

# D&D Next Conversion Notes: Storm over Neverwinter™

*Conversion and Editing by Scott Fitzgerald Gray*  
*Development by Chris Sims*

This document provides guidelines for playing *Storm over Neverwinter* 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

**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 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 one 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:** When 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 *Storm over Neverwinter*, 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](http://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 things 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!

## PAGE 2

### 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	+1 armor
2	+1 weapon
3	Ring of protection
4	Wand of magic missiles
5	Ring of feather falling
6	Spellguard shield
7	Potion of healing
8	Potion of heroism
9	Potion of invisibility
10	Roll twice more (reroll if 20 comes up again)

## PAGE 2–3

### 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.

## PAGE 6

## Session 0: Character Creation

Instead of creating characters using 4th Edition materials, ask the players to create 3rd-level characters using the material found in the most recent D&D Next playtest. Existing 3rd-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.

If you and the players wish to do so, you can treat D&D Next characters as if they had taken part in the D&D ENCOUNTERS season *Lost Crown of Neverwinter*. These “heroes of Neverwinter” gain a +2 bonus to Charisma checks to influence natives of the city, except Lady Nidris and the enemies in this adventure.

### Neverwinter Themes

D&D Next character backgrounds can be used in place of character themes. Neverwinter's status

as a wide-open frontier city makes the bounty hunter, charlatan, guide, guild thief, noble, soldier, and spy character backgrounds particularly appropriate.

## 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. You can pick up the *Neverwinter™ Campaign Setting* and use the nonplayer characters (NPCs) from that book or from page 8 of *Storm over Neverwinter*. Here are a few diversions to fill out your session:

- **Session 1:** The characters must chase some of the kidnappers through the streets and battle them on the rooftops of Neverwinter.
- **Session 2:** After combat, the characters are summoned by Lord Neverember to discuss their actions.
- **Session 3:** A group of thugs breaks into the House of Knowledge to steal copies of records from Helm's Hold. The characters must stop them or track them down.
- **Session 3 or 4:** Lady Sala Nidris asks the heroes to recover a remedy for her son, which she believes will alleviate any remaining trauma to her son from his encounter with the Ashmadai.
- **Session 4:** Vargas relays his suspicions about the Ashmadai to the party and sends them on a wild goose chase to one of the Ashmadai safehouses.
- **Session 5:** Assassins hired by Vargas attempt to kill the characters on their way to Helm's Hold.
- **Session 6 or 7:** The characters must battle additional enemies in the staircases or must climb the outside of the cathedral to ascend.
- **Session 8:** The party is summoned before Lord Neverember to explain what happened at Helm's Hold.

## PAGE 8

### Session 1: Lady in Peril

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

#### Denizens of the Moonstone

**Liset Cheldar:** A hard Wisdom check suggests that Liset is watchful for something.

## PAGE 9

### Inn Services

In addition to mundane items, Nidris sells *potions of healing* at the normal price of 50 gp.

### Tavern Tales

To learn one of the noted rumors, a character can spend 1 gp, or can make an easy Wisdom or Charisma check.

## PAGE 10

### Kidnapping Attempt

#### Combat Statistics

Use the following statistics blocks and the indicated number of creatures to create an average encounter for five 3rd-level D&D Next adventurers.

#### Ashmadai Thug

Medium Humanoid (Human)

**Armor Class** 13 (studded leather)

**Hit Points** 25 (3d12 + 6)

**Speed** 30 ft.

**Str** 14 (+2)      **Dex** 11 (+0)      **Con** 14 (+2)

**Int** 9 (–1)      **Wis** 11 (+1)      **Cha** 9 (–1)

**Alignment** lawful evil

**Languages** Common

#### ACTIONS

**Melee Attack—Greatclub:** +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) bludgeoning damage. If the attack deals 7 or more damage, the target falls prone.

**Invoke Asmodeus:** If the thug has 14 or fewer hit points, its greatclub attack deals 5 (2d4) extra fire damage on a hit. If the attack misses, the thug takes 2 (1d4) fire damage.

#### ENCOUNTER BUILDING

**Level 2**    **XP** 60

#### Ashmadai Garroter

Medium Humanoid (Human)

**Armor Class** 15 (studded leather)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

**Str** 12 (+1)      **Dex** 15 (+2)      **Con** 14 (+2)

**Int** 10 (+0)      **Wis** 11 (+0)      **Cha** 7 (–2)

**Alignment** lawful evil

**Languages** Common

#### TRAITS

**Creature Shield:** While the garroter has a creature grappled, it gains a +2 bonus to Armor Class.

#### ACTIONS

**Melee Attack—Garrote:** +6 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) damage, and a Medium or smaller target is grappled. While it has a creature grappled, the garroter can use garrote on only that creature but has advantage on attack rolls against that creature.

**Brimstone Cloud (Recharge 6):** If it has no creature grappled, the garroter calls forth magical smoke in a 5-foot-radius cloud centered on it. The area of the cloud is heavily obscured to everyone except the garrotter.

#### ENCOUNTER BUILDING

**Level 3**      **XP** 80

## PAGE 11

### Features of the Area

A creature that goes over the edge of the earthmote can make an easy Strength check to

climb back up. Climbing the chains from the base of the earthmote is an easy Strength task.

**Bar:** A creature can scramble onto the bar by using 10 feet of movement, or can ignore the movement cost with an easy Strength or Dexterity check.

**Patrons:** Any customer engaged in combat has AC 10 and 5 hit points, and makes checks and saves with a +0 modifier.

**Windows:** A window can be broken open with an easy Strength check or a successful attack against AC 10 that deals damage.

