

# Conversion Notes: Against the Cult of Chaos

This document provides guidelines for playing *Against the Cult of Chaos* using the D&D Next rules. The conversion information presented here allows you to substitute D&D Next ability checks and statistics blocks for the 4th Edition skill checks and statistics blocks in the adventure. Use the original text of the adventure for all other information.

The conversion notes are arranged by page and section. You can refer back to this document as you play, or you can annotate your copy of the adventure with references to the information in this document.

**General Note on Tactics:** When a Tactics section describes a 4th Edition power that a D&D Next creature or NPC doesn't possess, substitute an action that the D&D Next creature possesses instead.

**General Note on Perception:** Whenever a Perception check is called for, a D&D Next character makes an Intelligence check if searching for something secret, or a Wisdom check if spotting or noticing a hidden creature.

**General Note on the Number of Monsters Appearing:** The conversion notes sometimes update the number of monsters of a particular type appearing during an encounter. Be sure to use the numbers from this conversion document rather than the numbers indicated in the original adventure.

## Preparing for a Playtest at a Store

Starting with *Against the Cult of Chaos*, each D&D Encounters season in 2013 can be run as either a 4th Edition adventure or a D&D Next playtest adventure. If you want to run *Against the Cult of Chaos*, you'll need to work with a store currently running D&D Encounters to obtain the adventure materials necessary to run this adventure for a play group. Each store has specific guidelines on

the details of running the adventure. To find a store, visit the Wizards Store & Event Locator web page at [locator.wizards.com](http://locator.wizards.com).

In addition to the store's requirements and the standard procedures for running a game in public, if you're DMing a D&D Encounters season as a D&D Next playtest, you'll want to keep the following things in mind.

- Pick up your materials prior to the first session of play. Stores should have the adventure about one week prior to the first session.
- Print out this conversion document. Stores do not have access to the conversion document or anything related to D&D Next rules, unless the organizer signed up as a playtester.
- Be ready to provide pregenerated characters. Some players at your table might not be signed up for the D&D Next playtest. These players **must** use pregenerated characters that you provide, and they **must** read and agree to the terms in the playtest agreement (see below).
- The D&D Encounters kit contains one-page playtest agreements for each player who has not signed up for the D&D Next playtest. Your organizer should provide you with these. The agreements do not have to be signed or returned. Simply ensure that each player has read the agreement and understands it before beginning to play.
- The first session is typically character creation. Use this time to help already-established playtesters create characters and to help players new to the playtest understand their pregenerated characters and the rules of D&D Next.
- Be sure to follow all the store organizer's instructions, and have fun!

## PAGE 5

# Character Creation

Instead of creating characters using 4th Edition materials, ask the players to create 1st-level characters using the material found in the most recent D&D Next playtest.

## Chapter 1: The Village of Hommel Lane

When you play this chapter of the adventure, make the following changes and additions as indicated.

## PAGE 7

### Possessed Attack

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A DC 10 Wisdom check provides the insight that a powerful malevolent force possesses Sir Moonbrook and has spread to his squires.

#### Noncombatants

If Wyndell or Carjo is forced into combat, each makes checks and saves with a +0 modifier and has a speed of 30 ft.

#### Combat Statistics

Use the following statistics blocks and adjust the number of creatures as indicated to create an average encounter for five 1st-level D&D Next adventurers.

##### Elf Noble Guard (E)

**Medium Humanoid (Elf)**

**Armor Class** 12 (leather)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft.

**Str** 14 (+2)      **Dex** 12 (+1)      **Con** 12 (+1)

**Int** 8 (–1)      **Wis** 7 (–2)      **Cha** 10 (+0)

**Alignment** chaotic neutral

**Languages** Common

#### TRAITS

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**Bruiser 2:** If the noble guard's melee attack misses but the die result (before modifiers are applied) is 5 or higher, the target of the attack takes 2 bludgeoning damage.

#### ACTIONS

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**Melee Attack—Greatsword:** +5 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d12 + 2) slashing damage.

#### ENCOUNTER BUILDING

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**Level 2** XP 70

#### 4 Common Bandits (B)

**Medium Humanoid (Human)**

**Armor Class** 12 (leather)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

**Str** 12 (+1)      **Dex** 12 (+1)      **Con** 12 (+1)

**Int** 10 (+0)      **Wis** 11 (+0)      **Cha** 10 (+0)

**Alignment** any

**Languages** Common

#### TRAITS

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**Mob Tactics:** The bandit gains a cumulative +1 bonus to attack rolls for each friendly creature that also has this trait and is within 5 feet of its target, to a maximum of +5.

#### ACTIONS

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**Melee or Ranged Attack—Spear:** +5 to hit (reach 5 ft. or ranged 20 ft./60 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

#### ENCOUNTER BUILDING

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**Level 1** XP 20

## PAGE 7–8

### The Spirit of Miska

A DC 10 Intelligence check reveals the fact that “Haffron” was the name of the leader of the first settlers of Hommel Lane.

## PAGE 8

### A Possessed Adventurer

When the player of the possessed adventurer rolls a natural 1 on any d20 roll, the adventurer makes an attack or casts a cantrip requiring an attack roll against his or her nearest ally as a reaction.

## PAGE 10

### Events in Hommel Lane

**Missing Merchant:** A DC 10 Wisdom check allows a character to sense that Bertram is lying about the fate of Felixo.

## PAGE 12

### 4. Veon Farmstead

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**Clues:** A DC 10 Intelligence check confirms that the Fathomless Fens is the only nearby place the farm cart could have picked up the ferns stuck to its muddy wheels.

## PAGE 14–15

### 9. Trading Post

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If the characters fight Raynen and Gremag, use the following statistics blocks.

#### Raynen

**Medium Humanoid (Human)**

**Armor Class** 10

**Hit Points** 13 (3d8)

**Speed** 30 ft.

**Str** 12 (+1)      **Dex** 10 (+0)      **Con** 10 (+0)

**Int** 10 (+0)      **Wis** 10 (+0)      **Cha** 10 (+0)

**Alignment** any

**Languages** Common

#### TRAITS

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**Mob Tactics:** Raynen gains a cumulative +1 bonus to attack rolls for each friendly creature that also has this trait and is within 5 feet of her target, to a maximum of +5.

#### ACTIONS

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**Melee Attack—Club:** +5 to hit (reach 5 ft.; one creature).  
*Hit:* 3 (1d4 + 1) bludgeoning damage.

