

THE CHAMPION'S BELT

5E CONVERSION NOTES

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This document converts *The Champion's Belt*, 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 *The Champion's Belt*. 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.

MEETING CELESTE

A DC 11 Charisma (Persuasion) check convinces Smallcask to keep only a 30% cut. A DC 22 Charisma (Persuasion) check convinces him to split the winnings equally with all party members. A DC 11 Wisdom (Insight) check

WE WON'T PLAY GLADIATOR!

A DC 30 Charisma (Persuasion) check convinces the guards to let the PCs in. The bribe reduces the DC to 19. A DC 15 Charisma (Investigation) check gets the layout of the Coenoby from an ex-gladiator. A DC 19 Charisma (Investigation) check obtains the rumor of the underground passage.

THE ARENA GROUNDS

D. The secret passage is found with a DC 19 Intelligence (Investigation) check.

F. A DC 11 Strength (Athletics) check is required to climb the chimney. The grate has AC 19, damage threshold 8, HP 27, break DC 19.

RAKNIAN'S SECURITY

Use Guards (MM ##) for the Arena Wardens. Use Commoners (MM ##) with clubs for the pouncers. Use Veterans (MM ##) for the Bodyguards.

EVENT 1: THE FREE DINNER

The Charisma (Deception) check DCs starting at gladiator level 5 and working toward level 1 or 9 are 11, 15, 19, 22, and 30. A PC watching Raknian can notice his interest with a DC 11 Wisdom (Insight) check. A DC 15 Wisdom (Insight) check notices that Smallcask is not managing the team effectively. A DC 19 Charisma (Investigation) check finds 500 gp high rollers that the PCs can bet against.

MONSTERS

The following are custom monsters for *The Champion's Belt*.

ALKILITH

Medium fiend (demon), chaotic evil

Armor Class 17

Hit Points 187 (25d8 + 75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	25 (+7)	16 (+3)	14 (+2)	17 (+3)	15 (+2)

Saving Throws Con +8, Int +7, Wis +8, Cha +7

Skills Deception +7, Insight +8, Intimidation +7, Investigation +7, Persuasion +7, Stealth +12

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 10

Languages Abyssal, Common, telepathy up to 100 feet

Challenge 14 (11,500 XP)

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

Innate Spellcasting. The alkilith's spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The alkilith can innately cast the following spells, requiring no material components:

At will: *detect magic*, *dispel magic*, *teleport*, *hold monster*, *stinking cloud*

1/day each: *contagion*, *magic circle*, *wall of ice*

3/day each: *blight*, *cone of cold*

ACTIONS

Multiattack. The alkilith makes four slam attacks.

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the target is a creature, it must make a DC 16 Constitution saving throw or take an additional 1d6 acid damage.

Cloudkill Form. The alkilith can change into a *cloudkill* gas cloud as per the *gaseous form* spell.

ARCANE AURIGA ARCHER

Medium humanoid (elf), neutral

Armor Class 16 (studded leather)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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10 (+0) 18 (+4) 12 (+1) 12 (+1) 13 (+1) 8 (-1)

Saving Throws Str +2, Con +3
Skills Acrobatics +6, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Elvish, Sylvan
Challenge 2 (450 XP)

Special Equipment. The archer has a potion of cat's grace.

Fey Ancestry. The elf has advantage on saving throws against being charmed, and magic can't put the elf to sleep.

ACTIONS

Multiattack. The archer makes 2 attacks.

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

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150 ft./600 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

AURIC

Medium humanoid (human), neutral

Armor Class 20 (+1 breastplate, animated shield)
Hit Points 127 (15d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	10 (+0)	8 (-1)	12 (+1)

Saving Throws Str +8, Con +8
Skills Athletics +8, Intimidate +5
Senses passive Perception 9
Languages Common
Challenge 10 (5,900 XP)

Special Equipment. Auric has 2 potions of healing, a potion of fly, the champion's belt, and 90gp.

Action Surge (Recharges on a short or long rest). Auric can take another action. He may use this feature twice before recharging.

Alert. Auric gains a +5 bonus to initiative. He cannot be surprised while conscious. Other creatures do not gain advantage on attack rolls against him as a result of being hidden from him.

Indomitable (3/day). Auric can choose to reroll a saving throw that he failed, but he must use the new roll.

Superior Critical. Auric scores a critical hit on a roll of 18-20.

