ceiling is 20 feet tall. The walls and ceilings are uneven stone.

Sounds. The whimpering of prisoners. The clanking chains from prisoners shuffling on the floor.

Smells. Bodily waste and unwashed bodies. The cave is otherwise dry and musty.

The adventurers have found the prisoner cave where the "farmsteaders" take their victims to. Within the cave there are 8 prisoners tied up by rope, including 3 members of the Windwood family. The Firehearts are not present (they were taken long ago).

Also, there are 2 "farmsteaders" (**gladiators**) standing guard, and the **intellect devourers** inside them. In addition, the caravan party from the mind flayer colony below is about to arrive. The caravan is led by a **mind flayer arcanist**, 2 **mindwitnesses**, and a dozen human thralls (treat as **commoners** that do not engage in

battle, stronger parties will have additional thralls).

The current situation the adventurers have to deal with is dependent on how many of the prior obstacles that they failed to overcome.

- **Zero failures** (they succeeded at them all). The adventurers are here early. All of the prisoners remain and the “farmsteaders” are the only foes present. The other creatures do not arrive until 10 minutes later. In this situation, the “farmsteaders” are completely unaware and the adventurers can take them by surprise!
- **One or two failures.** The adventurers arrive with the prisoners still present. The “farmsteaders” are on alert ready to fend off the adventurers. At the end of the first round, the caravan party arrives.
- **Three to five failures.** The caravan party and the “farmsteaders” are all lying in wait to ambush the adventurers. A passive Perception of 16 or higher is needed to detect the ambush before they act. The victims have already been taken down the tunnel and are behind the enemies. Further, the ulitharid follows behind the adventurers and joins in the combat (assuming it is still alive).
- **All failures.** The adventures do not make it here until far too late. The caravan party has already taken the victims deep into the Underdark. Instead, the “farmsteaders”, along with the ulitharid, attack the adventurers in an area outside away from tunnel to the prisoner cave. This further aids the caravan party’s escape.

All of the enemies fight to the death.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak:** Remove all of the **mindwitnesses** and change the **gladiators** to **veterans**.
- **Weak:** Remove a **mindwitness** and change the **gladiators** to **veterans**.
- **Strong:** Add a **blackguard thrall**
- **Very Strong:** Add 3 **blackguard thralls**.

TACTICS

The mind flayer uses *wall of force* to divide the adventurers, then cast spells to disable or kill adventurers as fast as he is able. If the *wall of force* has been dealt with, he casts greater invisibility on himself.

The mindwitnesses focus on the targets closest to the mind flayer. The “farmsteaders” attack any spellcasters in the back, or failing that, focus their concentration on the creatures that the mindwitnesses are attacking.

If the ulitharid is present, he uses *mass suggestion* first (speaking in common) to tell the adventurers to run away lest they get their bodies taken over too. After that, he uses *feblemind* on anyone it knows is capable of casting healing spells.

Note: “Kira” and the other “farmsteaders” were likely able to pass on the information they knew about the adventurers to the ulitharid. In turn, the ulitharid would have already informed its allies here. All of the enemies should be played smart, already aware of the adventurers’ capabilities.

DEVELOPMENT

If the adventurers defeat the enemies and did not fail all of the obstacles, they have rescued the prisoners. The prisoners are all refugees looking to return to Phlan having been invited back to the city. They were each attacked at night while they slept and then knocked unconscious until they were here. The “farmsteaders” here told them they were about to be taken to their colony deep, deep below. The rest of the story the adventurers already know. The remaining Windwood family is here and are hopeful for news about their daughter, asking the adventurers to take them to her. The refugees also beg the adventurers to take them to Phlan, as this whole ordeal as left them terrified. Unfortunately, none of the prisoners saw or met the Firehearts. Their fate is for another adventure. If the adventurers ignore the refugees and traverse the tunnel at the back of cave hunting for the others, they will not find them after hours of searching.

If the adventurers defeat the enemies but failed all of the obstacles, the caravan party has long since left. The adventurers can try to follow, but will not find them after hours of searching.

If the adventurers were defeated, they have become thralls. A second group hired by Calypso will rescue them days later, but each adventurer taken by the enemies will have been killed with their brain removed, requiring *resurrection* or similar spells capable of restoring life and body parts to continue their adventuring lives.

CONCLUSION

Expected Duration: 15 minutes

Whether they are traversing the cave looking for the caravan party or escorting the refugees, Calypso contacts the adventurers via a sending spell for a status update. Assuming the adventurers tell her anything about finding refugees, Calypso requests them to immediately return to Phlan with them with a second sending spell.

As the group travels back through the farmsteads, they will find them deserted.

If the adventurers rescued them, the Windwood family reunites with Tana, they will deeply embrace, overcome with joy. If the adventurers do not save the Windwoods and bring the news to Tana, she is saddened and asks to go with the adventurers back to Phlan. She'll figure out something once there.

If alive, Wyatt thanks the PCs and says he will rebuild his home here. He has no intention of taking over the inn however.

The trip back to Phlan is uneventful. When the adventurers arrive, Calypso goes out to meet them and the refugees, in the streets just past the city gates. After Calypso hears their report:

Holy fuckin' fireballs! That sounds awful! I'm glad I sent you all on this mission instead of some newer adventurers that I almost sent. Phlan thanks you for your service. And, uh, yeah, stick around if you can. There sounds like there's more work to be done yet. Those mind flayers came from somewhere after all. I'm not giving up on the Firehearts!

Calypso then gives the adventurers the full payment, regardless of earlier negotiations, 5000 gp.

REWARDS

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

Combat Awards

NAME OF FOE	XP PER FOE
ASSASSIN	3,900
BLACKGUARD THRALL	3,900
DIVINER	3,900
ENCHANTER	1,800
GLADIATOR	1,800
INTELLECT DEVOURER	450
MIND FLAYER ARCANIST	3,900
MINDWITNESS	1,800
PRIEST	450
ULITHARID	5,000
VETERAN	700
WAR PRIEST	5,000
COMMONERS	0

Non-Combat Awards

TASK OR ACCOMPLISHMENT	XP PER CHARACTER
DISCOVERING THAT THE "FARMSTEADERS" ARE RESPONSIBLE FOR THE DISAPPEARANCES BEFORE THE AMBUSH	3,000
EACH OBSTACLE OVERCOME IN PART 3	250
RESCUING THE WINDWOODS	1,000

The **minimum** total award for each character participating in this adventure is 10,125 **experience points**.