#### ENCOUNTER BUILDING

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**Level 1** XP 10

## PAGE 15

### Gremag

**Small Humanoid (Halfling)**

**Armor Class** 11

**Hit Points** 13 (3d8)

**Speed** 30 ft.

**Str** 10 (+0)      **Dex** 13 (+1)      **Con** 10 (+0)

**Int** 10 (+0)      **Wis** 10 (+0)      **Cha** 10 (+0)

**Alignment** any

**Languages** Common

#### TRAITS

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**Mob Tactics:** Gremag gains a cumulative +1 bonus to attack rolls for each friendly creature that also has this trait and is within 5 feet of her target, to a maximum of +5.

#### ACTIONS

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**Ranged Attack—Sling:** +5 to hit (range 30 ft./120 ft.; one creature). *Hit:* 3 (1d4 + 1) bludgeoning damage.

#### ENCOUNTER BUILDING

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**Level 1** XP 10

## PAGE 16

### 12. Herder

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**Path of Adventure:** A DC 10 Charisma check persuades Black Jay to share his story and give directions to the Caves of Chaos.

## PAGE 16–17

### 14. Miller

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**Path of Adventure:** A DC 10 Charisma check persuades or intimidates Mytch to confess his son's involvement with the bandits at the moat house.

## PAGE 18

### 18. Hog Farm

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**Clues:** A DC 10 Charisma check to persuade or bluff Jophet convinces him to admit that his

daughter Vaelle ran away from home a couple of months ago and fell in with a bad lot. The check gains a +2 bonus if any character in the party professes the Old Faith.

## PAGE 19

### 21. Constable's Quarters

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If the characters fight Constable Ruskal, use the following statistics block.

#### Constable Ruskal

**Medium Humanoid (Human)**

**Armor Class** 16 (chain mail)

**Hit Points** 27 (5d8 + 5)

**Speed** 25 ft.

**Str** 14 (+2)      **Dex** 12 (+1)      **Con** 13 (+1)

**Int** 12 (+1)      **Wis** 10 (+0)      **Cha** 16 (+3)

**Alignment** neutral

**Languages** Common

#### TRAITS

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**Commander +2:** Friendly creatures with the disciplined action that can see or hear the constable and are within 30 feet of him gain a +2 bonus to damage rolls. If multiple friendly creatures have the Commander trait, only the highest bonus applies.

**Steadfast:** The constable cannot be frightened while he can see a friendly creature within 30 feet of him that also has this trait.

#### ACTIONS

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**Multiattack:** The constable makes two long sword attacks or two shortbow attacks.

**Melee Attack—Long Sword:** +6 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) slashing damage.

**Ranged Attack—Shortbow:** +5 to hit (range 80 ft./320 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

#### ENCOUNTER BUILDING

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**Level 3** XP 190

## PAGE 20

### 24. Warehouses

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Each of the locked doors at the warehouses requires a DC 15 Dexterity check to open.

## Chapter 2: The Chaos Cult

When you play this chapter of the adventure, make the following changes and additions as indicated.

### PAGE 21

#### Moat House Approach

When the characters reach the site, a DC 10 Wisdom check is sufficient for a character to spot the two giant frogs that lurk near the moat house.

If a search is made of the moat house exterior, a DC 10 Intelligence check finds the two large breaches where the stones of the wall have collapsed.

**Alchemist's Essence Trap** (DC 10 Intelligence check to find, DC 15 Dexterity check to disable): Any creature that steps into a breach without first disabling the trap breaks a vial of alchemist's essence hidden in the rubble. When a vial of alchemist's essence breaks, each creature in a 5-foot-radius cloud centered on the broken vial must make a DC 10 Dexterity saving throw. A creature takes 1d6 fire damage on a failed save, and half as much damage on a successful one. The trap is destroyed.

The fire ignites unattended flammable objects in the area.

**Guardians:** Each character must make a DC 10 Dexterity check to sneak when approaching the moat house. If at least half the characters are successful, the party approaches unnoticed by the giant frogs.

### PAGE 22

#### 5. Bandit Leader's Room

**Chest:** If the chest is searched, a DC 10 Intelligence check reveals the nature of the false lock. The secret panel that allows the chest to be safely opened can be found with a second DC 10

Intelligence check, and requires a DC 15 Dexterity check to open.

### PAGE 22–23

#### 7. Descending Stairs

A DC 10 Intelligence check identifies the magical nature of the stone wall on the stairs, and reveals that it cannot be breached unless the proper password is given. Knowledge of arcana, forbidden lore, and religion apply.

### PAGE 23

#### 8. Sleeping Quarters

A barred door can be opened with a DC 10 Dexterity check, or broken open with a DC 15 Strength check.

## Bandits of the Moat House

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### Conclusion

Any bandit prisoners other than Enda require a DC 15 Charisma check to intimidate them into talking.

### PAGE 24

#### Combat Statistics

Use the following statistics blocks and adjust the number of creatures as indicated to create a tough encounter for five 1st-level D&D Next adventurers, or an average encounter for five 2nd-level adventurers.

#### Enda Yate, Bandit Leader

**Small Humanoid (Halfling)**

**Armor Class** 15 (studded leather)

**Hit Points** 13 (3d6 + 3)

**Speed** 25 ft.

**Str** 14 (+2)      **Dex** 14 (+2)      **Con** 12 (+1)

**Int** 7 (–2)      **Wis** 11 (+0)      **Cha** 10 (+0)

**Alignment** neutral

**Languages** Common

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TRAITS

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**Lucky (2/day):** If Enda makes an attack roll, check, or saving throw and gets a result she dislikes, she can reroll the die and use either result. If she has advantage or disadvantage on the roll, she rerolls only one of the dice.

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ACTIONS

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**Multiattack:** Enda makes three dagger attacks.

**Melee or Ranged Attack—Dagger:** +5 to hit (reach 5 ft.; range 30 ft./120 ft.; one creature). *Hit:* 4 (1d4 + 2) piercing damage.

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ENCOUNTER BUILDING

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Level 2 XP 60

## 2 Dwarf Conscripts

**Medium Humanoid (Dwarf)**

**Armor Class** 13 (leather, shield)

**Hit Points** 7 (1d10 + 2)

**Speed** 25 ft.

**Senses** lowlight vision

**Str** 14 (+2)      **Dex** 13 (+1)      **Con** 14 (+2)

**Int** 10 (+0)      **Wis** 9 (–1)      **Cha** 8 (–1)

**Alignment** neutral

**Languages** Common, Dwarvish

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TRAITS

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**Dwarven Resilience:** The conscript has advantage on saving throws against poison, and resistance against poison damage.

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ACTIONS

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**Melee Attack—Battleaxe:** +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) slashing damage.