ACTIONS

Multiattack. Auric makes three melee attacks.

+1 Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 5) slashing damage. Auric may reroll 1s and 2s, but he must use the new result.

Heavy Crossbow. *Ranged Weapon Attack:* +6 to hit, range 100 ft./400 ft., one target. Hit: 8 (1d10 + 2) piercing damage.

BOZAL ZAHOL

Medium humanoid (tiefling), neutral evil

Armor Class 17 (+1 breastplate)
Hit Points 181 (33d8 + 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	12 (+1)	17 (+3)	12 (+1)

Saving Throws Wis +7, Cha +5
Skills History +5, Religion +5
Damage Resistances fire
Senses Darkvision 60 ft., passive Perception 13
Languages Abyssal, Common, Infernal
Challenge 11 (7,200 XP)

Special Equipment. Bozal has a potion of superior healing and a scroll of *heal*.

Channel Divinity (2 / short or long rest). Bozal can turn undead (destroy undead of CR4 or lower) or deal an additional 39 necrotic damage on a successful melee hit.

Inescapable Destruction. Necrotic spell or channel divinity damage done by Bozal ignores the target's resistance.

Improved Reaper. Bozal can cast a necromantic cantrip or spell at 1st to 5th level that targets one target at two targets within 5 feet of each other.

Innate Spellcasting. Bozal's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

1/day each: *darkness, hellish rebuke*

Spellcasting. Bozal is a 17th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Bozal has the following cleric spells prepared:

Cantrips (at will): *chill touch, guidance, resistance, sacred flame, spare the dying, thaumaturgy*

1st Level (4 slots): *command, cure wounds, detect magic, detect poison and disease, false life, healing word, inflict wounds, protection from evil and good, sanctuary, ray of sickness*

2nd Level (3 slots): *blindness/deafness, ray of enfeeblement*

3rd Level (3 slots): *animate dead, dispel magic, feign death, protection from energy, speak with dead, vampiric touch*

4th Level (3 slots): *blight, death ward*

5th Level (2 slots): *antilife shell, cloudkill, contagion*

6th Level (1 slot): *heal, heroes' feast, planar ally*

7th Level (1 slot): *symbol, true sight*
8th Level (1 slot): *antimagic field*
9th Level (1 slot): *mass heal*

ACTIONS

+1 Unholy Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage plus 9 (2d8) necrotic damage plus another 7 (2d6) necrotic against good aligned creatures.

FROGHEMOTH

Huge aberration, unaligned

Armor Class 17 (natural armor)
Hit Points 337 (27d12 + 162)
Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	23 (+6)	3 (-4)	16 (+3)	13 (+1)

Saving Throws Con +12, Wis +8
Skills Athletics +11, Perception +8
Damage Resistances fire
Damage Immunities electricity, poison
Condition Immunities frightened, poisoned
Senses darkvision 60 ft., passive Perception 18
Languages –
Challenge 13 (10,000 XP)

Heroes Feast. The froghemoth has partaken in a *heroes' feast*. It has advantage on Wisdom saving throws, and the other effects have been incorporated into the stat block.

Partial Immunity. Each time the froghemoth would normally take electricity damage, it instead takes no damage and is slowed until the end of its next turn.

Legendary Resistance (3/day). If the froghemoth fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The froghemoth makes two attacks: one with its tongue and one with its bite or swallow.

Tentacle. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. Hit: 17 (3d6 + 7) bludgeoning damage and the target is grappled (escape DC 20). While a target is grappled, the froghemoth cannot use the same tentacle on another target.

Tongue. *Melee Weapon Attack:* +12 to hit, reach 30 ft., one target. Hit: The target is grappled (escape DC 20). The froghemoth has advantage on Bite attacks against a target grappled this way. While a target is grappled this way, the froghemoth cannot use the tongue on another target.

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. Hit: 16 (2d8 + 7) bludgeoning damage and the target is grappled (escape DC 20). Until this grapple ends, the target is restrained,

and the froghemoth can't bite another target.

Swallow. The froghemoth makes one bite attack against a Large or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the froghemoth, and it takes 21 (6d6) acid damage at the start of each of the froghemoth's turns. The froghemoth can have one large, two medium, four small, or eight tiny creatures at a time.

If the froghemoth dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

LEGENDARY ACTIONS

The froghemoth 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. The froghemoth regains spent legendary actions at the start of its turn.