The **maximum** total award for each character participating in this adventure is 13,500 **experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

ITEM NAME	GP VALUE
CALYPSO'S PAYMENT	5000
THE BIVENS' HAUL	800

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

CRYSTAL BALL

Wonderous Item, Very Rare

The typical **crystal ball**, a very rare item, is about 6 inches in diameter. While touching it, you can cast the *scrying* spell (save DC 17) with it. This item can be found in **Player Handout 1**.

POTION OF GREATER HEALING

Potion, rare

This item can be found in the *Dungeon Master's Guide*.

SCROLL OF RESURRECTION

Scroll, rare

This item can be found in the *Dungeon Master's Guide*.

RENOWN

Each character receives **one renown** at the conclusion of this adventure.

Members of the Order of the Gauntlet that find Tana and the rest of Windwoods earn **one additional renown point**.

DM REWARD

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Calypso (ku-Lip-so). Calypso is a former adventurer and sorceress who was recently elected as Chancellor of Phlan. She's headstrong, overly confident, and charming of speech and face. Calypso is a tiefling sorceress near 30 years of age who is often playing with fire, literally. (She likes fire, a lot.)

Fireheart Family (Fire-hart). The Fireheart family are refugees from Phlan. They left when the Great Virulence took over the city. They met with Calypso who took a shine to the family and convinced them it was time to return home. The Firehearts went missing during their trip back to Phlan.

"Thul Bivens" (Th-owl Biv-ins). "Thul Bivens" in his former life was a veteran warrior, with a large frame bearing the scars of several battles. Now, "Thul Bivens" is one of the 2 innkeepers at the "Bivens" Inn, greeting travelers and deciding on which ones will be subdued by the "farmsteaders" next.

"Olma Bivens" (Ole-mah Biv-ins). "Olma Bivens" was once a cleric of Mystra. Now, "Olma Bivens" is the better of the 2 innkeepers at the "Bivens" inn who does most of the cooking, cleaning and repairing to maintain the inn. "Olma" is a woman of average height and unkempt hair. She often ignores all those around her unless specifically addressed.

Tana Windwood (Taw-nah Wind-wood). Tana is a 15-year-old girl, with a slim but athletic frame. She is dressed in traveler's clothes with several dirt smudges all over. Tana usually tends to the horses and occasionally hunts small game with her parents. Right now, she is scared out of her mind, wondering who she can trust to help her, which is overriding the normal expression of her personality.

Kira Dulsauer (Kear-ah Dull-sair). "Kira" was once an adventurer divination wizard who had retired to this area, doing work as a sage to pass the time. Now, "Kira" uses her magic on behalf of the 'farmsteaders', spying on potential targets, while still maintaining appearances as a sage. "Kira" is a woman in her mid-forties, with dark brown hair

slowly turning grey. A small aura of magic is about her from her mage armor spell.

Wyatt Gurkitch (Why-ut Grr-kitch). In his younger days, Wyatt was an evil thug who preyed on many. Now, he has tired of that life and has settled down to become a farmer. That doesn't stop him from feeding on the occasional victim. Wyatt is irredeemably evil, but like the other original farmsteaders, still a victim. Wyatt is a very hairy, stout man with a flat tipped nose. His clothes always have some sort of rip or tear in them.

APPENDIX. PART 2 “FARMSTEADERS” MONSTER/NPC STATISTICS

ASSASSIN

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

ARMOR CLASS 15 (STUDED LEATHER)

HIT POINTS 78 (12d8+24)

SPEED 30 FT

STR	DEX	CON	INT	WIS	CHA
11(+0)	16(+3)	14(+2)	13(+1)	11(+0)	10(+0)

SAVING THROWS DEX +7, INT +5

SKILLS ACROBATICS +7, DECEPTION +4, PERCEPTION +4, STEALTH +11

DAMAGE RESISTANCE POISON

SENSES PASSIVE PERCEPTION 14

LANGUAGES THEIVES' CANT PLUS ANY TWO LANGUAGES

CHALLENGE 8 (3,900 XP)

ASSASSINATE. DURING ITS FIRST TURN, THE ASSASSIN HAS ADVANTAGE ON ATTACK ROLLS AGAINST ANY CREATURE THAT HASN'T TAKEN A TURN. ANY HIT THE ASSASSIN SCORES AGAINST A SURPRISED CREATURE IS A CRITICAL HIT.

EVASION. IF THE ASSASSIN IS SUBJECTED TO AN EFFECT THAT ALLOWS IT TO MAKE A DEXTERITY SAVING THROW TO TAKE ONLY HALF DAMAGE, THE ASSASSIN INSTEAD TAKES NO DAMAGE IF IT SUCCEEDS ON THE SAVING THROW AND ONLY HALF IF IT FAILS.

SNEAK ATTACK(1/TURN). THE ASSASSIN DEALS AN EXTRA 13(4d6) DAMAGE WHEN IT HITS A TARGET WITH A WEAPON ATTACK AND HAS ADVANTAGE ON THE ATTACK ROLL, OR WHEN THE TARGET IS WITHIN 5 FEET OF AN ALLY OF THE ASSASSIN THAT ISN'T INCAPACITATED AND THE ASSASSIN DOESN'T HAVE DISADVANTAGE ON THE ATTACK ROLL.

ACTIONS

MULTIATTACK. THE ASSASSIN MAKES TWO SHORTSWORD ATTACKS.

SHORTSWORD. MELEE WEAPON ATTACK: +7 TO HIT, REACH 5 FT. AND RANGE 20/60FT., ONE TARGET. HIT: 6 (1d6+4) PIERCING DAMAGE, AND THE TARGET MUST MAKE A DC15 CONSTITUTION SAVING THROW, TAKING 24(7d6) POISON DAMAGE ON A FAILED SAVE AND HALF AS MUCH ON A SUCCESSFUL ONE.