## Conclusion

**Ashmadai:** A character who inspects the Ashmadai cultists notices the mud on their boots with an easy Intelligence or Wisdom check. A second easy Intelligence or Wisdom check identifies the mud.

## PAGE 12

### Reward

Each character gains 650 XP for this session.

**Treasure:** Together, the cultists carry coins and jewelry worth 40 gp per character. The characters earn another 5 gp each if they escort Nidris to her house.

## PAGE 12

### Session 2: Lost Boy

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

## PAGE 12–13

### Clues in the House

**Blacklake Smell:** A moderate Wisdom check identifies the faint smell of rotting fish and saltwater. A subsequent moderate Intelligence or Wisdom check determines that the smell resembles the Blacklake docks.

**Blacklake Mud:** A character can make a moderate Intelligence or Wisdom check to identify the mud. Identifying the hobnailed boot prints is a moderate Intelligence task. Identifying the softer-edged shoe prints is a hard Intelligence task.

**Fallen Guard:** A hard Intelligence or Wisdom check recognizes Vees's wound as originating from a lightning bolt. A hard Wisdom check or any healing magic makes Vees strong enough to speak.

**Senseless Seneschal:** A moderate Wisdom check or any healing magic treats Talzu's concussion.

**Servant Staff:** An easy Charisma check can calm or intimidate the terrified house staff into describing their ordeal.

## PAGE 13

### Heading for the Docks

If the characters don't already know to head for the docks, tracking the cultists is a moderate Intelligence or Wisdom task. If you wish to improvise a scene involving more clues and leads, use easy and moderate DCs for additional checks.

## Ashmadai Safe House

---

**Stealth:** To sneak in undetected, all the characters must make Dexterity checks contested by the sentries' Wisdom checks.

**Talk:** Tricking or frightening the sentries is a hard Charisma task, but any attempt at diplomacy automatically fails. If the first check is successful, a second hard Charisma check is necessary to gain access to the sewer entrance.

**Vargas:** Elden Vargas uses *dimension door* to teleport away after directing the Ashmadai to kill the characters. If the characters were hidden, they remain hidden from the sentries even after Vargas detects them.

## PAGE 14

### Combat Statistics

Use the following statistics blocks and the indicated number of creatures to create a tough encounter for five 3rd-level D&D Next adventurers.

#### 4 Branded Zealots

**Medium Humanoid (Human)**

**Armor Class** 13 (mage armor)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

**Str** 12 (+1)      **Dex** 13 (+1)      **Con** 14 (+2)

**Int** 9 (–1)      **Wis** 10 (+0)      **Cha** 12 (+1)

**Alignment** lawful evil

**Languages** Common

---

#### ACTIONS

**Melee Attack—Mace:** +5 to hit (reach 5 ft.; one creature).

**Hit:** 3 (1d6) bludgeoning damage plus 3 (1d6) fire damage.

**Ranged Attack—Hellfire Chain:** +5 to hit (range 15 ft.; one creature). **Hit:** 5 (1d6 + 2) slashing damage and 3 (1d6) fire damage, and the target and the zealot engage in a Strength contest. **Failed Contest:** The target is pulled next to the zealot, and the zealot makes a mace attack against it.

---

#### ENCOUNTER BUILDING

**Level** 3      **XP** 80

**Cultist of Asmodeus**

**Medium Humanoid (Human)**

**Armor Class** 14 (mage armor)

**Hit Points** 27 (6d8)

**Speed** 30 ft.

**Str** 10 (+0)      **Dex** 14 (+2)      **Con** 11 (+0)

**Int** 13 (+1)      **Wis** 10 (+0)      **Cha** 14 (+2)

**Alignment** lawful evil

**Languages** Common, Infernal

---

#### ACTIONS

**Multiattack:** The cultist makes two mace attacks or two hurl flame attacks.

**Melee Attack—Mace:** +5 to hit (reach 5 ft.; one creature).  
*Hit:* 3 (1d6) bludgeoning damage and 7 (2d6) fire damage.

**Ranged Attack—Hurl Flame:** +5 to hit (range 50 ft.; one creature). *Hit:* 10 (3d6) fire damage.

**Frighten (1/day):** The cultist chooses any number of creatures within 20 feet of it. Each target must make a DC 10 Wisdom saving throw. *Failed Save:* The target is frightened for 1 minute. As an action, the frightened target can make a DC 12 Wisdom check to end this effect.

**Infernal Seduction (1/day):** The cultist chooses a creature within 50 feet of it that can hear and understand it. The creature must make a DC 10 Wisdom saving throw. *Failed Save:* The target is charmed until the end of its next turn. During that turn, the cultist can verbally control how the target uses its action and movement, but cannot command the target to harm itself.

---

#### ENCOUNTER BUILDING

**Level 4**   **XP** 170

## Tactics

**Zan:** The child has AC 10 and 10 hit points, and makes checks and saves with a +0 modifier.

A creature next to Zan can take an action to grapple the child and use him to provide half cover. Zan can be dropped at any time (no action required).

## Features of the Area

**Curtain of Water:** The curtain of water provides half cover against attacks that pass through it.

**Sewer Channel:** A creature standing in the sewer channel has half cover against ranged

attacks from creatures not in or beside the channel.

## PAGE 14

## Conclusion

**Ashmadai:** Influencing a cultist to reveal information regarding this cult cell and the Tormentor is a moderate Charisma task.

## PAGE 15

## Reward

Each character gains 650 XP for this session.

