Conversion Notes:
Search for the Diamond Staff

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This document provides guidelines for playing *Search for the Diamond Staff* as a D&D Next adventure using the rules in the current D&D Next playtest packet. The conversion information presented here allows you to substitute D&D Next ability checks and statistics blocks for the 4th Edition skill checks and statistics blocks in the adventure. Use the original text of the adventure for all other information.

The conversion notes are arranged by page and section. You can refer back to this document as you play, or you can annotate your copy of the adventure with references to the information in this document.

General Guidelines

In addition to the specific guidelines provided in this document, keep the following general points in mind.

Ability Checks: Where this conversion document refers to the difficulty of checks and tasks, the guidelines in the latest playtest packet are used to determine DCs for ability checks.

- Trivial task: DC 5
- Easy task: DC 10
- Moderate task: DC 15
- Hard task: DC 20
- Very hard task: DC 25

Perception: Whenever a Perception check is called for, a D&D Next character makes an Intelligence check if searching for something secret, or a Wisdom check if listening or spotting or noticing a hidden creature.

Distance: Whenever distance or movement is given in squares, 1 square equals 5 feet.

Rests: D&D Next characters can take short rests whenever time allows or when a short rest is called for in the adventure. When an extended rest is called for, characters take a long rest.

Blocking Terrain: This refers to objects or features that cannot be moved through or typically climbed over.

Tactics: Most converted encounters do not include a new Tactics section. Use the original adventure guidelines for the monsters' general tactics and mindset during the encounter. If a Tactics section describes a 4th Edition power that a D&D Next creature or NPC doesn't possess, substitute an action that the D&D Next creature possesses instead.

Bloodied: When a creature is bloodied, it has dropped below half its hit point maximum.

Number of Monsters: The conversion notes update the number of monsters of a particular type appearing during an encounter. Be sure to use the numbers from this conversion document rather than the numbers indicated in the original adventure.

Encounter Difficulty: You can adjust the difficulty of an encounter or customize it for larger or smaller groups. To do so, adjust the overall encounter XP by increasing or reducing the number of creatures, using the encounter building guidelines in the current D&D Next playtest packet.

Preparing for a Playtest at a Store

Each D&D Encounters season in 2013 can be run as either a 4th Edition adventure or a D&D Next playtest adventure. If you want to run *Search for the Diamond Staff,* you'll need to work with a store currently running D&D Encounters to obtain the adventure materials necessary to run this adventure for a play group. Each store has specific guidelines on the details of running the adventure. To find a store, visit the Wizards

Store & Event Locator web page at locator.wizards.com.

In addition to the store's requirements and the standard procedures for running a game in public, if you're DMing a D&D Encounters season as a D&D Next playtest, you'll want to keep the following points in mind.

- Pick up your materials prior to the first session of play. Stores should have the adventure about one week prior to the first session.
- Print out this conversion document. Stores do not have access to the conversion document or anything related to D&D Next rules, unless the organizer signed up as a playtester.
- Be ready to provide pregenerated characters. Some players at your table might not be signed up for the D&D Next playtest. These players **must** use pregenerated characters that you provide, and they **must** read and agree to the terms in the playtest agreement (see below).
- The D&D Encounters kit contains one-page playtest agreements for each player who has not signed up for the D&D Next playtest. Your organizer should provide you with these. The agreements do not have to be signed or returned. Simply ensure that each player has read the agreement and understands it before beginning to play.
- The first session is typically character creation. Use this time to help already-established playtesters create characters and to help players new to the playtest understand their pregenerated characters and the rules of D&D Next.
- Be sure to follow all the store organizer's instructions, and have fun!

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Treasure

Selling Items: Magic items cannot be sold during the adventure.

Random Items

Use the following table to determine unspecified magic items, either by rolling randomly or choosing items as you see fit. See the Magic Items document in the most recent D&D Next playtest for more information, and to determine weapon and armor types, add details to items, and so on.

Feel free to simply choose magic items from the playtest document rather than using the table, or to reduce the number of magic items gained in the adventure to suit your campaign.

TREASURE TABLE

d20	Result
1–2	*+1 armor*
3–4	*+1 weapon*
5	*Ring of protection*
6	*Ring of feather falling*
7	*Wand of magic missiles*
8	*Wand of enemy detection*
9	*Spellguard shield*
10	*Glamoured studded leather*
11	*Potion of climbing*
12–15	*Potion of healing*
16	*Potion of heroism*
17	*Potion of invisibility*
18	*Bracers of defense*
19–20	*Cloak of elvenkind*

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Advancement

As with the 4th Edition version of the adventure, this conversion uses an accelerated XP award system to allow players to run their characters at a succession of levels. At the end of each session, award XP to the characters as noted in the conversion document.

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Session 0

Instead of creating characters using 4th Edition materials, ask players signed up for the D&D Next playtest to create 4th-level characters using the material found in the most recent playtest packet. Existing 4th-level D&D Next characters can also be used.

Newly created characters above 1st level can start with appropriate wealth and can possess common magic items at your discretion.

Connections to D&D Game Day

The events in this adventure continue on from the DUNGEONS & DRAGONS Game Day adventure *Vault of the Dracolich.* A player can take his or her surviving character from that D&D Next adventure to this one. The character keeps all XP gained during *Vault of the Dracolich,* and can retain up to one magic item.

If characters from the Game Day adventure are used in this adventure, they have previously met the sage Imani and know the lore of the *Diamond Staff.* Adjust play in this adventure accordingly, particularly Session 1 (in which the characters meet and are hired by Imani, and in which the lore of the *Diamond Staff* is revealed).

Extra Time?

Combat in D&D Next can run more quickly than in 4th Edition. This season of D&D Encounters was designed with a 4th Edition timeframe in mind. As a result, it's possible that a D&D Next session finishes much earlier than its counterpart.

If you have extra time in your D&D Next sessions, consider adding an encounter or some additional exploration or roleplaying opportunities. The following are potential diversions that can be used to fill out a play session.