LIGHT CROSSBOW. RANGED WEAPON ATTACK: +7 TO HIT, RANGE 80/320 FT. ONE TARGET. HIT: 7(1d8+3) PIERCING DAMAGE, AND THE TARGET MUST MAKE A DC 15 CONSTITUTION SAVING THROW, TAKING 24(7d6) POISON DAMAGE ON A FAILED SAVE AND HALF AS MUCH ON A SUCCESSFUL ONE.

DIVINER (“KIRA DULSER”)

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

ARMOR CLASS 12 (15 WIT MAGE ARMOR)

HIT POINTS 67 (15d8)

SPEED 30 FT

STR	DEX	CON	INT	WIS	CHA
9(-1)	14(+2)	11(+0)	18(+4)	12(+1)	11(+0)

SAVING THROWS INT +7, WIS +4

SKILLS ARCANA +7, HISTORY +7

SENSES PASSIVE PERCEPTION 11

LANGUAGES ANY FOUR LANGUAGES

CHALLENGE 8 (3,900 XP)

SPELLCASTING. THE DIVINER IS A 15TH-LEVEL SPELLCASTER. ITS SPELLCASTING ABILITY IS INTELLIGENCE (SPELL SAVE DC 15, +7 TO HIT WITH SPELL ATTACKS). THE DIVINER HAS THE FOLLOWING WIZARD SPELLS PREPARED:

FIRE BOLT, LIGHT, MAGE HAND*, FEATHER FALL, MAGE ARMOR

1ST LEVEL (4 SLOTS): DETECT THOUGHTS*, LOCATE OBJECTS*, SCORCHING RAY

2ND LEVEL(3 SLOTS): DETERCT THOUGHTS*, LOCATE OBJECT*, SCORCHING RAY

3RD LEVEL (2 SLOTS): CLAIRVOYANCE*, FLY, FIREBALL

4TH LEVEL (3 SLOTS): ARCANE EYE*, ICE STORM, STONESKIN

5TH LEVEL(2 SLOTS): RARY'S TELEPATHIC BOND*, SCRYING*

6TH LEVEL (1 SLOT): MASS SUGGESTION, TRUE SEEING*

7TH LEVEL (1 SLOT): DELAYED BLAST FIREBALL, TELEPORT

8TH LEVEL(1 SLOT): MAZE

*DIVINATION SPELL OF 1ST LEVEL OR HIGHER

PORTENT(RECHARGES AFTER THE DIVINER CASTS A DIVINATION SPELL OF 1ST LEVEL OR HIGHER) WHEN A DIVINER OR A CREATURE IT CAN SEE MAKES AN ATTACK ROLL, A SAVING THROW, OR AN ABILITY CHECK, THE DIVINER CAN ROLL A D20 AND CHOOSE TO USE THIS ABILITY IN PLACE OF THE ATTACK ROLL, SAVING THROW OR ABILITY CHECK

ACTIONS

QUARTERSTAFF. MELEE WEAPON ATTACK: +2 TO HIT, REACH 5 FT., ONE TARGET. HIT:2(1d6-1) BLUDGEONING DAMAGE, OR 3 (1d8-1) BLUDGEONING DAMAGE IF USED WITH TWO HANDS.

ENCHANTER

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

ARMOR CLASS 12 (15 WIT MAGE ARMOR)

HIT POINTS 40 (9D8)

SPEED 30 FT

STR	DEX	CON	INT	WIS	CHA
9(-1)	14(+2)	11(+0)	17(+3)	12(+1)	11(+0)

SAVING THROWS INT +6, WIS +4

SKILLS ARCANA +6, HISTORY +6

SENSES PASSIVE PERCEPTION 11

LANGUAGES ANY FOUR LANGUAGES

CHALLENGE 5 (1,800 XP)

SPELLCASTING. THE ENCHANTER IS A 9TH-LEVEL SPELLCASTER. ITS SPELLCASTING ABILITY IS INTELLIGENCE (SPELL SAVE DC 14, +6 TO HIT WITH SPELL ATTACKS). THE ENCHANTER HAS THE FOLLOWING WIZARD SPELLS PREPARED:

CANTRIPS (AT WILL): FRIENDS, MAGE HAND, MENDING, MESSAGE

1ST LEVEL (4 SLOTS): CHARM PERSON*, MAGE ARMOR, MAGIC MISSILE

2ND LEVEL (3 SLOTS): HOLD PERSON*, INVISIBILITY, SUGGESTION*

3RD LEVEL (3 SLOTS): FIREBALL, HASTE, TONGUES

4TH LEVEL (3 SLOTS): DOMINATE BEAST*, STONESKIN

5TH LEVEL (2 SLOTS): HOLD MONSTER*

* ENCHANTMENT SPELL OF 1ST LEVEL OR HIGHER

ACTIONS

QUARTERSTAFF. MELEE WEAPON ATTACK: +2 TO HIT, REACH 5 FT., ONE TARGET. HIT: 2(1D6-1) BLUDGEONING DAMAGE, OR 3 (1D8-1) BLUDGEONING DAMAGE IF USED WITH TWO HANDS.

REACTIONS

INSTINCTIVE CHARM (RECHARGES AFTER THE ENCHANTER CASTS AN ENCHANTMENT SPELL OF 1ST LEVEL OR HIGHER). THE ENCHANTER TRIES TO MAGICALLY DIVERT AN ATTACK MADE AGAINST IT, PROVIDED THE ATTACKER IS WITHIN 30 FEET OF IT AND VISIBLE TO IT. THE ENCHANTER MUST DECIDE TO DO SO BEFORE THE ATTACK HITS OR MISSES.

THE ATTACKER MUST MAKE A DC 14 WISDOM SAVING THROW. ON A FAILED SAVE, THE ATTACKER TARGETS THE CREATURE CLOSEST TO IT, OTHER THAN THE ENCHANTER OR ITSELF. IF MULTIPLE CREATURES ARE CLOSEST, THE ATTACKER CHOOSES WHICH ONE TO TARGET.

GLADIATOR

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

ARMOR CLASS 16 (STUDDED LEATHER, SHIELD)

HIT POINTS 112 (15D8+45)

SPEED 30 FT

STR	DEX	CON	INT	WIS	CHA
18(+4)	15(+2)	16(+3)	10(+0)	12 (+1)	15(+2)

SAVING THROWS STR +4, DEX +5, CON +6

SKILLS ATHLETICS +10, INTIMIDATION +5

SENSES PASSIVE PERCEPTION 11

LANGUAGES ANY ONE LANGUAGE (USUALLY COMMON)

CHALLENGE 5 (1,800 XP)

BRAVE. THE GLADIATOR HAS ADVANTAGE ON SAVING THROWS AGAINST BEING FRIGHTENED.

