

INTO THE WORMCRAWL FISSURE

5E CONVERSION NOTES

BY BRIAN CRISWELL (TORMYR AT ENWORLD.ORG)

This document converts *Into the Wormcrawl Fissure*, 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 *Into the Wormcrawl Fissure*. 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.

FEATURES OF THE FISSURE

A DC 15 Strength (Athletics) check allows progress climbing the sides of the fissure. Rolling a 10 or lower on this ability check causes a fall of 1d10x10 feet. Rolling a 10 on the fall damage causes another 1d10x10 of falling. This continues until a number other than 10 is rolled or the creature hits the floor of the fissure.

WORMCRAWL DEPTHS ENCOUNTERS

d% Roll	Encounter	EL
01-05	Wormdrake.	20
06-10	Venk and Zyrith	20
11-15	Zulshyn	20
16-25	Dark Pilgrimage	19
26-35	1 Nightcrawler. Use Purple Worm (MM 255)	15
36-40	1 Mindkiller Scorpion (see area AC5)	18
41-50	1 Earthcancer Centipede (see area AC2) per PC	18
51-60	1 Kyuss Chimera (see area 9) per PC	18
61-70	1 Ur-Nerephthyses per PC. Use Galeb Duhr (MM 139)	18
71-85	1 Ciruja Tree. Use Treant (MM 289)	15
86-100	Undead Legion. Lots of zombies (MM 316) and Skeletons (MM 272)	---

4. SOUTHERN LAKE

Anyone who drinks from the lake is at risk of developing Sight Rot (DMG 257).

6. CHIMERA SPIRE

Creatures: Lots of Kyuss Chimeras (See area 9).

9. KYUSS' MAW (EL 18)

Creatures: 1 Kyuss Chimera (Chimera Favored Spawn of Kyuss)

(MM 39) per PC.

PART TWO: EARTHCANCER GORGE

The PC that Balakarde contacts must succeed at a DC 21 Wisdom saving throw or take 1 level of exhaustion. Each night the PC must make a DC 21 Wisdom saving throw or take 1 level of exhaustion. This continues until the soul fragment from the Earthcancer Gorge is recovered or the PCs leave the Worm Crawl Fissure. A DC 19 Intelligence check figures out that the spirit making contact is Balakarde.

AC 1 . CENTRAL GORGE

A DC 20 Dexterity saving throw avoids falling in the 100-foot gorge. After interaction with the illusory terrain, a creature can make a DC 20 Intelligence (Investigation) check to see through the *hallucinatory terrain*. The entrance also has an *alarm* spell on it that goes off whenever anyone other than undead or avolakia passes through the entrance.

AC2. CENTIPEDE NEST (EL 18)

This section of the cave is filled with nasty fungi. Anyone entering the area for the first time on a turn or starting their turn in the fungus must make a DC 18 Constitution saving throw or be incapacitated until the start of their next turn.

Creatures: 1 Earthcancer Centipede per PC. Use Vrocks (MM 64) with the following changes:

- Type is Undead
- Tremorsense 120
- Speed 60 ft., burrow 60 ft., no fly speed
- Makes 2 Talons attacks as its mandibles
- Stunning Screech affects everyone except undead
- Obey the Wormtouched trait

AC3. DEATHTRAP 1

Deathtrap Trap: CR12. DC 20. Wisdom (Perception) to notice something wrong. Intelligence (Investigation) to find the trap. Any creature other than undead or avolakias that comes within 20 feet triggers the trap. Two *glyphs of warding* fire. The first hits the target with *dispel magic*. It has +5 added to rolls for purposes of dispelling spells of 4th level or higher. The second fires *finger of death* at the same creature.

AC4. DEATHTRAP 2

See area AC3.

AC5. ABATTOIR

Creatures: 1 Mindkiller Scorpion. Use Dragon Turtle (MM 119) with the following changes:

- Type is Undead, immune to poison damage and poisoned condition.
- Speed 40 ft., Climb 40 ft.