- **Session 1:** The characters must defend a farmstead near the village from a larger wolf pack that attacks after the first wave of orcs and wolves.
- **Session 2:** Rather than allowing the berserk golem to flee into the woods, the characters must pursue and destroy it before it reaches the village. Alternatively, add more orcs to the encounter, having them arrive from outside the tower before combat ends.
- **Session 3:** Expand the scope of any interrogation after the combat to create opportunities for roleplaying. Alternatively, let the foes in the encounter fight to the death, then have another group of Zhentarim return to the caves in the aftermath. The adventurers must overpower these foes in order to question them.
- **Session 4:** In the aftermath of battle with Barcero and his allies, the adventurers must contend with the ghosts and wraiths that haunt the ruins. If the characters agree to work for Barcero, use such an undead encounter in place of the original encounter.
- **Session 5:** when the characters reach the ruins of Uvaeren, chitine warriors quickly set upon the party.
- **Session 6:** The fight with the chitines draws the attention of Zhent soldiers working beneath the ruined council hall. They stage an ambush after the initial combat, determined to keep the adventurers from reaching the Vault of Song.
- **Session 7:** If the combat progresses too quickly, have more Zhent soldiers appear at the top of the stairs in groups of three. Alternatively, have one or more of the remaining three columns in the chamber transform into an Uvaeranni dragon when one of the original three dragons is slain.
- **Session 8:** Depending on how the fight unfolds between the three factions, have more cultists and Zhent soldiers arrive partway through the combat. Additionally, give the players opportunities to roleplay in order to shore up or create alliances even in the thick of battle.

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Session 1

When you play this session of the adventure, make the following changes.

Connections to D&D Game Day

If some of the characters in the party participated in *Vault of the Dracolich,* Imani has specifically requested them for this new assignment. Those players have previously come to Hap to meet the sage, and can take an active role in showing new characters around the village, bringing them to meet Imani, and revealing the lore of Uvaeren and the *Diamond Staff.* All characters will need to have the specifics of the new mission explained to them, including the details regarding the Vault of Song.

If the initial meeting with Imani goes quickly, feel free to let the players who took part in the D&D Game Day adventure summarize that adventure for players who did not.

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Interview with the Sage

What is Uvaeren? A character knows the lore of Uvaeren with a moderate Intelligence check.

We want a bigger cut. Imani can be talked into offering a bonus of up to 150 gp per character.

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Provisioning for a Journey

Imani's offer to pay for the party's gear covers a riding horse with saddle and bridle for each character, a tent for the party, and other nonmagical items totaling up to 20 gp per character.

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Fangfist Marauders

When the party leaves the inn, any character who makes an easy Intelligence or Wisdom check recognizes the orcs as members of the Fangfist tribe.

Combat Statistics

Use the following statistics blocks and the indicated number of creatures to create an average encounter for five 4th-level adventurers.

7 Orcs

Medium Humanoid (Orc)
Armor Class 13 (studded leather)
Hit Points 11 (2d8 + 2)
Speed 30 ft.
Senses darkvision 60 ft.

Str 14 (+2)	**Dex** 10 (+0)	**Con** 12 (+1)
Int 7 (−2)	**Wis** 11 (+0)	**Cha** 10 (+0)

Alignment chaotic evil
Languages Common, Orc

TRAITS

Relentless: If an attack reduces the orc to 0 hit points or fewer but doesn't kill it outright, it is not knocked unconscious or killed as a result until the end of its next turn, provided it still has 0 hit points or fewer.

ACTIONS

Melee Attack—Greataxe: +5 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d12 + 2) slashing damage.

Ranged Attack—Shortbow: +4 to hit (range 80 ft./320 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

ENCOUNTER BUILDING

Level 3   **XP** 70

3 Wolves

Medium Beast
Armor Class 12
Hit Points 11 (2d8 + 2)
Speed 50 ft.
Senses low-light vision

Str 13 (+1)	**Dex** 15 (+2)	**Con** 13 (+1)
Int 2 (−4)	**Wis** 12 (+1)	**Cha** 6 (−2)

Alignment unaligned
Languages —

TRAITS

Keen Senses: The wolf gains a +5 bonus to all checks to detect hidden creatures.

Pack Tactics: The wolf gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.

ACTIONS

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature). *Hit:* 1d8 + 1 piercing damage. If the attack deals maximum damage, the wolf also knocks the target prone.

ENCOUNTER BUILDING

Level 1   **XP** 20

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Features of the Area

   Doors: A character inside a house and next to a door can bar it at any time (no action required). Forcing open a barred door is a hard Strength task. A wolf can open an unlocked door with a moderate Strength check.

Reward

Each character gains 700 XP for this session.
   Treasure: The orcs carry coins worth a total of 15 gp per party member.
   With a moderate Intelligence or Wisdom check, a character recognizes the mark of the Zhentarim.

Session 2

When you play this session of the adventure, make the following changes.

Berserk Golem

Any character who succeeds on a moderate Wisdom check spots the door leading into the cottage and sees Drindol peeking out.

Combat Statistics

Use the following statistics blocks and the indicated number of creatures to create a tough encounter for five 4th-level adventurers.

Decrepit Flesh Golem

Large Animate
Armor Class 13
Hit Points 84 (8d10 + 40)
Speed 25 ft.
Senses darkvision 50 ft.

| Str 19 (+4) | Dex 9 (−1) | Con 20 (+5) |
| Int 7 (−2) | Wis 10 (+0) | Cha 5 (−3) |

Alignment unaligned
Languages understands Common

TRAITS

Berserk: While the golem is in combat, roll a d6 at the start of each of the golem's turns. If the result is 6, the golem goes berserk. On its turn, a berserk golem attacks the nearest creature or some object smaller than itself if no creature is within reach.

Immunities: The golem cannot be charmed, frightened, paralyzed, stunned, or put to sleep. It is immune to disease, poison, and lightning damage. It does not need to eat, sleep, or breathe.

Lightning is Life: If the golem would take lightning damage, it instead regains hit points equal to half the damage it would have taken.

