

7TH LEVEL



THE DM TOOL CHEST

THE CIRCLE OF FIVE

LORDS OF MADNESS PART III

FIFTH EDITION ADVENTURE

They tore a hole into chaos and it threatens to corrupt the entire world

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LORDS OF MADNESS

This is the third adventure in a four part series that delves into the mystery of a tear in the veil between the material plane and the elemental plane of chaos. Each can be adapted into a single adventure if desired or left as a series.

Curse of the Dark Grove An evil force has seeped into the forest, corrupting all it touches with madness

Tower of the Mad Wizard An ancient wizard in an elemental tower has succumbed to madness

The Circle of Five A group of evil mages have banded together, ripping a hole into the plane of chaos

The Courts of Chaos Chaos has been unleashed and an army of demons are preparing to flood into the world

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CREDITS

This adventure module was created with the help of all of these talented people:

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Thank You! To all of the awesome patrons who supported this work!

RUNNING THIS ADVENTURE

In order to run this adventure, you will need the Fifth Edition core rulebooks.

Boxed text like this present descriptions meant to be read aloud or paraphrased for the players. These are just prompts and may be used or not at the DM's discretion.

In this adventure you will come across references that point to information that is presented outside of this module.

Magic Items, Spells, and Equipment will be italicized and will be found described in either the core DM guidebook or the core player's rulebook.

Monster names will be in bold and the appropriate stat block will be found in the core fifth edition monster guidebook if not already presented in an attached Appendix.

ABBREVIATIONS

Common abbreviations used in this adventure:

pp - Platinum Piece(s)	LG Lawful good
gp - Gold Piece(s)	CG Chaotic good
ep - Electrum Piece(s)	NG Neutral good
sp - Silver Piece(s)	LN Lawful neutral
cp - Copper Piece(s)	N Neutral
NPC - Nonplayer Character	CN Chaotic neutral
DC - Difficulty Class	LE Lawful evil
AC - Armor Class	NE Neutral evil
xp - Experience Points	CE - Chaotic evil
hp - Hit Points	



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ADVENTURE PRIMER

The Circle of Five is a Fifth Edition adventure made for **three to five characters of 6th to 8th level** and is optimized for **four characters with an average party level (APL) of 7**. A band of mages seeks power by tapping into the elemental plane of chaos. In their greed, they have torn a rift open and a chaos infection is now corrupting everything it touches as it seeps outward. Characters who complete this adventure should earn enough experience to reach a quarter of the way to level 8. The adventurers should be prepared for a long and difficult challenge to reach the chaos rift.

BACKGROUND

A band of mages calling themselves the Circle of Five seek power by attempting to harness the elemental plane of chaos. They have built an underground lair where they focus the power they have slowly been siphoning from a small rift they have torn into the plane. Using chaos infused magic, they've been experimenting, turning otherwise benign animals and plants into monstrous versions of themselves.

In their lust for power they have ripped the veil between planes even further in order to enter the plane directly. This has unleashed a flood of chaotic energy that is now seeping out into the world, infecting and corrupting everything it touches and threatening the entire material plane. The rift must be sealed before chaos corrupts the world entirely.

ABOUT THE CIRCLE

Drazor was a powerful elemental wizard who built a tower as a test for those who sought to learn more about the elemental planes of existence. Anyone who passed his tests would become his apprentice and he would teach them to navigate the planes and teach the need for maintaining a balance.

The mages who now call themselves the Circle of Five are the former Apprentices of Drazor. Dissatisfied with his teaching and urged on by Thoveus, the most powerful of them, the band left Drazor's tower and sought their own path to power. Heading into the Verdant Hills, they took over an abandoned dungeon from a long-forgotten ruin and began their experiments with chaos.

Most of the group were reluctant to betray their master and risk working with chaos. After Thoveus showed them what could be done they soon followed him without question as they grew drunk on power.

ADVENTURE HOOKS

Here are a few ways you can get your adventurers hooked into this story:

The Lords of Madness. If following the previous part of this series *Tower of the Mad Wizard*, Drazor will have given the adventurers a compass that will lead directly to the lair of the Circle of Five. Once they reach the exterior, the compass needle will begin to spin to the point where it breaks off, losing its power and confirming they have arrived.