Tentacle Attack. The froghemoth makes a tentacle attack.

Move. The froghemoth moves up to its speed.

Swallow Attack (Costs 2 Actions). The froghemoth makes a swallow attack.

JOREN

Medium humanoid (human), chaotic neutral

Armor Class 18 (+1 hide, +1 shield)
Hit Points 93 (11d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	12 (+1)	17 (+3)	8 (-1)

Saving Throws Int +4, Wis +7
Skills Medicine +6, Nature +4
Senses passive Perception 13
Languages Common, Druidic, Gnoll
Challenge 5 (1,800 XP)

War Caster. Joren has advantage on Constitution saving throws that he makes to maintain concentration on a spell when he takes damage. He can perform the somatic component of spells even when his hands are occupied by weapons or shield. When a hostile creature's movement provokes an opportunity attack from Joren, he can use his reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

Spellcasting. Joren is an 8th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Joren has the following druid spells prepared:

Cantrips (at will): *guidance, produce flame*
1st level (4 slots): *cure wounds, healing word, longstrider, speak with animals*
2nd level (3 slots): *barkskin, enhance ability*

3rd level (3 slots): *call lightning, dispel magic, speak with plants*
4th level (2 slots): *blight, grasping vine*

ACTIONS

+1 Spear. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 4 (1d8) piercing damage.

+1 Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20 ft./60 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

+1 Sling. *Ranged Weapon Attack:* +6 to hit, range 30 ft./120 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

Wild Shape (2/day). As a bonus action, Joren can change into a beast of CR 2 for up to 4 hours. His attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

KHELLEK

Medium humanoid (human), neutral evil

Armor Class 15 (18 with mage armor)

Hit Points 159 (29d8 + 29)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	13 (+1)	19 (+4)	10 (+0)	12 (+1)

Saving Throws Int +9, Wis +5, others +1

Skills Arcana +8, History +8

Senses passive Perception 10

Languages Common, Draconic, Elvish

Challenge 10 (5,900 XP)

Special Equipment. Khellek has a ring of protection, 2 potions of greater healing, a scroll of *dispel magic*, a scroll of *shatter*, a silver seeker ring worth 20 gp, 500 gp of diamond dust, and 12 gp.

War Caster. Khellek has advantage on Constitution saving throws to maintain concentration on a spell when he takes damage. He can perform the somatic components of spells even when he has weapons or a shield in one or both hands. When a hostile creature's movement provokes an opportunity attack from him, he can use his reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

Spellcasting. Khellek is a 15th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). Khellek has the following wizard spells prepared:

Cantrips (at will): *acid splash, light, mage hand, firebolt, ray of frost*

1st level (4 slots): *charm person, grease, mage armor, magic missile, shield, sleep, Tasha's hideous laughter*

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

3rd level (3 slots): *counterspell, dispel magic, fear, fireball, fly*
4th level (3 slots): *confusion, dimension door*
5th level (2 slots): *cone of cold*
6th level (1 slot): *chain lightning*
7th level (1 slot):
8th level (1 slot): *maze*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60, one target. Hit: 6 (1d4+4) piercing damage.

KORUSH

Medium elemental, neutral

Armor Class 16 (+1 mithral chain shirt)

Hit Points 52 (8d8 + 16)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	15 (+2)	12 (+1)	11 (+0)	18 (+4)

Saving Throws Str +6, Con +4

Skills Acrobatics +7, Animal Handling +2

Damage Immunities lightning, thunder

Senses Darkvision 60 ft., passive Perception 10

Languages Auran, Common

Challenge 4 (1,100 XP)

Elemental Demise. If the janni dies, its body disintegrates into a warm breeze, leaving behind only equipment the janni was wearing or carrying.

Mounted combatant. Korush has advantage on melee attack rolls against any unmounted creature that is smaller than his mount. He can force an attack targeted against his mount to target him instead. If his mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds and only half damage if it fails.

Innate Spellcasting. Korush's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

1/day each: *create food and water, etherealness, plane shift*

2/day each: *enlarge/reduce*

3/day each: *invisibility (self only), speak with animals**

**Korush casts these spells on himself before combat.*

ACTIONS

Multiattack. Korush makes two attacks.

+1 Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 6) slashing damage.

Longbow with +1 Arrows. *Ranged Weapon Attack:* +8 to hit, range 150 ft./600 ft., one target. Hit: 10 (1d8 + 6) piercing damage.