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ENCOUNTER BUILDING

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Level 1 XP 20

## Frog, Giant

**Medium Beast**

**Armor Class** 12

**Hit Points** 11 (2d8 + 2)

**Speed** 15 ft., swim 30 ft.

**Str** 14 (+2)      **Dex** 12 (+1)      **Con** 12 (+1)

**Int** 1 (–5)      **Wis** 11 (+0)      **Cha** 6 (–2)

**Alignment** unaligned

**Languages** —

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TRAITS

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**Aquatic:** The frog can breathe underwater, and being underwater imposes no penalty on its attack rolls or checks.

**Stealthy +5:** The frog gains a +5 bonus to all checks to avoid detection.

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ACTIONS

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**Melee Attack—Bite:** +5 to hit (reach 5 ft.; one creature). *Hit:* 7 (2d4 + 2) piercing damage, and the target is grappled. While the frog has a creature grappled, the frog can bite only that creature, but the frog has advantage when it does so.

**Melee Attack—Sticky Tongue:** +5 to hit (reach 15 ft.; one creature). The frog cannot use this attack if a creature is grappled by the frog. *Hit:* If the target is Medium or smaller, the giant frog pulls the target up to 15 feet and can make a bite attack as part of the same action.

**Swallow Whole:** While grappling a Small or smaller creature, the frog can make a bite attack against the creature, and if the frog hits, it also swallows the creature. A frog can swallow one creature at a time.

A swallowed creature takes 3 (1d4 + 1) acid damage at the start of each of the frog's turns until it escapes. A swallowed creature is blinded and restrained, but it can use its action to cut its way free by dealing enough piercing or slashing damage to kill the frog. A creature that frees itself falls prone in an unoccupied space within 5 feet of the frog.

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ENCOUNTER BUILDING

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Level 1 XP 40

## 3 Mercenary Archers

**Medium Humanoid (Human)**

**Armor Class** 12 (leather)

**Hit Points** 6 (1d10 + 1)

**Speed** 30 ft.

**Str** 10 (+0)      **Dex** 13 (+1)      **Con** 12 (+1)

**Int** 10 (+0)      **Wis** 10 (+0)      **Cha** 10 (+0)

**Alignment** neutral

**Languages** Common

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ACTIONS

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**Melee Attack—Short Sword:** +3 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

**Ranged Attack—Shortbow:** +5 to hit (range 80 ft./320 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

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ENCOUNTER BUILDING

Level 1 XP 10

## PAGE 26

# Moat House Dungeon

## Sentry Challenge

If adventurers wearing cultist robes arouse the guards' suspicions, one character must make a DC 10 Charisma check to bluff, persuade, or intimidate the guards into letting the group pass. If the first check is failed, another adventurer can attempt a DC 15 Charisma check.

## PAGE 26–27

## Prayer Room

The evil effect imbued into the table can be noted with a DC 15 Intelligence check. Knowledge of arcana and religion apply. Each good character in the party must make a DC 10 Constitution check or be stunned until the end of his or her next turn.

## PAGE 27

## Barracks

A successful DC 10 Charisma check persuades the guards that the players are here on legitimate business. A second Charisma check can be made at DC 15 if the first check fails.

## Lareth's Ritual

When the ritual is completed, a DC 15 Intelligence check allows a character to recall the story of Miska as told in the adventure's "Background" section (page 3). Knowledge of history and religion apply.

## PAGE 28

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# Lareth the Beautiful

## Features of the Area

**Font:** As an action on his turn, Lareth can cause the silver fire in the font to radiate cold.

## PAGE 28–29

## Combat Statistics

Use the following statistics blocks and adjust the number of creatures as indicated to create a tough encounter for five 1st-level D&D Next adventurers, or an average encounter for five 2nd-level adventurers.

### Lareth the Beautiful

**Medium Humanoid (Human)**

**Armor Class** 15 (ring mail, shield)

**Hit Points** 19 (3d8 + 6)

**Speed** 25 ft.

**Str** 14 (+2)      **Dex** 11 (+0)      **Con** 14 (+2)

**Int** 10 (+0)      **Wis** 15 (+2)      **Cha** 16 (+3)

**Alignment** chaotic evil

**Languages** Common

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### ACTIONS

**Multiattack:** Lareth makes two mace attacks.

**Melee Attack—Mace:** +5 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) bludgeoning damage.

**Cleric Spells:** Lareth casts one of the following spells. He can cast each spell once per day.

*Command:* Lareth chooses a living creature within 50 feet that can hear him and commands it to "grovel." If the target's hit point maximum is 30 or more, it must make a DC 13 Wisdom saving throw. If the target fails the saving throw or has a hit point maximum less than 30, the target spends its next turn falling prone, and then ends its turn.

*Cure Light Wounds:* One living creature within 50 feet of Lareth regains 8 (1d8 + 4) hit points. Lareth can make a melee or a ranged attack as part of the same action.

*Inflict Light Wounds:* Melee attack, +5 to hit (one creature). *Hit:* 13 (3d8) necrotic damage. *Miss:* Half damage. If Lareth targets an undead creature, the target instead regains 8 (1d8 + 4) hit points.

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ENCOUNTER BUILDING

Level 3 XP 140

## 2 Town Guards

**Medium Humanoid (Human)**

**Armor Class** 13 (leather, shield)

**Hit Points** 3 (1d6)

**Speed** 30 ft.

**Str** 12 (+1)      **Dex** 13 (+1)      **Con** 10 (+0)

**Int** 10 (+0)      **Wis** 9 (–1)      **Cha** 8 (–1)

**Alignment** neutral

**Languages** Common

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TRAITS

**Keen Senses:** The guard gains a +5 bonus to all checks to detect hidden creatures.

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ACTIONS

**Melee Attack—Short Sword:** +5 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d6 + 1) slashing damage.

**Ranged Attack—Shortbow:** +5 to hit (range 80 ft./320 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

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ENCOUNTER BUILDING

Level 1 XP 10

## 6 Human Goons

**Medium Humanoid (Human)**

**Armor Class** 11

**Hit Points** 4 (1d8)

**Speed** 30 ft.

**Str** 9 (–1)      **Dex** 12 (+1)      **Con** 10 (+0)

**Int** 8 (–1)      **Wis** 7 (–2)      **Cha** 8 (–1)

**Alignment** neutral

**Languages** Common

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TRAITS

**Mob Tactics:** The goon gains a cumulative +1 bonus to attack rolls for each friendly creature that also has this trait and is within 5 feet of its target, to a maximum of +5.

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ACTIONS

**Melee Attack—Dagger:** +5 to hit (reach 5 ft.; one creature). *Hit:* 2 (1d6 – 1) piercing damage.

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ENCOUNTER BUILDING

Level 1 XP 10

## PAGE 29

### Conclusion

With a DC 15 Intelligence check, a character knows the story of Miska as told in the adventure's "Background" section (page 3). Knowledge of history and religion apply.