**Treasure:** A moderate Intelligence or Wisdom check notes the treasure hidden under the loose stones—coins, gems, and jewelry worth 60 gp per character, as well as one magic item (use the Treasure table in this document).

If the characters return Zan alive to Nidris, she rewards them with 10 gp each.

## Ending the Session

In the read-aloud text, change the reward of 10,000 gold pieces to 1,000 gold pieces.

## PAGE 16

# Session 3: City of the Insane

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

## Knocking on Doors

Convincing a resident or business owner to open up shop and answer questions is a moderate Charisma task for characters attempting to bluff or use diplomacy, or a hard Charisma task for characters attempting to intimidate.

Each of the indicated clues bestows the following bonus.

1. A +4 bonus to Wisdom checks made to spot hidden dominated ruffians.
2. A +2 bonus to Charisma checks made to intimidate dominated ruffians in the combat encounter.
4. The characters know that the dominated ruffians have a low Wisdom saving throw modifier.

## Tavern Talk

Gathering clues by talking to the customers in the tavern is a moderate Charisma task for characters attempting to bluff or use diplomacy, or a hard Charisma task for characters attempting to intimidate.

## PAGE 17

# Belly of the Beast

A character who studies the crowd before the attack notices a dominated ruffian with a successful moderate Wisdom check. For each point by which the check result exceeds the check DC, the character notices one additional dominated ruffian.

## Combat Statistics

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

### Dominated Ruffian

**Medium Humanoid (Human)**

**Armor Class** 12 (leather armor)

**Hit Points** 33 (6d6 + 12)

**Speed** 30 ft.

**Str** 14 (+2)      **Dex** 12 (+1)      **Con** 14 (+2)

**Int** 10 (+0)      **Wis** 7 (–2)      **Cha** 10 (+0)

**Alignment** lawful evil

**Languages** Common

#### TRAITS

**Mad Tactics:** The ruffian has advantage on attack rolls against any target that cannot move.

#### ACTIONS

**Melee Attack—Improvised Weapon:** +6 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) bludgeoning damage.

**Ranged Attack—Thrown Object:** +4 to hit (range 20 ft.; one creature). *Hit:* 5 (1d6 + 2) bludgeoning damage.

#### ENCOUNTER BUILDING

**Level** 3      **XP** 70

### Devil, Fimbrul

**Medium Fiend (Devil)**

**Armor Class** 13

**Hit Points** 37 (5d10 + 10); resistant to cold and fire

**Speed** 30 ft.

**Str** 13 (+1)      **Dex** 14 (+2)      **Con** 15 (+2)

**Int** 11 (+0)      **Wis** 12 (+1)      **Cha** 10 (+0)

**Alignment** lawful evil

**Languages** Common, Infernal

#### TRAITS

**Ice Walk:** The devil ignores difficult terrain consisting of ice or snow.

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



#### ACTIONS

---

**Melee Attack—Claws:** +6 to hit (reach 5 ft.; one creature). *Hit:* 6 (2d4 + 1) slashing damage and 3 (1d4 + 2) cold damage.

**Icy Exhalation:** Each creature in a 15-foot cone originating from the devil must make a DC 10 Constitution saving throw. *Failed Save:* 7 (2d6) cold damage, and the target's speed drops to 0 until the end of its next turn. *Successful Save:* Half damage.

#### ENCOUNTER BUILDING

---

**Level 4**                      **XP 150**

### Devil, Scorch

**Medium Fiend (Devil)**

**Armor Class** 12

**Hit Points** 34 (4d10 + 12); resistant to fire

**Speed** 30 ft.

**Str** 13 (+1)                      **Dex** 12 (+1)                      **Con** 16 (+3)

**Int** 9 (–1)                      **Wis** 12 (+1)                      **Cha** 7 (–2)

**Alignment** lawful evil

**Languages** Common, Infernal

#### TRAITS

---

**Choking Ash:** A creature that ends its turn within 5 feet of the devil and fails to attack the devil or force the devil to make a saving throw takes 3 (1d6) fire damage.

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

#### ACTIONS

---

**Melee Attack—Slam:** +5 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d4 + 1) bludgeoning damage and 5 (1d4 + 3) fire damage.

#### ENCOUNTER BUILDING

---

**Level 4**                      **XP 130**

**Patrons:** The customers in the tavern have AC 10 and 5 hit points, and make checks and saves with a +0 modifier.

**Windows:** A window can be broken open with an easy Strength check or a successful attack against AC 10 that deals damage.

## PAGE 18

### For Neverwinter!

As part of an attack made against a devil, a character can attempt to convince a Mintarn soldier that the adventurers are allies. Using diplomacy to do so is an easy Charisma task, while attempting to bluff or intimidate a guard is a moderate Charisma task. A successful check grants a +2 bonus to subsequent checks to convince other soldiers.

### Reward

Each character gains 1,250 XP for this session.

**Treasure:** If the combat ends with the characters on good terms with the Mintarn soldiers, each character earns 25 gp plus 5 gp per soldier won over during the fight. Harrag offers each character a 25 gp reward.

## PAGE 17–18

### Features of the Area

**Front Doors:** The doors can be unlocked with a moderate Dexterity check.

**Interior Walls:** The walls can be burst through with a hard Strength check.

## PAGE 19

### Session 4: The Ashmadai Strike Back

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

When the adventurers meet Darla, the character who makes the highest Wisdom check realizes that the girl saw another group spying on the party during previous battles.

