

**X5**  
Classic Adventure  
Module Conversion



# TEMPLE OF DEATH

Conversion Guide by Jay Murphy

For Character Levels 5 - 8



## Classic Modules Today

A D&D 5<sup>th</sup> Edition Conversion of the Early Adventure Modules

# X5 TEMPLE OF DEATH

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## CONVERSION GUIDE

**Introduction:** Written by David Cook for the Basic/Expert version of the Dungeons & Dragons rules X5 Temple of Death is a continuation of the adventures begun in X4 Master of the Desert Nomads. The module was published in 1983 and expanded the Basic games campaign world of Mystara. This conversion guide allows Dungeon Masters to run the original 1st Edition module with 5th Edition rules and provides a reference sheet for encounters.

*A 5th Edition adventure conversion guide for 5th to 8th level characters*

***This product requires the original X5 Temple of Death adventure module to use.  
Copies of original classic modules are available at [dmsguild.com](http://dmsguild.com)***

BY JAY MURPHY



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# X5: TEMPLE OF DEATH

*Dave Morris reviewed Temple of Death for White Dwarf #55, giving the module a rating of 10 out of 10 overall. Morris felt that David Cook "constructed a logical, continually challenging, imaginative and vividly portrayed adventure", and declared, "Frankly, I have not seen a better DeD scenario than this."*

*Morris, Dave (July 1984). "Open Box: Dungeon Modules". White Dwarf (review). Games Workshop (55): 18–19*

## Introduction

To use this conversion guide you will need a copy of "X5 Temple of Death", originally available in hard copy for the first edition of Basic/Expert Dungeons & Dragons and now for sale in Digital format at [www.dmsguild.com](http://www.dmsguild.com).

This document gives DMs advice to convert the module to the latest 5th Edition rules and guidance on preparing the adventure. Spell conversion notes, a list of monsters, and a summary of principle NPC's provide a quick in-game reference. Most creatures refer to stat blocks found in the D&D 5e Monster Manual. The different inhabitants of the module are included in the "Monster" list in alphabetical order to facilitate the DM looking them up at the table. "New Monsters" which cannot be referenced from the D&D 5e Monster Manual have suggested statistics provided.

Page listings may refer to abbreviations: MM (Monster Manual), CR (Challenge rating), DMG (Dungeon Master Guide), etc. All other page numbers refer to the locations in the original "Temple of Death" module. Key text is in **bold** for easy scanning. Magic items are noted in *italics*.

Find more information about this and other early edition conversions at [www.classicmodulestoday.com](http://www.classicmodulestoday.com).

## Reference Sheet

The last four pages make a Reference Sheet which summarizes the key information you'll need during the game onto one concise sheet. You can print this onto a two, double-sided pages (perhaps on colored card stock) as a handy tool that you can use alongside a hard copy of the module. After reading this document, all you'll need to run the game is the original module, the Monster Manual, the Reference Sheet, and optionally, any notes or visuals you've prepared.

## Adventure Summary

Sent on a desperate mission into an unknown land, you must seek out one called "the Master" and his Temple of Death. There is little time to waste, as you must act before the Master's armies destroy your homelands. But to complete your task, you must battle fearsome guardians, travel through a hostile kingdom, and discover the secret of the Master.

Being the second part of an adventure begun in X4 Master of the Desert Nomads consideration on how X5 Temple of Death is to be inserted into your campaign if not being played as a continuation of X4.

## Converting to the Realms

To bring "Temple of Death" into the Forgotten Realms world of Faerun Anauroch the Great Sand Sea is a good location for the secretive nation of Hule. Anauroch held the remnants of the once-powerful Netherese Empire, their flying enclaves having crashed to the ground when their greatest mage Karsus, in a desperate bid to end the war against the phaerimm, challenged the goddess Mystryl for her divine mantle, causing the Weave to falter and all magic to fail. For generations since, Anauroch, the greatest desert in Faerûn, encroached relentlessly on border nations, burying them beneath the sands. Perhaps the evil "Master" is at the center of this incessant encroachment.

## Notes for the Dungeon Master

Temple of Death is a scenario where the PC's will find themselves in an evil nation with no allies. They will have to navigate towns and cities filled with fighters and clerics all intent on killing foreigners. 2nd, 4th, and 8th level stats are provided for the random fighters and clerics which can be encountered. Some of the tables call for levels anywhere from 1-10. Extrapolate from the templates provided if desired. Challenge Ratings have been adjusted downwards for Experience Point awards to reflect 1e play.

## Further Adventures

The module has plenty of encounters which provide opportunities for extending the campaign in untold directions. This module literally offers a pathway to the moon! Outside of trekking to the moon and back, the DM has an entire undiscovered evil theocracy in which to pursue further adventures

## Visuals

Suggested visuals to create:

- The nation of Hule is run by a “Holy” class and images of Persian empires of the past may be helpful for PC's to envision the nature of the new culture they find themselves in.
- The illustration of the Temple of Death on p.18 will be of aid to the PC's when plotting their approach.

## From the Dungeon Master's Guide

Special rules and tactics to brush up on from the published core rule books prior to the game:

- Leverage **Conversation Reaction Table (DMG 245)** for NPC reactions. Specific reactions of notable NPC's and monsters are found detailed throughout the module and should be considered when rolling on the Reaction Table.
- Know how to use **perception** rules (**PH 182**) to detect **wilderness encounters** as well as **traps and secret doors (PH 178)**.
- Determine **spell tactics** for NPC Magi and Clerics.
- Review the **Wilderness Survival** rules (**DMG 109**).
- Know the **Cover** rules from the Player's Handbook (**PH 196**).

## Special Creatures

**Caecilia** Large Beast, Unaligned

AC: 14 HP: 39 CR: 1 XP: 200 Speed: 15ft.

S: 13(+1) D: 11 C: 13(+1) I: 1(-5) W: 10 Ch: 6(-2)

Senses: tremorsense 60 ft., passive Perception 11.

*Bite. Melee Weapon Attack:* +5, reach 5 ft. one target.

Hit: 1d8+1 piercing damage, target must make successful DC 13 Dex saving throws or be swallowed. Swallowed victims are largely helpless and suffer 1d8 points of damage per round until dead, though they may attack with a small

weapon such as a knife or dagger (at -4 to-hit).

**Devil Swine** Medium Human, Neutral Evil

AC: 10/11 HP: 78 CR: 2 XP: 450 Speed: 40ft.

S: 17(+3) D: 10 C: 15(+2) I: 10 W: 10 Ch: 8(-1)

Immunity: weapon damage from non-magical weapons not silvered.

Senses/Skills: passive Perception 12, Perception +2.

*Shapechanger.* The Devil Swine 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.

*Multi-attack:* Makes two attacks, only one can be turks.

*Maul. Melee Weapon Attack:* +5, reach 5 ft. one target. Hit: 2d6+3 bludgeoning damage.

*Tusks. Melee Weapon Attack:* +5, reach 5 ft. one target. Hit: 2d6+3 slashing damage.

*Charm. Spell Attack:* As Charm spell, DC 13. Once per day.

**Dusanu** Medium Undead, Chaotic Evil

AC: 16 HP: 54 CR: 2 XP: 450 Speed: 40ft., Ini: +2

S: 13(+1) D: 14(+2) C: 11 I: 16(+3) W: 12(+1) Ch: 8(-1)

Resistance: Bludgeoning damage, non-magical weapons cause only 1 HP damage.