Something is Wrong Here. While travelling through the Verdant Hills, the adventurers begin to notice blackened and sickly trees and plants spreading from a stream. The water is foul and sulphuric with a strange film floating on it. Following the stream back to its source leads to a pond outside of a cave entrance.

Find the Source. The plant and animal life around the Shimmering Forest and Verdant Hills is reportedly becoming more and more aggressive as of late. The council of merchants in Port Ryker have determined there is a strange source of energy coming from the Hills and want someone to investigate it. There is a reward of 2,500 gp for the party if they can stop whatever is causing the trouble.

1 SQUARE = 5 FEET



THE LAIR OF THE CIRCLE

GENERAL FEATURES

Recommended Ambience: - ASKII - [Obscura](#)

Ceilings. The ceilings in the lair are mostly worked stone but roots poke through the cracks and dirt sifts down on occasion. The hallways are 10 ft. high and the rooms are 20 ft. high unless otherwise noted.

Floors and Walls. The floors are uneven stone tiles roots and vines poking through. The walls are stone that are covered in roots and vines in some places and clear in others.

Doors. The surviving doors in the lair are made of wood bound in iron and have iron hinges set into the stone door frames. Doors that are noted as locked will require a successful DC 15 Dexterity check by someone proficient with thieves' tools to open. Doors that are noted as stuck will require a DC 15 Strength check to force open. Each of the doors has an AC of 17 and 20 hp unless otherwise noted.

Illumination. There is a phosphorus green glow coming from chaos corrupted mushrooms and other plants growing on the walls of the lair. They provide dim light throughout the lair.

Chaos Damage. Within the lair are many chaos corrupted creatures, plants, and other hazards. They can cause chaos damage in addition to their other attacks or methods of damage. When applicable, this becomes 2d8 + 1d6 damage. Choose one of the d8s. The number rolled on that die determines the attack's damage type, as shown in the table below.

d8	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Poison
7	Psychic
8	Thunder

Hazard: Razor Vines. Sections of the lair have been overgrown with Razor Vines. When a creature comes into contact with a section of razor vine for the first time, the creature must succeed on a DC 12 Dexterity saving throw or take 6 (1d12) piercing damage from the razor-sharp thorns. A successful throw results in half the damage being taken.

KEYED LOCATIONS

The following descriptions correspond to the attached map:

1 - EXTERIOR

Near the base of a small hill lies an unassuming pond surrounded by a small copse of trees. A small stream feeds downhill and into a small cave that leads down into the hill.

The plant life around the mouth of the cave gives off a sickly sweet smell of rot and decay; the water of the pond and stream has an oily film over and black sludge floating in it. A sulphuric stench lies heavily in the air around this entire area.

Hazard: Tainted Water. The water in the pond is corrupted from the chaos leaking out of the rift. Anyone who drinks the water from the pond or stream will receive damage as per the Chaos Damage in the General Features Section. They must also roll a successful DC 15 Constitution check or be struck with short-term madness (DMG 259). Coming into contact more than once from chaos infected water will risk long-term madness effects. The chaos in the water will eventually eat through most containers and will be extremely dangerous to gather. If gathered successfully, a vial that is violently shaken and thrown will create a *chaos grenade*, causing the Chaos Damage previously described to any target hit by it.

2 - ENTRANCE

The rough walls and floor of the cave quickly turn into worked stone and mortar, the stream continuing its path along a hallway leading further into the underground structure. Twisted roots and vines stretch across the floors and grasp up along the walls and ceilings. Strange mushrooms and plants grow from the crevices and give off a sickly green phosphorus glow.

An iron gate sits on the left-hand wall directly opposite a heavy wooden door on the right-hand wall; thick claw marks scar the surface of the wooden door. A balcony with railings covered in thick vines is seen further down the hall.

Hazard: Twisted Terrain. The vines and growth in the hallway make it difficult to maneuver and all creatures will have disadvantage on Dexterity checks in this Area.