Magic Resistance: The golem has advantage on saving throws against magical effects.

Sapping Cold: If the golem takes cold damage, its speed is reduced by 10 feet during its next turn.

ACTIONS

Melee Attack—Slam: +6 to hit (reach 5 ft.; one creature). *Hit:* 1d6 + 4 bludgeoning damage.

Multiattack: The golem makes two *slam* attacks.

ENCOUNTER BUILDING

Level 6   **XP** 550

6 Orcs

Medium Humanoid (Orc)
Armor Class 13 (studded leather)
Hit Points 11 (2d8 + 2)
Speed 30 ft.
Senses darkvision 60 ft.

| Str 14 (+2) | Dex 10 (+0) | Con 12 (+1) |
| Int 7 (−2) | Wis 11 (+0) | Cha 10 (+0) |

Alignment chaotic evil
Languages Common, Orc

TRAITS

Relentless: If an attack reduces the orc to 0 hit points or fewer but doesn't kill it outright, it is not knocked unconscious or killed as a result until the end of its next turn, provided it still has 0 hit points or fewer.

ACTIONS

Melee Attack—Greataxe: +5 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d12 + 2) slashing damage.

Ranged Attack—Shortbow: +4 to hit (range 80 ft./320 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

ENCOUNTER BUILDING

Level 3   **XP** 70

Tactics

The flesh golem has already gone berserk when the characters enter combat.

Features of the Area

Lamps: A character next to a lamp can use an action to smash it to the floor up to 25 feet away.

Table: A character next to the table can use an action to unlock a flask of acid and smash it to the floor up to 25 feet away.

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Reward
Each character gains 950 XP for this session.

Treasure: The orcs carry coins worth a total of 15 gp per party member.

Frazzk carries one garnet per character (25 gp each) and a *potion of healing.*

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Aftermath
Adjust the read-aloud text if one or more of the characters noticed Drindol at the start of the encounter.

A moderate Wisdom check or any healing magic enables Imani to regain consciousness.

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Chasing the Fangfists
The characters can easily follow the Fangfist orcs to their lair. However, how quickly they travel there determines how difficult it will be to enter the lair in the next session. To determine how quickly the party reaches the lair, in place of the 4th Edition adventure's skill challenge, ask the players to have their characters each make two ability checks from among the following options. (If the party contains four or fewer characters, have each character make three checks.)

Each character must make at least one Dexterity check or Constitution check.

Dexterity: With a successful moderate Dexterity check, a character maintains maximum stealth while following the Fangfist orcs.

Constitution: A successful moderate Constitution check allows a character to pursue the orcs at a fast pace.

Intelligence: A successful moderate Intelligence check allows a character to note the lingering essence of the *Diamond Staff.* A character can use a *detect magic* spell to gain an automatic success with this check.

Wisdom: A successful moderate Wisdom check allows a character to easily note the telltale signs of the orcs' flight through the forest.

When all the characters have made their checks, total up the number of successes. If more than half the checks were successful, the party catches the orcs off guard when they explore the lair in the next session. If half or more of the checks were failures, the orcs have had time to rest up and are ready for the adventurers.

Keep track of this overall success or failure for the next session.

Session 3

When you play this session of the adventure, make the following changes.

Wait or Observe: If a character observes the cave for a few minutes, an easy Wisdom check hears the horses stabled in the entrance cave.

Examine the Tracks: A moderate Intelligence or Wisdom check determines the number and type of creatures that have been coming and going from the cave.

Fungal Passage

Doomspore Hazard (moderate Intelligence or hard Wisdom check to notice): Whenever any creature enters an area of doomspore, that creature must make a DC 13 Dexterity saving throw. On a failed save, the doomspore is triggered. The creature that triggered the hazard and all creatures within 10 feet of that creature must each succeed on a DC 13 Constitution saving throw or take 2d6 poison damage. On a successful save, the damage is halved.

The area within 10 feet of the creature that triggered the doomspore becomes lightly obscured for 5 minutes or until the end of the encounter. Any creature that enters the area or starts its turn there must succeed on a DC 10 Constitution saving throw or take 1d4 poison damage. A creature can take this damage only once per round.

Treasure: Use the Treasure table in this document to determine the magic item concealed beneath the orc's body.

Flowstone Cave

To sneak up on the foes in the subsequent encounter, a character must succeed on a moderate Dexterity check. If the adventurers were successful in reaching the lair quickly (see the previous section), each character gains a +4 bonus to this Dexterity check.

Puppet Masters

Any characters who succeeded on the Dexterity check to sneak up in the flowstone cave (above) have surprise when they attack.

Combat Statistics

Use the following statistics blocks and the indicated number of creatures to create a tough encounter for five 4th-level adventurers.

Orc Leader

Medium Humanoid (Orc)
Armor Class 16 (chain mail)
Hit Points 32 (5d8 + 10)
Speed 25 ft.
Senses darkvision 60 ft.

Str 16 (+3)	**Dex** 11 (+0)	**Con** 14 (+2)
Int 11 (+0)	**Wis** 11 (+0)	**Cha** 12 (+1)

Alignment chaotic evil
Languages Common, Orc

TRAITS

Relentless: If an attack reduces the orc to 0 hit points or fewer but doesn't kill it outright, it is not knocked unconscious or killed as a result until the end of its next turn, provided it still has 0 hit points or fewer.

ACTIONS

Multiattack: The orc makes two greataxe attacks or two shortbow attacks.

Melee Attack—Greataxe: +5 to hit (reach 5 ft.; one creature). *Hit:* 9 (1d12 + 3) slashing damage.

Ranged Attack—Shortbow: +2 to hit (range 80 ft./320 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

Battle Cry (1/Day): Friendly creatures with the Relentless trait that can see or hear the orc gain a +5 bonus to damage rolls until the orc's next turn.

ENCOUNTER BUILDING

Level 5   **XP** 340

2 Orcs

Medium Humanoid (Orc)
Armor Class 13 (studded leather)

Hit Points 11 (2d8 + 2)
Speed 30 ft.
Senses darkvision 60 ft.