Immunity: Electrical damage.

Senses: darkvision 60 ft., passive Perception 11.

*Multi-attack:* 2x w/claws and one spore attack.

*Claws. Melee Weapon Attack:* +4, reach 5 ft. one target. Hit: 1d8+1 slashing damage.

*Spore. Spell Attack:* +5, reach 5 ft. any target who inhales. 1D8 damage plus infection.

*Area Attack.* Spores: automatic hit (range 5 ft. cloud centered on Dusanu; creatures in range).

*Hit:* creatures must make successful DC 16 Wis saving throws or be infected.

**Geonid** Small Humanoid, Neutral Evil

AC: 22 HP: 24 CR: .25 XP: 50 Speed : 20'

S: 13(+1) D: 10 C: 16(+3) I: 10 W: 10 Ch: 10

Senses: darkvision 60 ft., passive Perception 11

*Stone Weapons - Melee Weapon Attack:* +3, reach 5ft.

One target. Hit: 1d8+1 bludgeoning damage.

*False Appearance:* while motionless indistinguishable from a normal boulder.

**Malfera** Large Outsider, Chaotic Evil

AC: 17 HP: 76 CR: 4 XP: 1,100 Speed: 20ft., Ini: +7

S: 19(+4) D: 11 C: 19(+4) I: 11 W: 10 Ch: 10

Senses: passive Perception 10, Spot 12+, Listen 12+, detect invisible, open doors as knock.

Immunity: Acid.

*Multi-attack.* The Malfera may make two pincer attacks or one bite.

*Pincer. Melee Weapon Attack:* +9, reach 10 ft. one target. Hit: 2d6+5 slashing damage.

*Tentacles. Melee Weapon Attack:* automatic with two successful Pincer attacks. Hit: 2d12 acid damage per round until freed.

*Bite. Melee Weapon Attack:* +9, reach 10 ft. one target. Hit: 1d8+6 slashing damage plus DC 12 Wisdom Save vs. Poison.

**Mujina** Monstrous Humanoid, Chaotic Evil

AC: 16 HP: 48 CR: 1 XP: 200 Speed: 30ft., Ini: +5

S: 15(+2) D: 17(+3) C: 13(+1) I: 10 W: 11 Ch: 8(-1)

Senses/Skills: passive Perception 10, Disguise+5, Bluff+4.

*Multi-attack.* Mujina make two weapon attacks and can wield two handed weapons in one hand.

*Two Handed Weapon. Melee Weapon Attack:* Two handed sword +4, reach 5ft. One target. Hit 1d10+4 slashing damage. Short sword +4, reach 5ft. One target. Hit 1d6+2 slashing damage.

*Fear Gaze. Spell Attack:* +6, reach 10 ft. one target. Hit: DC 15 as Fear Spell.

**Spectral Hound** Medium Monstrosity, Chaotic Evil

AC: 16 HP: 48 CR: 3 XP: 700 Speed: 30ft.

S: 10 D: 15(+2) C: 10 I: 7(-2) W: 10 Ch: 9(-1)

Senses/Skills: Darkvision 60', passive Perception 12, Perception +4, Stealth +4.

Resistance: fire, cold, slashing, bludgeoning, piercing from non-magical or non-silvered weapons.

*Bite. Melee Weapon Attack:* +5, reach 5ft. One target. Hit: 2d6+4 piercing damage. Make DC 13 CON save or begin to fade.

## Notable Non-Player Characters

**Airas 4th Level Rogue, Neutral**

AC 11, HP 21, CR 1, XP 200

S: 10 D: 10 C: 10 I: 10 W: 10 Ch: 10

Saving Throws: Dex +2, Int +2

Senses/Skills: passive Perception 12, Stealth +4, Perception +4.

**Assassinate.** On its first turn, the rogue has advantage on attack rolls against any foe that hasn't taken a turn yet. Any hit scored on a surprised foe is a critical hit.

**Sneak Attack.** Once per turn, if the rogue makes a weapon attack with advantage or flanking, it inflicts an extra 2d6 damage on a hit.

**Multiattack.** Arias can make two attacks when armed.

**Shortsword. Melee Weapon Attack:** +2 to hit, reach 5 ft., one target. *Hit:* 1d6 + 2 piercing damage. When armed.

**Cunning Action.** May Dash, Disengage, or Hide as a bonus action.

**Alrethus 11th Level Wizard, Lawful Evil**

AC 11/14, HP 35, CR 2, XP 450

S: 8(-1) D: 12(+1) C: 10 I: 16(+3) W: 14(+2) Ch: 10

Saving Throws: Int +7, Wis +5

Senses/Skills: passive Perception 12

**Sculpt Spells.** When the wizard casts an area effect spell, it may designate 1 + spell level creatures it can see. Those creatures automatically succeed at saving throws against the spell, and take no damage if a successful save would normally result in half damage.

**Spellcasting.** The wizard is an 8th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The wizard has the following spells prepared:

Cantrips (at will): *blade ward, fire bolt, light, shocking grasp*

1st level (4 slots): *mage armor, magic missile, charm*

2nd level (3 slots): *detect thoughts, invisibility, levitate*

3rd level (3 slots): *fireball, fly, lightning bolt*

4th level (3 slots): *confusion, polymorph, locate creature*

5th level (2 slots): *conjure elemental, passwall*

6<sup>th</sup> level (1 slot): *flesh to stone*

**Shocking Grasp.** *Melee Spell Attack:* +7 to hit, advantage on attack if target is metal armored, reach 5 ft., one target. Hit: 2d8 lightning damage.

**Fire Bolt.** *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. Hit: 2d10 fire damage.

### Canopa 10th Level Rogue, Lawful Evil

AC 15, HP 42, CR 2, XP 450

S: 8(-1) D: 16(+3) C: 10 I: 14(+2) W: 10 Ch: 10

Saving Throws: Dex +5, Int +4

Senses/Skills: passive Perception 16, Stealth +7, Perception +6.

**Evasion.** When Canopa is hit by an area effect that allows a Dexterity save for half damage, he takes half damage on a failure, or no damage on a success.

**Sneak Attack.** Once per turn, if the rogue makes a weapon attack with advantage or flanking, it inflicts an extra 5d6 damage on a hit.

**Cunning Action.** May use bonus action to Dash, Disengage, Hide, Use an Object, make a Dexterity (Sleight of Hand check), or make a Dexterity (thieves' tools) check.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 1d8 + 1 slashing damage.

### Clerics; 2nd Level, Lawful Evil

AC 16, HP 18, CR .50, XP 100

S: 10 D: 10 C: 10 I: 9 W: 12(+1) Ch: 10

Saving Throws: Wis +3

Senses: passive Perception 10

**Spellcasting.** Wisdom (spell save DC 12, +3 to hit with spell attacks).

Cantrips (at will): *chill touch, light, spare the dying, thaumaturgy.*

1st level (3 slots): *bane, command, cure wounds, false life, inflict wounds, ray of sickness.*

**Touch of Death (1 use, recharges on short rest)**

When the cleric hits with a melee attack, it can deal 9 extra necrotic damage.