Hazard: Toxic Shrooms. The mushrooms in this Area are poisonous and anyone attempting to eat them must succeed a DC 12 Constitution check or take 2d6 poison damage and be poisoned for 1 hour.

2A - BALCONY

A wide balcony overlooks the 15 feet down into Area 11 from which the vines and plant life are growing out and over. The rusted bars of the railings are covered by twisted razor vines to the point where the metal can barely be seen. The razor vines cover the walls of the hallway leading to Areas 6 and 7.

Hazard: Razor Vines. The walls of this section and the balcony railings are covered in Razor Vines as outlined in the Hazard: Razor Vines section in the general features.

Encounter: Bullies. - There are three Root Guardians (**awakened trees**) that guard this hallway. Their *slam* attack has a 20% chance of knocking a hit creature in 5 ft. in one direction. They use this to knock opponents into the Razor Vines for extra damage. They are humaoid figures made of twisted roots that have were created by the Circle as protectors of their lair.

3 - GUARDROOM

The vines and overgrowth have not yet made it into this room and the walls, ceiling, and floor are clear of any plant life. Broken bits of furniture lay scattered in the corners of the room and the air reeks of animal refuse. There is a fresh corpse of a horse sitting in the center of the room, its blood seeping into a large puddle in which sit three bear-like creatures.

Encounter: Hopalong Bears. There are three **bunnybears** (see Appendix: New Monsters) here munching on the horse carcass. The bunny bears are aggressive to protect their food but an adventurer who tries to calm them down can attempt a DC 17 Wisdom (Animal Handling) check. On a success, the bunny bears will huff and go back to their meal, leaving the adventurers alone. The DC drops to 12 if they are given additional meat.

4 - STORAGE

The doors to this room from both Area 3 and Area 5 are locked.

The shattered remains of barrels and crates are strewn across the room, empty of all the food and supplies that once filled them. Bits of rotting vegetables and grain are mixed in with the debris.

Secret: Hidden Booze. There is a half-full bottle of a fine brandy hidden behind a loose stone in the wall that can be found with a DC 15 Intelligence (Investigation) check. One drink of this brandy will heal 1 hp and give the imbiber advantage on their next Strength check within 24 hours. This advantage can only be gained once in 24 hours; any drink after the first in that period will result in a temporary -1 Dexterity modifier per drink due to intoxication. A long rest will clear up any negative modifiers.

5 - DINING HALL

The door to this room from Area 6 is blocked by overgrown vines that can be torn or hacked away with a DC 12 Strength check.

A large table with benches is pushed up against one wall with the rotting remains of four half-finished meals sitting on top. Maggots squirm and swarms of insects cover the length of the table. The walls are bare of any decoration except for a glowing lantern set into the wall. A cold cooking fire sits in the corner with a pot filled with black and putrid sludge hanging above the cold ashes. There is a thin film of a green slimy growth that covers every surface of this room.

Hazard: Slippery Slime. The slime that covers the room is extremely slippery. Any creature touching the floor and making sudden movements (such as those used in combat) will require a Dexterity saving throw with a failure resulting in the creature falling prone.

Encounter: Swarms and Oozes. There are two **swarms of insects** and two **ochre jellies** in this room. The swarms will occupy the same space as an adventurer and attack them with bites. Any creature occupying the same space as the swarm must make a successful Dexterity saving throw with disadvantage or take half the damage as the swarm when it is struck by a melee weapon attack.

Treasure: Journal Sitting on the table and covered in maggots and refuse is the journal of mage Amulius Falco, one of the Circle of Five.

Much of the journal is destroyed by the slime that covers everything in this room but a few passages are legible.

The journal details out the story of how Amulius and his fellow apprentices Thoveus, Kinotar, Xia Sun, and Pruchard tapped into the plane of chaos and found a source of unmeasurable power. They were confident in their ability to refine it into a more stable form but their master Drazor was furious with their work and demanded they stop. The apprentices betrayed him to pursue their own path.