- Obey the Wormtouched trait.
- Spiderclimb trait.
- No Steam Breath
- Multiattack uses Tail instead of Bite.
- Tail attack does not do pushback after a failed strength saving throw. Instead a creature hit by the tail attack is injected with Purple Worm Poison (DMG 258).
- **Mindkilling Aura (1/day).** The mindkiller scorpion releases a mindbending aura as an action. Each creature in a 30-foot radius that is not undead must succeed at a DC 15 Wisdom saving throw or be subject to a Short Term Madness (DMG 259).

Add or remove 30 hp for each PC above or below 4.

AC6. SCORPION NEST

Creatures: Same as AC5.

AC7. DEATHTRAP 3

See area AC3.

AC8. OUTER SANCTUM

Description

Creatures: N'vesh-n'kar.

AC9. INNER SANCTUM

Treasure: The treasure contains the following magic items:

- +2 Full Plate. Armor (plate), legendary (requires attunement). Once per day, the wearer can attempt to Control Undead per the Oathbreaker Channel Divinity (DMG 97). Charisma is the ability for setting the save DC.
- A Sword of Life Stealing (DMG 206)
- A Rod of Resurrection (DMG 197)
- A Ring of the Ram (DMG 193) that deals necrotic damage.
- An Everfull Purse (as described in the adventure, page 62)

THE TRIPARTITE SOUL

Bearers of one of the three objects that hold a portion of Balakarde's soul can concentrate on it to find the path to the other fragments. They also offer the following benefits. These benefits are replaced with the benefits described in Aid from Beyond the Grave when confronting Dragotha if all three parts have been claimed.

Scholar: Advantage on Intelligence and Wisdom ability checks.

Artist: Advantage on Dexterity (not including initiative) and Charisma ability checks.

Slayer: Advantage on Initiative and Strength ability checks.

THE EXILE'S TOWER

A *knock* spell with a DC 20 spellcasting ability check unlocks the front door.

Magically Treated Walls: AC 23, DR 36, HP 972

Crystal Door: AC 21, DR 4, HP 108

ET2. GALLERY

Payment for the statue can take one or more of the following forms:

- Assassination: As described in the adventure.
- Commission: This can be fulfilled by a work of art or a performance. A performance requires at least 3 of 5 ability checks of DC 25. These can be Charisma (Performance) or Dexterity (Instrument) checks. A work of art requires a DC 25 Dexterity (Artisan Tool) check with an appropriate artisan tool. Zulshyn provides access to her workshop and tools which give advantage on the check.
- Bribe: Zulshyn will accept a gift of a magical item that is very rare or legendary. A combination of money, gems and magical items totaling 120,000 gp can be given with magical items worth the following amounts: common – 50 gp, uncommon, 500 gp, rare – 5,000 gp
- Service: A DC 20 Charisma (Persuasion) check pushes back the start of service for a few weeks.

Creatures: Zulshyn. Add 90 hp for each PC above 4 and remove 30 hp for each PC below 4. Zulshyn's CR is high because it is expected she will use *power word heal* on herself. Half of any damage Zulshyn takes is spread across any Apocalypse golems within 60 feet of her.

ET4. STOREROOM

Description

Creatures: 4 Apocalypse Golems. Add or remove 30 hp for each PC above or below 4. Use Shield Guardians (MM 271) with the following changes:

- Zulshyn has a necklace with an amulet built in for each shield guardian.
- Zulshyn has made these golems able to each store one prismatic spray spell.

ET5. ZULSHYN'S CHAMBERS

Disintegrate will drop the *wall of force* surrounding the statuette of Balakarde. Any other reasonable method of operating the mechanism to lower the *wall of force* (*dispel magic*, *knock*, etc.) must succeed on a DC 20 ability check.

PART FOUR: THESSALAR'S FORTRESS

The entire fortress works as Thessalar's lair (MM 203). He uses this to recharge any spells he casts during the day (including the *project image*) that he uses to first address the party. Anyone standing on the eastern or western walls at the start of their turn must succeed at a DC 10 Dexterity (Acrobatics) check or fall off.

Stone Doors: 108 hp, AC 17, damage threshold 4, DC 27 Strength check to break down.

TF 1. OUTER GATE

There are two portcullises here. A DC 21 Strength check bends/breaks the rusted bars enough to pass through.

Rusted Portcullis: 54 hp, AC 17 per bar

TF2. COURTYARD

The courtyard is difficult terrain.

