

# THE HALL OF HARSH REFLECTIONS

## 5E CONVERSION NOTES

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This document converts *The Hall of Harsh Reflections*, the fourth 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 adventure *The Hall of Harsh Reflections*. 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 JOURNEY TO THE FREE CITY

**01-40** 1 Bandit Captains (MM 344) per 1 PC (EL 7)

**41-60** 2 Dire Wolves (MM 321) per 1 PC (EL 7)

**61-75** 1.5 Owlbears (MM 249) per 2 PCs (EL 7)

**76-90** 1.5 Displacer Beasts (MM 81) per 2 PCs (EL 7)

**91-100** 1 Troll (MM 291) per 1 PC (EL 8)

## PART ONE: WELCOME TO THE FREE CITY

A DC14 Dexterity (Disguise Kit) check for the party passes the party off as commoners. A DC 15 Wisdom (Insight) check reveals the guards are looking for a bribe.

## EVENT 1: THE PARADE OF THIEVES

**Creatures:** Chimera (MM 39). Also 1 Spy (MM 349) with a Sleight of Hand +6 per 2 PCs.

## THE MISTMARSH ACCORDS

A DC11 Charisma (Investigation) check finds the right people to talk to about the lizardfolk peace treaty. A DC 18 Charisma (Persuasion) check can be used instead of roleplay to negotiate the treaty.

## BODY THIEF

It is simpler to run this just using a PC's character sheet. Otherwise, use the Assassin (MM 343).

## EVENT 3: BETRAYAL AT THE BAR

Tarquin allows a PC to wear weapons and armor in his

establishment with a DC 15 Charisma (Persuasion) check. After the attack, Tarquin is at 0 hp and dying. He makes death saving throws the same as a PC would. The stages of NPC attitudes towards the PCs are Hostile, Unfriendly, Indifferent, Friendly, Helpful. Choose an appropriate starting attitude based on how the PCs have acted at the Crooked House. Each minute before PCs show up sways the crowd against the PCs. After the PCs show up, they can make DC 14 Charisma (Persuasion) checks to shift the crowd's attitude in their favor. A Hostile crowd attacks the PCs. A Helpful crowd turns against Elaxan. Without proof, it takes a DC 23 Charisma (Persuasion) check to convince the town guard of the party's innocence. A DC 11 Charisma (Investigation) check uncovers the clue about the Soddan Hold. **Creature:** Elaxan, use an Assassin (MM 343) with Doppelganger (MM 82) traits. Add or subtract 30 hp for each PC above or below 4.

## D1. SODDEN HOLD

A DC 22 Dexterity (Thieves' Tools) check unlock the front door. A DC 15 Wisdom (Survival) check reveals the tracks.

## D2. STORAGE HALL (EL 7)

A DC 18 Intelligence (Investigation) Check reveals the hidden door. A DC 11 Wisdom (survival) check reveals the bootprints leading up to the door.

**Creatures:** 1 Mimic (MM 220) per PC.

**Wide Mouth Spiked Pit Trap:** DC 14. Dexterity saving throw avoids it. Wisdom (Perception) detects something wrong. Intelligence (Investigation) determines the nature of the trap. Dexterity (Thieves' Tools) disables the trap. 40 foot drop dealing 14 (4d6) bludgeoning damage. 1d4 spikes per creature at +6 to hit for 5 (1d10) piercing damage each.

## D3. ABANDONED OFFICE

A DC 19 Dexterity (Thieves' Tools) check unlocks the door. A DC 19 Intelligence (Investigation) check finds the treasure.

## D4. RICKETY LADDER

A DC 19 Dexterity (Thieves' Tools) check unlocks the ground floor door. A DC 11 Dexterity saving throw allows someone falling from the broken ladder to take half damage.

## D6. CELLS (EL 8)

Each cell door requires a DC 19 Dexterity (Thieves' Tools) check to unlock. A nearby stick or piece of straw could be used, but the ability check is made at disadvantage. A DC 15 Charisma (Persuasion) or Charisma (Intimidation) check convinces Gattel to give up his spoon.

**Creatures:** 1 Doppelganger (MM 82) per 2 PCs.

## D7. COLLAPSED CHAMBER (EL 10)

The door at the end requires a DC 19 Dexterity (Thieves' Tools) check to unlock it. Moving at half speed across the planks requires a DC 9 Dexterity (Acrobatics) check to make the

movement. Failure means not being able to make progress. Rolling a 4 or lower causes the creature to fall. Any creature that is standing on a plank or pylon that takes damage must make a Dexterity saving throw or fall. The DC is the amount of damage received. Falling subjects a creature to 1d4 attacks from the discarded weapons at +7 to hit for 3 (1d6) piercing damage per hit. Swimming through the shallow water subjects a creature to 1d2 more attacks. Climbing a pylon requires a DC 10 Strength (Athletics).