Darla is willing to share her information for 5 gp. Convincing her to share it without payment requires a moderate Charisma check. A character with the guild thief background can reveal a connection to the Dead Rats gang to gain a +2 bonus to this check.

#### Night of Madness

Use moderate and hard skill checks in the mini-encounters.

1. Charisma checks allow the characters to talk down the dominated ruffian. Seeking out a watch patrol is an Intelligence or Wisdom task.
2. Stopping the looters or influencing nearby citizens to do so is a Charisma task.
3. Physically stopping the runaway wagon is a Strength or Dexterity task. Calming the horse and driver is a Wisdom or Charisma task.
4. Wisdom checks or healing magic can be used to help Chadal recover and calm down. Intelligence checks can identify the arcane nature of his hellfire burns.

## PAGE 20

If statistics blocks are needed for the mini-encounters, use the dominated ruffian from the “Belly of the Beast” encounter in this document, and replace the looter with the human commoner from the Bestiary.

When the characters arrive at Elden Vargas’s house, an easy Intelligence or Wisdom check identifies its owner.

## War Wizard’s Duel

---

Starting the combat hidden is a moderate Dexterity task.

Any character who succeeds on a hard Wisdom check realizes that Elden Vargas is aware of the party’s presence.

## PAGE 20–21

### Combat Statistics

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

#### Elden Vargas

**Medium Humanoid (Human)**

**Armor Class** 14 (mage armor)

**Hit Points** 44 (8d8 + 8); resistant to lightning

**Speed** 30 ft.

**Str** 10 (+0)      **Dex** 14 (+2)      **Con** 12 (+1)

**Int** 17 (+3)      **Wis** 13 (+1)      **Cha** 15 (+2)

**Alignment** lawful evil

**Languages** Common

---

#### TRAITS

**Arcane Recovery:** Elden can recover up to three spell slots per day, one of which can be a 2nd-level slot, and one of which can be a 3rd-level slot. He can recover slots only during a short rest.

**Spell Tactician:** Elden can exclude up to three creatures from the area of a damaging evocation spell.

---

#### ACTIONS

**Melee or Ranged Attack—Lightning Spear:** +6 to hit (reach 5 ft. or ranged 50 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage and 10 (2d6 + 3) lightning damage, and the target cannot take reactions until its next turn.

**Mind Burn (2nd-Level Spell):** A target Elden chooses within 25 feet of him must make a DC 15 Wisdom saving throw. *Failed Save:* The target takes 6 (1d6 + 3) fire damage and 10 (2d6 + 3) psychic damage, and is blinded until the end of its next turn. *Successful Save:* Half damage.

**Spells:** Elden has the following spells (save DC 15).

Cantrips: *mage armor*, *mage hand*, *shocking grasp*.

1st-Level (4/day): *cause fear, charm person, shield* (see reactions).

2nd-level (3/day): *invisibility, levitate, mind burn*.

3rd-level (3/day): *dispel magic, fireball*.

4th-level (2/day): *dimension door*.

#### REACTIONS

**Shield (1st-Level Spell):** When hit by an attack or targeted with *magic missile*, Elden can gain a +2 bonus to AC and immunity to *magic missile* for 10 minutes.

#### ENCOUNTER BUILDING

Level 6 XP 610

### Devil, Vizier

Medium Fiend (Devil)

Armor Class 13

Hit Points 37 (5d10 + 10); resistant to fire

Speed 30 ft.

Str 11 (+0) Dex 14 (+2) Con 14 (+2)

Int 18 (+4) Wis 14 (+2) Cha 16 (+3)

Alignment lawful evil

Languages Common, Infernal

#### TRAITS

**Hellfire Enchantment:** At the start of each of its turns, the devil chooses one ally within 25 feet of it. Until the end of the ally's next turn, it deals 3 (1d6) extra fire damage when it hits with a melee attack.

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

#### ACTIONS

**Melee Attack—Fire Scepter:** +6 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d8) bludgeoning damage and 11 (2d6 + 4) fire damage.

**Hellfire Bolt:** A target the devil chooses within 25 feet of the devil must make a DC 12 Dexterity saving throw. *Failed Save:* The target takes 18 (4d8) fire damage and the target falls prone. *Successful Save:* Half damage.

**Hellfire Command (Recharge 6):** A target the devil chooses within 25 feet of the devil must make a DC 12 Wisdom saving throw. *Failed Save:* The target takes 18 (4d8) fire damage and uses its action and movement on its next turn to attack a target of the devil's choice. *Successful Save:* Half damage, and the target falls prone.

#### ENCOUNTER BUILDING

Level 5 XP 310

## 2 Branded Zealots

Medium Humanoid (Human)

Armor Class 13 (mage armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

Str 12 (+1) Dex 13 (+1) Con 14 (+2)

Int 9 (–1) Wis 10 (+0) Cha 12 (+1)

Alignment lawful evil

Languages Common

#### ACTIONS

**Melee Attack—Mace:** +5 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d6) bludgeoning damage plus 3 (1d6) fire damage.

**Ranged Attack—Hellfire Chain:** +5 to hit (range 15 ft.; one creature). *Hit:* 5 (1d6 + 2) slashing damage and 3 (1d6) fire damage, and the target and the zealot engage in a Strength contest. *Failed Contest:* The target is pulled next to the zealot, and the zealot makes a mace attack against it.

#### ENCOUNTER BUILDING

Level 3 XP 80

## 4 Ashmadai Thugs

Medium Humanoid (Human)

Armor Class 13 (studded leather)

Hit Points 25 (3d12 + 6)

Speed 30 ft.