Creatures: 1.5 Hydras (MM 190) per PC (rounded up).

TF 3. WORKSHOP

Contact with protolife grants a living creature regeneration for 1 minute. Each exposure to protolife contains a cumulative 5% chance of transformation into a thessalmonster. Choose from a chuul, nothic, grell, flesh golem, gibbering mouter or some other less iconic aberration (i.e. not a beholder).

Creatures: Thessalar the lich (MM 202). Augmented Thessalhydra, use Hydra (MM 190) with the following modifications:

- Double the hp, attack bonus, and damage.
- The hydra loses a head if it takes 50 damage in a turn.

Treasure: Thessalar's special equipment includes an evil robe of the arch magi and a portable hole with all his spellbooks,

AID FROM BEYOND THE GRAVE

A fragment of Balakarde's soul provides the following bonuses when bonded to a creature.

Artist: The bearer of this aspect has immunity to fire damage.

All living creatures within 30 feet have Evasion and advantage on Dexterity saving throws.

Scholar: Targets of spells from the bearer of this aspect have disadvantage on the saving throws against spells. All living creatures within 30 feet are immune to fear and have advantage on Wisdom saving throws.

Slayer: The bearer of this aspect has advantage on attack rolls. All creatures within 30 feet have immunity to paralysis and advantage on Constitution saving throws.

PART FIVE: THE TABERNACLE OF WORMS

Any appropriate creature that dies within the Tabernacle of Worms rises 1d4 rounds later as a favored spawn of Kyuss.

Unhallowed Halls: Undead have advantage on saving throws against Turn Undead effects. Travel to and from other planes is blocked.

Walls: The walls repair damage at a rate of 10 hp per round. Any creature within 30 feet of a part of a wall that takes damage must make a DC 15 Dexterity saving throw or have 1d6 Kyuss Worms land on it. Creatures that deal damage to the wall with a melee attack have disadvantage on the saving throw. Any creature who passes through a wall (or where a wall segment should be such as with *passwall* or temporarily destroying a section) is infested with 6d6 Kyuss Worms. These worms materialize within the victim's body.

Doors: AC 19, 4 damage threshold, 108 HP, 10 hp regeneration, break DC 22. Any creature that is not a denizen of the tabernacle must succeed on a DC 15 Constitution saving throw or be infested as someone who passes through a wall. A creature that casts *knock* or *dispel magic* can temporarily interrupt the magic holding the worms together with a successful DC 15 spellcasting ability check. The worms fall into a harmless pile on the floor (the door then has 0 hp). When the

door regains all of its hit points, the pile of worms reforms into a door again. Damaging a door causes a similar spray of worms as damaging a wall.

Secret Doors: A DC 27 Wisdom (Perception) check notices the presence of a secret door. A DC 27 Intelligence (Investigation) check infers how to open it. Passing through a secret door does not subject a creature to the worm infestation that would occur from passing through a wall.

Illumination: The tabernacle is illuminated in a dim green light that is just bright enough to read by.

Scrying: Any creature that attempts to scry from within the tabernacle or attempts to scry on a target within the tabernacle instead sees a vision of Kyuss himself and must succeed on a DC 19 Wisdom saving throw or take a form of long-term madness (DMG 260).

Death: Any character who dies has ghostly, green worms attack its body for 1d4 rounds. At the end of this, the body is consumed unless it would rise as a favored spawn of Kyuss, and the worms explode outward functioning as the source of a *weird* spell (PHB 288).

APPROACHING THE TABERNACLE (EL 20)

The moat is filled with green slime (DMG 105). The overworms on the spires have truesight 120 ft.

Creatures: Venk and Zyrith the Wyvern (MM 303). Add or remove 30 hp to each for each PC above or below 4.

TW1. TABERNACLE ENTRANCE (EL 15)

Huge Wormdoors: Like the regular wormdoors, but the damage threshold is 8, and the hp is 216. The doors have an *arcane lock* which makes the break DC 29 instead of 19. A first use of *knock* or *dispel magic* removes the *arcane lock*. A second use of one of those spells causes the door to fall apart like a regular wormdoor. *Dispel magic* will also suppress the magic that brings in Overworms.