**Mace.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 1d6 bludgeoning damage.

### Clerics; 4th Level, Lawful Evil

AC 16, HP 33, CR .50, XP 100

S: 10 D: 10 C: 10 I: 9 W: 14(+2) Ch: 10

Saving Throws: Wis +4

Senses: passive Perception 11

**Spellcasting.** Wisdom (spell save DC 13, +4 to hit with spell attacks).

Cantrips (at will): *chill touch, light, spare the dying, thaumaturgy.*

1st level (3 slots): *bane, command, cure wounds, false life, inflict wounds, ray of sickness.*

2nd level (3 slots): *blindness/deafness, hold person, protection from poison, ray of enfeeblement, silence.*

**Touch of Death (1 use, recharges on short rest)**

When the cleric hits with a melee attack, it can deal 13 extra necrotic damage.

**Mace.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 1d6 bludgeoning damage.

### Clerics; 8th Level, Lawful Evil

AC 16, HP 55, CR 2, XP 450

S: 10 D: 10 C: 10 I: 9 W: 15(+3) Ch: 10

Saving Throws: Wis +5

Senses: passive Perception 13

**Spellcasting.** Wisdom (spell save DC 13, +4 to hit with spell attacks).

Cantrips (at will): *chill touch, light, spare the dying, thaumaturgy.*

1st level (3 slots): *bane, command, cure wounds, false life, inflict wounds, ray of sickness.*

2nd level (3 slots): *blindness/deafness, hold person, protection from poison, ray of enfeeblement, silence.*

3rd level (3 slots): *animate dead, bestow curse, glyph of warding, spirit guardians, vampiric touch.*

4th level (2 slots): *blight, death ward, freedom of movement, guardian of faith.*

**Touch of Death (2 uses, recharges on short rest)**

When the cleric hits with a melee attack, it can deal 21 extra necrotic damage.

**Mace.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1d6 bludgeoning damage.

### **Diviners; Fighters 2nd Level, Lawful Evil**

AC 16, HP 18 CR .50, XP 100

S: 15(+2) D: 10 C: 10 I: 9 W: 10 Ch: 10

Saving Throws: Str +4

Senses: passive Perception 10

**Action Surge (Recharges on a short rest).** The fighter can take one additional action on its turn.

**Longsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d8 + 2 slashing damage. Scores a critical hit on a 19-20.

### **Diviners; Fighters 4th Level, Lawful Evil**

AC 16, HP 33, CR .50, XP 100

S: 15(+2) D: 10 C: 10 I: 9 W: 10 Ch: 10

Saving Throws: Str +4

Senses: passive Perception 10

**Action Surge (Recharges on a short rest).** The fighter can take one additional action on its turn.

**Longsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d8 + 2 slashing damage. Scores a critical hit on a 19-20.

### **Focquet 8th Level Fighter, Lawful Evil**

AC 19, HP 65, CR 2, XP 450

S: 15(+2) D: 10 C: 10 I: 11 W: 10 Ch: 10

Saving Throws: STR +4, CON +2

Senses: passive Perception 11

**Action Surge (Recharges on a short rest).** Focquet can take one additional action on his turn.

**Multi-attack.** Focquet makes two melee or ranged attacks.

**Longsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 4) slashing damage. Scores a critical hit on a 19-20.

### **Holy Man 6th Level Wizard, Lawful Evil**

AC 11/14, HP 28, CR 2, XP 450

S: 8(-1) D: 12(+1) C: 10 I: 16(+3) W: 14(+2) Ch: 10

Saving Throws: Int +5, Wis +4

Senses/Skills: passive Perception 12

**Sculpt Spells.** When the wizard casts an area effect

spell, it may designate 1 + spell level creatures it can see. Those creatures automatically succeed at saving throws against the spell, and take no damage if a successful save would normally result in half damage.

**Spellcasting.** The wizard is a 6th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The wizard has the following spells prepared:

Cantrips (at will): *blade ward, fire bolt, light, shocking grasp*

1st level (4 slots): *mage armor, magic missile, shield*

2nd level (3 slots): *blur, misty step, web*

3rd level (3 slots): *fireball, haste, lightning bolt*

**Shocking Grasp.** *Melee Spell Attack:* +5 to hit, advantage on attack if target is metal armored, reach 5 ft., one target. *Hit:* 2d8 lightning damage.

**Fire Bolt.** *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 2d10 fire damage.

### **Holy Man 8th Level Wizard, Lawful Evil**

AC 11/14, HP 35, CR 2, XP 450

S: 8(-1) D: 12(+1) C: 10 I: 16(+3) W: 14(+2) Ch: 10

Saving Throws: Int +7, Wis +5

Senses/Skills: passive Perception 12

**Sculpt Spells.** When the wizard casts an area effect spell, it may designate 1 + spell level creatures it can see. Those creatures automatically succeed at saving throws against the spell, and take no damage if a successful save would normally result in half damage.

**Spellcasting.** The wizard is an 8th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The wizard has the following spells prepared:

Cantrips (at will): *blade ward, fire bolt, light, shocking grasp*

1st level (4 slots): *mage armor, magic missile, shield*

2nd level (3 slots): *blur, misty step, web*

3rd level (3 slots): *fireball, haste, lightning bolt*

4th level (2 slots): *blight, Evard's black tentacles, stoneskin*

**Shocking Grasp.** *Melee Spell Attack:* +7 to hit, advantage on attack if target is metal armored,

reach 5 ft., one target. Hit: 2d8 lightning damage.  
**Fire Bolt.** Ranged Spell Attack: +7 to hit, range 120 ft., one target. Hit: 2d10 fire damage.

### **Matera 6th Level Rogue, Neutral Evil**

AC 14, HP 28, CR 1, XP 200

S: 8(-1) D: 16(+3) C: 10 I: 14(+2) W: 10 Ch: 10

Saving Throws: Dex +5, Int +4

Senses/Skills: passive Perception 16, Stealth +7.

**Evasion.** When Matera is hit by an area effect that allows a Dexterity save for half damage, he takes half damage on a failure, or no damage on a success.

**Sneak Attack.** Once per turn, if Matera makes a weapon attack with advantage or flanking, she inflicts an extra 3d6 damage on a hit.

**Cunning Action.** May use bonus action to Dash, Disengage, Hide, Use an Object, make a Dexterity (Sleight of Hand check), or make a Dexterity (thieves' tools) check.

**Longsword.** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1d8 slashing damage.

**Narellus,** treat as Lawful Good **Veteran (MM 350)** with AC 11 until equipped.

### **The Master 14th Level Cleric, Lawful Evil**

AC 21, HP 88, CR 4, XP 1,100

S: 14(+2) D: 12(+1) C: 14(+2) I: 10 W: 18(+5) Ch: 10

Saving Throws: Wis +8, Cha +3

Senses/Skills: passive Perception 15

**Spellcasting.** The Master is a 14th level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The Master has the following spells prepared: Cantrips (at will): *chill touch, light, sacred flame, resistance, spare the dying, thaumaturgy*

1st level (4 slots): *bane, command, cure wounds, false life, inflict wounds, ray of sickness*

2nd level (3 slots): *blindness/deafness, hold person, protection from poison, ray of enfeeblement, silence*

3rd level (3 slots): *animate dead, bestow curse, glyph of warding, spirit guardians, vampiric touch*

4th level (3 slots): *blight, death ward, freedom of movement, guardian of faith*

5th level (2 slots): *antilife shell, cloudkill, contagion, planar binding*

6th level (1 slot): *blade barrier, create undead, harm*

7th level (1 slot): *fire storm, symbol*

**Touch of Death (2 uses, recharges on short rest).**

When the cleric hits with a melee attack, it can deal 33 extra necrotic damage.