6 - LIBRARY

Vines and roots rip through the doorway leading into this room from Area 2a. They spread across the floor and envelope the bookshelves that line the walls with razor vines. Water has seeped into this room from somewhere and there is 2 inches of water and thick, heavy roots covering the floor. The books and scrolls held on the shelves are ruined beyond repair but some of the titles can still be made out; almost all of them have to deal with some sort of study of the elements or the planes of existence.

Hazard: Vines. The walls of this area are covered in Razor Vines as outlined in the Hazard: Razor Vines section in the general features. The water and heavy roots on the floor make it difficult terrain to walk through.

Treasure: Prickly Scroll There is a watertight and sealed scroll case that can be discovered to be submerged under the water with a successful DC 12 Intelligence (Investigation) check. It contains a *spell scroll of conjure earth elemental* and is trapped behind a particularly twisted knot of razor vine.

A successful DC 17 Dexterity check will retrieve the scroll case with a failure resulting in 1d12 piercing damage. Attempting to cut out the vines will have a 50% chance of damaging the case, resulting in water entering and ruining the scroll inside.

Meeting Room Key. There is a small Iron key that can be found with a successful DC 10 Intelligence (Investigation) check sitting on a small table under a rotting book that will unlock the door that leads to Area 7 from Area 5.

7 - MEETING ROOM

The door to this room from Area 2a is blocked by overgrown vines that can be torn or hacked away with a DC 12 Strength check. The door leading from Area 5 is locked and the key can be found in Area 6.

A round stone table sits in the center of this room, its surface covered in mystic writing and sigils. The walls are etched in the same runic patterns and pulse with a soft blue glow, casting a dim blue light over the room. The ravages of the vines and roots have not reached this room and it is still in a pristine state.

Sitting at the table and slumped over at the waist is a rotting corpse. It's throat has been viciously ripped out and blood has pooled across the table in a congealed mess around a stack of scattered pages. Dressed in a simple black woolen robe, the corpse has stiffened with rigor mortis.

Treasure: Corpse of Amulius. Having had his throat ripped out by one of his experiments, Amulius' corpse holds a total of 20gp, 35 sp, and a gold bracelet embedded with a small ruby (25gp).

Scattered in the blood are his notes that dictate out his experiments with different animals and merging them together. They mention particular success with giant hares and bears.

If the adventurers found the journal in Area 5, a successful DC 12 Wisdom (Perception) check will determine the handwriting on the notes and journal to be the same person.

There is a long red crystal in a pouch on Amulius' waistband that is meant to be used in the pedestal in Area 11.

8 - ANIMAL CAGES

Rows of large broken metal cages are stacked up against the walls, filled with dirty straw and the occasional pile of bones and feces of unknown animals. Iron collars and chains lie broken in each cage and the doors appear to be ripped open from the inside. There is a lingering odor of decay that hangs in the air. Giant claw marks are embedded in the stone floor, ripping right through it.

The wooden door leading to a set of stairs headed downwards has been torn off its hinges and lies in splinters everywhere. More claw marks score the stone walls and floor leading down into the stairwell.

Animal Tracks. The animal markings, feces, and tracks can be determined with a successful DC 15 Wisdom (Survival) check. A success will determine that there were a multitude of animal types held in these cages including bears, rabbits, panthers, foxes, and an owl.



9 - RUINED CHAPEL

The door leading here from Area 2 is stuck.

A broken altar sits alongside one wall in front of the remains of a few stone benches. The walls are bare of ornamentation and a thick layer of dust lies caked on everything here.

Trapped Secret Door. The secret door to Area 9a can be found on a successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check; the dust at the base of the door has been disturbed more recently. There is a small hole that contains a button to press that causes a section of the wall to swing inward. The button also contains a poison needle trap which causes 1 piercing damage, 11 (2d10) poison damage, and the victim must succeed on a DC 15 Constitution saving throw or be Poisoned for 1 hour.

The trap can be found with a successful DC 20 Intelligence (Investigation) check and disarmed by someone proficient with thieves' tools with a successful DC 15 Dexterity check. A failed check will trigger the trap.