Creatures: 1 Overworm each time someone who is not a worshipper of Kyuss tries to open, pass through or damage the huge wormdoors up to 6 overworms. The overworms stay for 2 minutes. Add or subtract 30 hp for each PC above or below 4.

TW2. TEMPLE OF THE WORM (EL 20)

The fountain is filled with green slime (DMG 105).

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

- Large aberration (shapechanger), neutral evil
- Remove Sunlight Sensitivity, Fey Ancestry, and Summon Demon
- Shapechange into a Medium or Large creature as a bonus action. The avolakia keeps its stats and abilities.
- Advantage on avoiding and escaping a grapple while in Avolakia form.
- *Suggestion* (3/day) DC 19. When cast while in human form, the target has disadvantage on saving throws.

TW3. WORMSPIRE (EL 10)

A creature who is not a worshipper of Kyuss must make a DC 15 Wisdom saving throw to keep the worms in check.

Creatures: 1 Overworm. 3 of the towers have an Avolakia Priest manning the tower. Add or remove 30 hp for each PC above or below 4.

TW4. GRACE OF THE GREEN

A DC 16 Intelligence (Investigation) check reveals the illusion. A creature who is not a worshipper of Kyuss and comes into contact with any surface must succeed on a DC 15 Constitution saving throw or be infested with 6d6 Kyuss Worms.

TW5. BIRTHING CHAMBER (EL 3)

A creature who is not a worshipper of Kyuss and comes in contact with a wall must succeed on a DC 15 Constitution saving throw or be infested with 6d6 Kyuss Worms. Any living creature that falls in the pit takes 4d6 necrotic damage per round and this damage also reduces the maximum hp by the same amount.

Creatures: 1 Animated Claw. Add or remove 30 hp for each PC above or below 4. Use Animated Armor (MM 19) with the following modifications:

- +8 to hit
- Hit: target is grappled (Escape DC 20)

TW6. VENK'S PARLOR

Anyone who uses these books has advantage on an Intelligence checks about demonology, the lower planes, and their impact on the Material Plane.

TW7. VENK'S BEDROOM

A DC 27 Intelligence (Investigation) check reveals the secret room.

TW8. GUARDROOM (EL 8)

Creatures: 1 Avolakia Priest (see area TW2). Add or subtract 30 hp for each PC above or below 4.

TW9. STUDY

A *wall of force* covers the room except for the doors. Anyone attempting travel between dimensions in this room must succeed on a DC 19 spellcasting ability check.

TW10. LIBRARY VAULT

A *wall of force* covers the room except for the doors. Anyone attempting travel between dimensions in this room must succeed on a DC 19 spellcasting ability check. Any Intelligence check made using the books in this library has advantage.

TW11. MAHUUDRIL'S PARLOR (EL 19)

A DC 19 Intelligence (Investigation) check sees through the

illusion. Anyone who eats the food is subject to Sewer Plague (DMG 257). Mahuudril attempts to flee if brought below 20% of her hit points.

Creatures: Mahuudril. Use Vampire Spellcaster (MM 297-298) with the following changes:

- Large aberration (shapechanger), neutral evil
- HP 204
- Remove Vampire Weaknesses, Regeneration, and Children of the Night
- Shapechanger changes to shapechange into a Medium or Large creature as a bonus action. The avolakia keeps its stats and abilities.
- Advantage on avoiding and escaping a grapple while in Avolakia form.

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

TW12. PRISON

A *wall of force* covers the room except for the doors. Anyone attempting travel between dimensions in this room must succeed on a DC 19 spellcasting ability check.

TW13. BEDCHAMBER

If the floor is slit open, all creatures within 15 feet must make a DC 15 Dexterity saving throw or have 1d6 Kyuss Worms land on it.

TW14. WORMDRAKE LAIR (EL20)

The treasure includes a Potion of Supreme Healing, a Potion of Enhance Ability (Cat's Grace), a Potion of Reduce, a Bronze Griffon Figurine of Wondrous Power, and a Robe of Stars.

Creatures: 1 Wormdrake. Add or subtract 30 hp for each PC above or below 4. Use Ancient Black Dragon (MM 87) with the following modifications:

- Favored Spawn of Kyuss trait
- Regeneration is suppressed for 1 round if it takes damage from fire or silvered weapons.
- A secondary breath weapon that covers everyone who fails a DC 22 Dexterity saving throw with 6d6 Kyuss Worms. This can be used once per day.