**War Hammer.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 1d8 +4 bludgeoning damage plus 2d8 necrotic damage.

### **Ranas and Philomen 6th Level Rogue, Chaotic Evil**

AC 11, HP 28, CR 1, XP 200

S: 8(-1) D: 16(+3) C: 10 I: 14(+2) W: 10 Ch: 10

Saving Throws: Dex +5, Int +4

Senses/Skills: passive Perception 16, Stealth +7.

**Evasion.** When Matera is hit by an area effect that allows a Dexterity save for half damage, he takes half damage on a failure, or no damage on a success.

**Sneak Attack.** Once per turn, if Matera makes a weapon attack with advantage or flanking, she inflicts an extra 3d6 damage on a hit.

**Cunning Action.** May use bonus action to Dash, Disengage, Hide, Use an Object, make a Dexterity (Sleight of Hand check), or make a Dexterity (thieves' tools) check.

**Longsword.** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1d8 slashing damage.

### **Marialena 4th Level Elvin Eldritch Knight, Neutral Good**

AC 11, HP 33, CR 1, XP 200

S: 10 D: 10 C: 10 I: 10 W: 10 Ch: 10

Saving Throws: Str +2, Cha +2

Senses/Skills: passive Perception 10.s

**Spellcasting.** Marialena is a 4th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). She knows the following spells:

Cantrips (at will): *blade ward, ray of frost*

1st level (3 slots): *longstrider, magic missile, shield, thunderwave*

Without her spell book she can only cast her



cantrips.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. 1D8 + 5 slashing damage. When equipped.

## Spell Conversion Notes

For spells not directly found in the PH:

**Cause Disease:** Treat as Contagion, PH 227

**Charm Monster:** Treat as Dominate Beast, PH 234

**Cure Light Wounds:** Treat as Cure Wounds, PH 230

**Cure Serious Wounds:** Treat as Cure Wounds, PH 230

**Cure Disease:** Treat as Lesser Restoration, PH 255

**Curse:** Treat as Bestow Curse, PH 218

**Detect Invisibility:** Treat as See Invisibility, PH 274

**ESP:** Treat as Detect Thoughts, PH 231

**Growth of Animals:** Treat as Enlarge/Reduce, PH 237

**Infravision:** Treat as Darkvision, PH 230

**Know Alignment:** Treat as Commune, PH 223

**Neutralize Poison:** Treat as Protection from Poison, PH 270

**Polymorph Self/Others:** Treat as Polymorph, PH 266

**Protection from Evil 10' Radius:** Treat as Magic Circle, PH 256

**Protection from Normal Missiles:** Treat as Shield, PH 275, but limited to missile weapons.

**Protection from Undead:** Treat as Protection from Evil and Good, PH 270

**Silence 15' Radius:** Treat as Silence, PH 275

**Sticks to Snakes:** Treat as Conjure Animals, PH 225, requires stick(s) animal choice must be snake(s).

**Striking:** Treat as Divine Favor, PH 234

**Ventriloquism:** Treat as Minor Illusion, PH 260

## New Spell

**Transmute Rock to Mud:** level 5 - transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (clay and water)

Duration: Instantaneous

You choose an area of nonmagical stone/rock which you can see within range that fits within a 40-foot cube and becomes an equal volume of thick and flowing mud that remains for the spell's duration. If you cast the spell on an area of ground, it becomes muddy enough that creatures can sink into it. Each foot that a creature moves through the mud costs 4 feet of movement, and any creature on the ground when you cast the spell must make a Strength saving throw.

## Magic Items Conversion Notes

- *Amulet vs. Crystal Ball and ESP; Treat as Amulet of Proof Against Detection and Location, DMG 150.*
- *Amulet of Finding; Treat as Crystal Ball, DMG 159..*
- *Collar of Animal Control; Treat as Ring of Animal Influence, DMG 189.*
- *Displacer Cloak; Treat as Cloak of Displacement, DMG 158.*
- *Helm of Alignment Changer; Treat as if under the effects of the spell Feeblemind DC 17, PH 299.*
- *Medallion of ESP; Treat as Detect Thoughts spell DC 13, PH 231.*
- *Potion of Speed; SRD 238.*
- *Potion of Fire Resistance; Treat as Protection from Energy spell, fire damage only. PH 270.*
- *Ring of Fire Resistance; Treat as Ring of Resistance, fire damage only. DMG 192.*
- *Wand of Cold; Treat as Wand of Paralysis, DMG 211.*

## Sentient Magic Item

**+2 Sword:** Int: 14 (+2) Wis: 10 Cha: 10

Abilities: Identifies shifting walls and rooms, can locate traps.

The sword communicates shifting walls and rooms by the hilt beginning to undulate in the wielder's hand. The hilt will begin to warm and get hotter the closer the wielder is to the trap.

