

THE PRINCE OF REDHAND

5E CONVERSION NOTES

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This document converts *The Prince of Redhand*, the eighth 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.

DM NOTES

Because this chapter is so light on combat, you may want to consider not having a long rest in here and only having 1 or 2 short rests.

ENCOUNTERS

The following section references the encounters found in the adventure *The Prince of Redhand*. 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.

EVENT 1: ARRIVAL IN ALHASTER

A DC 11 Charisma (Persuasion) check gets the party in without paying the tax. The DC increases by 4 for each “rabble-rouser.” The following groups gain advantage on Charisma (Persuasion), Charisma (Intimidate), and Charisma (Investigation) checks against various groups:

Barbarian, Fighter, Monk: against the lower class and city guard. Characters can disguise themselves as a barbarian or fighter with a DC 15 Dexterity (Disguise Kit) check.

Bard, Rogue: against business owners, nobles, and criminals. Characters can disguise themselves as a bard or rogue with a DC 19 Dexterity (Disguise Kit) check.

Cleric, Paladin: Hextorians against the lower class; Wee Jas against the nobility. Devotees of good-aligned deities have disadvantage on all Charisma checks made against citizens of Alhaster. Devotees of Heironeous also have the DC of the check increased by 3.

EVENT 2: SEEKING LASHONNA

Finding Lashonna’s home requires a DC 8 Charisma (Investigation) check. The guard suggests securing invitations after a successful DC 11 Charisma (Persuasion) check.

EVENT 3: INVITATION ONLY

A DC 8 Charisma (Investigation) check determines the reason for the celebration. A DC 11 Charisma (Investigation) check determines there are spare invitations. A DC 15 Charisma (Investigation) check informs the PCs about the dress code. A DC 23 Charisma (Investigation) check informs the PCs that

about the gifts.

EVENT 4: THE HUNGRY PRIEST (EL 10)

A DC 8 group Dexterity (Stealth) check is sufficient to enter the church undetected. A DC 11 Intelligence (Investigation) check reveals the doorway. A DC 23 Wisdom (Survival) check reveals that the way to the door was cleared several years ago. A DC 18 Intelligence (Arcana) check reveals how the tunnels were created. A DC 25 Charisma (Persuasion) check is required to make Rhorsk talk.

Creature: Rhorsk

Each Additional PC: Add 20 HP to Rhorsk.

EVENT 5: HEROIC COMPETITION

The statistics for B’kruss are listed in the “Hosts and Guests” section. For the 30 foot jump, change the distance to 25 feet. If a creature cannot automatically jump 25 feet (requiring a 25 Strength score), it is a DC 25 Strength (Athletics) check to jump the distance.

PART TWO: THE WELL OF TRIPTYCH KNOWLEDGE

A DC 19 Intelligence (Investigation) check locates the hidden trap door.

1. THE HALL OF GATHERING (EL 13)

Creatures: 2 Hangman Golems, use Clay Golem (MM 168) with the following changes.

- Slashing damage changes from an immunity to a vulnerability.
- Vulnerability to fire damage
- Animate Objects* hastens the golem as the *haste* spell for the duration of the spell. *Rope trick* paralyzes the golem for 1 round.
- Unravel action 1/day. Can turn into a bunch of ropes as an action.
- On a hit, the target must succeed on a DC 17 Strength saving throw or be grappled. 2 targets can be grappled. A grappled creature has the breath squeezed out and follows the rules for Suffocating (PHB 183).

Each 2 Additional PCs: Add a Hangman Golem.

2. GUARDIAN NICHES

A DC 15 Intelligence (Investigation) check locates some of the worms.

3. THE WELL OF TRIPTYCH KNOWLEDGE

A DC 15 Intelligence (History) check identifies the writing and

its source.

4. THE OVERGOD'S COURT (EL 17)

Creature: The Overgod.

Each Additional PC: Add 70 HP.

