

THE THREE FACES OF EVIL

5E CONVERSION NOTES

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This document converts *The Three Faces of Evil*, the second 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 Three Faces of Evil*. 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 EBON TRIAD

The party knows increasing information about the Ebon Triad with Intelligence (Religion) checks of DC 11, 15, 19, 23, and 26.

THE GUARDS

The guards are Thugs (MM 350) and are well paid. Any Charisma (Persuasion) check against them is made at Disadvantage. A bribe of 10 gp can negate the Disadvantage, and a bribe of 20 gp will grant Advantage instead.

THE MINERS

Any Charisma (Persuasion) check against the miners is made with Advantage if that would help damage Ragnolin or is part of a bribe.

THE FOREMEN

A bribe of 50 gp allows Charisma (Persuasion) checks against the foremen to be made with Advantage.

THE MINES

The barrier can be torn down with a DC 14 Strength check. A character with Woodworking Artisan Tools and proficiency in the tools can disassemble the barrier with no check required. If the barrier is taken down without the Artisan Tools, the guards must make a DC 15 Wisdom (Persuasion) check to hear the commotion.

THE ELEVATOR

A character can move up to 5 times its normal load (PHB ##) at a rate of 20 feet per round. It can move up to 5 times its maximum encumbered load at a rate of 5 feet per round. The elevator weighs 500 pounds. Up to two characters can help and add 100 pounds of carrying capacity each to the main character operating the elevator. If the elevator goes into freefall, each passenger must make a DC 15 Dexterity saving throw or fall

prone.

1. THE DARK CATHEDRAL (EL 3)

A creature that comes in contact with the dark water must make a Constitution saving throw each round in contact with the water (DC 11 when splashed and DC 15 when fully immersed). Failure means the creature has Disadvantage on Dexterity based attack rolls, checks, and saving throws until it takes a short or long rest. A DC 15 Intelligence (Investigation) check notices the blood stains.

Creatures: 2 Tiefling Guards. Use Thugs (MM 350) with Tiefling Traits (PHB 43) at Level 3 so they have *hellish rebuke* (PHB 250).

Each Additional 1 PC: Add a Tiefling Guard.

CITADEL OF HEXTOR

The doors are AC 15, HP 27, Damage Threshold 5 (DMG 246).

2. CHAMBER OF THE GUARDIANS (EL 3)

Nearby guards will notice the clamor of battle with a DC 7 Wisdom (Perception) check.

Creatures: 8 Skeletons (MM 272).

Each Additional PC: Add a Skeleton.

DM Notes: This area could get out of hand quickly. Not only are there a lot of skeletons here, but the monsters from areas 3, 4, and 5 could also join in and the PCs are easily outnumbered 3 or 4 to 1.

3. CHAMBER OF THE FAITHFUL (EL 3)

A DC 11 Intelligence (Investigation) check under the crate finds the treasure.

Creatures: 9 Cultists (MM 345)

Each Additional PC: Add 2 Cultists.

4. GUARD CHAMBER (EL 3)

A DC 11 Intelligence (Investigation) check of one bed reveals the stash of treasure.

Creatures: 2 Tiefling Guards (See area 1).

Each Additional PC: Add a Tiefling Guard.

5. CHAMBER OF THE BEAST (EL 2)

A DC 19 Dexterity (Thieves' Tools) check unlocks the door to this room.

Creatures: Giant Boar (MM 323).

Each Additional PC: Add 30 HP to the Giant Boar.

6. INNER GUARD CHAMBER (EL 4)

Creatures: 3 Tiefling Guards (See area 1).

Each Additional PC: Add a Tiefling Guard.

8. PRIESTS' CHAMBERS

A DC 11 Intelligence (Investigation) check of the short wall north of the columns reveals the hidden catch.

Creatures: 2 Priests (MM 348).

Each Additional PC: Add 15 HP to each Priest.

Treasure: It takes a DC 15 Dexterity (Thieves' Tools) check to open the chest without the key. There is no wand.

9. CHAPEL OF HEXTOR (EL 4)

Any undead within 20 feet of the altar have advantage on attack rolls and saving throws. A DC 15 Intelligence (Investigation) check behind the tapestry locates the secret compartment. A DC 19 Dexterity (Thieves' Tools) check unlocks the box.