## Monsters

1. **Bat, Normal**; Bat MM 318 CR 0 XP 10.
2. **Basilisk**; Basilisk MM 24 CR 2 XP 450.
3. **Black Bears**; Black Bear MM 318 CR .50 XP 100
4. **Black Pudding**; Black Pudding MM 241 CR 3 XP 700.
5. **Bugbears**; Bugbears MM 33 CR .50 XP 100.
6. **Canopa's Thieves**; Treat as Thugs MM 350 CR .25 XP 50.
7. **Carrion Crawler**; Carrion Crawler MM 37 CR 1 XP 200.
8. **Cave Dwellers**; Treat as Tribal Warrior MM 350 CR .125 XP 25.
9. **Centaur**; Centaur MM 38 CR 1 XP 200.
10. **Chancellor of the Initiates**; Treat as Cleric Level 8, see Notable NPC's.
11. **Clerics**; see Notable NPC's. For additional Levels not listed adjust templates as desired.
12. **Commoners**; Commoner MM 345 CR 0 XP 10.
13. **Crocodiles**; Crocodile MM 320 CR .25 XP 50.
14. **Cyclops**; Cyclops MM 45 CR 4 XP 1,100.
15. **Displacer Beasts**; Displacer Beast MM 81 CR 2 XP 450.
16. **Diviners**; see Notable NPC's. For additional Levels not listed adjust templates as desired.
17. **Diviner Guards**; Treat as Diviners, see Notable NPC's.
18. **Doppelganger**; Doppelganger MM 82 CR 2 XP 450.
19. **Fighters**; Treat as Diviners, see Notable NPC's. For additional Levels not listed adjust templates as desired.
20. **Giant, Cloud**; Giants MM 154 CR 5 XP 1,800.
21. **Giant, Hill**; Giants MM 155 CR 2 XP 450.
22. **Giant, Stone**; Giants MM 156 CR 3 XP 700.
23. **Giant, Storm**; Giants MM 156 CR 6 XP 2,300.
24. **Giant Piranhas**; Treat as Swarm of Quippers MM 338 CR .50 XP 100.
25. **Giant Weasel**; Giant Weasel MM 329 CR .125 XP 25.
26. **Goblins**; Goblin MM 166 CR .125 XP 25.
27. **Gnolls**; Gnoll MM 163 CR .25 XP 50.
28. **Gnomes**; Gnome, Deep MM 164 CR .25 XP 50.
29. **Green Slime**; Treat as Ochre Jelly MM 243 CR .50 XP 100.
30. **Guardsmen/Guards**; Guard MM 347 CR .125 XP 25.
31. **Hermit**; Commoner MM 345 CR 0 XP 10.
32. **Holy Man, Fighter**; Treat as Diviners, see Notable NPC's. For additional Levels not listed adjust templates as desired.
33. **Initiates**; Commoner MM 345 CR 0 XP 10.
34. **Inquisitor F10**
35. **Kobolds**; Kobold MM 195 CR 0 XP 10.
36. **Magic-User**; Treat as Holy Man, see Notable NPC's. For additional Levels not listed adjust templates as desired.
37. **Major Domo**
38. **Masters**; Commoner MM 345 CR 0 XP 10.
39. **Master of Scribes**; Treat as Diviner Level 2, see Notable NPC's.
40. **Medusa**; Medusa MM 214 CR 3 XP 700.
41. **Merchants**; Commoner MM 345 CR 0 XP 10.
42. **Minotaur**; Minotaur MM 223 CR 2 XP 450.
43. **Normal Human**; Commoner MM 345 CR 0 XP 10.
44. **Ochre Jelly**; Ochre Jelly MM 243 CR .50 XP 100.
45. **Ogres**; Ogres MM 237 CR 1 XP 200.
46. **Orcs**; Orcs MM 246 CR .25 XP 50.
47. **Outlaws**; Treat as Thugs MM 350 CR .25 XP 50.
48. **Owl Bears**; Owlbear MM 249 CR 1 XP 200.
49. **Panther**; Panther MM 333 CR .25 XP 50.
50. **Pixies**; Pixie MM 253 CR .125 XP 25.
51. **Prophet**; Commoner MM 345 CR 0 XP 10.
52. **Purple Worm**; Purple Worm MM 255 CR 7 XP 2,900.
53. **Rat, Normal**; Rat MM 335 CR 0 XP 10.
54. **Red Dragon, Old**; Treat as Adult Red Dragon MM 98 CR 10 XP 5,900.
55. **Roc**; Roc MM 260 CR 5 XP 1,800.
56. **Shadows**; Shadow MM 269 CR .25 XP 50.
57. **Shrieker**; Shrieker MM 138 CR 0 XP 10.
58. **Skeletons**; Skeletons MM 272 CR .125 XP 25.
59. **Soldiers**; Treat as Guard MM 347 CR .125 XP 25
60. **Stirges**; Stirge MM 284 CR 0 XP 10.
61. **Tavern Keeper**; Commoner MM 345 CR 0 XP 10.
62. **Tigers**; Tiger MM 339 CR .50 XP 100.
63. **Troll**; Troll MM 291 CR 3 XP 700.
64. **Wererats**; Wererat MM 209 CR 1 XP 200.
65. **Yellow Mold**;
66. **Zombies**; Zombie MM 316 CR .125 XP 25.

## X5 Temple of Death Reference

### Special Creatures

#### Caecilia Large Beast, Unaligned

AC: 14 HP: 39 CR: 1 XP: 200 Speed: 15ft.  
S: 13(+1) D: 11 C: 13(+1) I: 1(-5) W: 10 Ch: 6(-2)

Senses: tremorsense 60 ft., passive Perception 11.  
**Bite. Melee Weapon Attack:** +5, reach 5 ft. one target. Hit: 1d8+1 piercing damage, target must make successful DC 13 Dex saving throws or be swallowed. Swallowed victims are largely helpless and suffer 1d8 points of damage per round until dead, though they may attack with a small weapon such as a knife or dagger (at -4 to-hit).

#### Devil Swine Medium Human, Neutral Evil

AC: 10/11 HP: 78 CR: 2 XP: 450 Speed: 40ft.  
S: 17(+3) D: 10 C: 15(+2) I: 10 W: 10 Ch: 8(-1)

Immunity: weapon damage from non-magical weapons not silvered.  
Senses/Skills: passive Perception 12, Perception +2.  
**Shapechanger.** The Devil Swine 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.

**Multi-attack:** Makes two attacks, only one can be turks.

**Maul. Melee Weapon Attack:** +5, reach 5 ft. one target. Hit: 2d6+3 bludgeoning damage.

**Tusks. Melee Weapon Attack:** +5, reach 5 ft. one target. Hit: 2d6+3 slashing damage.

**Charm. Spell Attack:** As Charm spell, DC 13. Once per day.

#### Dusanu Medium Undead, Chaotic Evil

AC: 16 HP: 54 CR: 2 XP: 450 Speed: 40ft., Ini: +2  
S: 13(+1) D: 14(+2) C: 11 I: 16(+3) W: 12(+1) Ch: 8(-1)

Resistance: Bludgeoning damage, non-magical weapons cause only 1 HP damage.

Immunity: Electrical damage.

Senses: darkvision 60 ft., passive Perception 11.

**Multi-attack:** 2x w/claws and one spore attack.

**Claaws. Melee Weapon Attack:** +4, reach 5 ft. one target. Hit: 1d8+1 slashing damage.

**Spore. Spell Attack:** +5, reach 5 ft. any target who inhales. 1D8 damage plus infection.

**Area Attack.** Spores: automatic hit (range 5 ft. cloud centered on Dusanu; creatures in range). **Hit:** creatures must make successful DC 16 Wis saving throws or be infected.

#### Geonid Small Humanoid, Neutral Evil

AC: 22 HP: 24 CR: .25 XP: 50 Speed : 20'  
S: 13(+1) D: 10 C: 16(+3) I: 10 W: 10 Ch: 10

Senses: darkvision 60 ft., passive Perception 11

**Stone Weapons - Melee Weapon Attack:** +3, reach 5ft. One target. Hit: 1d8+1 bludgeoning damage.

**False Appearance:** while motionless indistinguishable from a normal boulder.

#### Malfera Large Outsider, Chaotic Evil

AC: 17 HP: 76 CR: 4 XP: 1,100 Speed: 20ft., Ini: +7  
S: 19(+4) D: 11 C: 19(+4) I: 11 W: 10 Ch: 10

Senses: passive Perception 10, Spot 12+, Listen 12+, detect invisible, open doors as knock.  
Immunity: Acid.

**Multi-attack.** The Malfera may make two pincer attacks or one bite.

**Pincer. Melee Weapon Attack:** +9, reach 10 ft. one target. Hit: 2d6+5 slashing damage.

**Tentacles. Melee Weapon Attack:** automatic with two successful Pincer attacks. Hit: 2d12 acid damage per round until freed.

**Bite. Melee Weapon Attack:** +9, reach 10 ft. one target. Hit: 1d8+6 slashing damage plus DC 12 Wisdom Save vs. Poison.

#### Mujina Monstrous Humanoid , Chaotic Evil

AC: 16 HP: 48 CR: 1 XP: 200 Speed: 30ft., Ini: +5  
S: 15(+2) D: 17(+3) C: 13(+1) I: 10 W: 11 Ch: 8(-1)

Senses/Skills: passive Perception 10, Disguise+5, Bluff+4.

**Multi-attack.** Mujina make two weapon attacks and can wield two handed weapons in one hand.

**Two Handed Weapon. Melee Weapon Attack:** Two handed sword +4, reach 5ft. One target. Hit 1d10+4 slashing damage. Short sword +4, reach 5ft. One target. Hit 1d6+2 slashing damage.

