

DAWN OF A NEW AGE

5E CONVERSION NOTES

BY BRIAN CRISWELL (TORMYR AT ENWORLD.ORG)

This document converts *Dawn of a New Age*, the eleventh 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 *Dawn of a New Age*. 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.

ARTIFACTS

A DC 30 Intelligence (Arcana) check pulls the sphere from the green devil's mouth. A 20th level PC attuned to the Talisman of the Sphere succeeds on this check eventually as they have double their proficiency bonus (+12) on the check and would eventually roll an 18 or higher. A creature attuned to the Talisman of the Sphere can also safely pass the Sphere into a portable hole or *gate* spell. Rules for the Sphere of Annihilation are in DMG 201 and the Talisman of the Sphere are in DMG 207.

PART TWO: UNDEATH TO ALHASTER

While the unlife vortex is working, undead in Alhaster have advantage on attack rolls, ability checks, and saving throws. This can be suppressed by *consecrate*, but only in the area of the spell's effect while the spell is active.

AUTHORITY CHECKS

Several times in this adventure, the PCs will make Charisma (Authority) checks and is performed as a Charisma ability check with any authority points they gained during chapter 8 added. A PC making a Charisma (Deception), Charisma (Intimidation), Charisma (Persuasion), or Wisdom (insight) check against a citizen of Alhaster may first attempt a DC 15 Authority Check. Success gives advantage for the following ability check.

EVENT 1: WRATH OF THE OVERWORMS (EL 21)

A DC 10 Authority check made as a bonus action can convince an endangered citizen to take cover. For every 5 points above 10, an additional citizen takes cover. After the last creature in the initiative order has acted, 1d6 of the remaining endangered citizens perish from collateral damage.

Creatures: 1 Advanced Overworm per 2 PCs. Use Purple Worm (MM 255) with the following changes:

- Immune to poison damage and the poisoned condition
- Any creature that hits the overworm with a melee attack must succeed at a DC 19 Dexterity saving throw or have 1d4 Kyuss Worms latch onto its body.

EVENT 2: A CLERICAL DISPUTE (EL 24)

A DC 10 Wisdom (Perception) check determines the direction of the bells. A DC 15 Intelligence (Religion) check determines they are temple bells, and a DC 20 Intelligence (Religion) check determines they are from the church of Kord. PCs that have previously been to Alhaster have advantage on the Intelligence (Religion) check.

3 minutes after all the high priests present their plans, the arguments reach a fevered pitch and the mob starts brawling. A PC makes themselves known to the crowd with a DC 15 Authority check. Allying with a particular high priest allows the check to be made with advantage. Each additional minute, a PC who has made itself known can make another DC 15 Authority check to convince 20 citizens to follow the PC's suggested course of action. For every 5 points that the check is above 15, the PC gains another 20 citizens. It takes citizens 1 minute to disperse or head to the road out of town and 2 minutes to file into a temple.

The Kyuss Knights attack after 10 minutes of game time have elapsed.

Creatures: 2 Kyuss Knights per PC.

EVENT #3: THE DELUXERY BESIEGED (EL 22)

At the end of each round, 1d6 civilians perish. A PC can make a DC 23 Authority check as a bonus action to direct the civilians how to defend themselves. If at least one PC makes a successful Authority check, the number of civilians that perish drops to 1d4-1d6 with 0 or a negative number meaning that no civilians die that round.

Creatures: 1 Kyuss Knight, 1 Undead Mage and 1 Vampire Spawn (MM 298) per PC. 3 Spawn of Kyuss per PC are present for narration of attacks on the civilians. For the Undead Mage, use Mage (MM 347) with the following changes:

- Type is undead.
- Immune to poison damage and the poisoned, charmed, and exhaustion conditions.

EVENT 4: THE BREATH OF KYUSS (EL 20)

The mist grants heavy concealment to anyone further than 5 feet away. A creature that is not immune to poison must make a DC 15 Constitution saving throw at the start of its turn or be incapacitated for one round. A creature that makes the saving throw adjusts to the gas until it leaves and re-enters one of the gas clouds.