5. THE VAULT

A DC 23 Intelligence (Investigation) check reveals the hollow wall. The wall is made of stone (DMG 246) and is comprised of 6 Large sections in sequence (DMG 247). The chests have AC of 25, 20 HP, and require a DC 30 Dexterity (Thieves' Tools) check to pick the lock (DC 20 if the *arcane lock* is suppressed). If Lashonna sees someone displaying one of the magical items, a DC 21 Wisdom (Insight) check sees through her trying to hide her startled reaction.

Treasure: Chest 3 contains 10 Potions of Greater Healing, 10 Potions of Nondetection (per the 3rd-level spell PHB 263), and 10 Elixirs of Truth (2nd-level *zone of truth* spell but only affects the imbibers). Chest 4 replace the rod of flame extinguishing with a scroll of *sleet storm*, the wand of haste with a scroll of *haste*, and the harp with an appropriate Instrument of the Bards (DMG 176).

THE TRAITORS' GRAVES (EL 14)

Any creature wandering the island must make a DC 10 Constitution saving throw each minute or be poisoned (sickened) for that minute from the clouds of mosquitos. Any creature visiting the island must make a DC 12 Constitution saving throw once per visit or contract Cackle Fever (DMG 257). Creatures with natural armor or resistance to piercing damage are immune to being sickened and contracting the diseases.

A DC 11 Intelligence (Investigation) check of the island locates the skiff. A DC 19 Intelligence (Investigation) check reveals the hidden trap door.

Creatures: 3 Young Black Dragons (MM 88)

Each Additional PC: Add a Young Black Dragon.

ILTHANE'S LAIR (EL 16)

Anyone who drink's the toxic liquid or breathes the cloud must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. A DC 19 Intelligence (Investigation) check uncovers the treasure.

Creatures: Acidwraith. Use Adult Black Dragon (MM 88) with the following modifications.

- Regeneration 15 hp per round.
- Acidic Body: Any creature or object striking the Acidwraith while within 5 feet of it takes 2d6 acid damage. Any non-magical weapon striking the acidwraith takes a cumulative -1 penalty to damage rolls. If the penalty drops to -5, the weapon is destroyed.
- Any water within 10 feet is converted to acid that does 1d6 damage per round to anyone who is in contact with it. Water affiliated creatures such as Water Elementals and Water Genasi suffer 6d6 damage at the start of their turn or when moving into

this range for the first time during their turn.

- It loses 2d6 hp if it does not end its turn in contact with a body of water at least 15 feet square (i.e. the pool in the lair).

Each Additional PC: Add 1 Swarm of Kyuss Worms.

Treasure: The third vial grants resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons as well as resistance to acid damage.

PART FOUR: THE DAY OF GREAT REJOICING

A DC 20 Charisma (Investigation) check reveals what is expected in terms of dress for the gala. Anyone who failed to dress to impress has disadvantage on all Charisma checks during the gala.

EVENT 7: THE CELEBRATION BEGINS

A DC 15 Charisma (Persuasion) check convinces Zeech that a gift valued between 2,000 and 9,999 gp is fine.

EVENT 9: THE HANDSOME SLAUGHTER OF CURIOUS AVIANS

The repeating crossbows do not have the loading property. The corollaxes have AC 17. Each round the PCs are subject to a *color* spray (PHB 222, save DC 13) before they have a chance to fire. If the PC's win, a DC 19 Charisma (Persuasion) check mollifies Zeech and awards an Authority Point.

EVENT 10: SOME LIVELY SPORTS AND BAITING

A PC putting on the ring must make a DC 11 Constitution saving throw or be disoriented by the mind control process. The cockatrice controlled by a disoriented PC has disadvantage on attack rolls and all attack rolls against it have advantage. Cockatrice (MM42) and Cats (MM 320) are used in this event.

EVENT 11: BOWLING THE DEVIOUS HEADS

The attack rolls with the skulls can have either a creature's Strength or Dexterity bonus applied, but proficiency bonus is not applied, and all attack rolls are made with disadvantage. The other guests' rolls can be rolled individually, at disadvantage, with no bonus, or rolled as a group by rolling a single d20 and using the result on the die.