BRUTE. A MELEE WEAPON DEALS ONE EXTRA DIE OF ITS DAMAGE WHEN THE GLADIATOR HITS WITH IT (INCLUDED IN THE ATTACK).

ACTIONS

MULTIATTACK. THE GLADIATOR MAKES THREE MELEE ATTACKS OR TWO RANGED ATTACKS.

SPEAR. MELEE OR RANGED WEAPON ATTACK: +7 TO HIT, REACH 5 FT. AND RANGE 20/60FT., ONE TARGET. HIT: (112D6+4) PIERCING DAMAGE, OR 13(2D8+4) PIERCING DAMAGE IF USED WITH TWO HANDS TO MAKE A MELEE ATTACK.

SHIELD BASH. MELEE WEAPON ATTACK: +7 TO HIT, REACH 5 FT., ONE CREATURE. HIT: 9(2D4+4) BLUDGEONING DAMAGE. IF THE TARGET IS A MEDIUM OR SMALLER CREATURE, IT MUST SUCCEED ON A DC 15 STR SAVING THROW OR BE KNOCKED PRONE.

REACTIONS

PARRY. THE GLADIATOR ADDS 3 TO ITS AC AGAINST ONE MELEE ATTACK THAT WOULD HIT IT. TO DO SO, THE GLADIATOR MUST SEE THE ATTACKER AND BE WEILDING A MELEE WEAPON.

NOTE

FROM WEAK TO VERY STRONG, "THUL BIVENS" USES THESE STATS.

INTELLECT DEVOURER

TINY ABBERATION, LAWFUL EVIL

ARMOR CLASS 12

HIT POINTS 21 (6D4+6)

SPEED 40 FT

STR	DEX	CON	INT	WIS	CHA
6(-2)	14(+2)	13(+1)	12(+1)	11(+0)	11(+0)

SKILLS PERCEPTION +2, STEALTH +4

DAMAGE RESISTANCES BLUDGEONING, PIERCING, AND SLASHING FROM NON MAGICAL WEAPONS

CONDITION IMMUNITIES BLINDED

SENSES BLINDSIGHT 60FT. (BLIND BEYOND THIS RADIUS), PASSIVE PERCEPTION 12

LANGUAGES UNDERSTANDS DEEP SPEECH, BUT CAN'T SPEAK, TELEPATHY 60 FT.

CHALLENGE 2 (450 XP)

DETECT SENTIENCE. THE INTELLECT DEVOURER CAN SENSE THE PRESENCE AND LOCATION OF ANY CREATURE WITHIN 300 FEET OF IT THAT HAS AN INTELLIGENCE OF 3 OR HIGHER, REGARDLESS OF INTERPOSING BARRIERS, UNLESS THE CREATURE IS PROTECTED BY A MIND BLANK SPELL.

ACTIONS

MULTIATTACK. THE INTELLECT DEVOURER MAKES ONE ATTACK WITH ITS CLAWS AND USES DEVOURER INTELLECT.

CLAWS. MELEE WEAPON ATTACK: +4 TO HIT, REACH 5 FT., ONE TARGET.

HIT: 7 (2D4 + 2) SLASHING DAMAGE.

DEVOUR INTELLECT. THE INTELLECT DEVOURER TARGETS ONE CREATURE IT CAN SEE WITHIN 10 FEET OF IT THAT HAS A BRAIN. THE TARGET MUST SUCCEED ON A DC 12 INTELLIGENCE SAVING THROW AGAINST THIS MAGIC OR TAKE 11 (2D10) PSYCHIC DAMAGE. ALSO ON A FAILURE, ROLL 3D6: IF THE TOTAL EQUALS OR EXCEEDS THE TARGET'S INTELLIGENCE SCORE, THAT SCORE IS REDUCED TO 0. THE TARGET IS STUNNED UNTIL IT REGAINS AT LEAST ONE POINT OF INTELLIGENCE.

BODY THIEF. THE INTELLECT DEVOURER INITIATES AN INTELLIGENCE CONTEST WITH AN INCAPACITATED HUMANOID WITHIN 5 FEET OF IT. IF IT WINS THE CONTEST, THE INTELLECT DEVOURER MAGICALLY CONSUMES THE TARGET'S BRAIN, TELEPORTS INTO THE TARGET'S SKULL, AND TAKES CONTROL OF THE TARGET'S BODY. WHILE INSIDE A CREATURE, THE INTELLECT DEVOURER HAS TOTAL COVER AGAINST ATTACKS AND OTHER EFFECTS ORIGINATING OUTSIDE ITS HOST. THE INTELLECT DEVOURER RETAINS ITS INTELLIGENCE, WISDOM, AND CHARISMA SCORES, AS WELL AS ITS UNDERSTANDING OF DEEP SPEECH, ITS TELEPATHY, AND ITS TRAITS. IT OTHERWISE ADOPTS THE TARGET'S STATISTICS. IT KNOWS EVERYTHING THE CREATURE KNEW, INCLUDING SPELLS AND LANGUAGES.

IF THE HOST BODY DROPS TO 0 HIT POINTS, THE INTELLECT DEVOURER MUST LEAVE IT. A PROTECTION FROM EVIL AND GOOD SPELL CAST ON THE BODY DRIVES THE INTELLECT DEVOURER OUT. THE INTELLECT DEVOURER IS ALSO FORCED OUT IF THE TARGET REGAINS ITS DEVoured BRAIN BY MEANS OF A WISH. BY SPENDING 5 FEET OF ITS MOVEMENT, THE INTELLECT DEVOURER CAN VOLUNTARILY LEAVE THE BODY, TELEPORTING TO THE NEAREST UNOCCUPIED SPACE WITHIN 5 FEET OF IT. THE BODY THEN DIES, UNLESS ITS BRAIN IS RESTORED WITHIN 1 ROUND.