KORUSH MERCENARY

Medium humanoid (human), lawful neutral

Armor Class 16 (chain mail)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	8 (-1)	12 (+1)	10 (+0)

Skills Animal Handling +3

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 2 (450 XP)

Mounted combatant. The mercenary has advantage on melee attack rolls against any unmounted creature that is smaller than his mount. He can force an attack targeted against his mount to target him instead. If his mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds and only half damage if it fails.

ACTIONS

Multiattack. The mercenary makes two attacks.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150 ft./600 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

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)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

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 1d6 worms inside the host.

ACTIONS

Burrow. The Kyuss Worm burrows into the victim and continues towards the brain. It does 1 piercing damage each round and reaches the brain in 3 (1d4 + 1) rounds. The worm cannot burrow into creatures with natural armor.

Create Spawn. When the worm reaches the victims brain, it does 1d2 Intelligence damage per round until it is destroyed or the victim reaches 0 Intelligence, at which point the victim dies and rises as a Spawn of Kyuss 7 (1d6 + 4) rounds later if it was a Small, Medium, or Large creature. Tiny creatures putrefy rather than becoming spawn. Larger creatures become normal zombies.

MOHRG

Medium undead, chaotic evil

Armor Class 14

Hit Points 119 (14d8 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	6 (-2)	6 (-2)	5 (-3)

Skills Stealth +6, Perception +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages it new in life, but can't speak

Challenge 4 (1,100 XP)

Undead Fortitude. If damage reduces the mohrg to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the mohrg drops to 1 hit point instead.

ACTIONS

Multiattack. The mohrg makes one tongue and two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

Tongue. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage. If the creature is a target other than an undead, it must succeed on a DC 10 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

PITCH BLADE BARBARIAN

Medium humanoid (dwarf), chaotic neutral

Armor Class 20 (+1 shield)

Hit Points 95 (10d8 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	8 (-1)	12 (+1)	8 (-1)

Saving Throws Str +7, Con +8

Skills Athletics +7, Perception +4, Survival +4

Damage Resistances bludgeoning, slashing, piercing, poison
Senses darkvision 60 ft., passive Perception 14
Languages Common, Dwarvish
Challenge 8 (3,900 XP)

Reckless Attack. The barbarian can choose to have advantage on melee attack rolls using strength for its turn, but attack rolls against it then have advantage until its next turn.

Danger Sense. The barbarian has advantage on Dexterity saving throws against effects it can see. It cannot use this if it is blinded, deafened, or incapacitated.

Feral Instinct. The barbarian has advantage on initiative rolls. Additionally, if the barbarian is surprised but not incapacitated at the start of combat, it can act normally on its first turn but only if it first enters a rage.

Brutal Critical. The barbarian rolls two extra weapon damage dice when determining the extra damage for a critical hit with a melee attack.

ACTIONS

Multiattack. The barbarian makes two melee attacks or three melee attacks while raging and in a frenzy

+1 Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage or 11 (1d8 + 7) slashing damage while raging.

Intimidating Presence. The barbarian can use its action to frighten a creature within 30 feet who can see or hear it. The creature must succeed on a DC 10 Wisdom saving throw or be frightened until the end of the barbarian's next turn. On subsequent turns, the barbarian can use its action to extend the fear effect another turn. The effect ends if the target moves out of line of sight or beyond 60 feet from the barbarian.

Rage. The barbarian enters a rage for 1 minute as a bonus action. The rage ends early if the barbarian wishes to use a bonus action to end it or if the barbarian falls unconscious. The following changes occur during the rage:

- Advantage on strength checks and saving throws
- +3 damage on strength-based melee weapon attacks
- Cannot be charmed or frightened
- When dropped to 0 hit points, make a DC 10 Constitution saving throw. Success: drop to 1 hit point instead. The DC for this increases by 5 each additional time it is used before a long rest.
- Optionally enter a frenzy at the start of the rage to attack as a bonus action. After the rage is completed, the barbarian suffers 1 level of exhaustion.

REACTIONS

Retaliation. The barbarian may make 1 melee attack against a creature within 5 feet who damages it.

