

A GATHERING OF WINDS

5E CONVERSION NOTES

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This document converts *A Gathering of Winds*, the sixth installment of the *Age of Worms* adventure path from 3.5 to 5e. You will need a copy of the [adventure](#), [adventure supplement](#), [Player's Handbook](#), [Monster Manual](#), and [Dungeon Master's Guide](#). The adventure is available from paizo.com, and the core books are available from amazon.com, local gaming stores and other retail outlets. Most creatures other than named NPCs are included by reference from the Monster Manual.

ENCOUNTERS

The following section references the encounters found in the *A Gathering of Winds* adventure. Encounter Level (EL) was brought from the 3.5 adventure as a way to differentiate the difficulty of the encounters. Notes are added to each encounter on how to adjust the encounter for fewer or more than 4 PCs.

THE WHISPERING CAIRN (EL 14)

Creatures: Adult Black Dragon (MM 88)

Each additional PC: Add 30 hp to the Adult Black Dragon

1. THE BLACK SEAL (EL 10)

While the ghoul is in the portal:

- it blocks transit through the portal
- a creature can make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check to bypass the ghoul entirely
- it is invisible to anyone not in contact with the portal

For creatures not in contact with the portal with some portion of their body:

- the ghoul has advantage on attack rolls
- attack rolls against it have disadvantage
- it can use its sneak attack damage once per turn
- attacks rolls against it must beat the portal's AC
- successful attacks also damage the portal

These conditions apply to anyone not within 5 feet of the portal and not somehow touching the portal with a part of their body. There is a total of 15 feet of linear space across the front of the portal that can accommodate 3 medium creatures.

The portal should take damage at least 2 times before it is destroyed so players can realize the consequences of attacking the ghoul at range. If the portal is destroyed, it can be repaired by anyone with the *gate*, *plane shift*, *teleport*, or *teleportation circle* spells. Repairing the portal takes 1,250 gp and 50 days of work.

Portal: Damage Threshold 8, AC 19, HP 27

Creatures: Ghast (MM 148), HP 150, 3 attacks

Each additional PC: Add 20 hp to the Ghast.

2. THE HOWLING GALLERY (EL

11)

Each projection that the wind passes through increases the DC for Listening and Concentration by 1 starting at DC 10 for 1 projection and DC 21 for all 12 projections.

Creatures: 2 Belkers

Belker: A belker is an Air Elemental with the following modifications. It is normally mostly solid. It does not have the Whirlwind attack. It can change into a dark smoke cloud or back as a bonus action. While in smoke form it cannot make a slam attack, and any creatures in its space at the end of its turn have some of the smoke enter their bodies. The smoke solidifies and forms claws inside the bodies of the affected creatures. Each creature affected by this must make a DC 13 Constitution saving throw, taking 20 (4d8+2) slashing damage on a failed save or half on a successful save.

Each additional PC: Add 1 Belker.

3. THE HALL OF POISON WINDS (EL 11)

Wind Trap: DC 15. Wisdom (Perception) to detect. Intelligence (Investigation) to confirm. Dexterity (Thieves Tools) to disarm, Strength saving throw. 5d10 piercing damage on a failed.

Gas Trap: DC 15. Wisdom (Perception) to detect. Intelligence (Investigation) to confirm. Dexterity (Thieves' Tools) to disarm. Constitution saving throw. Poisoned 1d4 hours on a successful save or 2d6 hours on a failed save.

4. COLLAPSING PILLAR HALL (EL 8)

Falling Pillar Trap: DC 16. Intelligence (Arcana) or *detect magic* to detect. *Dispel magic* to disarm. Dexterity saving throw. 8d10 bludgeoning damage on a failed save or half as much on a successful save.

5. THE EARL OF COALCHESTER (EL 13)

Creatures take 1d6 fire damage per minute. Every five minutes creatures must make a Constitution saving throw, suffering a level of exhaustion with a failed save. The DC starts at 5 and increases by 1 every 5 minutes. Creatures wearing heavy clothing or armor make the saving throw at disadvantage.