Str 14 (+2) Dex 11 (+0) Con 14 (+2)

Int 9 (–1) Wis 11 (+1) Cha 9 (–1)

Alignment lawful evil

Languages Common

#### ACTIONS

**Melee Attack—Greatclub:** +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) bludgeoning damage. If the attack deals 7 or more damage, the target falls prone.

**Invoke Asmodeus:** If the thug has 14 or fewer hit points, its greatclub attack deals 5 (2d4) extra fire damage on a hit. If the attack misses, the thug takes 2 (1d4) fire damage.

#### ENCOUNTER BUILDING

Level 2 XP 60

## PAGE 21

### Tactics

**Elden Vargas:** Vargas uses *dimension door* to teleport to an alley near his house.

## PAGE 22

### Features of the Area

**Windows:** A window can be broken open with an easy Strength check or a successful attack against AC 10 that deals damage.

### Conclusion

A hard Wisdom check reveals that Elden Vargas has no interest in helping the people of Neverwinter, but that his desire to see his wife Karis is genuine.

### Reward

Each character gains 1,250 XP for this session.

**Treasure:** Elden Vargas offers a reward of 100 gp per character and one magic item (use the Treasure table in this document). The characters also receive a reward of 5 gp each for each situation they resolved during the night of madness.

## PAGE 23

# Session 5: Into the Mouth of Madness

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

## PAGE 23–24

### Checking on Contacts

1. Lady Nidris offers the characters 10 gp each if they will deliver a letter to Zan in Helm's Hold.
2. General Sabine offers the characters Muln Horan's *+1 guardian weapon* if they listen to her story.
4. Unlocking Elden Vargas's house is a hard Dexterity task.

## PAGE 24

### Plea from Helm's Hold

When the characters approach the cathedral doors and are ordered back by the priests, an easy Intelligence or Wisdom check notes the other robed figures lurking behind arrow slits near the gate.

**Breaking In:** A character knows of the back door to the cathedral with a moderate Intelligence check, or can learn that information from a member of the crowd with an easy Charisma check.

To sneak undetected past a sentry, all the characters must make Dexterity checks contested by the sentries' Wisdom checks. Opening the locked gate is a hard Strength or Dexterity task.

A character knows of the sun room windows with a hard Intelligence check, or can notice them with an easy Intelligence or Wisdom check. Forcing a window open is a moderate Strength task or a hard Dexterity task. The patients in the sun room must then be pacified with a hard Charisma check. A character who attempts to

intimidate the patients can instead make an easy Charisma check.

**Bluffing the Guards:** One character must make a hard Charisma check to present the party to the guards. All the characters must then make easy Charisma checks to play the part of victims needing treatment. If half or more of the characters succeed on this group check, the gate guards let them in.

**Using the Mob:** It takes three moderate Charisma checks to incite the townsfolk into storming the gates.

## PAGE 25

# Cathedral Assault

### Combat Statistics

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

### 6 Dominated Acolytes

**Medium Humanoid (Human)**

**Armor Class** 12 (leather armor)

**Hit Points** 33 (6d6 + 12)

**Speed** 30 ft.

**Str** 14 (+2)      **Dex** 12 (+1)      **Con** 14 (+2)

**Int** 10 (+0)      **Wis** 7 (–2)      **Cha** 10 (+0)

**Alignment** lawful evil

**Languages** Common

#### TRAITS

**Mad Tactics:** The ruffian has advantage on attack rolls against any target that cannot move.

#### ACTIONS

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

**Ranged Attack—Light Crossbow:** +4 to hit (range 20 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

#### ENCOUNTER BUILDING

**Level** 3      **XP** 70

### Dominated Mage

**Medium Humanoid (Human)**

**Armor Class** 13 (mage armor)

**Hit Points** 18 (4d6 + 4)

**Speed** 30 ft.

**Str** 9 (–1)      **Dex** 12 (+1)      **Con** 12 (+1)

**Int** 16 (+3)      **Wis** 9 (–1)      **Cha** 13 (+1)

**Alignment** lawful evil

**Languages** Common

---

#### ACTIONS

**Melee Attack—Quarterstaff:** +2 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d4 + 1) 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:* 1d8 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): *burning hands*, *magic missile*, *shield* (see reactions).

2nd-level (3/day): *mirror image*, *scorching ray*.

---

#### REACTIONS

**Shield (1st-Level Spell):** When hit by an attack or targeted with *magic missile*, the mage can gain a +2 bonus to AC and immunity to *magic missile* for 10 minutes.

---

#### ENCOUNTER BUILDING

**Level 3**      **XP 110**

### Dominated Adept

**Medium Humanoid (Human)**

**Armor Class** 14 (studded leather)

**Hit Points** 22 (4d8 + 4)

**Speed** 25 ft.

**Str** 12 (+1)      **Dex** 12 (+1)      **Con** 13 (+1)

**Int** 10 (+0)      **Wis** 14 (+2)      **Cha** 12 (+1)

**Alignment** lawful evil

**Languages** Common

---

#### ACTIONS

**Melee Attack—Greatclub:** +4 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d8 + 1) bludgeoning damage.

**Lance of Faith:** The adept chooses a creature within 50 feet of it that it can see. The target must succeed on a DC 14 Dexterity saving throw, or it takes 4 (1d8) radiant damage.

**Spells:** The adept has the following spells (save DC 14).

Cantrips: *cure minor wounds*, *lance of faith*.

1st-Level (3/day): *cause fear*, *cure wounds*, *divine favor*, *inflict wounds*.