PRIEST "OLMA BIVENS"

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

ARMOR CLASS 13

HIT POINTS 27 (CHAIN SHIRT)

SPEED 25 FT

STR	DEX	CON	INT	WIS	CHA
10(0)	10(+0)	12(+1)	13(+1)	16(+3)	13(+1)

SKILLS MEDICINE +7, PERSUASION +3, RELIGION +4

SENSES PASSIVE PERCEPTION 13

LANGUAGES ANY TWO LANGUAGES

CHALLENGE 2 (450 XP)

DIVINE EMINENCE. AS A BONUS ACTION, THE PRIEST CAN EXPEND A SPELL SLOT TO CAUSE ITS MELEE WEAPON ATTACKS TO MAGICALLY DEAL AN EXTRA 10 (3D6) RADIANT DAMAGE TO A TARGET ON A HIT. THIS BENEFIT LASTS UNTIL THE END OF THE TURN. IF THE PRIEST EXPENDS A SPELL SLOT OF 2ND LEVEL OR HIGHER, THE EXTRA DAMAGE INCREASES BY 1D6 FOR EACH LEVEL ABOVE 1ST.

SPELLCASTING. THE PRIEST IS A 5TH-LEVEL SPELLCASTER. ITS SPELLCASTING ABILITY IS WISDOM (SPELL SAVE DC 13, +5 TO HIT WITH SPELL ATTACKS).

THE DIVINER HAS THE FOLLOWING CLERIC SPELLS PREPARED:

CANTRIPS (AT WILL): LIGHT, SACRED FLAME, THAUMATURGY

1ST LEVEL (4 SLOTS): CURE WOUNDS*, GUIDING BOLT, SANCTUARY

2ND LEVEL (3 SLOTS): LESSER RESTORATION, SPIRITUAL WEAPON

3RD LEVEL (3 SLOTS): DISPEL MAGIC, SPIRIT GUARDIANS

ACTIONS

MACE. MELEE WEAPON ATTACK: +2 TO HIT, REACH 5 FT., ONE TARGET.

HIT: 3 (1D6) BLUDGEONING DAMAGE.

VETERAN

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

ARMOR CLASS 17 (SPLINT)

HIT POINTS 58 (9D8+18)

SPEED 30 FT

STR	DEX	CON	INT	WIS	CHA
16(+3)	13(+1)	14(+2)	10(+0)	11(+0)	10(+0)

SKILLS ATHLETICS +5, PERCEPTION +2

SENSES PASSIVE PERCEPTION 12

LANGUAGES ANY ONE LANGUAGE (USUALLY COMMON)

CHALLENGE 3 (700 XP)

ACTIONS

MULTIATTACK. THE VETERAN MAKES TWO LONGSWORD ATTACKS. IF IT HAS A SHORTSWORD DRAWN, IT CAN ALSO MAKE A SHORTSWORD ATTACK.

LONGSWORD. MELEE WEAPON ATTACK: +5 TO HIT, REACH 5 FT., ONE TARGET. HIT: 7 (1D8 + 3) SLASHING DAMAGE, OR 8 (1D10 + 3) SLASHING DAMAGE IF USED WITH TWO HANDS.

SHORTSWORD. MELEE WEAPON ATTACK: +5 TO HIT, REACH 5 FT., ONE TARGET. HIT: 6 (1D6 + 3) PIERCING DAMAGE.

HEAVY CROSSBOW. RANGED WEAPON ATTACK: +3 TO HIT, RANGE 100/400 FT., ONE TARGET. HIT: 5 (1D10) PIERCING DAMAGE.

WAR PRIEST “OLMA BIVENS”

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

ARMOR CLASS 18 (PLATE)

HIT POINTS 117(18D8+36)

SPEED 30 FT

STR	DEX	CON	INT	WIS	CHA
16(+3)	10(+0)	14(+2)	11(+0)	17(+3)	13(+1)

SAVING THROWS CON+6, WISDOM +7

SKILLS INTIMIDATION +5, RELIGION +4

SENSES PASSIVE PERCEPTION 13

LANGUAGES ANY TWO LANGUAGES

CHALLENGE 9 (5,000 XP)

SPELLCASTING. THE PRIEST IS A 9TH-LEVEL SPELLCASTER. ITS SPELLCASTING ABILITY IS WISDOM (SPELL SAVE DC 15, +7 TO HIT WITH SPELL ATTACKS).

THE DIVINER HAS THE FOLLOWING CLERIC SPELLS PREPARED:

CANTRIPS (AT WILL): LIGHT, MENDING, SACRED FLAME, SPARE THE DYING
1ST LEVEL (4 SLOTS): DIVINE FAVOR, GUIDING BOLT, HEALING WORLD, SHIELD OF FAITH

2ND LEVEL (3 SLOTS): LESSER RESTORATION, MAGIC WEAPON, PRAYER OF HEALING, SILENCE, SPIRITUAL WEAPON

3RD LEVEL (3 SLOTS): BEACON OF HOPE, CRUSADER'S MANTLE, DISPEL MAGIC, REVIVIFY, SPIRIT GUARDIANS, WATER WALK

4TH LEVEL (3 SLOTS): BANISHMENT, FREEDOM OF MOVEMENT, GUARDIAN OF FAITH, STONESKIN

5TH LEVEL (1 SLOT): FLAME STRIKE, MASS CURE WOUNDS, HOLD MONSTER

ACTIONS

MULTIATTACK. THE PRIEST MAKES TWO MELEE ATTACKS.

MAUL. MELEE WEAPON ATTACK: +7 TO HIT, REACH 5 FT., ONE TARGET. HIT: 10 (2D6+3) BLUDGEONING DAMAGE.

REACTIONS

GUIDED STRIKE (RECHARGES AFTER A SHORT OR LONG REST). THE PRIEST GRANTS A +10 BONUS TO AN ATTACK ROLL MADE BY ITSELF OR ANOTHER CREATURE WITHIN 30 FEET OF IT. THE PRIEST CAN MAKE THIS CHOICE AFTER THE ROLL IS MADE BUT BEFORE IT HITS OR MISSES.