Each gas cloud has 1d6 groups of civilians. A DC 15 Authority check can be made every 10 minutes to convince people to come out to safety. For every 5 points that the check is above

15, the PCs convince another group to come out.

Creatures: 1 Broodfiend. Add or remove 90 hit points for each PC above or below 4.

PART THREE: THE UNLIFE VORTEX

The cleric of Wee Jas takes the party to A15 instead of A16. A living creature who tries to teleport into or out of Lashonna's complex without the additional somatic components must succeed at a DC 20 spellcasting ability check or is rerouted to the *magic circle* in area A1. Undead in the dungeon have advantage on Wisdom saving throws against attempts to Turn Undead.

The two entrances from Lashonna's mansion are located with a DC 30 Intelligence (Investigation) check. They are unlocked with a DC 30 Dexterity (Thieves' Tools) check (20 if the *arcane lock* is removed). Each is also covered with a *glyph of warding* that deals 11d8 acid damage. The glyphs of warding require a DC 17 Intelligence (Investigation) check to discover and a DC 19 spellcasting ability check with *dispel magic* to remove them.

A1. TELEPORT ENTRY

The magic circle powers a permanent *antilife shell* (PHB 213) that extends in a 15-foot radius from the center. Living creatures in the magic circle while the unlife vortex is powered must succeed at a DC 15 Constitution saving throw or take 10 (3d6) points necrotic damage. The magic circle has AC 17, HP 200, and damage threshold of 10. The magic circle can be suppressed for 1 minute with *dispel magic* and a DC 19 spellcasting ability check.

A2. THE UNLIFE VORTEX

Each round a living creature comes within 10 feet of the unlife vortex it must succeed on a DC 18 Constitution saving throw, taking 6d6 (12d6 if coming in contact instead) necrotic damage on a failure and half as much on a success. Each round an undead is within 10 feet of the unlife vortex it heals 10 (3d6) hit points or 21 (6d6) if it is in contact with the unlife vortex.

A DC 30 Intelligence (Arcana) check figures out how to operate the levers. Option 3 summons 3 (1d6) Wraiths (MM 302). A DC 18 Dexterity saving throw halves the damage and prevents planar travel.

Creatures: 1 Avolokia Priest per PC. Use Drow, Priestess of Lolth (MM 129) with the following changes:

- Large undead, neutral evil
- Remove Sunlight Sensitivity, Fey Ancestry, and Summon Demon
- Incorporeal movement
- Damage Immunities: cold, necrotic, poison
- Condition Immunities: charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
- Darvision 60 ft.
- Languages: Avolokia, Draconic, Undercommon

Suggestion (3/day) DC 19. When cast while in human form, the target has disadvantage on saving throws.

A3. STATUARY WORKSHOP

The documents are found with DC 15, 18, and 26 Intelligence (Investigation) checks.

Creatures: 1 Undead Mage per PC, use Mage (MM 347) with the following changes:

- Type is undead.
- Immune to poison damage and the poisoned, charmed, and exhaustion conditions.

A4. BROODFIEND POD STORAGE

The walled-up door has stats of AC 17, HP 120, and damage threshold of 5.

A5. PIT ROOMS

Creatures: 1.5 Crimson Death per PC. Use Vampire Spawn (MM 298) with the following changes:

- Fly speed 30.
- Incorporeal
- Focuses on grabbing and biting

Treasure: The magic item on the corpse are an Amulet of Health (DMG 150). A DC 15 Intelligence (Investigation) check finds a +2 dagger near the corpse.

A6. BREAKROOM

Any living creature that spends more than 5 consecutive rounds in this room must succeed at a DC 19 Wisdom saving throw or suffer the effect of the *confusion* (PHB 224) spell for 1d6 rounds.

A7. GUARDPOST

A DC 30 Charisma (Persuasion) check convinces Vulras to come over to the side of the PCs. A DC 20 Authority check gives advantage on the roll.

Creatures: Vulras and 1 Vampire Spawn (MM 298) per PC. For Vulras, use Vampire Warrior (MM 298).