9A - SECRET STAIRS

The stairwell is completely pitch black and devoid of any light source, leading down and further into the complex. The base of the stairwell ends at a small stone landing with a stone doorframe holding the back of the bookcase secret door in Area 12. There is a small latch that will cause the bookcase to swing outwards and into Area 12.

Secret Door. The secret door to Area 10 can be found with a successful DC 12 Wisdom (Perception) check; there is a small, barely noticeable keyhole in the wall that has the symbol of chaos carved above it. The key can be found in Area 19 and the lock to this door cannot be picked.

Once the globe is inserted into the depression, it will flash with a small spark of red energy which will then spread to the cracks of the door, disintegrating the stone into sparks of red light. Once the orb is removed, the sparks will return in the doorway, rebuilding the stone out of thin air.

10 - HIDDEN STUDY

Crammed into a small space is a small desk and bookcases crammed with tomes, scrolls, and a multitude of loose pages. The desk is old but sturdy and has a large tome filled with mystical writing.

Research Notes. Thoveus used this hidden study to hold his private research into the plane of elemental chaos. The books and notes he left are extremely rare and would be worth 5,000 gp to an academy or school of magic that could decipher them. However, these notes are also dangerous and could possibly lead to a repeat of the situation the adventurers currently find themselves in.

11 - CISTERN / CHAOS RIFT

A large, circular steel grate dominates the center of the floor of this room. A waterfall cascades down from Area 2a and continues down into the cistern below the grate. Thick roots burst through the grate and spread upwards, following the path of the waterfall up and over the balcony above. A light mist hangs heavy in the air above the grating.

A sickly green is coming from the water below the grating and fills the room with its light. At one edge of the grate is a pedestal holding a series of sigils carved into it. There are five slots embedded into the top of the pedestal with one already being occupied by a long blue crystal.

Hazard: Chaos Mist. A creature who enters the area must succeed on a DC 17 Charisma saving throw or be under the effects of the *blink* spell.

Pedestal and Grate. The pedestal is the only way to open the steel grate to access the chaos rift below. If the adventurers have found any of the four crystals necessary to operate the pedestal they will notice they exactly match the blue one already in place in size and cut.

All five crystals must be inserted into the pedestal to unlock the grate. When they are all inserted at the same time, each glows brightly in their particular color and a single beam of white light forms from their combined glow that will strike and dissolve the grate from existence. Removing any of the crystals will cause their light to immediately cease and the grate will re-emerge from its changed molecular state.

Chaos Rift. The effects of the chaos rift are felt more strongly in this room. The air is filled with a pressure and any creature spending more than a minute near it will feel a slight nausea and vertigo.

A creature who jumps into the rift will instantly be physically transported to the elemental plane of chaos.

12 - LIVING QUARTERS: THOVEUS

The door to this room is locked.

Elaborate tapestries cover the walls of this room depicting the four core elements being wielded by powerful wizards. A disheveled bed sits in one corner opposite a large desk covered in paperwork and glass bottles containing various colored liquids. A row of bookshelves line one wall. Dust lies thick on every surface in the room.

Trap: Explosive Rune. A minor *glyph of warding: explosive rune* is set on the 5 foot space directly under the desk that can be seen with a successful DC 17 Intelligence (Investigation) check. It can be deactivated by saying the passphrase "power is everything" or dispelled with a *dispel magic* spell. Triggering the rune causes an explosion in a 10 ft. radius centered on the glyph. A creature caught in the blast takes 3d8 fire damage on a failed Dexterity saving throw and half as much damage on a successful one.

The desk and its contents are destroyed completely if the rune is triggered.

Treasure: Thoveus' Desk. There is a chest inside one of the desk drawers that contains 100 gp, 240 sp, 300 cp, an emerald (50 gp), and a ruby (50 gp). On top of the desk is a *spell scroll of Arcane Gate* and two *potions of healing*.

Secret Door. The bookshelf is a secret door that can be found with a DC 12 Intelligence (Investigation) check.