**Fear Gaze. Spell Attack:** +6, reach 10 ft. one target. Hit: DC 15 as Fear Spell.

#### Spectral Hound Medium Monstrosity, Chaotic Evil

AC: 16 HP: 48 CR: 3 XP: 700 Speed: 30ft.  
S: 10 D: 15(+2) C: 10 I: 7(-2) W: 10 Ch: 9(-1)

Senses/Skills: Darkvision 60', passive Perception 12, Perception +4, Stealth +4.

Resistance: fire, cold, slashing, bludgeoning, piercing from non-magical or non-silvered weapons.

**Bite. Melee Weapon Attack:** +5, reach 5ft. One target. Hit: 2d6+4 piercing damage. Make DC 13 CON save or begin to fade.

### Notable NPC's

#### Airas 4th Level Rogue, Neutral

AC 11, HP 21, CR 1, XP 200  
S: 10 D: 10 C: 10 I: 10 W: 10 Ch: 10

Saving Throws: Dex +2, Int +2  
Senses/Skills: passive Perception 12, Stealth +4, Perception +4.

**Assassinate.** On its first turn, the rogue has advantage on attack rolls against any foe that hasn't taken a turn yet. Any hit scored on a surprised foe is a critical hit.

**Sneak Attack.** Once per turn, if the rogue makes a weapon attack with advantage or flanking, it inflicts an extra 2d6 damage on a hit.

**Multiattack.** Arias can makes two attacks when armed.

**Shortsword. Melee Weapon Attack:** +2 to hit, reach 5 ft., one target. Hit: 1d6 + 2 piercing damage. When armed.

**Cunning Action.** May Dash, Disengage, or Hide as a bonus action.

#### Alrethus 11th Level Wizard, Lawful Evil

AC 11/14, HP 35, CR 2, XP 450  
S: 8(-1) D: 12(+1) C: 10 I: 16(+3) W: 14(+2) Ch: 10

Saving Throws: Int +7, Wis +5  
Senses/Skills: passive Perception 12

**Sculpt Spells.** When the wizard casts an area effect spell, it may designate 1 + spell level creatures it can see. Those creatures automatically succeed at saving throws against the spell, and take no damage if a successful save would normally result in half damage.

**Spellcasting.** The wizard is an 8th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The wizard has the following spells prepared:

Cantrips (at will): *blade ward, fire bolt, light, shocking grasp*  
1st level (4 slots): *mage armor, magic missile, charm*  
2nd level (3 slots): *detect thoughts, invisibility, levitate*  
3rd level (3 slots): *fireball, fly, lightning bolt*  
4th level (3 slots): *confusion, polymorph, locate creature*  
5th level (2 slots): *conjure elemental, passwall*  
6<sup>th</sup> level (1 slot): *flesh to stone*

**Shocking Grasp. Melee Spell Attack:** +7 to hit, advantage on attack if target is metal armored, reach 5 ft., one target. Hit: 2d8 lightning damage.

**Fire Bolt. Ranged Spell Attack:** +7 to hit, range 120 ft., one target. Hit: 2d10 fire damage.

#### Canopa 10th Level Rogue, Lawful Evil

AC 15, HP 42, CR 2, XP 450  
S: 8(-1) D: 16(+3) C: 10 I: 14(+2) W: 10 Ch: 10

Saving Throws: Dex +5, Int +4  
Senses/Skills: passive Perception 16, Stealth +7, Perception +6.

**Evasion.** When Canopa is hit by an area effect that allows a Dexterity save for half damage, he takes half damage on a failure, or no damage on a success.

**Sneak Attack.** Once per turn, if the rogue makes a weapon attack with advantage or flanking, it inflicts an extra 5d6 damage on a hit.

**Cunning Action.** May use bonus action to Dash, Disengage, Hide, Use an Object, make a Dexterity (Sleight of Hand check), or make a Dexterity (thieves' tools) check.

**Longsword. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. Hit: 1d8 + 1 slashing damage.

#### Clerics; 2nd Level, Lawful Evil

AC 16, HP 18, CR .50, XP 100  
S: 10 D: 10 C: 10 I: 9 W: 12(+1) Ch: 10

Saving Throws: Wis +3  
Senses: passive Perception 10

**Spellcasting.** Wisdom (spell save DC 12, +3 to hit with spell attacks).

Cantrips (at will): *chill touch, light, spare the dying, thaumaturgy*.

1st level (3 slots): *bane, command, cure wounds, false life, inflict wounds, ray of sickness*.

**Touch of Death (1 use, recharges on short rest)** When the cleric hits with a melee attack, it can deal 9 extra necrotic damage.

**Mace. Melee Weapon Attack:** +2 to hit, reach 5 ft.,

one target. *Hit:* 1d6 bludgeoning damage.

#### Clerics; 4th Level, Lawful Evil

AC 16, HP 33, CR .50, XP 100  
S: 10 D: 10 C: 10 I: 9 W: 14(+2) Ch: 10  
Saving Throws: Wis +4  
Senses: passive Perception 11

**Spellcasting.** Wisdom (spell save DC 13, +4 to hit with spell attacks).

Cantrips (at will): *chill touch, light, spare the dying, thaumaturgy*.

1st level (3 slots): *bane, command, cure wounds, false life, inflict wounds, ray of sickness*.

2nd level (3 slots): *blindness/deafness, hold person, protection from poison, ray of enfeeblement, silence*.

**Touch of Death (1 use, recharges on short rest)** When the cleric hits with a melee attack, it can deal 13 extra necrotic damage.

**Mace.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1d6 bludgeoning damage.

#### Clerics; 8th Level, Lawful Evil

AC 16, HP 55, CR 2, XP 450  
S: 10 D: 10 C: 10 I: 9 W: 15(+3) Ch: 10  
Saving Throws: Wis +5  
Senses: passive Perception 13

**Spellcasting.** Wisdom (spell save DC 13, +4 to hit with spell attacks).

Cantrips (at will): *chill touch, light, spare the dying, thaumaturgy*.

1st level (3 slots): *bane, command, cure wounds, false life, inflict wounds, ray of sickness*.

2nd level (3 slots): *blindness/deafness, hold person, protection from poison, ray of enfeeblement, silence*.

3rd level (3 slots): *animate dead, bestow curse, glyph of warding, spirit guardians, vampiric touch*.

4th level (2 slots): *blight, death ward, freedom of movement, guardian of faith*.

**Touch of Death (2 uses, recharges on short rest)** When the cleric hits with a melee attack, it can deal 21 extra necrotic damage.

**Mace.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1d6 bludgeoning damage.

#### Diviners; Fighters 2nd Level, Lawful Evil

AC 16, HP 18 CR .50, XP 100  
S: 15(+2) D: 10 C: 10 I: 9 W: 10 Ch: 10  
Saving Throws: Str +4  
Senses: passive Perception 10

**Action Surge (Recharges on a short rest).** The fighter can take one additional action on its turn.

**Longsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d8 + 2 slashing damage. Scores a critical hit on a 19-20.

#### Diviners; Fighters 4th Level, Lawful Evil

AC 16, HP 33, CR .50, XP 100  
S: 15(+2) D: 10 C: 10 I: 9 W: 10 Ch: 10  
Saving Throws: Str +4  
Senses: passive Perception 10

**Action Surge (Recharges on a short rest).** The fighter can take one additional action on its turn.

**Longsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d8 + 2 slashing damage. Scores a critical hit on a 19-20.

#### Focquet 8th Level Fighter, Lawful Evil

AC 19, HP 65, CR 2, XP 450  
S: 15(+2) D: 10 C: 10 I: 11 W: 10 Ch: 10  
Saving Throws: STR +4, CON +2  
Senses: passive Perception 11

**Action Surge (Recharges on a short rest).** Focquet can take one additional action on his turn.

**Multi-attack.** Focquet makes two melee or ranged attacks.

**Longsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 4) slashing damage. Scores a critical hit on a 19-20.

#### Holy Man 6th Level Wizard, Lawful Evil

AC 11/14, HP 28, CR 2, XP 450  
S: 8(-1) D: 12(+1) C: 10 I: 16(+3) W: 14(+2) Ch: 10  
Saving Throws: Int +5, Wis +4  
Senses/Skills: passive Perception 12

**Sculpt Spells.** When the wizard casts an area effect spell, it may designate 1 + spell level creatures it can see. Those creatures automatically succeed at saving throws against the spell, and take no damage if a successful save would normally result in half damage.