A8. HALLWAY OF THE WORM (EL 17)

Mosaic Floor Traps: DC 19. Wisdom (Perception) to detect. Dexterity (Thieve's Tools) to disarm. Dexterity saving throw for half damage. Each 5-foot square is handled separately. Light green squares do lightning damage. Dark green squares do cold damage. Worm squares do necrotic damage. Each square does 3d10 damage. Disabling a trap with Dexterity (Thieves' Tools) check less than 27 has a 50% chance for each adjacent square to trigger.

A9. LASHONNA'S SHRINE

A DC 26 Intelligence (Investigation) check locates the secret compartment.

A10. OVERWORM ARENA (EL 22)

A living creature that falls into either pit is immediately infested with 6d6 Kyuss Worms.

Creatures: 1 Advanced Overworm (see Event 1) per 2 PCs.

A1 1. BEAUTY IN THE BLOOD (EL 20)

A DC 23 Intelligence (Investigation) check notices the crack in the wall. A creature that causes a spell to target or hit the silver wall must succeed at a DC 19 spellcasting ability check or the spell is reflected back at the caster as a *magic missile* spell of the cast spell's level.

Silver Wall AC 19, damage threshold 10, HP 200, repair 20 HP per round.

Creatures: 1 Pit Fied (MM 77). Add or subtract 90 hp for each PC above or below 4.

Treasure: The baskets contain: 6 bloodstone arrowheads that can turn into Arrows of Slaying (DMG 152), a Ring of 3 Wishes (DMG 193), the jewelry and art items listed, a +3 dagger carved from a ruby, an Earth Elemental Gem (MM167), goggles that function as both Eyes of Minute Seeing (MM 168) and Goggles of the Night (MM 172), and Baalphegor's Grace.

A1 2. DRAGON'S STAIRWAY

Dragonbreath Trap: DC20, Wisdom (Perception) to notice, Intelligence (Investigation) to understand, Dexterity (Thieves' Tools) to suppress. 8d6 acid, 8d6 cold, 8d6 lightning, 8d6 fire damage per round.

A1 4. TOMB

A DC 23 Intelligence (Investigation) check reveals the secret door.

A1 5. ALHASTER BEYOND

A DC 15 Intelligence (Investigation) check reveals the door of the tomb is mortared shut.

Sealed Tom Doors: AC 17, HP 132, damage threshold 4, DC 21 Strength check to break it down.

DEFENDERS OF THE SPIRE

All the roving bands of defenders are removed. Only the defenders in the following sections exist (unless you want to add more).

ALHASTER SPIRE FEATURES

Fight Despair: If the party has not successfully fought the despair, the following effects are in effect inside and within 300 feet of the ziggurat:

- Any creature that is not undead or a worshipper of Kyuss has disadvantage on all attack rolls, ability checks, and saving throws.
- Any living creature that dies returns the next round as a favored spawn of Kyuss.

Unlife Vortex: If the party has not successfully shut down the unlife vortex, the following effects are in effect inside and within 300 feet of the ziggurat:

- Any undead within the bounds of the ziggurat regenerates 30 hp at the start of each of its turns, has

twice its movement speed, +2 to AC, advantage on Dexterity saving throws, and an additional action to use to make one weapon attack, Dash, Disengage, Hide, or Use an Object.

- Any casting of *death ward* is dispelled.

B1. ENTRANCE HALLS (EL 20)

The statues have AC 17, 324 HP, damage threshold 12, break DC 30.

Creatures: 1 Vampire Spawn (MM 298), 1 Kyuss Knight, and 1 Barbed Devil (MM 70) creating statue per 2 PCs. If it is too easy, another group from another entrance arrives (minus the devils unless the statues are triggered) every three rounds.

B2. LASHONNA'S CIBORIUM (EL 24)

If the PCs steal Baalphegor's Grace, Lashonna loses her Erinyes after 24 hours.

Creatures: 1 Erinyes (MM 73) per PC plus Lashonna.

B4. THE CAPTIVE DAUGHTER (EL 20)

Anyone who make a DC 20 Wisdom (Insight) check can tell that Hemriss has been enthralled by Lashonna.

Creature: Hemriss. Add or subtract 90 hp for each PC above or below 4.