13 - LIVING QUARTERS: AMULIUS & XIA

A pair of simple beds are pushed into the corners of the room. The walls are bare of any ornamentation and there is a very spartan feel to the space. Simple footlockers sit at the end of each bed. One of the beds holds a dark robed corpse being eaten by winged creatures.

Encounter: Wise as a Fox. There are three **foxls** (see Appendix:New Monsters) here eating the corpse of Xia Sun. He took his own life as madness from the chaos corruption began to take over.

Treasure: Xia Sun. In a pouch on the waistband of the corpse of Xia Sun is a yellow chaos crystal that is meant to be used in the pedestal in Area 11. A hastily scrawled note is also in the pouch begging forgiveness for the horrors that he helped create. If the journal in Area 16 was found, a successful DC 12 Wisdom (Perception) check will determine it to be the same handwriting.

14 - LIVING QUARTERS: KINOTAR & PRUCHARD

The door to this room is stuck.

Splinters from wrecked furniture are spread in every corner of the room. Shards of broken glass are mixed with pages torn from books scattered across the floor. Every surface of the walls, ceiling, and floor of the room are covered in thick spiky growths that have burst upwards from the floor. In the far corner of the room is a stand holding a staff that is made of shimmering blue glass.

Hazard: Spikey Growth. The entire area is considered difficult terrain. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. Each 5 ft. section of growth has an AC of 17, 50 hp, and is immune to bludgeoning and piercing damage. The growth can be burned at a rate of 5 feet section per minute, however, if more than 50% of the growth is burned in this way the ceiling of the room will collapse and completely bury the room, causing 10d8 bludgeoning damage to anyone inside the room and completely burying the room in rubble.

Treasure: Shimmering Staff. This is a *Eastern Shaft of Chills* (see sidebar).

15 - OPERATING ROOM

Rows of shelves containing the shattered remains of beakers and vials line the walls of this room. Four large cages made of thick wrought iron face towards the center of the room. A large stone operating table covered in runes and dried blood sits there as testament to the experiments that were conducted here.

All of the cell cage doors are locked.

15A - CELL

There are a pile of bones of various different animals filling his cage almost to the brim.

15B - CELL

Encounter: Trapped There is a starving **foxl** (see Appendix) in this cage who is at half hp and driven mad with hunger. An adventurer who succeeds a DC 17 Wisdom (Animal Handling) check will calm the creature out of its frantic state and this DC drops to 10 if it is given meat first. If the adventurer who attempts to calm the foxl speaks sylvan, they gain advantage.

If the cage door is opened without the foxl being calmed, it will attack out of hunger. Otherwise, it will attempt to escape the complex as fast as possible.

15C - CELLS

These cells are empty of anything except dirty straw and iron chains attached to iron collars.

Eastern Shaft of Chills

Weapon (Quarterstaff), uncommon (requires attunement)

The bearer gains +1 to wisdom saving throws.

The air around the bearer of this weapon is always unnaturally cold. One's breath becomes visible, and frost continually forms on the surface of the bearer's hair, weapons, and armor. The bearer suffers no ill effect from being in extremely cold environments and has advantage on any saving throws that deal with cold conditions or damage.



16 - XIA SUN'S LABORATORY

The door to this room is stuck and will require a DC 15 strength check

The furniture and items in this laboratory have been completely demolished and appear to have been hit by a massive explosion. Burnt bits of wood and broken glass, twisted metal, and scorched lengths of cloth are pushed into every corner of the room leaving the center clear. A blast mark scores the stone of the floor and ceiling, extending outward.

Treasure: Poison Potion & Journal With a successful DC 12 Intelligence (Perception) check, a single *potion of healing* vial will appear to have survived the blast. Unfortunately, it was corrupted and is now a *potion of poison*.

With a successful DC 15 Intelligence (Investigation) check, a journal will be discovered amidst the wreckage. It is scorched and only a few passages are legible but they detail out how Xia Sun is very close to stabilizing the chaos energy into his alchemical processes. He believed that it would increase the power of any potion ten-fold. If the note in Area 13 was found, a successful DC 12 Wisdom (Perception) check will determine it to be the same handwriting.