### Scroll of Final Words

This rolled parchment scroll contains holy writing that forms into different sayings or magical phrases depending on the religious or magical affiliation of the bearer. The *Scroll of Final Words* imbues its possessor with magical power.

**Property:** While you possess the *Scroll of Final Words*, you gain a +1 bonus to any ability check you make where you do not have training in a skill.

In addition, once per day when you cast a spell of 3rd level or lower, you do not use up the spell slot associated with that spell.

**Rarity:** Rare.



## Chapter 3: The Cult of the Reptile God

When you play this chapter of the adventure, make the following changes and additions as indicated.

### PAGE 30

#### At the Inn

If Bertram pulls aside one of the adventurers for a whispered conversation, a DC 15 Wisdom check to read his motives reveals that he doesn't have the adventurers' best interests at heart.

### PAGE 31

#### Drinking Contest

For the first drink, each contestant must make a DC 10 Constitution check. Each subsequent drink requires another check, with the DC increasing by 1. The villagers gain a +2 bonus to checks made in the contest.

An adventurer who fails a check and loses the contest takes a -1 penalty to AC. This penalty ends the next time a character receives healing magic or spends Hit Dice during a short rest.

### PAGE 31–32

#### Arm Wrestling

Gertie initially attempts to intimidate her opponent in a Charisma contest, gaining a +5 bonus in the contest. Whoever wins the contest gains a +2 bonus to the first Strength check of the arm-wrestling match.

The participants engage in Strength contests for each bout in the arm-wrestling match. Gertie has a +3 bonus in each contest.

If Gertie wins, the losing adventurer takes a -1 penalty to weapon attack rolls. This penalty ends the next time a character receives healing magic or spends Hit Dice during a short rest.

### PAGE 32

#### Dart Throwing

A character who falls through the trapdoor takes 1d6 damage. A character engaged in another activity must make a DC 13 Wisdom check to spot that the dart-throwing character has vanished.

#### Ernesto's Tattoo

If the character viewing the tattoo has a Wisdom score of 13 or higher, he or she notices the goons moving in. Otherwise, the goons have surprise when they attack.

### PAGE 33–34

## Battle at the Inn

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### Combat Statistics

Use the following statistics blocks and adjust the number of creatures as indicated to create a tough encounter for five 1st-level D&D Next adventurers, or an average encounter for five 2nd-level adventurers.

#### Veteran Assassin

**Medium Humanoid (Human)**

**Armor Class** 14 (leather, shield)

**Hit Points** 18 (4d8)

**Speed** 30 ft.

**Str** 15 (+2)      **Dex** 14 (+2)      **Con** 10 (+0)

**Int** 8 (-1)      **Wis** 11 (+0)      **Cha** 9 (-1)

**Alignment** neutral evil

**Languages** Common

#### TRAITS

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**Stealthy +5:** The veteran gains a +5 bonus to all checks to avoid detection.

#### ACTIONS

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**Melee Attack—Long Sword:** +6 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) slashing damage and 5 (1d10) poison damage.

#### ENCOUNTER BUILDING

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**Level 3 XP 130**

## Common Bandit

Medium Humanoid (Human)

Armor Class 12 (leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Str 12 (+1)      Dex 12 (+1)      Con 12 (+1)

Int 10 (+0)      Wis 11 (+0)      Cha 10 (+0)

Alignment any

Languages Common

### TRAITS

**Mob Tactics:** The bandit gains a cumulative +1 bonus to attack rolls for each friendly creature that also has this trait and is within 5 feet of its target, to a maximum of +5.

### ACTIONS

**Melee or Ranged Attack—Spear:** +5 to hit (reach 5 ft. or ranged 20 ft./60 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

### ENCOUNTER BUILDING

Level 1   XP 20

## 3 Human Goons

Medium Humanoid (Human)

Armor Class 11

Hit Points 4 (1d8)

Speed 30 ft.

Str 9 (–1)      Dex 12 (+1)      Con 10 (+0)

Int 8 (–1)      Wis 7 (–2)      Cha 8 (–1)

Alignment neutral

Languages Common

### TRAITS

**Mob Tactics:** The goon gains a cumulative +1 bonus to attack rolls for each friendly creature that also has this trait and is within 5 feet of its target, to a maximum of +5.

### ACTIONS

**Melee Attack—Dagger:** +5 to hit (reach 5 ft.; one creature). *Hit:* 2 (1d6 – 1) piercing damage.

### ENCOUNTER BUILDING

Level 1   XP 10

## 2 Bullywugs

Medium Humanoid

Armor Class 13 (leather, shield)

Hit Points 11 (2d8 + 2)

Speed 20 ft., swim 40 ft.

Senses low-light vision

Str 10 (+0)      Dex 12 (+1)      Con 13 (+1)

Int 9 (–1)      Wis 11 (+0)      Cha 7 (–2)

Alignment chaotic evil

Languages Bullywug

### TRAITS

**Aquatic:** The bullywug can breathe underwater, and being underwater imposes no penalty on its attack rolls or checks.

**Stealthy +5:** The bullywug gains a +5 bonus to all checks to avoid detection.

**Leap:** On land, as part of the bullywug's movement, it can leap up to 20 feet horizontally and up to 10 feet vertically without a running start. If the bullywug leaps at least 10 feet, it gains a +3 bonus to damage rolls for attacks it makes on the same turn.

### ACTIONS

**Multiattack:** The bullywug makes one bite attack and one claws attack, or one bite attack and one spear attack.

**Melee Attack—Bite:** +5 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

**Melee Attack—Claws:** +5 to hit (reach 5 ft.; one creature). *Hit:* 2 (1d4) slashing damage.

**Melee Attack—Spear:** +5 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

### ENCOUNTER BUILDING

Level 1   XP 30

## PAGE 34

## Conclusion

**Ernesto:** If Ernesto survives, he offers the adventurers a *potion of healing*.

## PAGE 36–37

## Corrupted Priests

## Combat Statistics

Use the following statistics blocks to create a tough encounter for five 2nd-level D&D Next

adventurers, or an average encounter for five 3rd-level adventurers.