**Creature:** 1 Invisible Stalker (MM 192) per 2 PCs.

## D8. WATER FILLED PIT

Swimming down in the salt water without armor requires a DC 10 Strength (Athletics) check.

## D9. WATER CONTROL CHAMBER (EL 8)

Unlocking the door requires a DC 19 Dexterity (Thieves' Tools) check. A DC 26 Intelligence (Investigation) check locates the secret door.

**Creatures:** 1 Giant Octopus (MM 326) per 2 PCs with the following changes:

- +1 to Skills
- 20 Strength
- Multiattack: 2 Tentacles attacks
- Tentacles: +8 to hit, 12 (2d6 + 5) bludgeoning damage, 2 creatures can be grappled by the Giant Octopus at a time. Escape DC 18.

## D10. TRAPPED HALLWAY (EL 8)

The doors require DC 19 Dexterity (Thieves' Tools) checks to unlock.

**Devious Spiked Pit Trap:** DC 14. Wisdom (Perception) to detect. Intelligence (Investigation) to understand. Dexterity (Thieves' Tools) to disarm. 60 foot fall. 6d6 bludgeoning damage. Each creature is targeted by 1d4 spikes, +6 to hit, 5 (1d10) piercing damage each.

## D11. SLEEPING QUARTERS (EL 5)

A few of the kobolds swoop in close, and the rest attack at range with their javelins before closing to attack with their daggers.

**Creatures:** 1 Doppelganger (MM 82) per 2 PCs.

## D13. PLANNING ROOM

2 hours and a DC 11 Intelligence (Investigation) check finds the evidence of the plot. Finding the secret door requires a DC 23 Intelligence (Investigation) check.

## D15. HALL OF DECEPTION (EL 9)

The southern door requires a DC 19 Intelligence (Investigation) check to uncover. If the lights are extinguished, the secret door

is revealed. The captured PC shackles are special. They require a DC 26 Dexterity (Sleight of Hand) or DC 21 Strength check to get free. The shackles holding the doppelgangers are special as well. They only require a similar check with a DC of 10.

**Creatures:** 1 Doppelganger (MM 82) per PC. If the plot has been discovered, then 1 Phase Spider (MM 334) per PC.

## D16. HALL OF MIRRORS (EL 9)

Those next to a rising panel can jump to the other side with a DC 19 Dexterity (Acrobatics) check. A DC 23 Intelligence (Investigation) check locates one of the switches needed to lower a panel.

**Creatures:** 1 Doppelganger (MM 82) per PC. If the plot has been discovered, then 1 Phase Spider (MM 334) per PC.

## D17. TELAKIN'S HALL (EL 10)

A creature can resist a *mind clone* with a DC 15 Wisdom saving throw. A DC 15 Intelligence (Investigation) check locates the switch on the throne.

**Creatures:** Telakin. Add or subtract 30 hp for each creature above or below 4.

**Wide Spiked Pit Trap:** DC 12. Wisdom (Perception) to detect. Intelligence (Investigation) to understand the workings. Dexterity (Thieves' Tools) to disarm. Dexterity saving throw to avoid. 40-foot fall. 1d4 spikes attack at +5 to hit for 1d10 piercing damage each.

**Poisoned Ceiling Spear Trap:** DC 13. Wisdom (Perception) to detect. Intelligence (Investigation) to understand the workings. Dexterity (Thieves' Tools) to disarm. +6 to hit for 1d10 piercing damage and the target must make a Constitution saving throw, taking 5d10 poison damage on a failed saving throw and half as much on a successful one.

## D18. TELAKIN'S SANCTUM

A DC 23 Dexterity (Thieves' Tools) check unlocks the chest.

## D19. ZYRXOG'S ENTRANCE (EL 8)

A DC 11 Intelligence (Nature) identifies the fungus.

**Creatures:** Zyrxog, use Mind Flayer Sorcerer (MM 222) who fires a Mind Blast and leaves. 1 Drow Elite Warrior (MM 128) per 2 PCs.

## PART FOUR: ZYRXOG'S DOMAIN

1d6+3 DC 19 Wisdom (Survival) checks track the Drow to their lair. A DC 15 Intelligence (Nature) check reduces the Wisdom (Survival) checks to a DC 11. A DC 15 Intelligence (Investigation) or Charisma (investigation) check finds the forge.

## FREE CITY SEWERS ENCOUNTERS

**01-30** Male human body rotting in the water with a large hole in its skull.

**31-40** Zyrxog's symbol on the sewer wall (advantage on the next Wisdom (Survival) check).

**41-55** 1 Gelatinous Cube (MM 242) HP 99, +5 to hit, 10 (3d6) replaced by 17 (5d6) acid damage, 21 (6d6) acid damage replaced by 28 (8d6) acid damage (EL 3); +/- 30 HP per 1 PC above or below 4.