EVENT 12: SETTING THE TABLE

A DC 15 Intelligence (Investigation) check identifies the angels. A DC 15 Intelligence check identifies the correct order to use the utensils. Characters with a noble background or something similar automatically know which utensils to use.

FIRST COURSE: THE FEAST OF WORMS

A DC 11 Intelligence (Nature) check identifies the worm.

Authority Point Award: Each PC who makes a DC 20 Charisma (Performance) check gets 1 Authority Point.

SECOND COURSE: FOUR AND TWENTY BLACKBIRDS

Anyone who drinks the wine must make a DC 10 Constitution saving throw or have disadvantage on all Wisdom ability checks for the rest of the evening.

Authority Point Award: Each PC who makes a DC 20 Charisma (Performance) check or ability check with an instrument gets 1 Authority Point.

THIRD COURSE: TOJBASARRIGE

Authority Point Award: Each PC who makes a DC 18 Charisma (Deception) check to choke down a few bites gets 1 Authority Point.

FOURTH COURSE: PURPLE WORM ASPIC

Anyone who consumes the alcohol has advantage on Charisma ability checks for the evening and must make a DC 12 Constitution saving throw or suffer 1d10 points of Wisdom ability damage. Ability damage is recovered at a rate of 1 point per day or through *greater restoration*.

Authority Point Award: A PC takes the first bite of the Aspic receives 1 authority. A PC that wins the bragging contest with the highest Charisma (Intimidation) check receives 1 Authority Point.

FIFTH COURSE: SWEET CONCLUSION

Authority Point Award: Award 1 Authority Point to a PC who saves the situation before the Fabler resorts to a joke.

HOST AND GUESTS

The following NPCs are at the party.

PRINCE ZEECH

Medium humanoid (human), lawful evil, Oathbreaker Paladin, CR 16

Skills: Deception +10, Insight +8, Intimidate +10, Persuasion +10

Offending the Prince: A character who offends the prince must make a DC 18 Charisma (Persuasion) check to convince the prince to dismiss the offense. Each poisoned course of food requires a DC 13 Constitution saving throw to avoid the effects of the poison.

Helpful: A character who changes Zeech's attitude to helpful has disadvantage on all Charisma (Persuasion) checks made against other guests for the rest of the night.

THE OMINOUS FABLER, ZEECH'S FOOL

Small humanoid (spriggan), chaotic neutral, Bard, CR 14

Skills: Deception +10, Insight +8, Intimidate +10, Persuasion +10, Performance +10, Wind Instruments +10

Sycophant: A DC 20 Wisdom (Insight) check reveals that the Ominous Fabler is saying what Zeech wants him to say.

B'KRUSS

Medium humanoid (hobgoblin), lawful evil, Fighter, CR 14

Skills: Animal Handling +4, Athletics +8

Facade: A DC 11 Wisdom (Insight) check reveals that his politeness is just a façade.

Military Saddle: B'kruss has advantage on Wisdom (Animal Handling) checks to stay on his mount.

A Matter of Etiquette: A character who has the Noble background or makes a DC 11 Intelligence (History) check knows that the challenge to the duel may be honorably refused.

HEMRISS

Medium fiend (cambion), lawful evil, Assassin, CR 18

Skills: Deception +15, Disguise Kit +17, Insight +9, Persuasion +9.

HOFF

Medium humanoid (dwarf), neutral evil, Fighter, CR 11

Skills: Athletics +10, Strength +5, Intimidate +6

LORD MALAVEN KILRAVEN

Medium humanoid (human), lawful neutral, Fighter, CR 13

Skills: Deception +8, Insight +6, Intimidate +8, Persuasion +8.

LASHONNA

Gargantuan dragon, lawful evil, CR 23

Skills: Deception +12, Insight +15, Intimidate +12, Persuasion +17.

MAHUUDRIL

Medium aberration (avolakia), lawful evil, Sorcerer, CR 14

Skills: Deception +12, Insight +15, Intimidate +12, Persuasion +17.