Creatures: Salamander MM. 266 with a +2 Spear, 2 Fire Elementals (MM 125).

Each additional PC: Add 1 Fire Elemental.

Treasure: Opening the chest requires a DC 22 Dexterity (Thieves' Tools) ability check. There is no wand of invisibility.

6. THE SWORD OF LAW (EL 9)

The Word of Law Trap: DC 13. Intelligence (Arcana) or *detect magic* to detect. *Dispel magic* to disarm. Any nonlawful creature must make a DC 13 Wisdom saving throw or be affected by *crown of madness* (PHB 229).

7. THE SILENT GALLERY (EL

12)

There is disadvantage to Wisdom (Perception) checks based on hearing in this chamber. A DC 24 Wisdom (Perception) check notices the difference in the floor where the elder black pudding is hiding. An elder black pudding can be created, or the pudding can split into multiple black puddings.

Creatures: 4 Black Puddings (MM 241).

Each additional PC: Add a Black Pudding.

8. THE COURTESAN'S TOMB (EL 12)

Urn Trap: DC 17. Intelligence (Arcana) or *detect magic* to detect. *Dispel magic* to disarm. The person who touches the urn is subject to *bestow curse* (PHB 218). The spell is cast at 5th level, targets Wisdom, imposes disadvantage on all attack rolls, and causes all attack rolls and spells against the target to do an additional 1d8 necrotic damage.

Treasure: Opening each chest requires a DC 27 Dexterity (Thieves Tools) check. There is no wand of Eagles Splendor. The crumbled dress has 40 pearls and 200 turquoises DMG 134.

9. THE SHADOW WEB (EL 13)

Creature: Flycatcher is a Huge shadow spider, but use the stats for Young Red Shadow Dragon (MM 85). It has no fly speed but has a climb speed equal to its movement and has the spider climb, web sense, and web walker traits. As an action it can *plane shift* (PHB 266) to the plane of shadow or cover up to a 100 square foot area with slick silk that functions as a grease spell with no concentration. Anyone bitten by it must make a DC 18 Constitution saving throw or be paralyzed for 1 minute, repeating the save at the end of their turn, and ending the condition on a successful save.

Each Additional PC: Add 20 hp to Flycatcher.

Treasure: Flycatcher's lair is a challenge 5-10 treasure horde (DMG 137).

10. THE KEEPER'S CHAMBERS (EL 11)

A DC 18 Wisdom (Perception) check notices that the niche where the Seal of Law once sat is less dusty.

Creature: Wraith (MM 302), HP 152, AC 17, DC 17, 3 melee attacks.

Each Additional PC: Add 20 hp to the wraith.

Treasure: The dusty armor is a suit of +1 splint mail of electricity resistance.

11. THE RIVER OF BLOOD (EL 12)

The bridge requires a DC 12 Dexterity (Acrobatics) check. The riverbanks can be climbed with a DC 15 Strength (Athletics) check. A DC 12 Strength (Athletics) check is needed to swim.

Creatures: 3 Xorn (MM 304)

Each Additional PC: Add 1 Xorn.

12. THE TOMB GATEHOUSE

Whenever someone succeeds at a DC 18 ability check,

something clicks in the door and a new device, lever, or dial slides into view. Whenever someone completes a DC 24 ability check, the door opens and reveals a less battered door. A DC 21 Intelligence (Investigation) check of the mechanisms rather than the door reveals that several devices are not even hooked up to anything.

13. THE WIND DUKE'S ANTECHAMBER (EL 12)

Creatures: 2 Shield Guardians with the ability to Earth Glide through Stone.

Each Additional 2 PCs: Add 1 Shield Guardian.