WEREBOAR

MEDIUM HUMANOID (HUMAN, SHAPECHANGER), NEUTRAL EVIL

ARMOR CLASS 10 IN HUMANOID FORM, 11 (NATURAL ARMOR) IN BOAR FORM

HIT POINTS 78(12D8+24)

SPEED 30 FT

STR	DEX	CON	INT	WIS	CHA
17(+3)	10(+0)	15(+2)	10(+0)	11(+0)	8(-1)

SKILLS PERCEPTION +2

DAMAGE IMMUNITIES BLUDGEONING, PIERCING, AND SLASHING FROM NONMAGICAL WEAPONS THAT AREN'T SILVERED.

SENSES PASSIVE PERCEPTION 12

LANGUAGES COMMON(CAN'T SPEAK IN BOAR FORM)

CHALLENGE 4 (1,100 XP)

SHAPECHANGER. THE WEREBOAR CAN USE ITS ACTION TO POLYMORPH INTO A BOAR-HUMANOID HYBRID OR INTO A BOAR, OR BACK INTO ITS TRUE FORM, WHICH IS HUMANOID. ITS STATISTICS, OTHER THAN ITS AC, ARE THE SAME IN EACH FORM. ANY EQUIPMENT IT IS WEARING OR CARRYING ISN'T TRANSFORMED. IT REVERTS TO ITS TRUE FORM IF IT DIES.

CHARGE (BOAR OR HYBRID FORM ONLY). IF THE WEREBOAR MOVES AT LEAST 15 FEET STRAIGHT TOWARD A TARGET AND THEN HITS IT WITH ITS TUSKS ON THE SAME TURN, THE TARGET TAKES AN EXTRA 7 (2D6) SLASHING DAMAGE. IF THE TARGET IS A CREATURE, IT MUST SUCCEED ON A DC 13 STRENGTH SAVING THROW OR BE KNOCKED PRONE.

RELENTLESS (RECHARGES AFTER A SHORT OR LONG REST). IF THE WEREBOAR TAKES 14 DAMAGE OR LESS THAT WOULD REDUCE IT TO 0 HIT POINTS, IT IS REDUCED TO 1 HIT POINT INSTEAD.

ACTIONS

MULTIATTACK (HUMANOID OR HYBRID FORM ONLY). THE WEREBOAR MAKES TWO ATTACKS, ONLY ONE OF WHICH CAN BE WITH ITS TUSKS.

MAUL (HUMANOID OR HYBRID FORM ONLY). MELEE WEAPON ATTACK: +5 TO HIT, REACH 5 FT., ONE TARGET. HIT: 10 (2D6 + 3) BLUDGEONING DAMAGE.

TUSKS (BOAR OR HYBRID FORM ONLY). MELEE WEAPON ATTACK: +5 TO HIT, REACH 5 FT., ONE TARGET. HIT: 10 (2D6 + 3) SLASHING DAMAGE. IF THE TARGET IS A HUMANOID, IT MUST SUCCEED ON A DC 12 CONSTITUTION SAVING THROW OR BE CURSED WITH WEREBOAR LYCANTHROPY.

APPENDIX. PART 3 RESCUE THE WINDWOODS MONSTER/NPC STATISTICS

BLACK GUARD THRALL

MEDIUM UNDEAD, ANY NON-GOOD ALIGNMENT

ARMOR CLASS 18 (PLATE)

HIT POINTS 153 (18D8+72)

SPEED 30 FT

STR	DEX	CON	INT	WIS	CHA
18(+4)	11(+0)	18(+4)	11(+0)	14(+2)	15(+2)

SAVING THROWS WISDOM +5, CHARISMA +5

SKILLS ATHLETICS +7, DECEPTION +5, INTIMIDATION +5

DAMAGE RESISTANCE NECROTIC, POISON; NONMAGICAL BLUDGEONING, PIERCING, AND SLASHING

CONDITION IMMUNITIES POISONED, STUN

SENSES DARK VISION 120 FT., PASSIVE PERCEPTION 12

LANGUAGES ONE LANGUAGE (USUALLY COMMON)

CHALLENGE 8 (3,900 XP)

SPELLCASTING. THE BLACKGUARD IS AN 10TH LEVEL SPELLCASTER. ITS SPELLCASTING ABILITY IS CHARISMA (SPELL SAVE DC 13, +5 TO HIT WITH SPELL ATTACKS). IT HAS THE FOLLOWING PALADIN SPELLS PREPARED:

1ST LEVEL (4 SLOTS): *COMMAND, PROTECTION FROM EVIL AND GOOD, THUNDEROUS SMITE*

2ND LEVEL (3 SLOTS): *BRANDING SMITE, FIND STEED*

3RD LEVEL (3 SLOTS): *BLINDING SMITE, DISPEL MAGIC*

ACTIONS

MULTIATTACK. THE BLACKGUARD MAKES THREE ATTACKS WITH ITS GLAIVE OR ITS SHOTBOW.

MIND BLADE GREATSWORD. MELEE WEAPON ATTACK: +7 TO HIT, REACH 5 FT., ONE TARGET. HIT: 9 (2D6 + 4) SLASHING DAMAGE PLUS 7 (2D6) PSYCHIC DAMAGE.

SHOTBOW. RANGED WEAPON ATTACK: +3 TO HIT, RANGE 80/320 FT., ONE TARGET. HIT: 5 (1D6 + 2) PIERCING DAMAGE.

DREADFUL ASPECT (RECHARGES AFTER A SHORT OR LONG REST).

THE BLACKGUARD EXUDES MAGICAL MENACE. EACH ENEMY WITHIN 30 FEET OF THE BLACKGUARD MUST SUCCEED ON A DC 13 WISDOM SAVING THROW OR BE FRIGHTENED FOR 1 MINUTE. IF A FRIGHTENED TARGET ENDS ITS TURN MORE THAN 30 FEET AWAY FROM THE BLACKGUARD, THE TARGET CAN REPEAT THE SAVING THROW, ENDING THE EFFECT ON ITSELF ON A SUCCESS.

NOTE THESE ARE BLACKGUARD STATS, EXCEPT THE GLAIVE ATTACK HAS BEEN REPLACED WITH A MIND BLADE GREATSWORD ATTACK, WHICH IS A MAGIC ITEM FROM VGTM THAT SPECIFICALLY ATTUNABLE ONLY TO THAT BLACKGUARD THRALL.