Str 14 (+2)	**Dex** 10 (+0)	**Con** 12 (+1)
Int 7 (−2)	**Wis** 11 (+0)	**Cha** 10 (+0)

Alignment chaotic evil
Languages Common, Orc

TRAITS

Relentless: If an attack reduces the orc to 0 hit points or fewer but doesn't kill it outright, it is not knocked unconscious or killed as a result until the end of its next turn, provided it still has 0 hit points or fewer.

ACTIONS

Melee Attack—Greataxe: +5 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d12 + 2) slashing damage.

Ranged Attack—Shortbow: +4 to hit (range 80 ft./320 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

ENCOUNTER BUILDING

Level 3   **XP** 70

2 Zhent Soldiers

Medium Humanoid (Human)
Armor Class 16 (scale mail, shield)
Hit Points 37 (5d10 + 10)
Speed 30 ft.

Str 14 (+2)	**Dex** 11 (+0)	**Con** 14 (+2)
Int 10 (+0)	**Wis** 10 (+0)	**Cha** 8 (−1)

Alignment lawful evil
Languages Common

TRAITS

Zhent Phalanx: While the soldier is next to an ally, enemies cannot have advantage on attack rolls against the soldier.

ACTIONS

Melee Attack—Long Sword: +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) slashing damage.

Ranged Attack—Crossbow: +5 to hit (range 30 ft./120 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

ENCOUNTER BUILDING

Level 3   **XP** 80

Zhent War Mage

Medium Humanoid (Human)

Armor Class 14 (mage armor)
Hit Points 27 (5d6 + 10)
Speed 30 ft.

Str 9 (−1)	**Dex** 14 (+2)	**Con** 14 (+2)
Int 17 (+3)	**Wis** 12 (+1)	**Cha** 13 (+1)

Alignment lawful evil
Languages Common

TRAITS

Zhent Phalanx: While the war mage is next to an ally, enemies cannot have advantage on attack rolls against the war mage.

ACTIONS

Melee Attack—Dagger: +3 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d4 + 1) piercing damage.

Shocking Grasp (Cantrip): The mage chooses a creature within 5 feet of it. The target must succeed on a DC 15 Dexterity saving throw. *Failed Save:* 2d8 lightning damage, and the creature can't take reactions until its next turn.

Spells: The mage has the following spells (save DC 15).
  Cantrips: *mage armor, mage hand, shocking grasp.*
  1st-level (4/day): *color spray, expeditious retreat, magic missile, shield* (see reactions).
  2nd-level (3/day): *invisibility.*
  3rd-level (2/day): *stinking cloud.*

REACTIONS

Shield (1st-Level Spell): When hit by an attack or targeted with *magic missile*, the war mage can gain a +2 bonus to AC and immunity to *magic missile* for until the start of the mage's next turn.

ENCOUNTER BUILDING

Level 5   **XP** 310

Tactics

When the first Zhent soldier is slain, the Zhent war mage casts *stinking cloud,* then *expeditious retreat* before making his escape.

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Features of the Area

  Ledges: Climbing a ledge is an easy Strength task.

The Plot Thickens

A character examining the spent wand can attempt a moderate Intelligence check or use a *detect magic* spell to know its function and to confirm that only a talented mage could have crafted it.

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Reward

Each character gains 850 XP for this session.

Treasure: Opening the locked coffer is a moderate Dexterity task. The coffer holds 50 gp per character and two magic items (use the Treasure table in this document).

Session 4

When you play this session of the adventure, make the following changes.

Burned Hall

A moderate Intelligence or Wisdom check notes the faint boot prints along the trail through the hall.

Dilapidated Tower

A successful moderate Intelligence or Wisdom check confirms that the tower is safe. A character who searches the interior and succeeds on an easy Intelligence check discovers the iron coffer containing a silver necklace (worth 10 gp per character) and one magic item (use the Treasure table in this document).

Well Court

To approach the carriage house unnoticed, all the characters must make Dexterity checks contested by Barcero's Wisdom check.

Carriage House

After the characters have seen the foes in the carriage house, they can attempt ability checks to determine the nature of their foes.

   A character who succeeds on a moderate Intelligence check recognizes the shadar-kai, and knows that they are dangerous humanoids that channel a mysterious shadow magic. If the result achieves a successful hard check, the character also knows that shadar-kai have abilities involving teleportation and resistance.

   A character who succeeds on a separate moderate Intelligence check recognizes the undead as dread warriors, not mere zombies. If the result achieves a successful hard check, the character also knows that dread warriors channel powerful magic and that they serve and defend a specific master.

If any of the characters failed the Dexterity check to approach unnoticed across the well court, Barcero sees them and speaks. If the characters attack at once regardless of Barcero's overtures, any characters who succeeded on the Dexterity check have surprise when they attack.

Delicate Negotiations

Convincing Barcero to forego combat with the characters requires effective roleplaying and hard Charisma checks to bluff or engage him diplomatically.

Barcero's Wrath

Combat Statistics

Use the following statistics blocks and the indicated number of creatures to create a tough encounter for five 5th-level adventurers.

Barcero

Medium Humanoid (Human)
Armor Class 14 (mage armor)
Hit Points 38 (7d6 + 14)
Speed 30 ft.

Str 10 (+0)	**Dex** 15 (+2)	**Con** 14 (+2)
Int 18 (+4)	**Wis** 16 (+3)	**Cha** 17 (+3)

Alignment neutral evil
Languages Common

ACTIONS

Chill Touch (Cantrip): Barcero chooses a living creature within 5 feet of him. The target must succeed on a DC 16 Constitution saving throw. *Failed Save:* 9 (2d8) necrotic damage, and the target cannot regain hit points until the start of Barcero's next turn.

Death Smoke (3rd-Level Necromancy Spell): Barcero creates a 10-foot-radius cloud of black smoke centered on a point he can see within 50 feet of him. The cloud's area is lightly obscured. The cloud lasts for 1 minute or until Barcero's concentration is broken.