Inflict Light Wounds Trap: DC 11. Intelligence (Investigation) to detect. Dexterity (Thieves' Tools) to disarm. *Inflict wounds* (PHB 253) +3 to hit.

Creatures: 2 Troglodyte Zombies. Use Ogre Zombie statistics (MM 316).

Each Additional PC: Add 15 HP to each zombie.

10. THELDRICK'S CHAMBER (EL 5)

A DC 25 Intelligence (Investigation) check deciphers the scroll without the code. A DC 19 Dexterity (Thieves' Tools) check unlocks the chest.

Creature: Theldrick.

Each Additional PC: 30 HP to Theldrick.

11. BATTLE TEMPLE OF HEXTOR

It is a DC 19 Strength (Athletics) check to climb the walls. It takes a DC 15 Strength check to push over the statue.

DM's Note: The players/characters need to realize that going in to this area through the front door is a death trap that they will not come back out of without a lot of skill or luck. If the defense of the temple goes according to plan for the Hextorites, the PCs will be stuck in the arena with Theldrick, the other two clerics, and lots of guards firing down on them. This is possibly after already fighting through the first several rooms. Theldrik and the two clerics alone are a very deadly encounter for the PCs.

PART THREE: THE CAVES OF ERYTHNUL

It is a DC 8 Strength (Athletics) check to climb the stone walls of the cave. It takes a DC 18 Wisdom (Perception) check to notice any hidden Grimlocks. For the purpose of encounters in the caves, the standard Grimlock (MM 175) is modified to be CR ½, has 50 hp, and has javelins as a ranged weapon.

12. STONE FOREST (EL 3)

A DC 19 Intelligence (Religion) check reveals the information about the grimlocks.

Creature: 3 Grimlocks.

Each Additional PC: Add a Grimlock.

13. THE LEDGE (EL 4)

A DC 8 Strength (Athletics) check successfully climbs the iron spikes. A DC 11 Intelligence (Investigation) check of the campsite reveals the treasure.

Creatures: Kennel Master, use NPC Bandit Captain (MM 344) with Grimlock traits; 2 Worgs (MM 341).

Each Additional PC: Add a Worg.

14. DESCENT INTO THE DARK (EL 4)

Creatures: 2 Grimlock Archers, use NPC Bandit Captain (MM 344) with Grimlock traits, 2 bolas, and short bows.

Each 2 Additional PCs: Add a Grimlock Archer.

15. THE TUNNEL (EL 4)

Any creature fighting with a two-handed weapon has Disadvantage on attack rolls.

Creature: Grimlock Barbarian, use NPC Gladiator (MM 346) with Grimlock traits and 82 HP.

Each Additional PC: Add 30 HP to the Barbarian.

16. CHOKER TUNNELS (EL 4)

The debris pile is difficult terrain. A DC 11 Intelligence (Investigation) check of the debris pile reveals the hidden items.

Creatures: 2 Chokers, use Rug of Smothering (MM 20) with no immunities; Int, Wis, and Cha of 10; and its Smother action has a range of 10 feet.

Each 2 Additional PCs: Add a Choker.

17. THE BRIDGE (EL 3)

A creature must succeed on a Dexterity (Acrobatics) check to cross the rope bridge. Crossing the bridge is DC 11 when treating it as difficult terrain or DC 15 when moving at full speed. Creatures using two hands to steady themselves have Advantage on the check, and creatures who do not use any hands to steady themselves have Disadvantage on the check. Failure means the creature fails to progress along the bridge. Failure by 5 or more means the creature falls.

Two grimlocks can shake the bridge as an Action. Every creature on the bridge must succeed on a DC 10 Dexterity saving throw or fall.

Creatures: 3 Grimlocks.

Each Additional PC: Add a Grimlock.

18. CLIFF CHAMBER (EL 3)

Unless the grimlocks here have a reason to be alert, they have Disadvantage on Wisdom (Perception) checks.

Creatures: 3 Grimlocks.

Each Additional PC: Add a Grimlock

19. COMMON CHAMBER (EL 5)

Unless the grimlocks here have a reason to be alert, they have

Disadvantage on Wisdom (Perception) checks. Each treasure cache requires a DC 15 Intelligence (Investigation) check to locate.

Creatures: 6 Grimlocks.