## Priestess Devi

**Medium Humanoid (Human)**

**Armor Class** 15 (ring mail, shield)

**Hit Points** 19 (3d8 + 6)

**Speed** 25 ft.

**Str** 14 (+2)      **Dex** 11 (+0)      **Con** 14 (+2)

**Int** 10 (+0)      **Wis** 15 (+2)      **Cha** 16 (+3)

**Alignment** chaotic evil

**Languages** Common

### ACTIONS

**Multiattack:** Devi makes two mace attacks.

**Melee Attack—Mace:** +5 to hit (reach 5 ft.; one creature).  
*Hit:* 5 (1d6 + 2) bludgeoning damage.

**Cleric Spells:** Devi casts one of the following spells. She can cast each spell once per day.

**Command:** Devi chooses a living creature within 50 feet that can hear her and commands it to “flee.” If the target’s hit point maximum is 30 or more, it must make a DC 13 Wisdom saving throw. If the target fails the saving throw or has a hit point maximum less than 30, the target spends its next turn moving away from Devi by the fastest available means.

**Cure Light Wounds:** One living creature within 50 feet of Devi regains 8 (1d8 + 4) hit points. Devi can make a melee or a ranged attack as part of the same action.

**Inflict Light Wounds:** Melee attack, +5 to hit (one creature). *Hit:* 13 (3d8) necrotic damage. *Miss:* Half damage. If Devi targets an undead creature, the target instead regains 8 (1d8 + 4) hit points.

### ENCOUNTER BUILDING

**Level 3** XP 140

## 2 Deathlock Wights

**Medium Undead**

**Armor Class** 8

**Hit Points** 9 (2d8)

**Immunities** charmed, disease, frightened, poison, sleep

**Speed** 20 ft.

**Senses** darkvision 60 ft.

**Str** 15 (+2)      **Dex** 6 (–2)      **Con** 10 (+0)

**Int** 10 (+0)      **Wis** 7 (–2)      **Cha** 15 (+2)

**Alignment** neutral evil

**Languages** understands Common

### TRAITS

**Undead:** The deathlock wight is immune to disease and poison, and cannot be charmed, frightened, or put to sleep. It does not need to sleep, eat, or breathe.

### ACTIONS

**Melee Attack—Slam:** +5 to hit (reach 5 ft.; one creature).  
*Hit:* 4 (1d4 + 2) bludgeoning damage.

**Ranged Attack—Grave Bolt:** +5 to hit (range 80 ft./320 ft.; one creature). *Hit:* 4 (1d6 + 1) necrotic damage.

### ENCOUNTER BUILDING

**Level 1** XP 10

## 3 Bullywugs

**Medium Humanoid**

**Armor Class** 13 (leather, shield)

**Hit Points** 11 (2d8 + 2)

**Speed** 20 ft., swim 40 ft.

**Senses** low-light vision

**Str** 10 (+0)      **Dex** 12 (+1)      **Con** 13 (+1)

**Int** 9 (–1)      **Wis** 11 (+0)      **Cha** 7 (–2)

**Alignment** chaotic evil

**Languages** Bullywug

### TRAITS

**Aquatic:** The bullywug can breathe underwater, and being underwater imposes no penalty on its attack rolls or checks.

**Stealthy +5:** The bullywug gains a +5 bonus to all checks to avoid detection.

**Leap:** On land, as part of the bullywug’s movement, it can leap up to 20 feet horizontally and up to 10 feet vertically without a running start. If the bullywug leaps at least 10 feet, it gains a +3 bonus to damage rolls for attacks it makes on the same turn.

### ACTIONS

**Multiattack:** The bullywug makes one bite attack and one claws attack, or one bite attack and one spear attack.

**Melee Attack—Bite:** +5 to hit (reach 5 ft.; one creature).  
*Hit:* 3 (1d6) piercing damage.

**Melee Attack—Claws:** +5 to hit (reach 5 ft.; one creature).  
*Hit:* 2 (1d4) slashing damage.

**Melee Attack—Spear:** +5 to hit (reach 5 ft.; one creature).  
*Hit:* 3 (1d6) piercing damage.

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#### ENCOUNTER BUILDING

Level 1 XP 30

## PAGE 37

A DC 10 Wisdom check allows a character to sense that Devi is lying. If she is caught in the lie, a DC 10 Wisdom check to listen allows a character to hear the words Garath speaks out of order. A DC 15 Wisdom check to listen allows the character to recognize the words as the inscription on the shrine being spoken backward.

### Features of the Area

**Relic Shelves:** A DC 15 Intelligence check to search reveals the iron door behind the shelves.

**Meditation Cells:** A DC 15 Intelligence check reveals that the locks have been reversed and that the doors lock automatically if shut. A locked door requires a DC 15 Dexterity check to open.

### Conclusion

**Devi's Gambit:** A DC 20 Wisdom check to sense Devi's motive is needed to see through her lie regarding being possessed.

## PAGE 38–39

### Narrow Escape

As the players describe what their characters do, call for DC 10 ability checks to determine the characters' success in the various scenarios during the escape.

Whenever a check fails for a given task, each character must make a DC 10 Constitution saving throw. If more than half the characters fail the saving throw, each character takes a –1 penalty to the hit points regained the next time he or she spends Hit Dice during a short rest.

**Alternative Passage:** An Intelligence check reveals a short cut.

**Collapse:** An Intelligence check reveals the threat of a cave-in.

**Falling Rock:** A Dexterity check is required to push a prisoner out of the way of falling rocks.

Alternatively, a Strength check allows a prisoner trapped by the rocks to be rescued.

**Fissure:** A Strength check can pull a prisoner to safety.

**Overwhelming Terror:** A Charisma check is required to bluff, persuade, or intimidate prisoners into fighting for survival.

**Separation:** A Wisdom check notices when a prisoner takes a wrong turn. A Charisma check can persuade and guide the prisoner back onto the correct path.

**Sudden Flood:** A Constitution check allows an adventurer to swim through the water to rescue a trapped prisoner.

**Swamp Gas:** An Intelligence check reveals a pocket of noxious gas ahead.

**Tunnel Fork:** An Intelligence check or Wisdom check allows a character to pick out the safe route.

## PAGE 40

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### Wrath of the Reptile God

#### Setup

When the adventurers can see the far shore, a DC 10 Wisdom check spots Garath huddling among the prisoners.

#### Features of the Area

**Raft:** Each round as an action, one character using the pole can make a Strength check to move the raft. It moves 10 feet plus 1 foot per point of the check result.

## PAGE 40–41

### Prisoners

**Canoness Yeeday:** Yeeday has 10 hit points remaining, and makes checks and saves at +0. During the battle, she will call out encouragement to the adventurers but has no magic that might benefit them.

### Combat Statistics

Use the following statistics blocks to create a tough encounter for five 2nd-level D&D Next adventurers.