2nd-level (2/day): *aid*, *lesser restoration*, *silence*.

---

#### ENCOUNTER BUILDING

**Level 4**    **XP 190**

## PAGE 25–26

### Features of the Area

**Front Gate:** Picking a guard's pocket is a hard Dexterity task. Forcing the gate is a hard Strength or Dexterity task.

The arrow slits provide three-quarters cover.

**Main Hall:** The doors can be unlocked with a moderate Dexterity check. The bars can then be forced open with a hard Strength check.

**Warded Sun Room:** A creature outside the magic circle can break it at any time (no action required).

**Back Gate:** Any creature that uses the dodge action while standing on one of the indicated squares gains an additional +2 to the bonus to AC and Dexterity saving throws. An easy Intelligence or Wisdom check identifies this magical effect.

## PAGE 27

### Reward

Each character gains 2,375 XP for this session.

**Treasure:** Brother Satarin's stash of treasure contains a *potion of healing* for each character, plus a *potion of heroism*.

## PAGE 27

# Session 6: Master of Helm's Hold

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

## PAGE 27–28

### Green Traitor

#### Tactics

**Vargas:** Elden Vargas uses *dimension door* to teleport himself and Karis to the second level.

**The Prophet:** A moderate Wisdom check or any healing magic revives the Prophet. She crawls to safety but has no power to aid the characters as they fight Chartilifax.

## PAGE 28–29

### Combat Statistics

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

#### Chartilifax, Green Dragon

**Large Dragon**

**Armor Class** 16

**Hit Points** 76 (9d12 + 18)

**Immunities** poison

**Speed** 40 ft., fly 100 ft., swim 40 ft.

**Senses** darkvision 60 ft.

**Str** 18 (+4)      **Dex** 18 (+4)      **Con** 15 (+2)

**Int** 12 (+1)      **Wis** 14 (+2)      **Cha** 15 (+2)

**Alignment** lawful evil

**Languages** Common, Draconic

#### TRAITS

**Aquatic:** The dragon can breathe underwater, and being underwater imposes no penalty on its attack rolls or checks.

**Dragon:** The dragon cannot be paralyzed or put to sleep.

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

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

**Poisonous Presence:** While the dragon has 39 or fewer hit points, any creature that ends its turn within 5 feet of the dragon must make a DC 10 Constitution saving throw. *Failed Save:* 5 poison damage.

#### ACTIONS

**Multiattack:** The dragon makes one bite attack and two claw attacks.

**Melee Attack—Bite:** +5 to hit (reach 10 ft.; one creature). *Hit:* 13 (2d8 + 4) piercing damage and 4 (1d8) poison damage.

**Melee Attack—Claw:** +5 to hit (reach 5 ft.; one creature). *Hit:* 11 (2d6 + 4) slashing damage.

**Poison Breath (Recharge 5–6):** The dragon breathes poisonous gas in a 40-foot cone. Each creature in the area must make a DC 10 Constitution saving throw. *Failed Save:* 21 (5d6 + 4) poison damage, and the dragon has advantage on attack rolls against the target until the end of the dragon's next turn. *Successful Save:* Half damage.

#### ENCOUNTER BUILDING

**Level 7**      **XP** 1,600

### 8 Dominated Inmates

**Medium Humanoid (Human)**

**Armor Class** 11

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

**Str** 12 (+1)      **Dex** 12 (+1)      **Con** 12 (+1)

**Int** 10 (+0)      **Wis** 8 (–1)      **Cha** 11 (+0)

**Alignment** lawful evil

**Languages** Common

#### ACTIONS

**Melee Attack—Slam:** +4 to hit (reach 5 ft.; one creature). *Hit:* 1d6 + 1 bludgeoning damage. If the attack deals 5 or more damage, the target falls prone.

#### ENCOUNTER BUILDING

**Level 1**      **XP** 10

## PAGE 29

### Features of the Area

**Staircase:** Opening the locked door is a moderate Dexterity task.

### Reward

Each character gains 2,375 XP for this session.

**Treasure:** Rohini gives the characters one magic item from the Treasure table in this document.



## PAGE 30

# Session 7: Thunder and Lightning

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

## Indoor Storm

### Tactics

Avoiding combat while moving within 10 feet of an elemental requires a moderate Dexterity check.

### Combat Statistics

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

#### 3 Storm Vortices

**Medium Elemental (Air)**

**Armor Class** 16

**Hit Points** 45 (6d10 + 12); resistant to lightning and thunder

**Speed** 0 ft., fly 60 ft.

**Str** 10 (+0)      **Dex** 16 (+3)      **Con** 12 (+1)

**Int** 5 (–3)      **Wis** 12 (+1)      **Cha** 5 (–3)

**Alignment** neutral

**Languages** Auran

#### TRAITS

**Essence of Air:** As a being of pure air, the elemental cannot be knocked prone, is immune to disease and poison, and cannot be paralyzed, petrified, or put to sleep. It does not need to sleep, eat, or breathe.

**Lightning Backlash:** Any creature within 5 feet of the storm vortex that hits it with an opportunity attack takes 4 (1d8) lightning damage.

#### ACTIONS

**Melee Attack—Storm Strike:** +6 to hit (reach 5 ft.; one creature). *Hit:* 14 (2d10 + 3) lightning damage. On a critical hit, the target takes 1d8 extra thunder damage and falls prone.