B6. BROODFIEND GUARDIANS (EL 24)

The area inside this level is heavily obscured by the green mist.

Creature: 1 Broodfiend per 2 PCs.

B8. BASE OF THE SPIRE (EL 24)

The three primary PCs who carried a portion of Balakarde's spirit has advantage on attack rolls against Maralee.

Creature: 1 Kyuss Knight per PC, and Maralee.

B9. PROTRUDING BALCONIES (EL 16)

Each obelisk does 12d8 force damage, and the target must make a DC 19 Dexterity saving throw, taking half damage on a successful save.

B10. TOP OF THE SPIRE (EL 30)

Creature: Kyuss. Add or subtract 90 hp or 1 legendary resistance for each PC above or below 4.

MONSTERS

The following are custom monsters for *Dawn of a New Age*.

BROODFIEND

Huge fiend, neutral evil

Armor Class 19 (natural armor)

Hit Points 378 (28d12 + 196)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	24 (+7)	12 (+1)	18 (+4)	21 (+5)

Saving Throws Con +13, Wis +10

Skills Perception +10, Stealth +8

Damage Resistances cold, lightning, thunder

Damage Immunities acid, poison

Condition Immunities paralysis, poisoned

Senses blindsight 90 ft., passive Perception 20

Languages Abyssal, Common, Infernal

Challenge 20 (25,000 XP)

ACTIONS

Multiattack. The Broodfiend makes two bite attacks and two wing attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. Hit: 28 (3d12 + 9) piercing damage.

Wing. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. Hit: 25 (3d10 + 9) bludgeoning damage.

HEMRISS

Medium fiend, lawful evil

Armor Class 20 (+3 studded leather)

Hit Points 390 (52d8 + 156)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	16 (+3)	16 (+3)	10 (+0)	18 (+4)

Saving Throws Dex +11, Con +9, Wis +6, Cha +10

Skills Acrobatics +17, Deception +10, Perception +12, Stealth +17

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that are not silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses Truesight 120 ft., passive Perception 16

Languages Common, Draconic, Elvish, Infernal

Challenge 20 (25,000 XP)

Magic Resistance. Hemriss has advantage on saving throws against spells and other magical effects.

Assassinate. During her first turn, Hemriss has advantage on attack rolls against any creature that hasn't taken a turn. Any hit she scores against a surprised creature is a critical hit.

Evasion. If Hemriss is subjected to an effect that allows it to

make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Sneak Attack (1/turn). Hemriss deals an extra 35 (10d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated and she doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Hemriss makes two shortsword attacks.

+1 Shortsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 6) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

+1 Light Crossbow. *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., one target. Hit: 10 (1d8 + 6) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

REACTIONS

Uncanny Dodge. When an attacker that Hemriss can see hits her with an attack, she can halve the attack's damage.

KYUSS

Huge aberration, chaotic evil

Armor Class 23 (natural armor, Cowl of the Wormgod)

Hit Points 511 (31d12 + 310)

Speed 100 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	30 (+10)	30 (+10)	30 (+10)	30 (+10)	30 (+10)

Saving Throws Str +19, Dex +19, Con +19, Int +19, Wis +19, Cha +19

Skills Athletics +11, Intimidation +11, Perception +10, Religion +7

Damage Resistances acid, fire, lightning, thunder

Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 1 mile, passive Perception 29

Languages All

Challenge 30 (25,000 XP)

Legendary Resistance (5/Day). If Kyuss fails a saving throw, he can choose to succeed instead.

Divine Aura. Any worshipper of Kyuss within 10 feet of him has advantage on all ability checks, attack rolls, and saving throws. Any other creature who enters or starts its turn within 10 feet of Kyuss must succeed on a DC 27 Wisdom saving throw or

have disadvantage on all ability checks, attack rolls, and saving throws while within 10 feet of Kyuss. If a creature's saving throw is successful, it is immune to the Divine Aura for 24 hours.

Fight Despair. If the PCs have successfully fought the despair in the city, Kyuss loses his Divine Aura, his Divine Blast is affected as noted in the Divine Blast action, and his blindsight is reduced to 300 feet.