PROFESSOR MONTAGUE MARAT

Medium humanoid (human), neutral, Noble, CR 9

Skills: Deception +7, Insight +7, Intimidate +12, Persuasion +17.

MISZEN MITCHWILLOW

Medium humanoid (halfling), neutral evil, Sorcerer, CR 15

Skills: Deception +10

MARISS QUEMP

Medium humanoid (half-orc), chaotic neutral, Barbarian, CR 12
Skills: Intimidate +6

SHAG SOLOMON

Medium humanoid (quaggoth), neutral, Noble, CR 6
Skills: Intimidate +6

TORIS

Small humanoid (gnome), neutral good, Noble, CR 6
Skills: Persuasion +6

V’JUSS

Medium humanoid (hobgoblin), chaotic evil, Sorcerer, CR 10
Skills: Deception +9

CAPTAIN VULRAS

Medium humanoid (human), chaotic good, Ranger, CR 16
Skills: Deception +10, Insight +10, Intimidate +10

MONSTERS

The following are custom monsters for *The Prince of Redhand*.

RHORSK

Medium undead, chaotic evil

Armor Class 17 (chain mail +1)
Hit Points 144 (32d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	10 (+0)	15 (+2)	10 (+0)	21 (+5)

Saving Throws Int +6, Wis +4
Skills History +6, Religion +6
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses Darkvision 60 ft., passive Perception 10
Languages Common, Celestial
Challenge 10 (5,900 XP)

Stench. Any creature that starts its turn within 5 feet of the ghoul must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the Rhorsk’s Stench for 24 hours.

Turning Defiance. Rhorsk and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Madness. Rhorsk uses Charisma as his spellcasting ability.

Spellcasting. Rhorsk is a 10th-level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Rhorsk has the following Cleric spells prepared:

Cantrips (at will): *guidance, resistance*
1st level (4 slots): *bless, command, detect magic, false life, ray of sickness, sanctuary, shield of faith*
2nd level (3 slots): *aid, blindness/deafness, enhance ability, hold person, ray of enfeeblement, silence, spiritual weapon*
3rd level (3 slots): *animate dead, dispel magic, magic circle, tongues, vampiric touch*
4th level (3 slots): *blight, control water, death ward, stone shape*
5th level (2 slots): *antilife shell, cloudkill*

ACTIONS

Multiaction. Rhorsk makes a bite and two claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 21 (4d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 17 (4d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

THE OVERGOD

Huge fiend, neutral evil

Armor Class 19 (natural armor)
Hit Points 184 (16d12 + 27)
Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	16 (+3)	12 (+1)	16 (+3)	20 (+5)

Saving Throws Dex +7, Con +9, Wis +9
Skills Athletics +11, Intimidate +11, Investigation +7, Perception +9, Religion +9
Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Immunities cold
Senses passive Perception 19
Languages Abyssal, Common, Infernal
Challenge 17 (2,300 XP)

War Caster. The Ebon Aspect has advantage on Concentration saving throws and can perform the somatic component of spells when one or both hands have a weapon or shield.

Legendary Resistance (3/Day). If the Overgod fails a saving throw, he can choose to succeed instead.

Bloodthirst of Erythnul (1/day). As a bonus action, the Ebon Aspect enters a rage for one round. It gains resistance to all damage, Advantage on attack rolls, and 20 temporary hit points.

Standard of Hextor (1/day). As a bonus action, the Ebon Aspect can innately cast *spiritual weapon* with no somatic component required. Charisma is the ability for this spell. The Ebon Aspect

has a +11 attack bonus and does 9 (1d8 +5) damage on a hit for this spell.

Blessing of Vecna. Whenever a spell attack against the Ebon Aspect fails or it succeeds on a saving throw against a spell or effect, it gains temporary hit points equal to twice the level of the spell or effect.

Magic Resistance. The Ebon Aspect has Advantage on saving throws against spells and magical effects.

ACTIONS

Multiattack. The Overgod makes 3 slam attacks.

Slam. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 26 (3d12 + 7) bludgeoning damage.