GLADIATOR

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

ARMOR CLASS 16 (STUDED LEATHER, SHIELD)

HIT POINTS 112 (15D8+45)

SPEED 30 FT

STR	DEX	CON	INT	WIS	CHA
18(+4)	15(+2)	16(+3)	10(+0)	12 (+1)	15(+2)

SAVING THROWS STR +4, DEX +5, CON +6

SKILLS ATHLETICS +10, INTIMIDATION +5

SENSES PASSIVE PERCEPTION 11

LANGUAGES ANY ONE LANGUAGE (USUALLY COMMON)

CHALLENGE 5 (1,800 XP)

BRAVE. THE GLADIATOR HAS ADVANTAGE ON SAVING THROWS AGAINST BEING FRIGHTENED.

BRUTE. A MELEE WEAPON DEALS ONE EXTRA DIE OF ITS DAMAGE WHEN THE GLADIATOR HITS WITH IT (INCLUDED IN THE ATTACK).

ACTIONS

MULTIATTACK. THE GLADIATOR MAKES THREE MELEE ATTACKS OR TWO RANGED ATTACKS.

SPEAR. MELEE OR RANGED WEAPON ATTACK: +7 TO HIT, REACH 5 FT. AND RANGE 20/60FT., ONE TARGET. HIT: (112D6+4) PIERCING DAMAGE, OR 13(2D8+4) PIERCING DAMAGE IF USED WITH TWO HANDS TO MAKE A MELEE ATTACK.

SHIELD BASH. MELEE WEAPON ATTACK: +7 TO HIT, REACH 5 FT., ONE CREATURE. HIT: 9(2D4+4) BLUDGEONING DAMAGE. IF THE TARGET IS A MEDIUM OR SMALLER CREATURE, IT MUST SUCCEED ON A DC 15 STR SAVING THROW OR BE KNOCKED PRONE.

REACTIONS

PARRY. THE GLADIATOR ADDS 3 TO ITS AC AGAINST ONE MELEE ATTACK THAT WOULD HIT IT. TO DO SO, THE GLADIATOR MUST SEE THE ATTACKER AND BE WEILDING A MELEE WEAPON.

INTELLECT DEVOURER

TINY ABBERATION, LAWFUL EVIL

ARMOR CLASS 12

HIT POINTS 21 (6D4+6)

SPEED 40 FT

STR	DEX	CON	INT	WIS	CHA
6(-2)	14(+2)	13(+1)	12(+1)	11(+0)	11(+0)

SKILLS PERCEPTION +2, STEALTH +4

DAMAGE RESISTANCES BLUDGEONING, PIERCING, AND SLASHING FROM NON MAGICAL WEAPONS

CONDITION IMMUNITIES BLINDED

SENSES BLINDSIGHT 60FT. (BLIND BEYOND THIS RADIUS), PASSIVE PERCEPTION 12

LANGUAGES UNDERSTANDS DEEP SPEECH, BUT CAN'T SPEAK, TELEPATHY 60 FT.

CHALLENGE 2 (450 XP)

DETECT SENTIENCE. THE INTELLECT DEVOURER CAN SENSE THE PRESENCE AND LOCATION OF ANY CREATURE WITHIN 300 FEET OF IT THAT HAS AN INTELLIGENCE OF 3 OR HIGHER, REGARDLESS OF INTERPOSING BARRIERS, UNLESS THE CREATURE IS PROTECTED BY A MIND BLANK SPELL.

ACTIONS

MULTIATTACK. THE INTELLECT DEVOURER MAKES ONE ATTACK WITH ITS CLAWS AND USES DEVOURER INTELLECT.

CLAWS. MELEE WEAPON ATTACK: +4 TO HIT, REACH 5 FT., ONE TARGET.

HIT: 7 (2D4 + 2) SLASHING DAMAGE.

DEVOUR INTELLECT. THE INTELLECT DEVOURER TARGETS ONE CREATURE IT CAN SEE WITHIN 10 FEET OF IT THAT HAS A BRAIN. THE TARGET MUST SUCCEED ON A DC 12 INTELLIGENCE SAVING THROW AGAINST THIS MAGIC OR TAKE 11 (2D10) PSYCHIC DAMAGE. ALSO ON A FAILURE, ROLL 3D6: IF THE TOTAL EQUALS OR EXCEEDS THE TARGET'S INTELLIGENCE SCORE, THAT SCORE IS REDUCED TO 0. THE TARGET IS STUNNED UNTIL IT REGAINS AT LEAST ONE POINT OF INTELLIGENCE.

BODY THIEF. THE INTELLECT DEVOURER INITIATES AN INTELLIGENCE CONTEST WITH AN INCAPACITATED HUMANOID WITHIN 5 FEET OF IT. IF IT WINS THE CONTEST, THE INTELLECT DEVOURER MAGICALLY CONSUMES THE TARGET'S BRAIN, TELEPORTS INTO THE TARGET'S SKULL, AND TAKES CONTROL OF THE TARGET'S BODY. WHILE INSIDE A CREATURE, THE INTELLECT DEVOURER HAS TOTAL COVER AGAINST ATTACKS AND OTHER EFFECTS ORIGINATING OUTSIDE ITS HOST. THE INTELLECT DEVOURER RETAINS ITS INTELLIGENCE, WISDOM, AND CHARISMA SCORES, AS WELL AS ITS UNDERSTANDING OF DEEP SPEECH, ITS TELEPATHY, AND ITS TRAITS. IT OTHERWISE ADOPTS THE TARGET'S STATISTICS. IT KNOWS EVERYTHING THE CREATURE KNEW, INCLUDING SPELLS AND LANGUAGES.

IF THE HOST BODY DROPS TO 0 HIT POINTS, THE INTELLECT DEVOURER MUST LEAVE IT. A PROTECTION FROM EVIL AND GOOD SPELL CAST ON THE BODY DRIVES THE INTELLECT DEVOURER OUT. THE INTELLECT DEVOURER IS ALSO FORCED OUT IF THE TARGET REGAINS ITS DEVoured BRAIN BY MEANS OF A WISH. BY SPENDING 5 FEET OF ITS MOVEMENT, THE INTELLECT DEVOURER CAN VOLUNTARILY LEAVE THE BODY, TELEPORTING TO THE NEAREST UNOCCUPIED SPACE WITHIN 5 FEET OF IT. THE BODY THEN DIES, UNLESS ITS BRAIN IS RESTORED WITHIN 1 ROUND.