   When the cloud appears, each living creature in it must make a DC 16 Constitution saving throw. A

creature that enters the cloud or ends its turn there must also make the saving throw, but no more than once per turn. *Failed Save:* 21 (6d6) necrotic damage, and the target is frightened for 1 minute. As an action, the target can make a DC 16 Wisdom check, ending the frightened condition on a success. *Successful Save:* Half damage.

Spells: Barcero has the following spells (save DC 16).
   Cantrips: *chill touch, mage armor, mage hand*.
   1st-level (4/day): *cause fear, expeditious retreat, false life.*
   2nd-level (3/day): *hold person, invisibility, spider climb.*
   3rd-level (3/day): *death smoke.*
   4th-level (1/day): *dimension door.*

ENCOUNTER BUILDING

Level 6   **XP** 550

2 Shadar-Kai Chainfighters

Medium Humanoid
Armor Class 14 (leather)
Hit Points 59 (7d10 + 21)
Speed 30 ft.
Senses low-light vision

Str 13 (+1)	**Dex** 17 (+3)	**Con** 16 (+3)
Int 11 (+0)	**Wis** 14 (+2)	**Cha** 10 (+0)

Alignment neutral evil
Languages Common

TRAITS

Dance of Death: If the chainfighter moves at least 15 feet or uses shadow jaunt, it can make a spiked chain attack at the end of its movement.

ACTIONS

Melee Attack—Spiked Chain: +6 to hit (reach 10 ft.; one creature). *Hit:* 8 (1d10 + 3) slashing damage.

MOVEMENT

Shadow Jaunt (Recharge 6): Instead of moving, the chainfighter teleports to any location it can see within 15 feet of it. Until the start of its next turn, the chainfighter is resistant to all damage.

ENCOUNTER BUILDING

Level 5   **XP** 390

3 Dread Protectors

Medium Undead
Armor Class 14 (scale mail)

Hit Points 22 (3d10 + 6); see Traits below
Speed 25 ft.
Senses darkvision 60 ft.

Str 16 (+3)	**Dex** 10 (+0)	**Con** 14 (+2)
Int 5 (–3)	**Wis** 12 (+1)	**Cha** 6 (–2)

Alignment neutral evil
Languages understands Common

TRAITS

Damage Resistance: The protector is resistant to bludgeoning, piercing, and slashing damage from a nonmagical source.

Eyes of Undeath: The protector's master can see or hear anything the protector can see or hear. The master can also speak through the protector.

Immunities: The protector is immune to disease and poison. It cannot be put to sleep and does not need to sleep, eat, or breathe.

Shield of Undeath: While the protector is within 5 feet of its master, the master shares the protector's Damage Resistance trait.

ACTIONS

Melee Attack—Greataxe: +5 to hit (reach 5 ft.; one creature). *Hit:* 9 (1d12 + 3) slashing damage.

MOVEMENT

Protector's Call (Recharge 6): Instead of moving, the protector teleports up to 25 feet to a location it can see beside its master.

ENCOUNTER BUILDING

Level 4   **XP** 150

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Tactics

Barcero casts *shadow cloud* to harry ranged attackers, but otherwise avoids combat in order to control the battlefield with his magic. He casts *invisibility* on himself to get behind cover, then uses *cause fear* and *hold person* to leave the adventurers at the mercy of his shadar-kai and dread protector servants.

   If his allies are defeated, Barcero casts *expeditious retreat* before fleeing.

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Features of the Area

Well: Any creature pushed into the well can attempt an easy Dexterity saving throw to grab onto the low wall and avoid a fall. A fall into the water deals only 1d6 bludgeoning damage. Climbing out of the well is an easy Strength task.

Reward

Each character gains 1,650 XP for this session.

Treasure: Barcero possesses one 25 gp gem per character, a *potion of healing,* and one magic item (use the Treasure table in this document).

Session 5

When you play this session of the adventure, make the following changes and additions.

Connections to D&D Game Day

If some of the characters in the party participated in *Vault of the Dracolich,* they automatically recognize the mysterious monks as members of the Cult of the Dragon. At your discretion, some of the cultists might recognize the characters who defiled Dretchroyaster's lair. Rework the encounter's read-aloud text as appropriate.

If the characters decide to return to Hap to question Imani before journeying to Peldan's Helm, it has an effect on the outcome of the later search for signs of the Zhentarim.

Scouring Peldan's Helm

Lore: A moderate Intelligence check or a conversation with the locals relays the history of the village.

Locating the Zhentarim

In Peldan's Helm, the characters search for signs of the Zhentarim and attempt to question the locals regarding mysterious activity in the area. To determine how much information they uncover, in place of the 4th Edition adventure's skill challenge, ask the players to have their characters each make two ability checks from among the following options. (If the party contains four or fewer characters, have each character make three checks.)

If the characters decided to return to Hap to talk to Imani before journeying to Peldan's Helm, the information they gain from the sage allows them to turn two failed checks into successes. However, the extra travel time means that the trail of the Zhentarim has grown colder. The following ability checks each take a –1 penalty.

Intelligence: A successful moderate Intelligence check allows a character to note the lingering essence of the *Diamond Staff.* A

character can use a *detect magic* spell to gain an automatic success with this check.

Wisdom: With a successful moderate Wisdom check, a character is able to find signs of the Zhents' movement and exploration in the local woodlands.

Charisma: With a successful moderate Charisma check, a character convinces the villagers to share information about the local elven ruins, or to support the adventurers against the Zhentarim threat.

Lore: Each time a character succeeds on a check, give out one of the first five pieces of information presented in the adventure. Do not initially give out the last piece of information ("The Zhentarim are not the only strangers in the area . . . .")

The first five pieces of information can be given out in any order, adjusted to suit the kind of ability check being made. If you can't logically give out a piece of information for a particular check, give out two pieces for a subsequent successful check. Even if a piece of information isn't given out, keep track of the successful check.