RENNIDA

Medium humanoid (elf), neutral

Armor Class 17 (+1 breastplate)
Hit Points 99 (18d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	12 (+1)	16 (+3)	8 (-1)	12 (+1)

Saving Throws Str +3, Con +4
Skills Acrobatics +8, Athletics +3, Perception +2
Senses Darkvision 60 ft., passive Perception 12
Languages Common, Elvish, Draconic
Challenge 5 (1,800 XP)

Special Equipment. Rennida has a potion of cat's grace and a potion of superior healing.

Fey Ancestry. The elf has advantage on saving throws against being charmed, and magic can't put the elf to sleep.

Spellcasting. Rennida is an 11th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Rennida has the following wizard spells prepared:

Cantrips (at will): *acid splash, ray of frost, shocking grasp, true strike*
1st level (4 slots): *jump, magic missile, thunderwave, shield*
2nd level (3 slots): *darkness, melf's acid arrow, mirror image, shatter*

ACTIONS

Multiattack. Rennida makes 3 attacks.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) piercing damage.

Longbow. *Ranged Weapon Attack:* +10 to hit, range 150 ft./600 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

SPAWN OF KYUSS

Medium undead, chaotic evil

Armor Class 11 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	14 (+2)	6 (-2)	11 (+0)	15 (+2)

Saving Throws Con +2, Wis +2
Skills Perception +2, Stealth +1
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Common
Challenge 3 (700 XP)

Regeneration. The spawn regains 10 hit points at the start of its turn if it has at least 1 hit point. If the spawn takes radiant damage, this trait doesn't function at the start of the spawn's next turn.

Curative Transformation. Remove curse or remove disease or more powerful effects that duplicate these effects kills the Kyuss worms in the spawn's body. It becomes a regular zombie (MM 316) with the current number of hit points, AC 11, and the spawn's Multiattack and Slam attack minus the Kyuss worms.

Worm Body. Any creature that touches a spawn or uses an unarmed strike or other natural weapon immediately has 1d4 worms attach to it.

ACTIONS

Multiattack. The spawn makes two attacks which can be any combination of Slam and Kyuss Worm attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage. If the target is a creature, a Kyuss worm is transferred to the creature.

Kyuss Worm. *Ranged Weapon Attack:* +6 to hit, range 10 ft./20 ft., one creature. Hit: A Kyuss worm is transferred to the target.

Horriifying Appearance. Each non-undead creature within 40 feet of the spawn that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this spawn's Horriifying Visage for the next 24 hours.

ULGURSTATA

Gargantuan undead, chaotic evil

Armor Class 12
Hit Points 116 (8d20 + 32)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	15 (+2)	18 (+4)	18 (+4)	16 (+3)	19 (+4)

Saving Throws Wis +8, Cha +9
Skills History +9, Intimidate +9, Investigation + 8, Perception +8, Religion +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison; nonmagical ranged weapons
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 18
Languages understands Common but cannot speak
Challenge 13 (10,000 XP)

Legendary Resistance (3/day). If the ulgurstata fails a saving throw, it can choose to succeed instead.

Tendrils. Millions of thin tendrils surround the ulgurstata in a

40-foot radius. Any creature that enters the area for the first time on their turn or starts their turn in this space takes 6 (1d12) slashing damage. Creatures in this area have disadvantage on their attack rolls.

ACTIONS

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 28 (4d8 +10) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 17 Dexterity saving throw or be swallowed by the ulgurstata.

A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the ulgurstata, and it takes 14 (4d6) necrotic damage at the start of each of the ulgurstata's turns. It must succeed on a DC 17 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this effect rises as a spawn of Kyuss.

A swallowed creature can escape by succeeding on a DC17 Athletics check to reach the maw, and an additional DC17 athletics check to escape. Alternatively, a creature inside can exit by doing 25 slashing or piercing damage in a single turn opens a hole large enough to escape. Muscular contractions close the hole after one creature escapes.

Necromantic Breath (Recharge 6). The ulgurstata exhales a blast of necromantic acid in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save or half as much damage on a successful one. Each creature must also succeed on a DC 17 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this effect rises as a spawn of Kyuss. Any skeletons in it stomach emerge in spaces within 20 feet of the ulgurstata and obey its mental commands.

LEGENDARY ACTIONS

The ulgurstata 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. The froghe moth regains spent legendary actions at the start of its turn.

Detect. The ulgurstata makes a Wisdom (Perception) check.
Move. The ulgurstata moves up to half its speed.
Bite Attack (Costs 2 Actions). The ulgurstata makes a bite attack.