**56-70** 2 Darkmantles (MM 46) per 1 PC (EL 5)

**71-75** 1.5 Gricks (MM 173) per 1 PC (EL 5)

**76-80** 1 Carrion Crawler (MM 37) per 1 PC (EL 6)

**81-95** 1 Swarm of Centipedes (MM 338) 52 hp per 1 PC (EL 6)

**96-100** 1 Black Pudding (MM 241) per 2 PCs (EL 7)

## M1. FUNGUS CAVERN

It takes a DC 15 Intelligence (Nature) check to identify the fungus as Yellow Mold (DMG 105) instead of Beggar's Gold.

**Creatures:** 1 Shrieker (MM 138) per 1 PC hidden around the cavern.

## M2. DROW SENTRIES (EL 8)

A DC 11 Wisdom (Perception) check notices any oil on the floor. Climbing to the ledges requires a DC 15 Strength (Athletics) check. If alerted by the shriekers, each Drow uses 1 Oil (Flask) (PHB 152) to coat a 5-foot square in preparation for the PCs. They then hide (Stealth +10) until the party is as close as possible to the oil before throwing 1 alchemist fire (PHB 148) each to ignite the oil.

**Creatures:** 1 Drow Elite Warrior (MM 128) per 2 PCs.

## M3. SPIRIT POOL (EL 9)

A DC 23 Charisma (Persuasion) check after bribing Fassash with 1,000 gp causes him to give some cryptic clues about what lies ahead.

**Creatures:** 1 Spirit Naga (MM 234) 105 hp, +/-30 hp for each PC above or below 4.

## M4. DROW ENCLAVE

**Creatures:** 1 Drow Priestess of Lolth (MM 129) for the first 2 PCs. Then 1 Drow Elite Warrior (MM 128) per additional 2 PCs.

## M5. CHATTEL PEN

A DC 19 Dexterity (Thieves' Tools) unlocks the door.

**Creatures:** 1 Zombie (MM 316) hp 37, slam attack 6 (2d4 +1) per 1 PC.

## M6. WARDING GLYPH (EL 5)

**Glyph of Warding:** DC 15 Intelligence (Investigation) to detect. *Dispel magic* to dispel. 27 (6d8) acid damage in a 20 foot radius.

## M7. TENTACLE GUARDIANS (EL 9)

**Marble Doors:** AC 17, Damage Threshold 4, 72 hp. DC 19 Strength check to break open.

**Creatures:** 1.5 Octopin per 2 PCs. Use Chuul (MM 40) at Medium size with the Spider Climb trait (walk on walls and ceilings).

## M8. STONE BRAIN (EL 7)

The Stone Brain acts on initiative 20. It can cast *dominate person* once per round on a humanoid in its chamber. The target must make a DC 14 Wisdom saving throw, succumbing to the spell on a failure and having disadvantage on all Wisdom-based attack rolls, ability checks, and saving throws until the end of the Stone Brains next turn on a success. The Stone Brain can use its action to control a humanoid under *dominate person* or attempt to control an additional humanoid. If it is destroyed any creatures are freed of its control.

**Stone Brain:** AC 17, Damage Threshold 8, 50 hp.

## M9. LABORATORY (EL 10)

**Creature:** 1 Advanced Octopin. Use Aboleth (MM 13) +/-30 hp per PC above or below 4.

## M11. MUSEUM (EL 9)

Two DC 23 Intelligence (Arcana) can detect and then disarm the magical field that frees the Vrocks.

**Creatures:** 1 Vrock (MM 64) per 2 PCs

**Treasure:** All treasures in this room do some are cursed (DMG 138). The Unholy Dagger is a +1 dagger and causes misfortune to someone who attunes to it. Anyone who reads a single word of the Vacuous Grimoire must make 2 Wisdom saving throws. Someone who fails the first has disadvantage on all Intelligence-based attack rolls, ability checks, and saving throws until they complete 1d4 long rests. Someone who fails the second has disadvantage on all Wisdom-based attack rolls, ability checks, and saving throws until they complete 1d4 long rests. The Berserker weapon (DMG 155) is of a type that someone in the party could use. Anyone who puts on a Periapt of Foul Rotting cannot take off the cursed item, has disadvantage on any saving throws against disease, has any damage from disease doubled, has disease manifest in half the time, and have any immunity to disease suppressed.

## M13. CATHEDRAL OF THE MIND (EL 12)

The *hallow* effect on the column provides fire resistance for Zyrxog, Octopins, and Drow.