If the first five pieces of information are given out on successful checks, let the players continue until each character has made two checks (or three checks for a smaller party). Then total up the number of successes. If more than half the checks were successful, the characters gain the final piece of information. If half or more of the checks were failures, the characters do not gain this information, and the cultists from the Cult of the Dragon ambush them in the subsequent encounter.

If the characters successfully learn of the monks in gray robes following a purple-robed leader, a successful moderate Intelligence check allows the character to recognize the color scheme as belonging to the Cult of the Dragon.

Unexpected Foes

If more than half the checks in the previous section were successful, the characters see the cultists pacing around the cabin. Read the "If the

skill challenge ended successfully" text, and let the characters make Dexterity checks contested by the cult leader's Wisdom check to gain surprise.

If half or more of the checks in the previous section were failures, the cultists ambush the characters as they approach, gaining surprise. Read the "If the skill challenged ended in failure" text. Additionally, the cult leader has previously cast *invisibility* on the two cult veterans.

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Combat Statistics

Use the following statistics blocks and the indicated number of creatures to create an average encounter for five 5th-level adventurers.

Human Cult Leader

Medium Humanoid (Human)
Armor Class 14 (mage armor)
Hit Points 40 (7d6 + 16)
Speed 30 ft.

Str 10 (+0)	Dex 14 (+2)	Con 14 (+2)
Int 17 (+3)	Wis 14 (+2)	Cha 16 (+3)

Alignment lawful evil
Languages Common, Draconic

TRAITS

Evoker: When the cult leader casts an evocation spell that deals damage to all creatures within an area of effect, the leader can pick a number of creatures in the area up to the spell's level + 1. The chosen creatures take no damage from the spell during the turn the spell is cast.

ACTIONS

Melee Attack—Quarterstaff: +4 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d6 + 1) bludgeoning damage.

Shocking Grasp (Cantrip): The cult leader chooses a creature within 5 feet of it. The target must succeed on a DC 15 Dexterity saving throw. *Failed Save:* 2d8 lightning damage, and the creature can't take reactions until its next turn.

Spells: The cult leader has the following spells (save DC 15).
  Cantrips: *mage armor, mage hand, shocking grasp.*

  1st-level (4/day): *cause fear, magic missile, thunderwave.*
  2nd-level (3/day): *invisibility, Melf's acid arrow.*
  3rd-level (3/day): *dispel magic, fireball.*
  4th-level (1/day): *wall of fire.*

ENCOUNTER BUILDING

Level 6   **XP** 530

2 Cult Veterans

Medium Humanoid (Human)
Armor Class 14 (studded leather)
Hit Points 45 (6d10 + 12)
Speed 30 ft.

Str 14 (+2)	Dex 13 (+1)	Con 14 (+2)
Int 10 (+0)	Wis 12 (+1)	Cha 9 (−1)

Alignment lawful evil
Languages Common

ACTIONS

Melee Attack—Bastard Sword: +6 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d10 + 2) slashing damage. If the attack deals 8 or more damage, the veteran pushes the target up to 10 feet away or knocks it prone.

Multiattack (Recharge 5–6): The veteran makes two bastard sword attacks.

ENCOUNTER BUILDING

Level 4   **XP** 170

6 Human Berserkers

Medium Humanoid (Human)
Armor Class 12 (hide armor)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

Str 14 (+2)	Dex 11 (+0)	Con 14 (+2)
Int 8 (−1)	Wis 7 (−2)	Cha 10 (+0)

Alignment chaotic neutral
Languages Common

TRAITS

Rage +5: The berserker can take disadvantage on any melee attack roll to gain a +5 bonus to that attack's damage roll.

ACTIONS

Melee Attack—Greatsword: +5 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d12 + 2) slashing damage.

Level 2   **XP** 30

Features of the Area

Trees: A creature within the trees has half cover.

Reward

Each character gains 1,550 XP for this session.

Treasure: The cultists carry gems and coins worth 50 gp per character, as well as one magic item (use the Treasure table in this document).

Session 6

When you play this session of the adventure, make the following changes.

When the characters first approach the ruins, a successful moderate Wisdom check determines that unseen predators are spooking the horses.

Chomylla's Monument

Exploring the Area: A successful moderate Intelligence check allows the runes to be recognized as an ancient style of magical Elvish writing. The latent spell effect can be noticed with another moderate Intelligence check, or with a *detect magic* spell.

Moon Arch

Poisoned Dart Wall Trap (moderate Intelligence check or hard Wisdom check to notice): Whenever a creature breaks the trap's tripwire, that creature and all others within 25 feet of the triggering creature must make a moderate Dexterity saving throw. On a failed save, the target takes 3d4 piercing damage and 3d4 poison damage. On a successful save, the target takes 1d4 piercing damage and 1d4 poison damage.

A creature that notices the trap before it is triggered can disable the tripwire with a hard Dexterity check.

Ruined Portico

A character who succeeds on a moderate Intelligence check to search the body of the dead Zhent mercenary finds a magic item (use the Treasure table in this document). Determining how the mercenary died is a moderate Wisdom task.

Chitine Nest

Combat Statistics

Use the following statistics blocks and the indicated number of creatures to create an average encounter for five 5th-level adventurers.

3 Chitine Warriors

Medium Humanoid
Armor Class 13
Hit Points 45 (6d10 + 12)
Speed 30 ft., climb 30 ft.
Senses darkvision

Str 13 (+1)	**Dex** 15 (+2)	**Con** 14 (+2)
Int 8 (−1)	**Wis** 14 (+2)	**Cha** 10 (+0)

Alignment chaotic evil
Languages Common, Elvish

TRAITS

Spider Climb: The chitine can climb on smooth walls and upside down on horizontal surfaces. It ignores movement restrictions due to webbing, including that from a *web* spell.

ACTIONS

Melee Attack—Dagger: +5 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) piercing damage and 2 (1d4) poison damage.

Ranged Attack—Hand Crossbow: +5 to hit (range 30 ft./120 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage and 2 (1d4) poison damage.