Unlife Vortex. If the Unlife Vortex is shut down or destroyed, Kyuss has disadvantage on all Ability Checks, Attack Rolls and Saving Throws. Additionally, until the start of his second turn, his speed is 0 and he is incapacitated.

Regeneration. At the start of each turn, Kyuss regains 30 hit points if he is not in sunlight or running water and has not taken acid, fire, or radiant damage since his last turn. Kyuss is destroyed only if he starts his turn with 0 hit points and does not regenerate.

Empowered Kyuss Worm. Worms from Kyuss' divine body are more dangerous than normal Kyuss Worms. They do 4d6 necrotic damage. Unlike with normal Kyuss Worms, creatures that are immune to disease are not immune to this damage. Only a creature attuned to the awakened circlet of Icosiol is protected from these worms.

A creature can be infested by up to 5 of these Empowered Kyuss Worms at a time, and any creature brought to 0 hp by this damage rises as a Favored Spawn of Kyuss in 1d10 rounds.

Cowl of the Wormgod. This ragged brown robe grants a +6 bonus to all of Kyuss ability scores, proficiency in all saving throws, and a +3 bonus to armor class which are all included in the stat block. If Kyuss loses The Cowl of the Wormgod, his +to hit drops by 3, his weapon attack damage drops by 3, all saving throw bonuses drop by 12, and all DCs drop by 3.

Frightful Presence. When Kyuss engulfs a victim, each creature who is not a worshipper of Kyuss within 120 feet must succeed on a DC 27 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Kyuss's Frightful Presence for the next 24 hours.

Spellcasting. Kyuss is a 20th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 27, +19 to hit with spell attacks). He has the following spells in addition to all cleric spells prepared:

1st level (4 slots): *false life, ray of sickness*
2nd level (3 slots): *crown of madness, darkness*
3rd level (3 slots): *animate dead, bestow curse*
4th level (3 slots): *blight, confusion*
5th level (3 slots): *contagion, dominate person*
6th level (2 slots):
7th level (2 slots):
8th level (1 slot):
9th level (1 slot):

ACTIONS

Multiattack. Kyuss makes two melee attacks and throws an Kyuss Worm Ball.

Mace of Kyuss. *Melee Weapon Attack:* +22 to hit, reach 10 ft., one target. Hit: 39 (4d12 + 13) slashing or bludgeoning damage ignoring resistance to slashing damage. When the target is a creature that has at least one head and Kyuss rolls a 20 on the attack roll, he cuts off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 6d8 slashing damage from the hit.

Slam. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. Hit: 26 (3d10 + 10) bludgeoning damage and 1d4 Empowered Kyuss Worms are attached to the target if it is a creature.

Kyuss Worm Ball. Kyuss throws worms from his own body at a point within 50 feet. Each creature within 5 feet of that point that is not undead or a worshipper of Kyuss must succeed on a DC 27 Dexterity saving throw or have 1d4 Empowered Kyuss Worms attach to their body. Each small or medium corpse within 5 feet of that point becomes a Spawn of Kyuss with its own initiative.

Engulf. Kyuss moves up to his speed. While doing so, he can enter the space of a Large or smaller creature. The creature must make a DC 27 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of Kyuss. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, Kyuss enters the creature's space, and the creature is engulfed. The engulfed creature can't breathe, is restrained, and is immediately infested by 5 Empowered Kyuss Worms. Kyuss can only engulf one creature at a time, and the creature is left behind if Kyuss moves to another location.

An engulfed creature can try to escape by taking an action to make a DC 27 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of Kyuss.

Divine Blast. *Ranged Spell Attack:* range 1 mile (20 ft., 100 ft. with Fight Despair), +19 to hit, one creature. Hit. 1d4 Empowered Kyuss Worms attach to the target and 105 (30d6) necrotic damage, 86 (24d6) necrotic damage if the Cowl is destroyed, 35 (10d6) necrotic damage with Fight Despair, or 24 (7d6) necrotic damage with both the Cowl destroyed and Fight Despair.