## Reptile God

**Large Monstrosity**

**Armor Class** 12

**Hit Points** 30 (4d10 + 8)

**Speed** 30 ft., climb 15 ft.

**Str** 15 (+2)      **Dex** 16 (+3)      **Con** 15 (+2)

**Int** 16 (+3)      **Wis** 12 (+1)      **Cha** 18 (+4)

**Alignment** chaotic evil

**Languages** Common, Draconic

### ACTIONS

**Multiattack:** The reptile god makes one tail slap attack and one word of pain attack.

**Melee Attack—Tail Slap:** +5 to hit (reach 10 ft.; one creature). *Hit:* 6 (1d8 + 2) bludgeoning damage, and the reptile god pushes the target up to 15 feet away.

**Ranged Attack—Word of Pain:** +5 to hit (range 50 ft.; one creature). *Hit:* 8 (1d8 + 4) psychic damage, and the target's speed is reduced by 15 feet until the end of the reptile god's next turn.

**Poison Spray (Recharge 6):** The reptile god breathes poison in a 30-foot cone. Creatures in the area must make a DC 12 Constitution saving throw. *Failed Save:* The target takes 13 (3d6 + 3) poison damage. *Successful Save:* Half damage.

**Suggestion (1/day):** The reptile god chooses a creature within 50 feet of it that can hear and understand it. The creature must make a DC 13 Wisdom saving throw. *Failed Save:* The target is charmed until the end of its next turn. During that turn, the reptile god can verbally control how the target uses its action and movement, but cannot command the target to harm itself.

### ENCOUNTER BUILDING

**Level 4** XP 240

## Garath, Reptile Priest

**Medium Humanoid (Human)**

**Armor Class** 15 (ring mail, shield)

**Hit Points** 19 (3d8 + 6)

**Speed** 25 ft.

**Str** 14 (+2)      **Dex** 11 (+0)      **Con** 14 (+2)

**Int** 10 (+0)      **Wis** 15 (+2)      **Cha** 16 (+3)

**Alignment** chaotic evil

**Languages** Common

### ACTIONS

**Melee Attack—Serpent Mace:** +4 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d6) bludgeoning damage and 7 (2d6) poison damage.

**Cleric Spells:** Garath casts one of the following spells. He can cast each spell once per day.

*Command:* Garath chooses a living creature within 50 feet that can hear him and commands it to "grovel." If the target's hit point maximum is 30 or more, it must make a DC 13 Wisdom saving throw. If the target fails the saving throw or has a hit point maximum less than 30, the target spends its next turn falling prone, and then ends its turn.

*Cure Light Wounds:* One living creature within 50 feet of Garath regains 8 (1d8 + 4) hit points. Garath can make a melee or a ranged attack as part of the same action.

### ENCOUNTER BUILDING

**Level 3** XP 140

## Wight

**Medium Undead**

**Armor Class** 14 (studded leather); resistant to nonmagical weapons

**Hit Points** 27 (6d8)

**Immunities** necrotic and poison

**Speed** 30 ft.

**Senses** darkvision 60 ft.

**Str** 15 (+2)      **Dex** 12 (+1)      **Con** 10 (+0)

**Int** 10 (+0)      **Wis** 7 (–2)      **Cha** 15 (+2)

**Alignment** neutral evil

**Languages** Common

### TRAITS

**Hatred of Life:** As an undead horror, the wight is immune to disease and poison, and it cannot be put to sleep. Committed to destroying all life, it does not need to sleep, eat, or breathe.

### ACTIONS

**Multiattack:** The wight makes two long sword attacks or two longbow attacks.

**Melee Attack—Energy Drain:** +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) necrotic damage, and the target's hit point maximum is reduced by 5. This reduction lasts until the end of the target's next long rest. A creature slain by this attack rises 24 hours later as a zombie under the wight's command.

A *remove curse* spell restores the target's hit point maximum to its full amount.

**Melee Attack—Long Sword:** +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) slashing damage.

**Ranged Attack—Longbow:** +4 to hit (range 150 ft./600 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

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ENCOUNTER BUILDING

Level 4 XP 330

## PAGE 41

### Death Circlet

This black circlet has seven green gems set in it. They are dull and dead, as if any magical power they once held has been spent.

If the circlet is worn, the wearer knows that attuning to the item will reveal its properties.

**Property (Attuned):** When you kill a living creature, one of the *Death Circlet's* seven gems captures that creature's soul.

A gem can hold only one soul at a time and glows with a green radiance while it contains a soul. A dead creature cannot be returned to life while its soul is captured in this manner.

As an action once per day, you can release two captured souls to regain 2d8 + 4 hit points.

Once per day when you hit with an attack, you can release seven captured souls to treat the attack as a critical hit.

**Rarity:** Rare.

## Chapter 4: The Caves of Chaos

When you play this chapter of the adventure, make the following changes and additions as indicated.

### PAGE 42

#### Haffron Hommel

If the characters are truthful, a DC 10 Charisma check is sufficient to persuade the ghost that they are not his enemies. The check takes a penalty of –2 if the characters are less than truthful.

If the characters fight Haffron Hommel's ghost, use the following statistics block.

#### Ghost of Haffron Hommel

**Medium Undead**

**Armor Class** 11

**Hit Points** 32 (5d12); see also the Ethereal trait

**Immunities** paralyzed, petrification, poison

**Speed** 30 ft., fly 40 ft.

**Senses** darkvision 60 ft.

**Str** 9 (–1)      **Dex** 13 (+1)      **Con** 10 (+0)

**Int** 10 (+0)      **Wis** 12 (+1)      **Cha** 14 (+2)

**Alignment** neutral good

**Languages** Common

#### TRAITS

**Ethereal:** The ghost is ethereal.

**Spectral Undead:** Because of its spectral form, the ghost is immune to disease and poison, and it can't be paralyzed or put to sleep. It does not need to sleep, eat, or breathe.

#### ACTIONS

**Melee Attack—Corrupting Touch:** +5 to hit (reach 5 ft.; one creature). *Hit:* 9 (2d6 + 2) necrotic damage.

**Horrifying Visage:** Each creature within 50 feet of the ghost that can see it must make a DC 12 Wisdom saving throw. *Failed Save:* The creature is frightened for 1 minute. As an action, the frightened creature can make a DC 12 Wisdom check to end this effect. *Successful Save:* The creature is immune to the ghost's horrifying visage for the next 24 hours. This immunity also applies once the effect ends.

**Possession (Recharge 6):** The ghost chooses a living creature within 5 feet of it. The chosen creature must make a DC 12 Constitution saving throw. *Failed Save:* The ghost vanishes into the target. For the next 24 hours, the ghost controls the target's actions. *Successful Save:* The target is not possessed and is immune to the ghost's possession for the next 24 hours.