**Spellcasting.** The wizard is a 6th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The wizard has the following spells prepared:

Cantrips (at will): *blade ward, fire bolt, light, shocking grasp*

1st level (4 slots): *mage armor, magic missile, shield*

2nd level (3 slots): *blur, misty step, web*

3rd level (3 slots): *fireball, haste, lightning bolt*

**Shocking Grasp.** *Melee Spell Attack:* +5 to hit, advantage on attack if target is metal armored, reach 5 ft., one target. *Hit:* 2d8 lightning damage.

**Fire Bolt.** *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 2d10 fire damage.

#### Holy Man 8th Level Wizard, Lawful Evil

AC 11/14, HP 35, CR 2, XP 450  
S: 8(-1) D: 12(+1) C: 10 I: 16(+3) W: 14(+2) Ch: 10  
Saving Throws: Int +7, Wis +5  
Senses/Skills: passive Perception 12

**Sculpt Spells.** When the wizard casts an area effect spell, it may designate 1 + spell level creatures it can see. Those creatures automatically succeed at saving throws against the spell, and take no damage if a successful save would normally result in half damage.

**Spellcasting.** The wizard is an 8th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The wizard has the following spells prepared:

Cantrips (at will): *blade ward, fire bolt, light, shocking grasp*

1st level (4 slots): *mage armor, magic missile, shield*

2nd level (3 slots): *blur, misty step, web*

3rd level (3 slots): *fireball, haste, lightning bolt*

4th level (2 slots): *blight, Evard's black tentacles, stoneskin*

**Shocking Grasp.** *Melee Spell Attack:* +7 to hit, advantage on attack if target is metal armored, reach 5 ft., one target. *Hit:* 2d8 lightning damage.

**Fire Bolt.** *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 2d10 fire damage.

#### Matera 6th Level Rogue, Neutral Evil

AC 14, HP 28, CR 1, XP 200  
S: 8(-1) D: 16(+3) C: 10 I: 14(+2) W: 10 Ch: 10  
Saving Throws: Dex +5, Int +4

Senses/Skills: passive Perception 16, Stealth +7.

**Evasion.** When Matera is hit by an area effect that allows a Dexterity save for half damage, he takes half damage on a failure, or no damage on a success.

**Sneak Attack.** Once per turn, if Matera makes a weapon attack with advantage or flanking, she inflicts an extra 3d6 damage on a hit.

**Cunning Action.** May use bonus action to Dash, Disengage, Hide, Use an Object, make a Dexterity (Sleight of Hand check), or make a Dexterity (thieves' tools) check.

**Longsword.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1d8 slashing damage.

**Narellus,** treat as Lawful Good **Veteran (MM 350)** with AC 11 until equipped.

#### The Master 14th Level Cleric, Lawful Evil

AC 21, HP 88, CR 4, XP 1,100  
S: 14(+2) D: 12(+1) C: 14(+2) I: 10 W: 18(+5) Ch: 10  
Saving Throws: Wis +8, Cha +3  
Senses/Skills: passive Perception 15

**Spellcasting.** The Master is a 14th level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The Master has the following spells prepared: Cantrips (at will): *chill touch, light, sacred flame, resistance, spare the dying, thaumaturgy*

1st level (4 slots): *bane, command, cure wounds, false life, inflict wounds, ray of sickness*

2nd level (3 slots): *blindness/deafness, hold person, protection from poison, ray of enfeeblement, silence*

3rd level (3 slots): *animate dead, bestow curse, glyph of warding, spirit guardians, vampiric touch*

4th level (3 slots): *blight, death ward, freedom of movement, guardian of faith*

5th level (2 slots): *antilife shell, cloudkill, contagion, planar binding*

6th level (1 slot): *blade barrier, create undead, harm*

7th level (1 slot): *fire storm, symbol*

**Touch of Death (2 uses, recharges on short rest).** When the cleric hits with a melee attack, it can deal 33 extra necrotic damage.

**War Hammer.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1d8 +4 bludgeoning damage plus 2d8 necrotic damage.

#### Ranas and Philomen 6th Level Rogue, Chaotic Evil

AC 11, HP 28, CR 1, XP 200  
S: 8(-1) D: 16(+3) C: 10 I: 14(+2) W: 10 Ch: 10  
Saving Throws: Dex +5, Int +4  
Senses/Skills: passive Perception 16, Stealth +7.

**Evasion.** When Matera is hit by an area effect that allows a Dexterity save for half damage, he takes half damage on a failure, or no damage on a success.

**Sneak Attack.** Once per turn, if Matera makes a weapon attack with advantage or flanking, she inflicts an extra 3d6 damage on a hit.

**Cunning Action.** May use bonus action to Dash, Disengage, Hide, Use an Object, make a Dexterity

(Sleight of Hand check), or make a Dexterity (thieves' tools) check.

**Longsword.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1d8 slashing damage.

**Marialena 4th Level Elvin Eldritch Knight, Neutral Good**

AC 11, HP 33, CR 1, XP 200

S: 10 D: 10 C: 10 I: 10 W: 10 Ch: 10

Saving Throws: Str +2, Cha +2

Senses/Skills: passive Perception 10.s

**Spellcasting.** Marialena is a 4th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). She knows the following spells:

Cantrips (at will): *blade ward*, *ray of frost*

1st level (3 slots): *longstrider*, *magic missile*, *shield*, *thunderwave*

Without her spell book she can only cast her cantrips.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. 1D8 + 5 slashing damage. When equipped.

**Spell Conversion Notes**

**Cause Disease:** Treat as Contagion, PH 227

**Charm Monster:** Treat as Dominate Beast, PH 234

**Cure Light Wounds:** Treat as Cure Wounds, PH 230

**Cure Serious Wounds:** Treat as Cure Wounds, PH 230

**Cure Disease:** Treat as Lesser Restoration, PH 255

**Curse:** Treat as Bestow Curse, PH 218

**Detect Invisibility:** Treat as See Invisibility, PH 274

**ESP:** Treat as Detect Thoughts, PH 231

**Growth of Animals:** Treat as Enlarge/Reduce, PH 237

**Infra-vision:** Treat as Darkvision, PH 230

**Know Alignment:** Treat as Commune, PH 223

**Neutralize Poison:** Treat as Protection from Poison, PH 270

**Polymorph Self/Others:** Treat as Polymorph, PH 266

**Protection from Evil 10' Radius:** Treat as Magic Circle, PH 256

**Protection from Normal Missiles:** Treat as Shield, PH 275, but limited to missile weapons.

**Protection from Undead:** Treat as Protection from Evil and Good, PH 270

**Silence 15' Radius:** Treat as Silence, PH 275

**Sticks to Snakes:** Treat as Conjure Animals, PH 225, requires stick(s) animal choice must be snake(s).

**Striking:** Treat as Divine Favor, PH 234

**Ventriloquism:** Treat as Minor Illusion, PH 260

**New Spell**

**Transmute Rock to Mud:** level 5 - transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (clay and water)

Duration: Instantaneous

You choose an area of nonmagical stone/rock which you can see within range that fits within a 40-foot cube and becomes an equal volume of thick and flowing mud that remains for the spell's duration. If you cast the spell on an area of ground, it becomes muddy enough that creatures can sink into it. Each foot that a creature moves through the mud costs 4 feet of movement, and any creature on the ground when you cast the spell must make a Strength saving throw.