LEGENDARY ACTIONS

Kyuss can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. He regains spent legendary actions at the start of his turn.

Detect. Kyuss makes a Wisdom (Perception) check.

Move. Kyuss moves up to half its speed without invoking opportunity attacks.
Attack (Costs 2 Actions). Kyuss makes a melee or ranged attack.

KYUSS KNIGHT

Medium undead, chaotic evil

Armor Class 20 (plate, shield)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	12 (+1)	16 (+3)	16 (+3)

Saving Throws Dex +3, Con +6, Int +4, Wis +6
Skills Intimidation +6, Religion +4
Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical weapons that are not silvered
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal, Flan
Challenge 7 (2,900 XP)

ACTIONS

Multiattack. The Kyuss Knight makes two morningstar attacks and two worm bite attacks.

+1 Morningstar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage and 3 (1d6) necrotic damage.

Worm Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 7 (1d4 + 5) necrotic damage, and the target has a Kyuss Worm attach to it.

Worm Healing. The Kyuss Knight can absorb a Swarm of Kyuss Worms. The knight heals completely, and any conditions are removed.

KYUSS WORM

Tiny beast, chaotic evil

Armor Class 10
Hit Points 2 (1d4)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses blindsight 10 ft., passive Perception 10
Languages –
Challenge 0 (10 XP)

Curative Transformation. A spell or effect that removes a curse or cures a disease kills all Kyuss Worms inside a host. A DC 15 Wisdom (Medicine) check can kill 1d4 worms inside the host. The Kyuss worm is destroyed by the touch of silver or spending

more than 1 turn outside a host, liquid, or desecrated area.

ACTIONS

Burrow. The Kyuss Worm burrows into the victim and continues towards the brain. Dealing 2d6 necrotic damage at the start of each of the victim's turns. A victim can be infected by no more than 3 Kyuss Worms at one time. The worm cannot burrow into creatures with natural armor. When a victim is brought to 0 hit points, it rises as a Spawn of Kyuss after 10 minutes.

LASHONNA

Lashonna is an Ancient Silver Dragon (MM 116) with the following additions from Vampire (MM297) and Cleric spells: Gargantuan undead (shapechanger), lawful evil

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, exhaustion, poisoned
Senses blindsight 10 ft., passive Perception 10
Languages Abyssal, Auran, Common, Draconic, Dwarven, Elven, Giant, Gnome, Halfling, Infernal
Ability Score: Wisdom 20 (+5), Wisdom saving throw +12
Challenge 0 (10 XP)

Misty Escape. When the vampire hits 0 hit points and is not in sunlight or running water, it turns into a mist form and retreats to its resting place.

Regeneration. At the start of each turn, the vampire regains 20 hit points if it has at least 1 hp and is not in sunlight or running water and has not taken radiant or holy water damage since its last turn.

Vampire Weaknesses. Cannot enter a residence without an invitation, takes 20 acid damage from running water, takes 20 radiant damage and has disadvantage on attack rolls and ability checks from sunlight.

Powerful Form. Lashonna keeps her ability scores and natural attacks while in human form.

Innate Spellcasting. Lashonna's innate spellcasting ability is Charisma (spell save DC 21, +13 to hit). She can innately cast the following spells with no material components:
1/day each: *counterspell*, *dimension door*

Spellcasting. Lashonna is a 20th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). She has the following spells prepared:
Cantrips (at will): *guidance*, *mending*, *resistance*, *sacred flame*
1st level (4 slots): *detect evil and good*, *false life*, *protection from evil and good*, *ray of sickness*, *sanctuary*
2nd level (3 slots): *augury*, *blindness/deafness*, *locate object*, *ray of enfeeblement*, *silence*, *zone of truth*
3rd level (3 slots): *animate dead*, *bestow curse*, *dispel magic*, *glyph of warding*, *remove curse*, *revivify*, *sending*, *speak with dead*, *vampiric touch*
4th level (3 slots): *blight*, *control water*, *death ward*, *locate creature*
5th level (3 slots): *antilife shell*, *cloudkill*, *raise dead*

6th level (2 slots): *create undead, find the path*
7th level (2 slots): *regenerate, resurrection*
8th level (1 slot): *antimagic field*
9th level (1 slot): *astral projection, gate*

ACTIONS

Bite. *Hit.* If the target is a creature, it also takes 10 (3d6) necrotic damage, the target’s hit point maximum is reduced by the same amount, and Lashonna recovers hit points in the same amount.