The ghost can leave its host at any time (no action required), ending the possession. A turn undead effect or a *remove curse* spell that targets the possessed creature automatically drives out the ghost. Whether the ghost leaves voluntarily or by force, it reappears in a space within 5 feet of its former host.

#### ENCOUNTER BUILDING

**Level 4 XP 240**

### PAGE 43

#### Getting In

If the adventurers are not wearing cultist robes, each character must make a DC 10 Dexterity check to sneak when entering the cave. If at least half the characters are successful, the party enters undetected.

### PAGE 43–44

#### Traps

For the first trap (the alarm), a DC 15 Wisdom check spots the mesh, or a DC 10 Intelligence check finds it on a search. Three successive DC 10 Dexterity checks to disable and remove traps allow a character to cut the lines to the bronze bells. Jumping over the trigger requires a DC 15 Dexterity check to sneak as part of the jump.

The second trap (the falling ceiling) requires a DC 15 Intelligence check to locate and a DC 15 Dexterity check to disable. A creature that enters the trapped area triggers the trap. Any creature in the area when the trap is triggered must make a DC 11 Dexterity saving throw against falling debris. A creature falls prone and takes 9 (1d10 + 4) bludgeoning damage on a failed save, and half as much damage on a successful one. When the trap is triggered, it is destroyed and the area becomes difficult terrain due to rubble.

## PAGE 44

### Finding Otis

A DC 10 Wisdom check recognizes that the gore in the grotto represents the demise of more creatures than only Otis.

## PAGE 44–45

### Otis and the Chaos Blade

- With a DC 10 Intelligence check, a character deduces that Otis has bound himself to the sword. The character also knows how to remove the sword from Otis's body. Knowledge of arcana applies.
- A DC 10 Charisma check to persuade or bluff Otis with a story about using the blade to defeat evil convinces him to relinquish the sword.
- To remove the blade without Otis's consent, two different characters must make successful DC 10 Strength checks.
- A DC 10 Strength check allows Otis to be picked up and carried.

If the *Chaos Blade* is removed while Otis is alive, he dies unless he receives magical healing or three DC 15 Wisdom checks to heal within 1 minute. Without the *Chaos Blade* sustaining him, Otis has AC 15, a +0 bonus to checks and saves, and 10 hit points out of a total of 45.

## PAGE 45–46

### Securing the Chaos Blade

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#### Combat Statistics

Use the following statistics blocks and adjust the number of creatures as indicated to run this encounter. The monsters attack in waves as described in the adventure, but even moderated in that fashion, the overall assault will be difficult for a group of 2nd-to-4th-level D&D Next adventurers to withstand. Make sure the players realize that the inhabitants of the caves are roused against them, and that their goal is to flee with Otis and the *Chaos Blade*.

## 8 Kobold Tunnelers

### Small Humanoid (Kobold)

**Armor Class** 11

**Hit Points** 2 (1d6 – 1)

**Speed** 30 ft.

**Senses** darkvision 60 ft.

**Str** 7 (–2)      **Dex** 12 (+1)      **Con** 8 (–1)

**Int** 8 (–1)      **Wis** 7 (–2)      **Cha** 8 (–1)

**Alignment** neutral evil

**Languages** Common, Draconic

#### TRAITS

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**Light Sensitivity:** While in sunlight, the kobold has disadvantage on attack rolls.

**Mob Tactics:** The kobold gains a cumulative +1 bonus to attack rolls for each friendly creature that also has this trait and is within 5 feet of its target, to a maximum of +5.

#### ACTIONS

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**Melee Attack—Dagger:** +3 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d4 + 1) piercing damage.

**Ranged Attack—Sling:** +3 to hit (range 30 ft./120 ft.; one creature). *Hit:* 3 (1d4 + 1) bludgeoning damage.

#### ENCOUNTER BUILDING

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**Level 1 XP 10**

## 2 Orc Savages

### Medium Humanoid (Orc)

**Armor Class** 13 (studded leather)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

**Senses** darkvision 60 ft.

**Str** 14 (+2)      **Dex** 10 (+0)      **Con** 12 (+1)

**Int** 7 (–2)      **Wis** 11 (+0)      **Cha** 10 (+0)

**Alignment** chaotic evil

**Languages** Common, Orc

#### TRAITS

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**Relentless:** If an attack reduces the orc to 0 hit points or fewer but doesn't kill it outright, it is not knocked unconscious or killed as a result until the end of its next turn, provided it still has 0 hit points or fewer.

#### ACTIONS

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**Melee Attack—Greataxe:** +5 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d12 + 2) slashing damage.



**Ranged Attack—Shortbow:** +4 to hit (range 80 ft./320 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

---

ENCOUNTER BUILDING

Level 1 XP 50

## 4 Goblin Cutters

**Small Humanoid (Goblinoid)**

**Armor Class** 13 (leather, shield)

**Hit Points** 3 (1d6)

**Speed** 30 ft.

**Senses** darkvision 60 ft.

**Str** 8 (–1)      **Dex** 13 (+1)      **Con** 10 (+0)

**Int** 10 (+0)      **Wis** 9 (–1)      **Cha** 8 (–1)

**Alignment** neutral evil

**Languages** Common, Goblin

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TRAITS

**Sneaky:** The goblin can attempt to hide at the end of a move without using an action.

**Stealthy +5:** The goblin gains a +5 bonus to all checks to avoid detection.

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ACTIONS

**Melee Attack—Mace:** +4 to hit (reach 5 ft.; one creature). *Hit:* 2 (1d6 – 1) bludgeoning damage (minimum 1 damage).

**Ranged Attack—Shortbow:** +5 to hit (range 80 ft./320 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

---

ENCOUNTER BUILDING

Level 1 XP 10

## Ogre

**Large Giant**

**Armor Class** 11 (hide)

**Hit Points** 32 (5d10 + 5)

**Speed** 40 ft.

**Senses** darkvision 60 ft.

**Str** 18 (+4)      **Dex** 8 (–1)      **Con** 13 (+1)

**Int** 5 (–3)      **Wis** 7 (–2)      **Cha** 7 (–2)

**Alignment** chaotic evil

**Languages** Common, Giant

---

ACTIONS

**Melee Attack—Greatclub:** +6 to hit (reach 5 ft.; one creature). *Hit:* 13 (2d8 + 4) bludgeoning damage.

**Ranged Attack—Javelin:** +1 to hit (range 30 ft./120 ft.; one creature). *Hit:* 11 (2d6 + 4) piercing damage.

---

ENCOUNTER BUILDING

Level 4 XP 300

## 2 Hobgoblin Grunts

**Medium Humanoid (Goblinoid)**

**Armor Class** 14 (ring mail)

**Hit Points** 11 (2d8 + 2)

**Speed** 25 ft.

**Senses** darkvision 60 ft.

**Str** 11 (+0)      **Dex** 10 (+0)      **Con** 12 (+1)

**Int** 10 (+0)      **Wis** 10 (+0)      **Cha** 13 (+1)

**Alignment** lawful evil

**Languages** Common, Goblin

---

ACTIONS

**Melee Attack—Longspear:** +5 to hit (reach 10 ft.; one creature). *Hit:* 4 (1d8) piercing damage.

**Ranged Attack—Shortbow:** +5 to hit (range 80 ft./320 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

---

ENCOUNTER BUILDING

Level 1 XP 20

## PAGE 47

**Wave Four:** When ogre picks up and throws any kobolds or goblins, treat it as a javelin attack that deals bludgeoning damage.