TW15. LOWER WORMVENT

Any creature in the shaft takes 1d6 cold damage from the green rain. A creature must make a DC 19 Constitution saving throw or the damage also reduces its maximum hit points by the same amount. Creatures that are immune to disease do not suffer loss of maximum hit points.

TW17. THE WORM'S PATH (EL 21)

A creature who is not a worshipper of Kyuss and comes into contact with any surface must succeed on a DC 15 Constitution saving throw or be infested with 6d6 Kyuss Worms. Any creature in contact with the green river takes 1d6 cold damage. A creature must make a DC 19 Constitution saving throw or the damage also reduces its maximum hit points by the same

amount. Creatures that are immune to disease do not suffer loss of maximum hit points.

Creatures: 1 Nightcrawler per 2 PCs. Use Purple Worm (MM 255) with the following modifications:

- Type Undead
- Poison damage from stinger becomes necrotic

TW19. LASHONNA'S BOUDOIR

A DC 22 Intelligence (Investigation) check finds some of Lashonna's scales.

TW21. CLEANSING ROOM

Anyone who touches the water must succeed on a DC 22 Wisdom saving throw or be cursed. The curse causes the victim to have disadvantage on Wisdom saving throws.

TW22. THE WRITHING SANCTUM

The entire Writhing Sanctum functions as Dragotha's lair (MM 203). A living creature takes 2d6 necrotic damage each round they are in the chamber. Creatures bonded to a fragment of Balakarde's soul and those protected by *death ward* are protected from this. A party that promises Dragotha's phylactery can secure his assistance in slaying Lashonna with a DC 30 Charisma (Persuasion) check. A creature who is not a worshipper of Kyuss and starts their turn or first comes into contact on their turn with the ziggurat must succeed on a DC 23 Constitution saving throw or be infested with 6d6 Kyuss Worms. Any creature who starts at turn in contact with the green river or first moves into it on their turn takes 1d6 cold damage. A creature must make a DC 19 Constitution saving throw or the damage also reduces its maximum hit points by the same amount. Creatures that are immune to disease do not suffer loss of maximum hit points.

Creatures: Dragotha. Add or subtract 90 hp or a use of legendary resistance for each PC above or below 4 PCs.

MONSTERS

The following are custom monsters for *Into the Wormcrawl Fissure*.

FAVORED SPAWN OF KYUSS

Many different creatures can be a favored Spawn of Kyuss. They keep most or all of the traits of a normal version of that creature with the following changes which are designed to have minimal effect on the CR of the creature (and most aside from the first two can be left out if you feel they make the stat block too full):

- Type changes to Undead.
- Alignment changes to Chaotic Evil.
- Damage Resistance: bludgeoning, piercing, slashing from nonmagical weapons that aren't silvered.
- **Regeneration.** When it has 1 hp or more, the Favored Spawn of Kyuss regenerates 5 hp at the start of each of its turns unless it suffered radiant damage since its last turn.