17 - KINOTAR'S LABORATORY

The furniture in this laboratory is in impeccable condition compared to the rest of the lair. Diagrams of animal physiology line the walls and every book title on the bookshelves is a compendium of different creatures from all over the world and throughout history. A large operating table sits against one wall with blood encrusted instruments strewn about the top.

Encounter: History Lesson. Lounging in the center of the room on plush rugs are a trio of **Saber-Toothed Tigers**. They cannot be calmed and will fight to the death.

Treasure: Playing God Kinotar's research notes can be found with a successful DC 10 Intelligence (Investigation) check. It details out his work merging different types of animals together with chaos energy and creating new species. The writing reveals that he has been successful in reverting certain species to more primitive versions of themselves and infusing them with even more power.

18 - PRUCHARD'S LABORATORY

The doorway to this room is stuck from thick roots growing through the cracks in the door. They will need to be hacked away or broken through with a successful DC 17 Strength check.

The entirety of this area is covered in thick roots and vine growth, covering the walls, ceiling, and floor. The plant life in the room is blackened as if diseased and there is a smell of rot and decay in the air. Green and yellow mushrooms line the walls and give off a phosphorus green glow. There is a robed skeleton sitting in the lotus position in the center of the room with roots growing around the bones and holding it in place. It is covered in a green film.

Hazard: Carnivorous Mold The mold covering the skeleton is carnivorous and if touched, will latch itself onto exposed skin and spread rapidly across it. The infected must make a DC 15 Constitution save to avoid the infection. Otherwise, they take 1d6 acid damage at the beginning of each round.

One minute in bright direct sunlight or taking 10 points of fire damage will allow a repeat save to end the effect at the end of that turn. Effects that remove disease will cure the infection as well.

Treasure: Pruchard's Journal & Crystal The corpse will contain a long green crystal that can be used in the pedestal in Area 11. There is also a journal with the name Alexander Pruchard written inside the cover that details his work using chaos energy infused plants. He wanted to make the plant life stronger and more resistant to outside forces like mankind and give it a way to fight back. In the end, he gave up his own life to become a part of it and help spread it further into the world.

19 - CHANNELING CHAMBER

The sound of chanting and roaring can be heard through the door with a successful DC 15 Wisdom (Perception) check.

This room is spartan and bare of any furnishings except a podium in the center of the room holding a tome. Every inch of the stonework in the room is covered in sigils and magical runes that faintly glow of green chaos energy.

"A deep and steady voice fills the room with a string of mystical chanting as the stone walls of the chamber disappear into an overhead dome of swirling black and green magic energies. A lone figure in a simple dark purple robe stands below the energy with his arms raised, reading from a book sitting on a podium in the center of the room. His chanting intensifies once he realizes he is not alone and his long white hair is lifted as if by a strong wind, a green glowing energy starting to crackle in his eyes.

Restrained to the floor by an iron collar and chain is a tiger whose body begins to change and twist as the energy mass above shifts down into it. In just seconds, its body alters, its fur changes to twisted patterns of green and black, and its eyes spark with the same glowing energy as the mage.

With a snap of rushing air, the swirling mass of energy disappears, leaving the room in complete silence. The mage looks up from his work and smiles, his eyes the same bright green but no longer glowing.

"And who do we have here?," he says pondering, as he reaches down to pet the chaos infused tiger now purring at his feet, removing its collar."



KINOTAR

The human chaos mage Kinotar appears to be completely sane by all obvious measures but is completely detached from emotions. He will show curiosity at first to the adventurers and ask them who they are and how they got to this place. He will show no emotion if the fates of his fellow mages are brought up and his face will be a blank slate. If the adventurers ask him about his work, shutting down the chaos rift, or show the crystals needed to work the pedestal, his face will contort in an instant and he will fly into a rage. He will yell that they are here to stop his great work and they will need to be destroyed.