Charm. The saving throw DC is 21.

MARALEE

Medium undead, chaotic evil

Armor Class 23 (+3 plate, hasted)
Hit Points 294 (31d8 + 155)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	12 (+1)	18 (+4)	20 (+5)

Saving Throws Str +10, Dex +12, Con +16, Int +12, Wis +15, Cha +10
Skills Athletics +11, Intimidation +11, Perception +10, Religion +7
Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical weapons that are not silvered
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal, Common
Challenge 20 (25,000 XP)

Swiftness of Kyuss. Maralee moves with preternatural swiftness. Her AC is +2 higher than normal (included in the stat block), she has advantage on Dexterity saving throws, and she gains an additional action on each of her turns to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.
If the permanent *haste* effect is disrupted through *dispel magic*, *slow*, or *antimagic field* the shock gives Maralee the stunned condition until the end of her turn. She is then no longer stunned and is hasted unless still within an *antimagic field*.

Divine Smite. When Maralee hits a creature with a melee weapon attack, she can expend one paladin spell, slot to deal necrotic damage to the target, in addition to the weapon’s damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is a celestial.

Aura of Protection. Whenever Maralee or another creature within 30 feet of her make a saving throw, the creature gains a +5 bonus (already in her stat block).

Aura of Courage. Maralee and friendly creatures within 30 feet

of her can’t be frightened while she is conscious (already in her stat block).

Aura of Hate. Maralee and any fiends or undead within 30 feet gain a +5 bonus to weapon damage rolls (already in her stat block).

Spellcasting. Maralee is a 20th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). She has the following paladin spells prepared:

1st level (4 slots): *compelled duel, hellish rebuke, inflict wounds*
2nd level (3 slots): *branding smite, crown of madness, darkness*
3rd level (3 slots): *animate dead, bestow curse, blinding smite, dispel magic, remove curse*
4th level (3 slots): *banishment, blight, confusion*
5th level (2 slots): *banishing smite, circle of power, contagion, destructive wave, dominate person*

ACTIONS

Multiattack. The Kyuss Knight makes two morningstar attacks and two worm bite attacks.

+1 Morningstar. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (1d8 + 11) piercing damage and 4 (1d8) necrotic damage.

Worm Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) necrotic damage, and the target has a Kyuss Worm attach to it.

Cleansing Touch (5/short or long rest). Maralee can use her action to end one spell on herself or on one willing creature she touches.

Channel Divinity (1/ short or long rest):
Control Undead: As an action, Maralee targets one undead creature of CR 20 or lower she can see within 30 feet of her. The target must make a Wisdom saving throw. On a failed save, the target must obey Maralee’s commands for the next 24 hours, or until she uses this option again.
Dreadful Aspect: As an action, Maralee channels the darkest emotions and focuses them into a burst of magical menace. Each creature of her choice within 30 feet of the paladin must make a Wisdom saving throw if it can see her. On a failed save, the target is frightened of the paladin for 1 minute. If a creature frightened by this effect ends its turn more than 30 feet away from Maralee, it can attempt another Wisdom saving throw to end the effect on it.

Dread Lord (1/short or long rest). Maralee can, as an action, surround herself with an aura of gloom that lasts for 1 minute. The aura reduces any bright light in a 30-foot radius around Maralee to dim light. Whenever an enemy that is frightened by the paladin starts its turn in the aura, it takes 4d10 psychic damage. Additionally, Maralee and creatures she chooses in the aura are draped in deeper shadow. Creatures that rely on sight have disadvantage on attack rolls against creatures draped in this shadow.
While the aura lasts, Maralee can use a bonus action on her turn to cause the shadows in the aura to attack one creature.

She makes a melee spell attack against the target. If the attack hits, the target takes 21 (3d10 + 5) necrotic damage.