- The DC for saving throws for special abilities is 8 + proficiency bonus + Charisma modifier.
- **Horrific Appearance.** Any creature that is not undead that starts its turn within 40 feet of a Favored Spawn of Kyuss or moves within 40 feet the first time on a turn and can see its true form must make a Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the Favored Spawn of Kyuss is within line of sight, 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 the Horrific Appearance of this Favored Spawn of Kyuss for the next 24 hours. Unless the target is surprised or the revelation of the Favored Spawn of Kyuss' true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on all attack rolls against the Favored Spawn of Kyuss.
- **Infested Skin.** A creature that comes in contact with a Favored Spawn of Kyuss or hits it with a natural weapon attack, unarmed strike, or light weapon must succeed on a Dexterity saving throw or have a Kyuss Worm transferred to it.
- **Turn Resistance.** A Favored Spawn of Kyuss has advantage on saving throws vs. Turn Undead.
- Any successful melee attack also transfers 1 Kyuss Worm to the target creature.
- **Unarmed Strike. Melee Weapon Attack:** +(proficiency bonus + Strength or Dexterity modifier) to hit, reach 5 ft., one target. Hit: 2d6 + (Strength or Dexterity modifier) bludgeoning damage for Medium and Smaller creatures with an additional 2d6 bludgeoning damage for each size category above Medium, and 1 Kyuss Worm is transferred to the target.
- **Kyuss Worm. Ranged Weapon Attack:** +(proficiency bonus + Dexterity modifier) to hit, range 10 ft. / 20 ft., one creature. Hit: 1d4 Kyuss Worm is transferred to the target.
- **Foul Embrace.** As an action the Favored Spawn of Kyuss presses its face against an incapacitated victim and infests it with 2d6 Kyuss Worms. The Kyuss Worms start within the creature instead of on the creature's skin. Any victim slain by these worms rises as a Favored Spawn of Kyuss rather than a regular Spawn of Kyuss.
- **Noxious Breath (Recharges on a 5 or 6).** As an action the Favored Spawn of Kyuss exhale a nauseating vapor in a 15-foot cone. All creatures in the area must succeed at a Constitution saving throw or be poisoned for 1 minute. A poisoned creature may repeat the saving throw at the end of each of the creature's turns, removing the poisoned condition on a successful saving throw.
- **Wormburst.** A Favored Spawn of Kyuss can expel a cloud of Kyuss Worms in a 10-foot radius from its body. Any creatures in the area must succeed on a Dexterity saving throw or receive 1d6 Kyuss Worms.

OBEY THE WORMTOUCHED

Many undead of limited intelligence have this trait. A creature with this trait unerringly follows simple commands given by a follower of Kyuss.

DRAGOTHA

Dragotha is an Ancient Red Dragon Dracolich. Use Ancient Red Dragon with the following changes:

Gargantuan undead, neutral evil

Damage Resistances necrotic

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Languages Abyssal, Common, Draconic, Dwarven, Elven, Halfling, Giant, Gnome, Goblin, Ignan, Infernal, Orc, Undercommon

Challenge 28 (120,000 XP)

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

Proficiency +1. All attack rolls, saving throws, and DCs (apart from the spellcasting DC and attack roll listed below) increase by 1.

Spellcasting. Dragotha is a 18th level spellcaster. His spellcasting ability is Charisma (spell save DC 22, +14 to attack). He has the lich's spell list prepared (MM 202).

Death Wind (1/day). Dragotha can use this breath weapon instead of his Fire Breath if his Fire Breath is available to use.

He exhales a mix of gale-force wind and negative energy in a 90-foot cone. Each creature in the area must make a DC 24 Constitution saving throw, taking 91 (26d6) necrotic damage on a failed save, or half as much damage on a successful one.

Each creature in the area must also make a DC 24 Strength saving throw or be affected by the force of the wind. Gargantuan creatures on the ground automatically succeed on this saving throw. Gargantuan flying creatures and Huge creatures on the ground that are affected are knocked prone. Huge and smaller flying creatures are blown backward 2d6x10 feet. Large and smaller creatures on the ground are blown back 1d4x10 feet. A creature that is blown back is knocked prone and takes 1d6 damage for every 10 feet blown back.

Clinging Breath. When Dragotha uses this feat his breath weapon's fire or negative energy cling to creatures that fail their saving throw (Dexterity for Fire Breath, Constitution for Death Wind). At the start of his next turn the affected creatures take half as much damage as they took the previous round from Dragotha's breath weapon. This damage is halved again and continues at the start of each of Dragotha's turns until the damage goes to zero or an affected creature uses an action to attempt a DC 24 Dexterity saving throw to shake off the clinging breath, ending the effect on a success. A creature that rolls around on the ground has advantage on the saving throw. Dragotha has disadvantage to recharge his breath weapon for 1 additional round after using this feat (roll 2d6 and take the lower of the two to check if his breath weapon recharges).

Quicken Breath. When Dragotha uses this feat his breath weapon can be used as a bonus action. Dragotha has disadvantage to recharge his breath weapon for 4 additional rounds after using this feat (roll 2d6 and take the lower of the two to check if his breath weapon recharges).