**Creatures:** 1 Mind Flayer Arcanist (MM 222) for the first 2 PCs, and 1 Octopin for each PC after that.

## M14. ZYRXOG'S PRIVATE CHAMBER

A DC 23 Dexterity (Thieves' Tools) check unlocks the chest.

## MONSTERS

The following are custom monsters for *Encounter at The Hall of Harsh Reflections*.

## TELAKIN

*Medium monstrosity (shapechanger), neutral evil*

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**Armor Class** 15 (18 with mage armor, 17 with unarmored

defense)

**Hit Points** 130 (20d8 + 40) + 26 (1d4 + 24) temporary hit points  
**Speed** 30 ft., 40 ft. Bragat form

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STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	18 (+4)	16 (+3)	14 (+2)

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**Saving Throws** Wis +7, Wis +6

**Skills** Deception +10, Insight +7, Perception +7

**Damage Resistances** one of acid, cold, fire, lightning, or thunder; bludgeoning, piercing, and slashing damage while raging

**Condition Immunities** Charmed

**Senses** Darkvision 60 ft., passive Perception 17

**Languages** Common

**Challenge** 9 (5,000 XP)

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**Special Equipment.** Telakin has a ring of protection, a scroll of fireball, and a wand of cure wounds.

**Shapechanger.** The doppelganger can use its action to polymorph in a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, 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.

The greater doppelganger has absorbed Valdagan, a neutral evil male human wizard, and Bragat, a chaotic evil male orc barbarian.

**Ambusher.** The doppelganger has advantage on attack rolls against any creature it has surprised.

**Surprise Attack.** If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 14 (4d6) damage from the attack.

**Spellcasting (Valdagan form only).** Valdagan is a 12th-level spellcaster that uses Intelligence as his spellcasting ability (spell save DC 15; +7 to hit with spell attacks). Valdagan has the following spells prepared from the wizard's spell list:

Cantrips (at will): *acid splash*, *mage hand*, *minor illusion*, *prestidigitation*

1st level (4 slots): *charm person*, *detect magic*, *\*false life*, *grease*, *\*mage armor*, *magic missile*

2nd level (3 slots): *ray of enfeeblement*, *scorching ray*

3rd level (3 slots): *clairvoyance*, *dispel magic*, *fireball*, *protection from energy*, *slow*

4th level (3 slots): *confusion*, *wall of fire*

5th level (2 slots): *dominate person*

6th level (1 slot):

If Telakin is aware of the approach of enemies, he casts the spells marked by an asterisk (\*). The stat block reflects this, and false life is cast using a 5th-level spell slot.

**Frenzy (Bragat form only).** The barbarian can enter a frenzy when starting to rage. For the remainder of the rage, the barbarian may make an additional attack as a bonus action. After the rage ends, the barbarian gains one level of exhaustion.

**Reckless (Bragat form only).** At the start of its turn, the barbarian can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

**Danger Sense (Bragat form only).** The barbarian has advantage on Dexterity saving throws while it is not blinded, deafened, or incapacitated.

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## ACTIONS

**Multiattack.** The doppelganger makes two melee attacks.

**Slam. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage.

**+1 Frost Greataxe (Bragat form only).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d12 + 2) slashing damage or 11 (1d12 + 5) slashing damage while raging and 3 (1d6) cold damage.

**Rage (Bragat form only, 4/day).** As a bonus action, the barbarian can enter a rage for 1 minute. The rage ends early if the barbarian is knocked unconscious, ends it as a bonus action or ends a turn without attacking or taking damage since the previous turn. The barbarian cannot cast or concentrate on spells while raging. While raging, the barbarian has advantage on strength checks and saving throws and cannot be charmed or frightened.

**Read Thoughts.** The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

**Consume Identity.** A greater doppelganger that eats the brain of a Medium or smaller humanoid absorbs the mind, memories, and personality of that victim. This act must be performed within 1 hour of a victim's death and takes 1 minute. After consuming a victim's identity, a greater doppelganger can assume the victim's form with 100% accuracy and possesses the victim's memories, abilities, and alignment. While in that victim's form, a greater doppelganger can use all of the victim's class features, including spells and bonus feats. This effect does not alter the greater doppelganger's proficiency bonus, hit points, saves, feats (unless granted by a class feature), skills (except languages), divine spells, paladin class features, or other features granted by deities.

A greater doppelganger can only retain a limited number of identities in this fashion, up to 18 total CR. The CR of each consumed victim counts toward this limit. When an identity is consumed that would exceed this limit, a stored identity must be discarded, as decided by the greater doppelganger. The CR of any one consumed identity cannot exceed the greater doppelganger's CR.

If the greater doppelganger commits an act in violation of its assumed alignment, it immediately reverts to its true form for 1d10 rounds. A greater doppelganger can draw on the memories of all its consumed identities no matter its form, but not on the victim's class features.