Each Additional PC: Add a Grimlock

20. CHIEFTAIN'S LODGE (EL 4)

Creature: Grimlock Chieftain, use Lizard King (MM 205) with Grimlock traits.

Each Additional PC: Add 30 HP to the Grimlock Chieftain

21. TEMPLE TO ERYTHNUL (EL 6)

A DC 15 Intelligence (Investigation) check of the back of the room reveals the treasure cache. A DC 8 Intelligence check interprets the scrolls.

Creatures: Grallak Kur, 3 Grimlocks.

Each Additional PC: Add a Grimlock.

LABYRINTH FEATURES

The stone doors have AC 8, 27 HP, damage threshold of 8, and require a DC 23 Strength check to break them going against the hinges. Cultists of Vecna can identify these secret stone doors automatically and open or close one with a thought as their "interact with the environment" portion of their turn. Other creatures require a DC 19 Intelligence (Investigation) check to find a secret door and their hands to open or close it.

22. THE LABYRINTH (EL VARIES)

It takes a DC 18 Wisdom (Perception) check to detect hiding Kenku. Group 2's lockbox is opened with a DC 15 Dexterity (Thieves' Tools) check. Group 3's hollow in the floor is found with a DC 15 Intelligence (Investigation) check.

Creatures: The basic Kenku (MM 194) has 27 HP and two attacks. There are 3 groups of Kenku wandering through the Labyrinth. Groups 1 and 2 are each composed of 6 basic Kenku. Group 3 has 2 basic Kenku, a Cult Fanatic (MM 345) with Kenku traits, and a Veteran (MM 350) with Kenku traits. There is also a pair of Giant Weasels, use Dire Wolf stats (MM 321)

Each Additional PC: Add a basic Kenku to groups 1 and 2. Add a Cult Fanatic to group 3. Add a Giant Weasel for every 2 PCs.

23. OUTER SANCTUM

Anyone who closely inspects a column must make a DC 12 Wisdom saving throw or be stunned for 2d4 minutes. At the end of this time, the creature has disadvantage on Wisdom-based d20 rolls until they complete a long rest.

24. TEMPLE TO ERYTHNUL (EL 6)

A successful DC 15 Intelligence (Investigation) check of the room reveals 1d6 of any item in the PHB under 5 gold aside from weapons and armor.

26. INNER SANCTUM (EL 4)

Anyone who comes in contact with or is adjacent to a pillar must make a DC 14 Dexterity saving throw or be grappled until they make a DC 14 Strength check to escape. Anyone who is not a worshipper of Vecna who stares at the lights dancing across the walls for more than a round must succeed at a DC 11 Wisdom saving throw or have Disadvantage on all Wisdom-based d20 rolls until they have taken a long rest. The undead in this room have advantage against Turn Undead.

Creatures: Specter (MM 279), 2 Acolytes of Vecna.

Each Additional PC: Add an Acolyte of Vecna.

27. LABORATORY OF THE FACELESS ONE (EL 7)

If the seal is broken, anyone in the room must make a DC 11 Constitution saving throw or be Poisoned for 10 minutes.

Creatures: The Faceless One, 2 Acolytes of Vecna.

Each Additional PC: Add 15 HP to The Faceless One and add an Acolyte of Vecna.

Treasure: In addition to the chemicals and artisan tools (alchemist), use the Treasure Hoard: Challenge 0-4 (DMG 137) table for the treasure in this room.

PART FIVE: THE GOD IN THE POOL (EL 6)

Creature: Ebon Aspect.

Each Additional PC: Add 20 HP to the Ebon Aspect.

EQUIPMENT

The following is special equipment for *The Three Faces of Evil*.

Bolas. Creatures hit by bolas must succeed on a DC 10 Dexterity saving throw or be restrained by it. A restrained creature can break free by making a DC 10 Strength check or dealing 5 slashing damage (AC 11).

MAGIC ITEMS

This section contains the unique magic items contained in *The Three Faces of Darkness*.

METAMAGIC ROD (EXTEND)

Rod, rare (requires attunement by an arcane spell caster)

This rod has three charges. When attuned, the user can expend a charge to apply the metamagic option Extended Spell (PHB 102). It regains all charges at dawn.

MONSTERS

The following are custom monsters for *The Three Faces of Evil*.