Recover Breath. When Dragotha uses this feat he skips attempting to recharge his breath weapon to reduce the

number of rounds by 1 that he would roll at disadvantage to recharge his breath weapon (i.e. If he started a turn having to roll disadvantage for 4 rounds, he would have 2 more rounds to roll disadvantage at the end of his turn; 1 for the current turn and 1 for skipping his attempt on the current turn).

N'VESH-N'KAR

Gargantuan undead, chaotic evil

Armor Class 16

Hit Points 232 (16d20 + 64)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	16 (+3)	18 (+4)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Wis +9, Cha +10

Skills History +10, Intimidate +10, Investigation +10, Perception +9, Religion +10

Damage Resistances bludgeoning, piercing, slashing from nonmagical weapons

Damage Immunities poison; nonmagical ranged weapons

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 18

Languages Abyssal, Common, Draconic, Infernal, Undercommon

Challenge 19 (22,000 XP)

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

Regeneration. At the beginning of the urlgurstata's turn it regains 10 hit points as long as it started its turn with at least 1 hit point.

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.

Spellcasting. N'vesh-n'kar is a 20th level spellcaster. His spellcasting ability is Intelligence (spell save DC 19, +11 to attack). He has the following wizard spells prepared:

Cantrips (at will): *acid splash, chill touch, mage hand, message, prestidigitation*

1st level (4 slots): *alarm, detect magic, fog cloud, mage armor, ray of sickness, shield*

2nd level (3 slots): *blindness/deafness, mirror image,*

3rd level (3 slots): *counterspell, dispel magic, fly, glyph of warding, vampiric touch*

4th level (3 slots): *blight, dimension door, hallucinatory terrain*

5th level (3 slots): *contact other plane*

6th level (2 slots): *create undead, eyebite, magic jar*

7th level (2 slots): *finger of death*

8th level (1 slot): *dominate monster, power word stun*

9th level (1 slot): *power word kill*

ACTIONS

Bite. *Melee Weapon Attack:* +16 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 18 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 18 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 in 1d4 rounds as a Favored 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 18 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 18 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 1d4 rounds later as a Favored Spawn of Kyuss.

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 froghemoth 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.

OVERWORM

Gargantuan monstrosity, chaotic evil

Armor Class 17 (natural armor)
Hit Points 157 (9d20 + 63)
Speed 20 ft., burrow 20 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	8 (-1)	24 (+7)	1 (-5)	12 (+1)	8 (-1)

Saving Throws Con +11, Wis +5
Skills Perception +9
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that are not silvered
Damage Immunities poison

Condition Immunities charmed, poisoned
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 19
Languages –
Challenge 10 (5,900 XP)

Obey the Wormtouched. Although they are mindless, overworms unerringly follow simple commands given by other undead servants of Kyuss.

Worm Infested. Any creature that hits the Overworm with a melee attack must succeed at a DC 13 Dexterity saving throw or have 1d6 Kyuss worms attach to the creature.

ACTIONS

Multiattack. The Overworm makes a bite attack and can use its Call of the Wormgod ability.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 23 (3d8 +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 Overworm.

A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the Overworm, and it takes 19 (2d8 + 10) bludgeoning and 14 (4d6) acid damage at the start of each of the Overworm's turns.

If the worm takes 25 or more damage from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Call of the Wormgod. As a bonus action, the worm may target one creature within 120 feet and fill it with horrid visions from the divine consciousness of Kyuss. The target must succeed at a DC 13 Wisdom saving throw or be stunned for 1 minute. The target may use its action to repeat the saving throw. Creatures that endure the effect or successfully save are immune to the effect for 24 hours.

VENK

Small humanoid (derro), chaotic evil

Armor Class 18 (studded leather, ring of protection, 19 with *mage armor*)
Hit Points 325 (50d6 + 150)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	16 (+3)	8 (-1)	5 (-3)	20 (+5)

Saving Throws Dex +11, Cha +11
Skills Perception +3, Stealth +11
Damage Resistances fire
Senses darkvision 120 ft., passive Perception 13
Languages Draconic, Dwarven, Undercommon
Challenge 15 (25,000 XP)

Special Equipment. Zulshyn has a quiver of 20 flaming arrows in a quiver of Ehlonna, 3 forked metal rods (attuned to Arborea, Limbo, and the Abyss), and is attuned to the statuette of Balakarde even though it is in its scone.