Multiattack: The warrior makes two dagger attacks, two hand crossbow attacks, or one dagger attack and one hand crossbow attack.

MOVEMENT

Web Line (Recharge 6): The chitine launches a web line that allows it to fly up to 25 feet. This movement doesn't provoke opportunity attacks. The chitine must land at the end of this movement.

ENCOUNTER BUILDING

Level 4	**XP** 200

7 Chitines

Medium Humanoid

Armor Class 12
Hit Points 22 (4d8 + 4)
Speed 30 ft., climb 30 ft.
Senses darkvision

Str 12 (+1)	**Dex** 13 (+1)	**Con** 12 (+1)
Int 8 (−1)	**Wis** 12 (+1)	**Cha** 10 (+0)

Alignment chaotic evil
Languages Common, Elvish

Traits

Spider Climb: The chitine can climb on smooth walls and upside down on horizontal surfaces. It ignores movement restrictions due to webbing, including that from a *web* spell.

Actions

Melee or Ranged Attack—Dagger: +3 to hit (reach 5 ft. or range 20 ft./80 ft.; one creature). *Hit:* 3 (1d4 + 1) piercing damage and 2 (1d4) poison damage.

Multiattack: The warrior makes two dagger attacks.

Movement

Web Line (Recharge 6): The chitine launches a web line that allows it to fly up to 25 feet. This movement doesn't provoke opportunity attacks. The chitine must land at the end of this movement.

Encounter Building

Level 2   **XP** 60

Tactics

Each chitine starts the encounter between 5 and 20 feet above the floor.

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Features of the Area

Walls: Climbing the walls is a moderate Strength task. Moving along the tops of the walls is an easy Dexterity task.

Reward

Each character gains 1,550 XP for this session.

Treasure: The chitines' cocooned treasure consists of 1 gem (50 gp) per character and 15 gp per character, plus a *potion of healing* and two other magic items (use the Treasure table in this document).

Session 7

When you play this session of the adventure, make the following changes.

Singing Fountain

In the read-aloud text, replace "Rellanic script" with "ancient Elvish script."

Any elf character, or a character with knowledge of magical lore or political lore, is familiar with the names and quotations on the hanging plaques.

Chamber of Broken Portals

An easy Intelligence check or a *detect magic* spell determines that the flickering gem is magic.

Ruined Scriptorium

Searching the area to discover an intact, locked bin is a moderate Intelligence task. Opening the bin is a very hard Dexterity task. If three Dexterity checks are failed during the attempt to open the bin, its contents are ruined. If opened successfully, the bin contains a magic item (use the Treasure table in this document).

Five Maidens

Puzzle Clues: An elf character gains a +2 bonus to any of the ability checks made in this section.

Intelligence: A moderate Intelligence check made to examine the ceiling notes that it is an accurate representation of the night sky and five planets. If the check result equals or exceeds a hard DC, the character also understands the relationship between the planets and the statues, and knows to fill the basins in order from the highest planet in the sky to the lowest.

Dexterity or Wisdom: An easy Dexterity check made to examine the mechanism of a statue's basin, or an easy Wisdom check made when a basin is filled with water, determines that the movement of the basin controls a lock that opens the stone door. If the five basins are depressed in the proper order, the door opens.

Intelligence or Wisdom: An easy Intelligence check made to examine the ceiling notes that five of the stars there are different from the others, glowing with a steady bright light. An easy Wisdom check made when a basin is filled allows a character to note one of these steadily glowing stars becoming brighter. Each glowing star represents a planet and corresponds to a different statue.

Intelligence: A moderate Intelligence check made to examine the statues determines that they represent Selûne and other mythological figures associated with the sky or stars. If the check result equals or exceeds a hard DC, the character also understands the relationship between the planets and the five statues, and knows to fill the basins in order, from the highest planet in the sky to the lowest.

Combined Knowledge: If the characters succeed on three or more Intelligence or Wisdom checks in this section, they discern the relationship between the statues and the planets, and know the correct order in which to fill the basins, even if the check results would not normally determine that information.

Stone Door: Forcing the door is a very hard Strength task. The door's magic lock can be suppressed for one minute with a *knock* spell, but only if the spell is followed by a successful very hard Intelligence check.

Fang and Blade

Noticing the Uvaeranni dragons as they emerge from stasis is an Intelligence or Wisdom task (see the creature's statistics block). The dragons have surprise against characters who do not notice them.

Tactics

If the dragons are defeated, the Zhent soldiers fight until only one remains. That last soldier then retreats or surrenders.

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Combat Statistics

Use the following statistics blocks and the indicated number of creatures to create an average encounter for five 6th-level adventurers.

3 Uvaeranni Dragons

Medium Construct
Armor Class 17
Hit Points 51 (6d8 + 24)
Immunities petrification
Speed 30 ft.
Senses darkvision

Str 18 (+4)	**Dex** 16 (+3)	**Con** 18 (+4)
Int 7 (−2)	**Wis** 12 (+1)	**Cha** 7 (−2)

Alignment neutral
Languages —

TRAITS

Inanimate Seeming: When not moving, the Uvaeranni dragon appears to be an inanimate statue. A DC 20 Intelligence or Wisdom check reveals that the statue is, in fact, a creature.

ACTIONS

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d8 + 4) piercing damage. If the attack deals 9 or more damage, the dragon can push the target 5 feet away and then knock it prone.

Multiattack: The dragon makes two bite attacks.

ENCOUNTER BUILDING

Level 5   **XP** 350

4 Zhent Soldiers

Level 3   **XP** 80
$$[SFG−Pick up corrected stat block from Page 17 − Puppet Masters.]

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Features of the Area

Pit: Any creature that falls into the pit lands prone and takes 1d6 bludgeoning damage and 1d6 piercing damage from the fall and the crystal shards.

Climbing the wall of the pit is a hard Strength or Dexterity task.

Crystal: Determining the former function of the huge crystal hanging above the pit is a moderate Intelligence task.