MIND FLAYER ARCANIST

MEDIUM ABERRATION, LAWFUL EVIL

ARMOR CLASS 15 (BREASTPLATE)

HIT POINTS 71 (13D8+13)

SPEED 30 FT

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

SAVING THROWS INTELLIGENCE +7, WISDOM +6, CHARISMA +6

SKILLS ARCANA +7, DECEPTION +6, INSIGHT +6, PERCEPTION +6, PERSUASION +6, STEALTH +4

SENSES DARK VISION 120 FT., PASSIVE PERCEPTION 16

LANGUAGES DEEP SPEECH, UNDERCOMMON, TELEPATHY 120 FT.

CHALLENGE 8 (3,900 XP)

MAGIC RESISTANCE. THE MIND FLAYER HAS ADVANTAGE ON SAVING THROWS AGAINST SPELLS AND OTHER MAGICAL EFFECTS. INNATE SPELLCASTING (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)

SPELLCASTING. THE MIND FLAYER IS A 10TH-LEVEL SPELLCASTER. ITS SPELLCASTING ABILITY IS INTELLIGENCE (SPELL SAVE DC 15, +7 TO HIT WITH SPELL ATTACKS). THE MIND FLAYER HAS THE FOLLOWING WIZARD SPELLS PREPARED:

CANTRIPS (AT WILL): BLADE WARD, DANCING LIGHTS, MAGE HAND, SHOCKING GRASP

1ST LEVEL (4 SLOTS): DETECT MAGIC, DISGUISE SELF, SHIELD, SLEEP

2ND LEVEL (3 SLOTS): BLUR, INVISIBILITY, RAY OF ENFEEBLEMENT

3RD LEVEL (3 SLOTS): CLAIRVOYANCE, LIGHTNING BOLT, SENDING

4TH LEVEL (3 SLOTS): CONFUSION, HALLUCINATORY TERRAIN

5TH LEVEL (2 SLOT): TELEKINESIS, WALL OF FORCE

ACTIONS

TENTACLES. MELEE WEAPON ATTACK: +7 TO HIT, REACH 5 FT., ONE TARGET.

HIT: 15 (2D10 + 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 (10D10) 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 (10D10+20)

SPEED 0 FT, FLY 20 FT (HOVER)

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	14(+2)	15(+2)	15(+2)	10(+0)

SAVING THROWS INTELLIGENCE +5, WISDOM +5

SKILLS PERCEPTION +8

CONDITION IMMUNITIES PRONE

SENSES DARK VISION 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 SHAR 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 MAKE 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 TARGETED MUST SUCCEED ON A DC 13 INTELLIGENCE SAVING THROW OR TAKE 27 (6D8) PSYCHIC DAMAGE

4. **SLOWING RAY.** THE TARGETED CREATURE MUST MAKE A DC 13 DEXTERITY SAVING THROW. ON A FAILED SAVE, THE TARGETS 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 RAY.** 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 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.

ULITHARID

LARGE ABERRATION, LAWFUL EVIL

ARMOR CLASS 15 (BREASTPLATE)

HIT POINTS 127 (17D10+34)

SPEED 30FT.

STR	DEX	CON	INT	WIS	CHA
15(+2)	12(+1)	15(+2)	21(+5)	19(+4)	21(+5)

SAVING THROWS INTELLIGENCE +9, WISDOM +8, CHARISMA +9

SKILLS ARCANA +9, INSIGHT +8, PERCEPTION +8, STEALTH +5

SENSES DARK VISION 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 OF 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 SPELLCASTING (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 TARGET. HIT: 27 (4D10 + 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: THE TARGET TAKES 55 (10D10) 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 (4D12 + 5) 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.

PLAYER HANDOUT 1. MAGIC ITEM

During the course of this adventure, the characters may find the following permanent magic item:

CRYSTAL BALL

Wonderous Item, Very Rare (requires attunement)

The typical **crystal ball**, a very rare item, is about 6 inches in diameter. While touching it, you can cast the *scrying* spell (save DC 17) with it.

When a character that is attuned to this Crystal Ball spends an action peering into it, they can see events that have occurred in their past.

This item can be found in the *Dungeon Master's Guide*.

MORE ADVENTURES

[CCC-SALT01-01 Rumors of Riches](#)

[CCC-SALT01-02 Moor Trouble](#)

[CCC-SALT01-03 Broken Halls of Goldahroud](#)

[CCC-SRCC-01-01 Trouble in the Old City](#)

[CCC-SRCC-01-02 Down the River of Snakes](#)

[CCC-SRCC-01-03 Altar of the Smoldering Eye](#)

[CCC-ANIME-01-01 Legend of the Sword Bandit, Surprise!](#)

[CCC-ANIME01-02 Let's Find the Sword, GO!](#)

[CCC-ANIME01-03 Star Sword Return](#)

[CCC-MACE01-01 The Blight of Geoffrey](#)

[CCC-MACE01-02 A Panther's Peril](#)

COMING SOON FOR 2018

CCC-SRCC-01-04 A Little Drop of Poison
CCC-SRCC-01-05 The Snake Pit
CCC-GSGC01-01 Iron Vultures of Glister
CCC-GSGC01-02 The Fall of the Feathered Wolf
CCC-MIND01-01 Lost in Thought
CCC-MIND01-02 Mind Trip
CCC-MIND01-03 Dream Walkers
CCC-SKULL01-01 A Murder Most Foul
CCC-SKULL01-02 Not All Who Are Lost Should Be Found
CCC-SKULL01-03 Who Pulls the Strings
CCC-MACE01-03 Haunted Memories
CCC-MACE01-04 The Delve
CCC-SALT02-01 Mulmaster Meddling's
CCC-SALT02-02 The Power of the Halls
CCC-SALT02-03 The Tower in the Valley
CCC-SALT02-04 What Lies Beneath
CCC-SALT02-05 The Darkness Never Forgets
CCC-SALT02-06 Claws of Fury
CCC-SALT02-07 From the Mist
CCC-SALT02-08 The Undisturbed
CCC-SALT02-09 Darkness Awakens
CCC-SALT02-10 Ironshield Bastion
CCC-SALT02-11 The Voice of Gorm
CCC-SALT02-12 Siege of the Morokh



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