## PAGE 47

### Chaos Blade

The broad blade of this sword boils as if forged of liquid metal, and it sheds a dim light that fluctuates through the colors of the rainbow.

**Property (Attuned):** You gain a +1 bonus to attack rolls you make with this sword. When you hit with the *Chaos Blade*, in addition to dealing damage for a sword of its type (see below), the attack deals 3 (1d6) extra necrotic damage and you regain 1 hit point.

Whenever you reduce a living creature to 0 hit points or fewer with this weapon, the creature dies and you regain 5 (1d8 + 1) hit points.

As an action, you can command the *Chaos Blade* to become a short sword, a long sword, a greatsword, or any similarly sized sword.

**Rarity:** Unique.

## Miska!

When the characters hear the chanting in the ravine, a DC 15 Intelligence check reveals the story of Miska as told in the adventure's "Background" section (page 3). Knowledge of history and religion apply.

## PAGE 49–50

## Priests of Chaos

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### Combat Statistics

Use the following statistics blocks and adjust the number of creatures as indicated to create a tough encounter for five 3rd-level D&D Next adventurers.

### Inugg, Chaos Priestess

**Medium Humanoid (Human)**

**Armor Class** 17 (banded)

**Hit Points** 27 (5d8 + 5)

**Speed** 25 ft.

**Str** 12 (+1)      **Dex** 11 (+0)      **Con** 13 (+1)

**Int** 10 (+0)      **Wis** 16 (+3)      **Cha** 12 (+1)

**Alignment** chaotic evil

**Languages** Common

#### ACTIONS

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**Melee Attack—Chaos Mace:** +5 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d6 + 1) bludgeoning damage, and the target must make a DC 12 Constitution saving throw. *Failed Save:* 10 (3d6) damage (either acid, cold, fire, or thunder; Inugg's choice).

**Cleric Spells:** Inugg casts one of the following spells. She can cast each spell once per day.

**Inflict Light Wounds:** Melee attack, +5 to hit (one creature). *Hit:* 13 (3d8) necrotic damage. *Miss:* Half damage. If Inugg targets an undead creature, the target instead regains 8 (1d8 + 4) hit points.

**Inflict Moderate Wounds:** Melee attack, +5 to hit (one creature). *Hit:* 18 (4d8) necrotic damage. *Miss:* Half damage. If Inugg targets an undead creature, the target instead regains 13 (2d8 + 4) hit points.

**Chaos:** Each creature in a 15-foot cone originating from Inugg must make a DC 13 Wisdom saving throw. *Failed Save:* A creature must use its next action to make a melee attack, make a ranged attack, or cast a cantrip against a target of Inugg's choice.

#### ENCOUNTER BUILDING

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**Level 4** XP 220

### 2 Chaos Acolytes

**Medium Humanoid (Human)**

**Armor Class** 15 (ring mail, shield)

**Hit Points** 17 (3d8 + 4)

**Speed** 25 ft.

**Str** 12 (+1)      **Dex** 11 (+0)      **Con** 13 (+1)

**Int** 10 (+0)      **Wis** 15 (+2)      **Cha** 10 (+0)

**Alignment** chaotic evil

**Languages** Common

#### ACTIONS

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**Melee Attack—Fiery Mace:** +5 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d6 + 1) bludgeoning damage and 4 (1d8) fire damage.

#### ENCOUNTER BUILDING

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**Level 2** XP 90

### 4 Zombies

**Medium Undead**

**Armor Class** 8

**Hit Points** 9 (2d8)

**Immunities** charmed, frightened, poison

**Speed** 20 ft.

**Senses** darkvision 60 ft.

**Str** 15 (+2)      **Dex** 6 (–2)      **Con** 10 (+0)

**Int** 10 (+0)      **Wis** 7 (–2)      **Cha** 15 (+2)

**Alignment** neutral evil

**Languages** understands Common

#### TRAITS

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**Shambling Undead:** Nothing more than a malevolent, animated corpse loyal to its creator, the zombie cannot be charmed or frightened, it is immune to disease and poison, and it cannot be put to sleep. It does not need to sleep, eat, or breathe.

**Zombie Fortitude:** When the zombie takes damage that reduces it to 0 hit points or fewer, it must make a Constitution saving throw with a DC equal to the damage. On a successful save, the zombie is instead reduced to 1 hit point.

#### ACTIONS

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**Melee Attack—Slam:** +4 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) bludgeoning damage.

ENCOUNTER BUILDING

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Level 1 XP 20

## Haffron's Skeleton

**Medium Undead**

**Armor Class** 13 (armor scraps, shield)

**Hit Points** 27 (6d8); resistant to piercing damage;  
vulnerable to bludgeoning damage

**Immunities** poison

**Speed** 30 ft.

**Senses** darkvision 60 ft.

**Str** 11 (+0)      **Dex** 10 (+0)      **Con** 10 (+0)

**Int** 6 (–2)      **Wis** 8 (–1)      **Cha** 3 (–4)

**Alignment** lawful evil

**Languages** understands Common

TRAITS

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**Mindless:** Cannot be charmed or frightened.

**Undead:** The skeleton is immune to disease and cannot be put to sleep. It does not need to sleep, eat, or breathe.

ACTIONS

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**Multiattack:** Haffron's skeleton makes two long sword attacks.

**Melee Attack—Long Sword:** +6 to hit (reach 5 ft.; one creature). *Hit:* 9 (2d8) slashing damage.

ENCOUNTER BUILDING

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Level 4 XP 270

## PAGE 50

### Features of the Area

**Triple Altar:** As an action, a character can negate the power of one altar by making a successful DC 10 Constitution check, Wisdom check, or Charisma check while touching the *Chaos Blade*, the *Death Circlet*, or the *Scroll of Final Words* to the altar.