14. THE TEMPEST GLOBE (EL 10)

Tempest Globe Trap: DC 15. Intelligence (Arcana) or *detect magic* to detect before it fires. Random target in the room must make a Dexterity saving throw, taking 10d10 lightning damage and possibly be trapped in the globe on failure and half as much on a success. A DC 15 *dispel magic* can suppress the globe for 1d4 rounds.

Iron Spike: Hardness 8

15. FLOODING TUNNEL TRAP (EL 10)

Characters within 5 feet of the door to area 14 can leap to the other side with a DC 12 Dexterity saving throw. A DC 15 Strength (Athletics) check allows swimming. A DC 12 Strength check allows a creature to hang on to a protrusion.

Flooding Tunnel Trap: DC 21. Wisdom (Perception) to detect. Intelligence (Investigation) to determine mechanism. Dexterity (Thieves' Tools) to disarm.

16. UNDER THE RIVER (EL 11)

If using milestone based leveling, the party should advance to level 12 at this point.

It is a DC 12 Strength (Athletics) check to swim in these waters. A DC 15 Wisdom (Perception) check notices the thinner patch of ice.

Ice Sheet: AC 13, HP 81, vulnerable to fire.

Creatures: 2 Blood Amniotes. Use Wraith (MM 302). Replace Darkvision with Blindsight. Change the speed to 30 ft., swim 30 ft., climb 20 ft. No Create Specter action. Once the life drain attack has drained 67 from the hit point maximums of creatures, it splits into 2 Blood Amniotes at full health. Each Blood Amniote is 21 drained hit point maximum away from splitting.

Each 2 Additional PCs: Add 1 Blood Amniote.

17. HALL OF ICE (EL 11)

The ice is difficult terrain. When a creature enters the area of the ice for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone.

Creatures: Ice Golem. Use Clay Golem (MM 168). Acid Absorption is changed to Cold Absorption. Add immunity to

cold and vulnerability to fire. It has the Ice Walk trait (MM 100).
Each 2 Additional PCs: Add 1 Ice Golem.

18. SIONSIAR'S TOMB

It is a DC 12 Strength (Athletics) check to keep from sinking. Chaotic creatures must make a DC 12 Wisdom saving throw or have disadvantage on Charisma checks and saving throws for 24 hours. Lawful creatures gain advantage on Charisma checks and saving throws for 24 hours.

19. THE PASSAGE OF HONOR (EL 11)

Creature: 2 Kolyarut Inevitables. Use Shield Guardian (MM 271). Each Inevitable has a *vampiric touch* (PHB 285). The Inevitable can replace one Fist attack with a *vampiric touch* attack.

Each 2 Additional PCs: Add 1 Inevitable.

20. THE FALLING RIVER (EL 13)

The climb down starts at a DC 12 Strength (Athletics) check. Going up is a DC 18 Strength (Athletics) check.
First Narrows: This stretch is a DC 15 Strength (Athletics) check.
The Cascade: This stretch is a DC 15 Strength (Athletics) check.
The Stairs: The secret doorway can be found with a DC 24 Intelligence (Investigation) check.
Second Narrows: This stretch is a DC 15 Strength (Athletics) check.
Creatures: 8 Wind Warriors. Use Gargoyle (MM 140). Remove the False Appearance trait. Replace Bite and Claw attacks with 2 short sword attacks. The Wind Warrior has a light crossbow. The Wind Warrior can also clang its swords together to create a sonic burst in a 20 ft. line. Creatures in the line must make a DC 13 Dexterity saving throw, taking 2d6 thunder damage on a failed save or half as much on a successful save. It is immune to thunder damage.
Each Additional PC: Add 2 Wind Warriors.

21. THE STAR CHAMBER (EL 13)

Creatures: 4 Ghosts (MM 148), Moreto. Moreto is a Gladiator (MM 346) with a +1 greatsword. He does not use a shield but still has an AC of 16. He has the Ghost traits.
Each Additional PC: Add 2 Ghosts.