#### ENCOUNTER BUILDING

**Level** 5      **XP** 320

#### 4 Storm Hurlers

**Medium Elemental (Air)**

**Armor Class** 15

**Hit Points** 28 (4d10 + 6); resistant to lightning and thunder

**Speed** 0 ft., fly 60 ft.

**Str** 13 (+1)      **Dex** 16 (+3)      **Con** 12 (+1)

**Int** 5 (–3)      **Wis** 12 (+1)      **Cha** 5 (–3)

**Alignment** neutral

**Languages** Auran

#### TRAITS

**Essence of Air:** As a being of pure air, the elemental cannot be knocked prone, is immune to disease and poison, and cannot be paralyzed, petrified, or put to sleep. It does not need to sleep, eat, or breathe.

#### ACTIONS

**Melee Attack—Storm Slam:** +5 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d10 + 3) thunder damage.

**Ranged Attack—Forked Lightning:** +5 to hit (range 30 ft.; one or two creatures). *Hit:* 6 (1d6 + 3) lightning damage.

#### ENCOUNTER BUILDING

**Level** 4      **XP** 140

## PAGE 30–31

### Features of the Area

**Bedrooms:** Opening a locked chest is a moderate Strength or Dexterity task.

**Main Staircase:** Climbing the broken stairs is an easy Strength task. A character who falls takes 3 (1d6) damage and lands prone on the floor at the bottom of the stairs.

**Storm Magic:** A character in this area who makes an attack that deals lightning damage or thunder damage deals 3 (1d6) extra damage (player's choice of lightning or thunder) on the attack.

**Storm Tremors:** A nonflying creature that moves more than 15 feet during its turn must succeed on an easy Dexterity saving throw or fall prone.

## PAGE 31

### Third Level

Each turn, each character must make an easy Strength or Dexterity saving throw or take 5 damage from flying debris. Alternatively, a character can make a moderate Strength check or Dexterity check to protect another character.

### Reward

Each character gains 3,250 XP for this session.

## PAGE 32

# Session 8: Eye of the Storm

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

## It's the Only Way

After hearing Elden Vargas's story, a character can recall further history with a moderate Intelligence check. Convincing Elden to finish his story is a moderate Charisma task.

Convincing Elden to reveal his full involvement with the Ashmadai is a hard Charisma task.

Pressing Elden for more details of Karis's condition is a moderate Charisma task.

Learning more about Karis's connection to the storm is a moderate Charisma task.

## PAGE 33–34

# Storm Showdown

## Features of the Area

**Hatch:** Opening the hatch is an easy Dexterity task.

**Parapeted Roof:** Moving over the parapet costs 5 extra feet of movement. The parapet can provide cover to creatures on the roof. Grabbing onto the parapet to prevent a fall requires an easy Strength or Dexterity saving throw.

**Spire:** Climbing the spire is a hard Strength task.

**Protective Sphere:** After Karis drops to 26 hit points or fewer, whenever a creature is moved against its will, the distance it moves increases by 5 feet.

## Combat Statistics

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

Chartilifax has only 50 hit points in this encounter, as reflected in his stat block.

## Elden Vargas

**Medium Humanoid (Human)**

**Armor Class** 14 (mage armor)

**Hit Points** 44 (8d8 + 8); resistant to fire

**Speed** 30 ft.

**Str** 10 (+0)      **Dex** 14 (+2)      **Con** 12 (+1)

**Int** 17 (+3)      **Wis** 13 (+1)      **Cha** 15 (+2)

**Alignment** lawful evil

**Languages** Common

### TRAITS

**Arcane Recovery:** Elden can recover up to three spell slots per day, one of which can be a 2nd-level slot, and one of which can be a 3rd-level slot. He can recover slots only during a short rest.

**Spell Tactician:** Elden can exclude up to three creatures from the area of a damaging evocation spell.

### ACTIONS

**Melee or Ranged Attack—Lightning Spear:** +6 to hit (reach 5 ft. or ranged 50 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage and 10 (2d6 + 3) lightning damage, and the target cannot take reactions until its next turn.

**Mind Burn (2nd-Level Spell):** A target Elden chooses within 25 feet of him must make a DC 15 Wisdom saving throw. *Failed Save:* The target takes 6 (1d6 + 3) fire damage and 10 (2d6 + 3) psychic damage, and is blinded until the end of its next turn. *Successful Save:* Half damage.

**Spells:** Elden has the following spells (save DC 15).

Cantrips: *mage armor*, *mage hand*, *shocking grasp*.

1st-Level (4/day): *cause fear*, *charm person*, *shield* (see reactions).

2nd-level (3/day): *invisibility*, *levitate*, *mind burn*.

3rd-level (3/day): *dispel magic*, *fireball*.

4th-level (2/day): *dimension door*.

### REACTIONS

**Shield (1st-Level Spell):** When hit by an attack or targeted with *magic missile*, Elden can gain a +2 bonus to AC and immunity to *magic missile* for 10 minutes.

### ENCOUNTER BUILDING

**Level 6**      **XP 610**

## Karis Vargas

**Medium Humanoid (Human)**

**Armor Class** 15 (mage armor)

**Hit Points** 52 (8d8 + 16); resistant to lightning

**Speed** 30 ft.

**Str** 12 (+1)      **Dex** 16 (+3)      **Con** 14 (+2)

**Int** 17 (+3)      **Wis** 15 (+2)      **Cha** 16 (+3)

**Alignment** neutral

**Languages** Common, Draconic

---

### TRAITS

**Spell Tactician:** Karis can exclude up to three creatures from the area of a damaging evocation spell.

---

### ACTIONS

**Shocking Grasp (Cantrip):** Karis chooses a creature within 5 feet of her. The target must succeed on a DC 15 Dexterity saving throw. *Failed Save:* 9 (2d8) lightning damage, and the creature can't take reactions until its next turn.