**Magic Item Conversion Notes**

- *Amulet vs. Crystal Ball and ESP; Treat as Amulet of Proof Against Detection and Location, DMG 150.*
- *Amulet of Finding; Treat as Crystal Ball, DMG 159..*
- *Collar of Animal Control; Treat as Ring of Animal Influence, DMG 189.*
- *Displacer Cloak; Treat as Cloak of Displacement, DMG 158.*
- *Helm of Alignment Changer; Treat as if under the effects of the spell Feeblemind DC 17, PH 299.*
- *Medallion of ESP; Treat as Detect Thoughts spell DC 13, PH 231.*
- *Potion of Speed; SRD 238.*
- *Potion of Fire Resistance; Treat as Protection from Energy spell, fire damage only, PH 270.*
- *Ring of Fire Resistance; Treat as Ring of Resistance, fire damage only, DMG 192.*
- *Wand of Cold; Treat as Wand of Paralysis, DMG 211.*

**Sentient Magic Item**

**+2 Sword:** Int: 14 (+2) Wis: 10 Cha: 10

Abilities: Identifies shifting walls and rooms, can locate traps.

The sword communicates shifting walls and rooms by the hilt beginning to undulate in the wielder's hand. The hilt will begin to warm and get hotter the closer the wielder is to the trap.

## Monsters

1. **Bat, Normal;** Bat MM 318 CR 0 XP 10.
2. **Basilisk;** Basilisk MM 24 CR 2 XP 450.
3. **Black Bears;** Black Bear MM 318 CR .50 XP 100
4. **Black Pudding;** Black Pudding MM 241 CR 3 XP 700.
5. **Bugbears;** Bugbears MM 33 CR .50 XP 100.
6. **Canopa's Thieves;** Treat as Thugs MM 350 CR .25 XP 50.
7. **Carrion Crawler;** Carrion Crawler MM 37 CR 1 XP 200.
8. **Cave Dwellers;** Treat as Tribal Warrior MM 350 CR .125 XP 25.
9. **Centaur;** Centaur MM 38 CR 1 XP 200.
10. **Chancellor of the Initiates;** Treat as Cleric Level 8, see Notable NPC's.
11. **Clerics;** see Notable NPC's. For additional Levels not listed adjust templates as desired.
12. **Commoners;** Commoner MM 345 CR 0 XP 10.
13. **Crocodiles;** Crocodile MM 320 CR .25 XP 50.
14. **Cyclops;** Cyclops MM 45 CR 4 XP 1,100.
15. **Displacer Beasts;** Displacer Beast MM 81 CR 2 XP 450.
16. **Diviners;** see Notable NPC's. For additional Levels not listed adjust templates as desired.
17. **Diviner Guards;** Treat as Diviners, see Notable NPC's.
18. **Doppelganger;** Doppelganger MM 82 CR 2 XP 450.
19. **Fighters;** Treat as Diviners, see Notable NPC's. For additional Levels not listed adjust templates as desired.
20. **Giant, Cloud;** Giants MM 154 CR 5 XP 1,800.
21. **Giant, Hill;** Giants MM 155 CR 2 XP 450.
22. **Giant, Stone;** Giants MM 156 CR 3 XP 700.
23. **Giant, Storm;** Giants MM 156 CR 6 XP 2,300.
24. **Giant Piranhas;** Treat as Swarm of Quippers MM 338 CR .50 XP 100.
25. **Giant Weasel;** Giant Weasel MM 329 CR .125 XP 25.
26. **Goblins;** Goblin MM 166 CR .125 XP 25.
27. **Gnolls;** Gnoll MM 163 CR .25 XP 50.
28. **Gnomes;** Gnome, Deep MM 164 CR .25 XP 50.
29. **Green Slime;** Treat as Ochre Jelly MM 243 CR .50 XP 100.
30. **Guardsmen/Guards;** Guard MM 347 CR .125 XP 25.
31. **Hermit;** Commoner MM 345 CR 0 XP 10.
32. **Holy Man, Fighter;** Treat as Diviners, see Notable NPC's. For additional Levels not listed adjust templates as desired.
33. **Initiates;** Commoner MM 345 CR 0 XP 10.
34. **Inquisitor F10**
35. **Kobolds;** Kobold MM 195 CR 0 XP 10.
36. **Magic-User;** Treat as Holy Man, see Notable NPC's. For additional Levels not listed adjust templates as desired.
37. **Major Domo**
38. **Masters;** Commoner MM 345 CR 0 XP 10.
39. **Master of Scribes;** Treat as Diviner Level 2, see Notable NPC's.
40. **Medusa;** Medusa MM 214 CR 3 XP 700.
41. **Merchants;** Commoner MM 345 CR 0 XP 10.
42. **Minotaur;** Minotaur MM 223 CR 2 XP 450.
43. **Normal Human;** Commoner MM 345 CR 0 XP 10.
44. **Ochre Jelly;** Ochre Jelly MM 243 CR .50 XP 100.
45. **Ogres;** Ogres MM 237 CR 1 XP 200.
46. **Orcs;** Orcs MM 246 CR .25 XP 50.
47. **Outlaws;** Treat as Thugs MM 350 CR .25 XP 50.
48. **Owl Bears;** Owlbear MM 249 CR 1 XP 200.
49. **Panther;** Panther MM 333 CR .25 XP 50.
50. **Pixies;** Pixie MM 253 CR .125 XP 25.
51. **Prophet;** Commoner MM 345 CR 0 XP 10.
52. **Purple Worm;** Purple Worm MM 255 CR 7 XP 2,900.
53. **Rat, Normal;** Rat MM 335 CR 0 XP 10.
54. **Red Dragon, Old;** Treat as Adult Red Dragon MM 98 CR 10 XP 5,900.
55. **Roc;** Roc MM 260 CR 5 XP 1,800.
56. **Shadows;** Shadow MM 269 CR .25 XP 50.
57. **Shrieker;** Shrieker MM 138 CR 0 XP 10.
58. **Skeletons;** Skeletons MM 272 CR .125 XP 25.
59. **Soldiers;** Treat as Guard MM 347 CR .125 XP 25
60. **Stirges;** Stirge MM 284 CR 0 XP 10.
61. **Tavern Keeper;** Commoner MM 345 CR 0 XP 10.
62. **Tigers;** Tiger MM 339 CR .50 XP 100.
63. **Troll;** Troll MM 291 CR 3 XP 700.
64. **Wererats;** Wererat MM 209 CR 1 XP 200.
65. **Yellow Mold;**
66. **Zombies;** Zombie MM 316 CR .125 XP 25.