Ledge: Climbing up to the ledge that surrounds the room is a moderate Strength task.

Reward

Each character gains 1,750 XP for this session.

Treasure: The Zhents carry 40 gp per character. Use the Treasure table in this document to determine the magic item at the bottom of the pit.

Session 8

When you play this session of the adventure, make the following changes.

The Crystal Library

A character who succeeds on a moderate Intelligence check recalls knowledge of the magic gemstones called tel'kiira and selu'kiira. That same check, or a *detect magic* spell, senses that this chamber is filled with powerful magic.

   If the check result equals or exceeds a hard DC, the character also recalls how these self-aware lore gems served as repositories for memories and magical knowledge.

Confronting Phoedele

Sneaking up on the Zhents requires all the characters to make Dexterity checks contested by the Zhent soldiers' Wisdom checks.

Thieves and Cultists

Combat Statistics

Use the following statistics blocks and the indicated number of creatures to create a tough encounter for five 6th-level adventurers.

Phoedele

Medium Humanoid (Human)
Armor Class 16 (chain mail)
Hit Points 67 (8d10 + 24)
Speed 25 ft.

Str 17 (+3)	**Dex** 14 (+2)	**Con** 16 (+3)
Int 13 (+1)	**Wis** 15 (+2)	**Cha** 13 (+1)

Alignment lawful evil
Languages Common

TRAITS

Tactical Insight: If a creature has one of Phoedele's allies next to it, Phoedele gains advantage on attack rolls against that creature.

Zhent Phalanx: While Phoedele is next to an ally, enemies cannot have advantage on attack rolls against her.

ACTIONS

Melee Attack—Diamond Staff: +9 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d4 + 6) damage, and if Phoedele had advantage on the attack roll, she pushes the target up to 10 feet away from her or knocks it prone.

Melee Attack—Long Sword: +6 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d8 + 3) damage, and if Phoedele had advantage on the attack roll, she pushes the target up to 10 feet away from her or knocks it prone.

Multiattack: Phoedele makes two melee attacks.

REACTIONS

Cry of Glory (Recharge 6): When an ally within 30 feet of Phoedele has advantage on attack rolls and hits with an attack, that attack is treated as a critical hit.

ENCOUNTER BUILDING

Level 6   **XP** 620

Zhent War Mage
Level 5   **XP** 310
$$[SFG–Pick up corrected stat block from Page 17 – Puppet Masters.]

3 Zhent Soldiers
Level 3   **XP** 80
$$[SFG–Pick up corrected stat block from Page 17 – Puppet Masters.]

Cult Leader
Level 6   **XP** 530
$$[SFG–Pick up corrected stat block from Page 25 – Unexpected Foes.]

3 Cult Veterans
Level 4   **XP** 170
$$[SFG–Pick up corrected stat block from Page 25 – Unexpected Foes.]

6 Human Berserkers

Medium Humanoid (Human)
Armor Class 12 (hide armor)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

Str 14 (+2)	**Dex** 11 (+0)	**Con** 14 (+2)
Int 8 (−1)	**Wis** 7 (−2)	**Cha** 10 (+0)

Alignment chaotic neutral
Languages Common

TRAITS

Rage +5: The berserker can take disadvantage on any melee attack roll to gain a +5 bonus to that attack's damage roll.

ACTIONS

Melee Attack—Greatsword: +5 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d12 + 2) slashing damage.

ENCOUNTER BUILDING

Level 2   **XP** 30

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Tactics

During combat, Phoedele attacks with the *Diamond Staff.* She can make use of the staff's charges to stun her foes. The staff has 10 charges at the start of combat.

Features of the Area

Shimmering Pool: Swimming in the pool is an easy Strength task. A creature climbing out of the magic water onto the edge of the pool must use its movement to do so.

A creature that ends its turn in the water takes 5 radiant damage but is resistant to necrotic until the end of the encounter.

Tiers: Low walls along the inside of the top two tiers allow characters pushed off those tiers to attempt an easy Dexterity saving throw to avoid falling.

Climbing the smooth walls of each tier is a hard Strength task.

Reward

Each character gains 2,000 XP for this session.

Treasure: In addition to the *Diamond Staff,* the defeated enemies carry jewelry, gems, and coins worth 75 gp per character.

Opening the Vault

When the characters gain access to the vault, each character who gains a boon can select one of the following boons.

- Gain any one recall lore skill and become fluent in Elvish. In addition, gain knowledge of the location of a great treasure hoard or a special magic item (DM's choice).
- Gain a permanent +1 increase to Intelligence, Wisdom, or Charisma (character's choice).
- Gain one of the following feats as a bonus feat: Arcane Dabbler, Healing Initiate, Skill Focus, or Use Magic Device.

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Diamond Staff of Chomylla

This six-foot-long scepter is carved from a single enormous crystal, with a perfect transparent globe at its head.

Property: You gain a +3 bonus to the attack rolls and the damage rolls you make with this staff.

Property (Attuned): You must be a wizard, an elf, or a half-elf to become attuned to this item.

While you hold the staff, you have advantage on Intelligence checks to recall lore. In addition, you comprehend any language spoken to you, and you can make yourself understood to any creature that has a language.

Once per day, you can expend one charge when you hit with a melee weapon attack using this staff. The target of the attack must make a DC 13 Constitution saving throw. For each additional charge you expend beyond the first, up to a maximum of three, the DC increases by 2. *Failed Save:* The target is stunned until the end of your next turn.

Secret: The staff's secret is revealed the first time an elf or half-elf character wields it. The *Diamond Staff* functions as a key to the lost library-vaults of Uvaeren. The DM determines the specific details of the lore contained in a

vault and how it is accessed. In general, such access requires specific knowledge of the location of the long-lost vault and eight hours or more of concentrated effort.

Rarity: Legendary.

Concluding the Adventure

In gratitude for the characters' efforts, Imani rewards them 250 gp each for the return of the *Diamond Staff,* in addition to a map, a bit of ancient lore, or some other clue to a new adventure.