**Thunderwave (1st-Level Evocation Spell):** Each creature in a 15-foot cone originating from Karis must make a DC 15 Dexterity saving throw. *Failed Save:* The creature takes 13 (3d8) thunder damage and is pushed 15 feet away from Karis. *Successful Save:* The creature takes half as much damage and is not pushed.

**Storm Burst (4th-Level Evocation Spell):** Karis creates a 10-foot-radius cloud of violent energy centered on a point within 50 feet of her. Each creature in the cloud must make a DC 15 Dexterity saving throw. *Failed Save:* 13 (3d8) lightning damage and 13 (3d8) thunder damage, and the target falls prone. *Successful Save:* Half damage. **Effect:** The area is difficult terrain until the end of Karis's next turn.

**Spells:** Karis has the following spells (save DC 15).

- Cantrips: *light*, *mage armor*, *shocking grasp*.
- 1st-Level (4/day): *shield* (see reactions), *thunderwave*.
- 2nd-level (3/day): *invisibility*, *levitate*, *mirror image*.
- 3rd-level (3/day): *dispel magic*, *fly*, *lightning bolt*.
- 4th-level (2/day): *storm burst*.

---

### REACTIONS

**Shield (1st-Level Spell):** When hit by an attack or targeted with *magic missile*, Karis can gain a +2 bonus to AC and immunity to *magic missile* for 10 minutes.

---

### ENCOUNTER BUILDING

**Level 7**      **XP 1,080**

## Chartilifax, Green Dragon

**Large Dragon**

**Armor Class** 16

**Hit Points** 50 (9d12 + 18)

**Immunities** poison

**Speed** 40 ft., fly 100 ft., swim 40 ft.

**Senses** darkvision 60 ft.

**Str** 18 (+4)      **Dex** 18 (+4)      **Con** 15 (+2)

**Int** 12 (+1)      **Wis** 14 (+2)      **Cha** 15 (+2)

**Alignment** lawful evil

**Languages** Common, Draconic

---

### TRAITS

**Aquatic:** The dragon can breathe underwater, and being underwater imposes no penalty on its attack rolls or checks.

**Dragon:** The dragon cannot be paralyzed or put to sleep.

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

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

**Poisonous Presence:** While the dragon has 39 or fewer hit points, any creature that ends its turn within 5 feet of the dragon must make a DC 10 Constitution saving throw. *Failed Save:* 5 poison damage.

---

### ACTIONS

**Multiattack:** The dragon makes one bite attack and two claw attacks.

**Melee Attack—Bite:** +5 to hit (reach 10 ft.; one creature). *Hit:* 13 (2d8 + 4) piercing damage and 4 (1d8) poison damage.

**Melee Attack—Claw:** +5 to hit (reach 5 ft.; one creature). *Hit:* 11 (2d6 + 4) slashing damage.

**Poison Breath (Recharge 5–6):** The dragon breathes poisonous gas in a 40-foot cone. Each creature in the area must make a DC 10 Constitution saving throw. *Failed Save:* 21 (5d6 + 4) poison damage, and the dragon has advantage on attack rolls against the target until the end of the dragon's next turn. *Successful Save:* Half damage.

---

### ENCOUNTER BUILDING

**Level 7**      **XP 1,050**

## PAGE 34–35

### Using the Storm

**Channel Lightning:** As an action, a character with knowledge of arcana can make a moderate Intelligence check to channel the power of the storm. With a successful check, the character can direct the storm against a creature within 50 feet of him or her, forcing that creature to make a DC 14 Dexterity saving throw or take 9 (2d8) lightning damage and 4 (1d8) thunder damage.

If Karis fails the save against this lightning four times, her ritual is disrupted and she takes 5 (1d10) damage.

As an action, a character that can cast spells can attempt a hard Intelligence check to disconnect Karis from the storm without attacking her. With a successful check, her ritual is disrupted and her current hit points drop to 26 if they are not already lower.

**Ride the Winds:** A creature that is blown back onto the roof lands 20 feet from the point where it fell, takes 7 (2d6) damage, and falls prone. A creature that succeeds on a moderate Strength or Dexterity saving throw takes half damage and lands standing. A creature that succeeds on a hard saving throw can ride the winds, moving to a location of its choice (including in midair to attack a flying opponent), then landing on the roof and taking no damage.

### Development

Whenever Elden Vargas has 22 or fewer hit points, he gains the following trait.

**Hellfire Aura:** Any enemy within 15 feet of Elden Vargas that hits him with an attack during his turn takes 5 fire damage.

If Elden Vargas dies and Karis Vargas is still alive, Karis claims Elden's *lightning spear*. Replace her storm touch attack with Elden's lightning spear attack.

If Elden is dead, Karis can be made to surrender with three hard Charisma checks.

If Karis dies and Elden is still alive, he breaks his *lightning spear*, making the ranged version of that attack against all creatures within 50 feet of him. Until the end of the encounter, Elden then

takes a –2 penalty to AC and saving throws, gains a +5 bonus to damage rolls, and cannot make lightning spear attacks.

### Reward

Each character gains 3,250 XP for this session.

**Treasure:** The City of Neverwinter rewards the party with 1,000 gp for dealing with the threat of the Ashmadai and ending the storm. If Elden Vargas's *lightning spear* was not broken and is claimed by the characters, treat it as having the properties of a *flame tongue longsword* but dealing lightning damage.