22. ENTRANCE TO THE TRUE TOMB

Chaotic creatures must succeed on a DC 15 Wisdom saving throw to be able to approach closer than 20 feet to the doors while they are closed. The *arcane lock* can be dispelled with *dispel magic* and a DC 15 spellcasting ability check.

23. THE RISING PATH (EL 12)

It is a DC 18 Strength (Athletics) check to climb the walls back up. The lightning does half damage on a DC 15 Dexterity saving

throw.

Column C: A permanent *major image* disguises this column. A DC 15 Intelligence (Investigation) check can see through it. Creatures who do not see through the illusion make a jump at disadvantage.

Column D: Jumps to this column are made at disadvantage. A creature must make a DC 6 Dexterity (Acrobatics) check each round it stays on this column, falling off on a failed check.

Column E: A DC 15 Dexterity (Acrobatics) check is required to successfully land on this column. Jumps from this column are made at advantage.

Column F: A DC 15 Wisdom (Perception) check notices the indentation.

Column G: A creature can make a DC 15 Dexterity (Acrobatics) check to jump to a nearby column.

Creatures: 3 Air Elementals (MM 124)

Each Additional PC: Add 1 Air Elemental.

24. ICOSIOL'S MAUSOLEUM (EL 13)

Creature: Augerric is an Oculus Demon. Use a Nalfeshnee (MM 62) replace the Frightened effect of the Horror Nimbus with a Paralyzed effect. Augerric can fire eyebolts 70 feet instead of a claw attack. The Eyebolt uses the Claw's statistics.
Each Additional PC: Increase Augerric's HP by 25.

MAGIC ITEMS

This section contains the unique magic items contained in *A Gathering of Winds*.

GHOUL LIGHT LANTERN

Wondrous item, uncommon

This lantern can be commanded to turn on or off as a bonus action. When activated, it casts dim light in a 40 foot radius. Living creatures within this radius have disadvantage on Wisdom saving throws and Charisma checks. Undead within 20 feet of the lantern have advantage on Wisdom saving throws and Charisma checks. Any creature within 20 feet is affected as if by *faerie fire*.

LIGHTNING SWORD

Weapon (shortsword), legendary (requires attunement)

This +1 sword deals an additional 1d4 lightning damage on a hit. Three times per day the wielder can cast *fly* by drawing the sword. If the wielder is also attuned to the *Sword of Aqaa*, the wielder can strike both swords together to create a 6d6 thunder blast in a 30 foot line three times per day. Any creatures in the area of effect must make a DC 14 Dexterity saving throw, taking half damage on a successful save or full damage on a failure.

RING OF THE WIND DUKES

Ring, legendary (requires attunement)

The wearer ignores the effects of strong winds and gains resistance to lightning damage. Once per day the wearer may

cast *dominate monster* (PHB 235) against an air elemental without requiring any material components. Once per day the wearer can turn themselves into a 60 foot long *lightning bolt* (PHB 255) and return to physical form at the other end of the 60 foot line. The Dexterity saving throw for any creatures caught in the lightning bolt is DC 14.

Secret: Any chaotic creature that is attuned to this ring suffers disadvantage on attack rolls ability checks and saving throws until it breaks attunement with the ring.

SWORD OF AQAA

Weapon (longsword), legendary (requires attunement)

This +1 sword blasts a gale force wind at a creature when it scores a critical hit. The creature hit by a critical hit with this sword must make a DC 14 Strength saving throw or suffer the effects of the wind. Small and smaller creatures (and Medium flying creatures) are blown back. Creatures on the ground are knocked back 1d4x10 feet and take 1d4 bludgeoning damage while flying creatures are knocked back 2d6x10 feet and take 2d6 bludgeoning damage. Medium (and Large flying) creatures are knocked prone). Larger creatures are not affected. If the wielder is also attuned to the *Lightning Sword*, the wielder can strike both swords together to create a 6d6 thunder blast in a 30 foot line three times per day. Any creatures in the area of effect must make a DC 14 Dexterity saving throw, taking half damage on a successful save or full damage on a failure.