Insanity. Venk has advantage on saving throws against being charmed or frightened.

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

Sunlight Sensitivity. While in sunlight, Venk has disadvantage on attack rolls as well as on Wisdom (Perception) checks that rely on sight.

Dark One's Own Luck (once per short or long rest). Venk can add a d10 to an ability check or saving throw.

Mounted Combatant. Venk has advantage on attack rolls against any creature smaller than her mount. An attack targeted against her mount can be forced to target her instead. Her mount has the Evasion trait.

Hurl Through Hell (1/day). When Venk hits a creature with an attack, she can send them through the lower planes. It disappears after the hit and reappears at the end of Venk's next turn. The target takes 10d10 psychic damage if it is not a fiend.

Eldritch Blast. When Venk casts *eldritch blast*, each of the four bolts has a range of 300 feet, optionally knocks a target back 10 feet, and does an additional 5 damage.

Armor of Shadows. Venk can cast *mage armor* at will, without expending a spell slot.

Eldritch Sight. Venk can cast *detect magic* at will, without expending a spell slot.

Spellcasting. Venk is a 20th level spellcaster. Her spellcasting ability is Charisma (spell save DC 19, +11 to attack). She has the following warlock spells prepared:

Cantrips (at will): *blade ward*, *eldritch blast*, *mage hand*, *minor illusion*

1st level (0 slots): *burning hands*, *command*

2nd level (0 slots): *blindness/deafness*, *darkness*, *invisibility*, *scorching ray*, *shatter*

3rd level (0 slots): *counterspell*, *dispel magic*, *fireball*

4th level (0 slots): *banishment*, *dimension door*, *wall of fire*

5th level (4 slots): *flame strike*

6th level (1 slot): *circle of death*

7th level (1 slot): *forcecage*

8th level (1 slot): *dominate monster*

9th level (1 slot): *foresight*

ACTIONS

Multiattack. Venk makes two attacks with her pact weapon.

Pact Weapon (shortsword). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) piercing damage and 5 necrotic damage.

Pact Weapon (lance). *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 7 (1d12 + 1) piercing damage and 5 necrotic damage.

ZULSHYN

Large celestial (lillend), chaotic neutral

Armor Class 18 (+3 glamered, mithril chain shirt)

Hit Points 285 (30d10 + 120)

Speed 20 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	14 (+2)	12 (+1)	22 (+6)

Saving Throws Dex +9, Cha +12

Skills Arcana +8, Artisan's Tools (all artistic versions) +9, Insight +13, Perception +15, Performance +18, Persuasion +18, +3 to all other ability checks

Senses darkvision 60 ft., passive Perception 25

Languages Abyssal, Celestial, Common, Infernal

Challenge 20 (25,000 XP)

Special Equipment. Zulshyn has a quiver of 20 flaming arrows in a quiver of Ehlonna, 3 forked metal rods (attuned to Arborea, Limbo, and the Abyss), and is attuned to the statuette of Balakarde even though it is in its scone.

Bardic Inspiration. Zulshyn can inspire a creature within 60 feet as a bonus action. Her inspiration die is a d12.

Spellcasting. Zulshyn is a 20th level spellcaster. Her spellcasting ability is Charisma (spell save DC 20, +12 to attack). She has the following bard spells prepared:

Cantrips (at will): *dancing lights*, *mage hand*, *mending*, *prestidigitation*

1st level (4 slots): *cure wounds*, *heroism*, *Tasha's hideous laughter*

2nd level (3 slots): *glitterdust*, *hold person*, *shatter*, *silence*

3rd level (3 slots): *dispel magic*, *tongues*

4th level (3 slots): *dimension door*, *greater invisibility*, *polymorph*

5th level (3 slots): *dominate person*, *geas*, *scrying*, *wall of force*

6th level (2 slots): *chain lightning*

7th level (2 slots): *plane shift*, *prismatic spray*, *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *power word heal*

ACTIONS

Multiattack. Zulshyn makes two weapon attacks or casts a spell and makes a weapon attack.

Flail +1. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Longbow +1. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. Hit: 13 (2d8 + 4) piercing damage and 3 (1d6) fire damage.