Encounter: Kinotar and his Cat. Kinotar is a **mage** who can also cast *chaos strike* (see sidebar) at will as if it were a cantrip. He is accompanied by a **Saber-Toothed Tiger** that deals an additional 1d6 chaos damage with its bite attack (see General Features). They will both fight to the death.

Treasure: Tome & Crystal. On Kinotar's waist is a pouch containing a purple crystal that can be used on the pedestal in Area 11. The tome in this room is Kinotar's journal and it is bound in black leather and edged in solid gold. Embedded into the cover of the book is a key etched with a sigil of chaos that can be used to unlock the secret door to Area 10. The book details how the Circle of Five chose to enter the chaos rift and created an anchor on the other side, solidifying their hold on the source of power. Thoveus has stayed there to guard the anchor and to build up resources on the plane of chaos.

The tome also holds the *chaos strike* spell for any adventurer who wishes to copy it into their spellbook.

Chaos Strike

Evocation

Level: 1

Casting time: 1 Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A streak of chaotic energy speeds towards one creature in range that you choose. Make a ranged spell attack against the target. On a hit, the target takes 1d8 + 1d6 damage. The number rolled on the 1d8 determines the attack's damage type, as per the table below:

d8 - Damage Type

1 - Acid

2 - Cold

3 - Fire

4 - Force

5 - Lightning

6 - Poison

7 - Psychic

8 - Thunder

When you cast this spell using a spell slot of 2nd level or higher, the target takes 1d6 extra damage of the type rolled for each slot level above 1st.

AFTERMATH

With the final chaos crystal retrieved, the pedestal can be used to unlock the chaos rift. The only way to shut it down is to destroy the anchor on the other side of the rift. With the rest of the circle defeated, the only one remaining is Thoveus. The adventurers will need to gather their courage and supplies in order to survive the elemental plane of chaos.

If the adventurers fail to clear the lair or defeat Kinotar, their bodies will become food for the corrupted animals and plants that soon take over the entire complex. The chaos corruption begins to spread further until the rift tears a hole open between the planes, allowing an army of chaos soldiers and demons to enter and destroy the material plane.

Adapting this Adventure

To make this a one-shot adventure or to end the series here, simply have the five chaos crystals be the keys that use the pedestal to close the chaos rift for good. Thoveus will be trapped in the elemental plane of chaos and may seek his revenge later!

Thank you so much for playing **The Circle of Five!** The adventure continues in the finale, **The Courts of Chaos**. If you want to check out more of our content, please visit www.theDMToolChest.com!



APPENDIX: NEW MONSTERS

FOXL

The foxl is a chaos infused merger of a giant fox and a giant owl. It has the body of a fox, the wings, and the claws of the owl as its hind legs. It is highly aggressive but can be trained with patience and with time. It cannot speak but understands speech and is extremely intelligent.

FOXL

Medium beast, neutral

Armor Class 27 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 40 ft., fly 60 ft.

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

Skills Perception +6, Stealth +5

Senses darkvision 120 ft., passive Perception 16

Languages understands Sylvan but can't speak

Challenge 3 (700 XP)

BUNNYBEAR

The chaos merger of a giant hare and a brown bear, the Bunnybear is a nightmare of fur, teeth, and claws. With a small bear's body and the powerful hind legs of the hare, it can leap onto its victim from a much greater distance. The blood red eyes of the bunny head glare murder that is promised by the razor sharp bear teeth and claws.

Flyby. The foxl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Senses. The foxl has advantage on Wisdom (Perception) checks

Actions

Multiattack. The foxl makes two attacks: one with its bite and one with its talons

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (2d4+3) piercing damage.

BUNNYBEAR

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	7 (-2)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

Keen Hearing and Smell. The bunnybear has advantage on Wisdom (Perception) checks that rely on hearing and smell.

Standing Leap. The bunnybear's long jump is up to 40 ft. and its high jump is up to 20 ft., with or without a running start.

Pounce. If the bunnybear moves at least 5 ft. straight toward a target and then hits it with a claw attack on the same turn, the target takes an extra 4 (1d8) slashing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the bunnybear can make another bite attack against it as a bonus action.

Actions

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

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