ACOLYTE OF VECNA

Medium humanoid (human), neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	16 (+3)	10 (+0)	10 (+0)

Skills Arcana +5, History +5

Senses passive Perception 10

Languages Common, Draconic, Infernal, Kenku

Challenge 1 (200 XP)

Spellcasting. The Acolyte of Vecna is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The Acolyte of Vecna has the following Wizard spells prepared:

Cantrips (at will): *light*, *minor illusion*, *ray of frost*

1st level (3 slots): *burning hands*, *color spray*, *detect magic*, *expeditious retreat*, *mage armor*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

EBON ASPECT

Large aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft., climb 20 ft.

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

Saving Throws Con +6, Wis +6

Skills Athletics +8, Intimidate +8, Investigation +4, Perception +6, Religion +4

Resistances acid, fire; bludgeoning, piercing, and slashing from nonmagical weapons

Immunities cold

Senses passive Perception 16

Languages –

Challenge 6 (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.

Bloodthirst of Erythnul (1/day). As a bonus action, the Ebon Aspect enters a rage for one round. It gains resistance to all damage other than psychic damage, Advantage on attack rolls, and 10 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 +8 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 Ebon Aspect makes four slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 10 (2d4 + 5) bludgeoning damage.

GRALLAK KUR

Medium humanoid (grimlock), lawful evil

Armor Class 18 (+1 splint)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	18 (+4)	12 (+1)

Saving Throws Wis +6, Cha +3

Skills Athletics +5, Perception +8, Religion +2, Stealth +3

Condition Immunities blinded

Senses blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 18

Languages Common, Grimlock

Challenge 4 (1,100 XP)

Special Equipment. Grallak Kur has a *potion of greater healing* and a *brooch of shielding*.

Grimlock Traits. Grallak Kur has the Grimlock traits (MM 175).

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

War Priest (3/day). When Grallak Kur uses the Attack action, he can make one weapon attack as a bonus action.

Spellcasting. Grallak Kur is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Grallak Kur has the following Cleric spells prepared:

Cantrips (at will): *resistance*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *bane*, *create or destroy water*, *detect magic*, *divine favor*, *healing word*, *shield of faith*

2nd level (3 slots): *augury*, *hold person*, *magic weapon*, *spiritual weapon*

3rd level (2 slots): *crusader's mantle*, *dispel magic*, *mass healing word*, *spirit guardians*

ACTIONS

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

THE FACELESS ONE

Medium humanoid (human), lawful evil

Armor Class 14 (bracers of defense, 17 with *mage armor*)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	21 (+5)	14 (+2)	14 (+2)

Saving Throws Int +7, Wis +4

Skills Acrobatics +4, Arcana +7, Religion +7

Senses passive Perception 12

Languages Abyssal, Common, Draconic, Infernal, Kenku

Challenge 4 (1,100 XP)

Special Equipment. The Faceless One has a *metamagic rod* (extend).

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

Spellcasting. The Faceless One is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). He has the following Wizard spells prepared:

Cantrips (at will): *chill touch, fire bolt, light, ray of frost*

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

2nd level (3 slots): *false life, flaming sphere, web*

3rd level (2 slots): *lightning bolt*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

THELDRIK

Medium humanoid (human), lawful evil

Armor Class 22 (shield, +1 plate, ring of protection)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

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

Saving Throws Str +4, Dex +2, Con +4, Int +2, Wis +7, Cha +6

Skills Religion +4, Persuasion +5

Senses passive Perception 13

Languages Common, Infernal

Challenge 5 (1,800 XP)

Special Equipment. Theldrik has a *ring of protection* and a scroll

of *dispel magic*.

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

War Priest (3/day). When Theldrik uses the Attack action, he can make one weapon attack as a bonus action.

Spellcasting. Theldrik is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The Faceless One has the following Cleric spells prepared:

Cantrips (at will): *guidance, light, resistance*

1st level (4 slots): *bane, bless, cure wounds, divine favor, healing word, shield of faith*

2nd level (3 slots): *aid, hold person, magic weapon, spiritual weapon*

3rd level (2 slots): *create food and water, crusader's mantle, spirit guardians*

ACTIONS

Flail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

Heavy Crossbow. *Melee Weapon Attack:* +6 to hit, range 100 ft./400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.